



The Kandris Seal



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The Kandris Seal

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INTRODUCTION

"This place is so tainted I can almost smell it." Eldritch could barely keep from wrinkling his nose.

"Quiet," Wytch whispered. "There may be sentries we weren't able to detect. We might be lucky, and they're all concentrating on starting the ritual."

"Or they might have gotten far enough that we can't stop them ourselves," Eldritch breathed in reply. "Come on."

The two mages ducked through a hole in the broken fence and crept towards the darkened house. They had been watching the building for days, verifying the information the Council had asked for. When the order came down for them to move in, they were both eager and a bit afraid.

Wytch tapped on Eldritch's shoulder and pointed at the windowsill. In the shadows he could barely make out a symbol drawn on the wood in chalk. He looked at his companion and mouthed the word neither of them wanted to say. "The Keepers."

A bone deep chill suddenly ran through both of them, confirming their fears.

"Let's go," Wytch said, not waiting for her partner. "We can't afford to wait. That surge of magic could mean they're almost finished the spell." They broke into the house, following the strength of the taint to its source in the basement.

The chanting was almost at a fever pitch and the air was thick with incense. The cultists were standing in a semicircle in front of an altar on which lay a half-naked young woman, drugged into near senselessness. A cultist wearing a headdress made of antlers and bones stepped forward, arms raised in supplication.

"Akthireste!, he yelled. "Hear our call! Come to us!"

Eldritch and Wytch felt the Chaos magic hit the room like a tidal wave as a swirling disk opened in the air above the altar. Like a black hole, they could feel it pulling at their magic, trying to devour it. The mages summoned all their powers to cast the spell they had prepared, but just as they were about to complete the incantation, they saw huge clawed hand grab the edge of the portal and a terrifying, demonic figure start to pull its way through....

Some of the greatest stories from myths and legends come from conflict. Fact or fiction, the war between good and evil is an intrinsic part of any culture. Why? Because we need heroes to cheer for, villains to hate, and monsters to fear.

The Kandris Seal brings the world of demons, evil sorcerers and world-destroying magic to your fingertips. It presents a cadre of demons, known collectively as the Keepers of the Broken Circle, and their servants. But what are demons without their hunters? There is a secret order

of mages called the Thaumaturgia, working in the background to foil the Keepers' plots and to keep our dimension safe from threats both mystical and mundane.

Mages are not the only people fighting against the Keepers or the warping that their power, called Chaos, creates. There are monster hunters, followers of an ancient order of crusaders, and regular people just like you and me.

Read on, and step into the realm of The Kandris Seal....

How To Use This Book

If you're a GM you're probably going to want to read the entire book through, especially the section on how to use the Thaumaturgia with the PC's. There are sections in Chapters One and Two on character creation, and Chapter Three contains information on using the information presented in The Kandris Seal.

As a GM, you will notice that some of the Elemental Controls in this book contain slots with Powers that don't inherently cost END, such as Armor to represent a character's especially tough skin. These were allowed, as per the GM's permission statement in 5th edition, as the special effect fit tightly into the Elemental Control (i.e. Demonic Body). If as a GM you do not wish to have these powers included in the Elemental Control, move them out of the EC and adjust the character point totals as appropriate.

If you're a player, the information in Chapter One will be of most use to you, but talk to your GM about what's being used and what isn't.

WHAT'S IN THIS BOOK

The Kandris Seal is divided into three sections:

Chapter One begins with a primer on Chaos in The Kandris Seal and its mechanics in the d20 System. It also presents the Thaumaturgia, its history, important members, as well as specialized spells and magic items. The chapter ends with information of creating Thaumaturgia characters.

Chapter Two covers the Keepers of the Broken Circle, their history, allies, enemies, and the spells and magic items they use and create, as well as how to create charac-

ters that are involved with Chaos.

Chapter Three deals with using the Thaumaturgia, Chaos, and the Keepers in your campaign. There are suggestions for using The Kandris Seal in a variety of genres and campaign types. Mystical locations introduced in the book are described, as are a number of characters that are involved with Chaos (though not with the Thaumaturgia or the Keepers). The chapter ends with a series of detailed scenarios and a number of adventure seeds.

SHARING THE GLORY

In the years that I've been playing Champions and the Hero System, there have been lots of people who have contributed in many different ways. I want to take this opportunity to thank a select few of them who helped the creation of this book.

First, I want to thank my brother Chris. He and I put together the history of the Quantum Universe in which we run all our games. One of his creations was the Sandover Siege, which you will read about in the history of the Thaumaturgia. Chris also created the Dragon Hunters, and came up with the original concepts for John Smith, Ryske, Gaine, the Misfits, the Order of the Serpent, Shroud and Haven.

My parents deserve lots of kudos for their encouragement and the fact that I can't ever remember them saying "Why do you play such a silly/weird game? Shouldn't you be doing something more productive?"

I can't forget to thank my husband, Matt Korth, for being so understanding and supportive.

I want to thank all the players from my now shut down Sentinels play by email campaign. Special thanks to Duane Morris, who let me use his character Eldritch as a guinea pig for the Thaumaturgia information. I also want to thank Neil, Jeff, Rick, Dwayne, Mike, the other Mike, Marlon, Fred, and anyone else I may have forgotten from my old gaming group in Kitchener, Ontario, Canada, for putting up with the times I showed up for sessions more than a little bit distracted.

Another set of thanks to my old Ann Arbor gaming group, who played the new Dragon Hunters. They came into the group knowing that they would be play testers for the adventure seeds and scenarios from The Kandris Seal, and have exceeded all my expectations. Congratulations, and thanks!

DISCLAIMER AND COPYRIGHT NOTICES

The world in which The Kandris Seal is set is very similar to our own. Portions of history, especially regarding certain events and religious institutions, have been altered.

CHAPTER ONE

THE THAUMATURGIA

CHAPTER ONE: THE THAUMATURGIA

IN CHAPTER ONE, ALL TEXT IN SMALL CAPS IS CONSIDERED TO BE OPEN GAME CONTENT, IN ACCORDANCE WITH THE OGL.

When I look at the world, all I see are shadows. We strive so hard against the Keepers and the Chaos from which they sprang. Sometimes I wonder if we'll ever succeed, let alone make a difference.

Mikhael's personal journal, 1760.

In many myths and legends there are stories of epic struggles between “good” and “evil”. Sometimes it is individuals fighting, other times it is groups or even entire armies.

Evil is known by many names. Chaos is one of them, and the Thaumaturgia is sworn to protect Earth from its minions.

THE WORLD OF THE KANDRIS SEAL

In the Kandris Seal campaign magic is a rare but powerful force, and its wielders can be as powerful as the strongest paranormals. Magic is returning to the world, and in sometimes rather spectacular ways. Some places in the world reputed to have mystical properties are actually starting to show results.

Where did the magic go? There has been no agreement among mystical scholars as to the reason. Some say the rise of science was the starting point, turning people away from the “old ways”. Others say that magic flows in cycles with its high and low points. Whatever the reason, the world's magical energies began to rise again in the late 1800's, and have been slowly and steadily increasing.

In this book, any reference to capital-“C” Chaos refers to the power described above, not small-“c” chaos (such as the “butterfly effect”, the principle talked about in Jurassic Park). It has nothing to do with alignment.

Why then aren't there more mages? In a world dominated by belief in things that can only be proven by science, people have shut down their magic intuition, the ability to see and deal with the supernatural. If you don't believe in magic, how can you cast spells?

WHAT IS CHAOS?

Chaos is the energy of change. It flows from the dimension of the Demons. It perverts, corrupts, and destroys. Nothing it comes in contact with is left unscathed. Because of this, it is considered the blackest kind of evil.

Chaos is power, and when used it always leaves it mark on those who would try to control it. This mark is called the Taint, and it manifests itself both physically and spiritually. The more a person draws on the power of Chaos, the stronger the Taint becomes; the stronger the Taint, the easier it is to call upon Chaos. Eventually, the Taint will wipe away every last trace of a person's humanity, leaving them a creature of pure Chaos.

A person cursed with the Taint will often manifest signs of the Taint on his person. His face or body may become scarred. His fingernails may grow into talons. His skin may grow scaly and clammy to the touch. His eyes may become overly sensitive to light until he is only able to endure total darkness. These changes are subtle at first, but grow stronger and more noticeable as the Taint grows.

But worse than the physical changes are the changes to a person's spirit. His personality becomes a dark reflection of what it once was. A once-kind and patient man may grow cruel and arbitrary. A loving man will become filled with wrath. A generous man will turn greedy and covetous. And a man who already has these dark attributes in his personality? He will eventually, inevitably, become a monster.

Places and objects can become tainted as well. An area that was the site of a Chaos ritual or a Gate to the dimension of Chaos will retain much of the corruption that once flowed through it. The place will have an aura of “wrongness” about it that even non-magically attuned people can feel. It will feel colder, darker, and bleaker than similar places. A person will always feel as if there were someone – or something – looking over her shoulder. Plants may look twisted or diseased, and animals will avoid



the area if at all possible. An area that was the focus of a minor ritual will retain the Taint for days or weeks; an area that channeled a powerful spell or large Gate can hold its taint for months or even years. Sandover Isle, to this day, is a haunted place where no animals live and the plants which grow are dark, twisted, and evil-looking.

An object used to focus Chaos energy will be Tainted by the power it once channeled. It feels strange to the touch – freezing cold or burning hot. It may seem to be twisting in the holder's grasp, or it may leave a mark on the user's skin that cannot be washed away. An object Tainted in this way can be purified. An item that was created through the power of Chaos, however, cannot be purified – only destroyed.

The Taint is contagious, like an infectious disease. If a character is exposed to the power of Chaos (in the form of an object, item, or person with the Taint), there is a chance he will gain some, too – either temporarily or permanently.

THE MECHANICS OF CHAOS

When a character or creature becomes Tainted, they take on the Broken Circle Tainted template. See page 48 for the details of the template, and information on how Broken Circle Tainted get powers and special abilities.

DETECTING CHAOS

There are two ways which Chaos can be detected in the Kandris Seal campaign: the character can cast a Detect Chaos spell or have one cast for him; or the character is able to find and use technology that can detect extra-dimensional influences.

If the character doesn't have access to either of the above, it is still possible for him to discover that he is Chaos-Tainted. He might notice a change in his powers, or in his personality. While the character might not know the reason for the change, it may become evident that it is due to some outside force, and send the character on a search to discover what is happening to him.

WHO ARE THE THAUMATURGIA?

The Thaumaturgia is a secret society dedicated to the defense of Earth's dimension from the Realm of Chaos, its inhabitants and any other supernatural threats. Most of the world doesn't know they exist, and most of its members want to keep it that way. While the majority of its members are mages, there are a number of people who are sages, scholars, and others who belong to the society and perform a variety of functions. The most notable organized groups of these non-mages are discussed below.

HISTORY

The origins of the Thaumaturgia are shrouded in mystery, but the earliest documents the order has come from the beginning of the Dark Ages. Superstition ruled the day, and the fear of the supernatural was a driving force. Practitioners of magic, be they simple herbwives or powerful mages, were regarded with trepidation if not outright fear.

During the Dark Ages, magical power was readily accessible and it was relatively easy to learn how to use it, if one could find a teacher. However, as it was with all power, it corrupted. Demonic beings seduced mages blinded by greed or seeking power, offering them what they wanted for a seemingly small price.

One man, known only as Iksander, saw this and realized the growing threat. With each mage that was corrupted, it was becoming easier for the demons of Chaos to break the dimensional barriers. He feared that soon the barriers would fall completely and the power of Chaos would enter the world. The strongest, and perhaps the worst, of the demons who were trying to reach Earth were the Keepers of the Broken Circle.

Iksander gathered together seven mages (six men and one woman, though their names are lost to history) to combat the demons and any other malevolent beings that would try to use magic to enter Earth's dimension. Calling themselves the Thaumaturgia, they slowly gathered enough power and knowledge, and increased their membership, until they were able to create the Kandris Seal. This seal contained the true names of the 13 demons who lead the Keepers and barred them from passing through the dimensional barriers, as long as magic remained in the world.

Iksander then set one of the original seven as the "Watcher", to stand guard over the Kandris Seal, watching for any sign of weakness. The role of Watcher became one of the most important positions within the Thaumaturgia, second only to that of a member of the Council of Elders.

For more information about the creation of the Thaumaturgia and their actions during the Middle Ages and age of the Crusades, please check out *The Cross, the Crescent and the Kandris Seal*.

In the centuries following, the numbers of magic wielders rose and fell, as did the dangers. The world became more and more dangerous for mages, and the Thaumaturgia realized that their magic might not be enough. They founded and supported a group of knights that became known as the Order of the Knights Templar. The Knights acted as physical protection for the mages, allowing them to concentrate on mystical matters.

Unfortunately, the creation of an order of Knights made the Thaumaturgia an enemy -- the Roman Catholic Church. As the Church rose in power, they tried to recruit mages and other wielders of magic into their ranks. Some of the high ranking Church members saw the Thaumaturgia as a threat to their power and station among the populace,

and watched them very closely, waiting for an opportunity to strike.

In 1307, the opportunity arose. King Phillip IV of France was extremely eager to please the Church because he wanted their support. The Church had very little difficulty convincing him to bring charges of heresy against the Order. The trials led to the disgrace, and the eventual suppression of the Order by Pope Clement V. This did not, however, stop the Thaumaturgia. They slowly rebuilt their forces, keeping their existence a secret to everyone outside of the Thaumaturgia.

The next major crisis for the Order did not occur until the Sandover Siege.

THE SANDOVER SIEGE

The Thaumaturgia kept a low profile after the decline of mystical energies after the Middle Ages. This is not to say that they were inactive. They were keeping an eye of the activities of groups that were potential targets for the Keepers, including a group that would become their biggest rivals, the Black Raven Society.

Originally a group of ragtag black magic ne'er do wells, the Black Raven Society started out more as a social group that wanted to use black magic to get drunk and womanize. However, one member of the group who later became known as the Dark Mage was actually a practicing warlock. Through some of his rituals he was actually able to make contact with creatures from the Realm of Chaos. Demons to be exact.

A group of demons calling themselves the Keepers of the Broken Circle wanted to escape from their prison in the Realm of Chaos and travel to Earth. There they could rule supreme without the interference of the mortals who had imprisoned them in the first place.

The demons bartered with the Dark Mage in order to get him to help them break free and enter Earth's dimension. Through Chaos energies they activated his latent powers, transforming him into a being of almost pure mystical force, wielding tremendous power and eager to use it.

In order to bring the demons across to Earth, a ritual had to be performed at a mystical nexus to open a gate and destroy the bonds that kept the demons from leaving the Realm of Chaos. The Dark Mage found such a nexus point on a small and remote island off the western coast of Scotland. Home to nothing but a few sheep farmers it was easy for the Dark Mage to destroy the populace and bring his followers with him to the island to prepare to open the gate.

Using his newfound powers, the Dark Mage was able to hide his activities from the Thaumaturgia until the ritual started on December 21, 1847. Caught unawares,



the Thaumaturgia sent the Knights Templar in their modern form to stop him. This band of adventurers arrived at the island just as the ritual reached its peak. Led by the daredevil adventurer John Smith, known as the Luckiest Man Alive, they were able to stop the ritual while the Thaumaturgia fought the Dark Mage on the mystical front.

The Knights fought against the Dark Mage's followers, eventually having to enter the Realm of Chaos to help close the gate and restore the bonds that held the demons in place for so many centuries. Their victory was paid with a heavy price - of the Knights, only John Smith survived. Right up until his disappearance in the late 19th century while exploring the mountains around Tibet, Smith never revealed to anyone (including the Thaumaturgia) what happened to him while in the Realm of Chaos.

The Siege ended with the deaths or destruction of more than half of the members of the society, a loss they are still recovering from. Many of those who survived lost their magical abilities or simply went insane. The ones that survived intact had to live with the grim knowledge that although they closed the gate it would not remain closed forever. More importantly, the taint of Chaos had taken root in Earth's dimension.

What happened to the Dark Mage during the battle of the Sandover Siege is unknown. No one saw him die in the fighting, and his body was never found. Agents of the Thaumaturgia were sent to the Dark Mage's home and other known haunts, searching for his spell books and other belongings. Nothing was ever found.

PRESENT DAY

The Thaumaturgia has chapter houses in major cities all over the world. These buildings are always extremely large homes, usually with large walled-in grounds, and are well secured through both normal and magical means. They are rarely in downtown areas unless they are located in very old established neighborhoods.

These buildings can be used by members of the society for a variety of purposes, including living quarters, although members are encouraged to maintain living space elsewhere. The libraries are extensive and are available for use by all members, including apprentices.

The Council chambers are located near London on a sprawling estate that has been owned by members of the Thaumaturgia since the 1400's. The building and the grounds are guarded by both magical and standard security systems. These measures include state of the art electronic security systems both in the house and on the grounds and armed patrols with trained guard dogs. The magical measures taken include heavily reinforced wards against Chaos and non-chaos threats, invisible stalkers that follow people who enter the grounds and report their movements, and a number of mystical and non-mystical traps designed to capture and contain intruders. The magical protections are generally set at non-lethal levels, but will be upgraded

Steam, Savants and the Kandris Seal contains more information about the Black Raven Society and the Sandover Siege.

without hesitation should the Council believe the threat is severe enough.

The current public owner is Lady Josephine Rankin, a reclusive and eccentric old woman. Lady Josephine is a direct descendent of the original owners of the property.

See page 34 for more information about Lady Josephine.

RANKIN MANOR

THE ESTATE

Rankin Manor sits in the middle of a 500 acre estate. It is largely self-sufficient, with orchards and fields providing produce, and domesticated animals for eggs, milk and meat.

GROUNDS

The manor house sits in a five acre plot, surrounded by stone wall. There are two gates in the wall. The main gate, at the front of the property, blocks the drive to the house from the road. The second gate, called the farmer's gate, is at the back of the property and is used to access the fields, pastures and orchards.

The lawns and gardens on the manor grounds are kept well tended, and there's always a gardener or gardener's assistant at work during daylight hours.

There are several outbuildings on the property: chicken coops, a large barn converted to a garage and workshop for the farm equipment and Lady Rankin's cars, barns for the sheep, cattle and pigs, storage buildings for produce, and a stable. Finally, there's another stone building, about half the size of the manor house, with guest rooms and general work and study rooms for things that do not require magical security and protection.

THE MANOR HOUSE

The current layout of the manor house was established in the early 1700's. The Rankin family, and the Council, have left it more or less as is, seeing no need to modernize it. The only concession to modern times was the installation of a small indoor pool. Lady Rankin swims in it for exercise.

The building, which is divided into three parts, is made of dressed stone. The main part of the house, facing the direction of the main gate, has three stories and an attic with dormer windows and a parapet. The east and west wings each have three floors, but no attic.

It should be noted that Rankin Manor has no hallways in the above ground floors; people travel from room to room through interconnecting doors. Hallways are a purely modern convenience.

SUB-BASEMENT

This level has work rooms and occult laboratories designed for use in potentially dangerous experiments and spell research.

Each room is enchanted with a Wall of Force that lines all four walls, the floor and the ceiling. It is activated by closing the door and saying the command word (each room has a different command word). The Wall of Force is deactivated by saying the command word and opening the door. There is a disk in the hallway above each work room door that glows when the Wall of Force is active.

BASEMENT

The basement of the main part of the house contains wine and root cellars, storage rooms, laundry room, and the old servants' quarters. The old servants quarters have been converted to a security offices for the estate. It is from this point all the security cameras are monitored, and the indicator boards for the rest of the estate are monitored here. There is always at least one guard on duty here.

The stairs down into the sub-basement are hidden behind one of the doors in a wall to wall set of cupboards in one of the storage rooms. The door is kept locked at all times, and has an alarm set to trigger when it's opened by anything other than a properly enchanted passkey.

The basement of the west wing houses the furnace and water heaters, the indoor pool, and a room for the pumps, heaters and other equipment to maintain and run the pool.

The east wing's basement contains a very large pantry, freezer, and cooled storage for root vegetables, a well as a kitchen used for canning and preserving food.

GROUND FLOOR

Unless a visitor to Rankin Manor is a member of the Thaumaturgia, this floor is often the extent of what they see of the manor house. The main door opens up into an elegant, marble floored hall. Beyond the hall is a reception room with large french doors out to the gardens.

To the west of the main hall and reception rooms are a drawing rooms and a parlor. A door in the west wall of the parlor leads to a large closet. Opposite the door to the parlor is another door into a room where the smaller west entrance is located, with a set up stairs leading up to the floor above, and a set leading downstairs into the basement. To the north of the west entrance is the old school room, which is currently being used to store extra furniture. South of the west entrance is a doorway into the west wing.

The ground floor of the west wing contains an orangery and the music room, with a grand piano, great harp, pianoforte and several other old instruments, all in excellent working order.

To the east of the marble entrance hall is another drawing room and small, formal dining room that extends into the east wing. North of the dining room is a small greenhouse where Lady Rankin houses her large orchid collection. South of the dining room is the stillroom, and beyond that, the kitchen and a small room with stairs going up to the second floor and down to the basement.

SECOND FLOOR

The second story of the west wing has the old family chapel and Lady Rankin's suite of rooms, including her private library.

The second floor of the main house has the council chambers. The rest of the second floor, and all the east wing's second floor, is bedrooms for nine guests.

THIRD FLOOR

The third floor of all three wings of the house is one large library, roughly divided up into sections based on subject. Only Ethelbert von Strepfen seems to understand the filing system.

ETHELBERT VON STREPFEN

MALE HUMAN SMART ORDINARY3 OCCULTIST4 CR 6; SIZE: M FACE: 5 FT. X 5 FT. TYPE HUMANOID ; HD (3D6)+(4D6); HP 33; INIT -1 (-1 DEX, +0 MISC); SPD WALK 30 FT.; AC 11 (FLATFOOTED 11, TOUCH 11), / (/X); SA: ACID RESISTANCE, ARCANES RESEARCH(SCROLLS), ELECTRICITY RESISTANCE, REPUTATION 2, SAVANT (KNOWLEDGE (ARCANES LORE) ,RESEARCH), SHADOW CONTACT, SPELL RESISTANCE (9), WEALTH BONUS 7 (CURRENT) 7 (STARTING); VISION: AL: ; SV: FORT +2, REF +1, WILL +6; STR 11, DEX 8, CON 10, INT 16, WIS 15, CHA 18

SKILLS AND FEATS: BLUFF +6, COMPUTER USE +5, CRAFT (CHEMICAL) +8, CRAFT (MECHANICAL) +5, CRAFT (PHARMACEUTICAL) +4, CRAFT (STRUCTURAL) +4, CRAFT (VISUAL ART) +6, CRAFT (WRITING) +4, DECIPHER SCRIPT +15, DIPLOMACY +10, DRIVE +0, FORGERY +4, GATHER INFORMATION +9, INVESTIGATE +6, KNOWLEDGE (ARCANES LORE) +18, KNOWLEDGE (ART) +4, KNOWLEDGE (BUSINESS) +5, KNOWLEDGE (CIVICS) +4, KNOWLEDGE (CURRENT EVENTS) +6, KNOWLEDGE (STREETWISE) +4, KNOWLEDGE (THEOLOGY AND PHILOSOPHY) +6, NAVIGATE +5, REPAIR +4, RESEARCH +16, SEARCH +6, SENSE MOTIVE +4, SPEAK LANGUAGE +1, USE MAGIC DEVICE +5; ATTENTIVE, EDUCATED (KNOWLEDGE (ARCANES LORE)), KNOWLEDGE (HISTORY)), SMART PLUS, STUDIOUS, TRUSTWORTHY

ATTIC

The attic of the main part of the house has the bedrooms for the full time staff.

STAFF

The manor house has a full time staff of 8, with part-time and seasonal help from the village.

DEFENSES & SECURITY

The estate has been hooked up to the local electrical grid. In case of a power failure, there are two back-up generators, each able to power essential services (security, emergency lights, and power to the kitchen for refrigeration, etc.) for six hours on a single tank of fuel. The security staff ensures there's enough fuel to run both

generators for three days on hand at all times.

MODERN DEFENSES

The manor house proper has been fitted out with motion sensors, infrared cameras and hidden security cameras on all above ground levels. All windows and doors have sensors for both opening and breakage.

All of the out buildings are part of the security network as well, though the alarms are generally only turned on at night; the cameras are active 24 hours a day.

The grounds of the manor house within the walls are covered by security cameras and motion detectors (the motion detectors are generally only active at night, unless security is expecting trouble).

A guard is stationed at both gates. Anyone not expected will be asked for identification, and the purpose for their visit. Nobody is allowed onto the property without Lady Rankin's permission.

All security systems on the manor property are DC 34 to disarm.

MAGICAL DEFENSES

Rankin Manor has a number of magical defenses in place. Chaos Sigils have been cast on the main house, providing an additional +25 DEF to all the walls, floors and ceilings. Additional protections can be in place, as determined by the GM.

ORGANIZATION

The seven member Council of Elders, governs the Thaumaturgia and status within the society depends upon the member's status as an apprentice or adept. The Council usually calls one general meeting every year, and all members are expected to attend. At this meeting the past year's events are discussed, research successes are announced and new apprentices and newly graduated journeymen are introduced to the society. In some ways, this meeting is very much like the annual stockholders'

THE COUNCIL OF ELDERS

- Zacharias Dukovich
- Amanda Ghost Elk
- Vladislav Staretnikov
- Paracelsus
- Vithya Singh
- Neil Walters
- Jeff Thomas

NOTABLE MEMBERS

- Dr. Angelina Anthony, Leader of the Dragon Hunters
- William Atkins, The Watcher
- Arthur Sinquist, Head of the Athenaeum
- John Smith, Former Leader of the Dragon Hunters
- Eldritch, aka Nathan Phillips
- Grimoire, aka Ronald Aspers
- Wytch, aka Selene Blacke

meeting of a corporation.

Members call other meetings periodically. These are usually informal and are used to discuss anything. Meetings are always called when reports of Chaos-based activity are brought to the Thaumaturgia's attention.

CHAPTER HOUSE LOCATIONS

There are main chapter houses located in the following cities:

North America: Boston, Los Angeles, Mexico City, Montreal, New Orleans, New York City, Portland (Oregon), Salem (Massachusetts), San Francisco, Toronto, Vancouver, Washington D.C.

South America: Buenos Aires, Rio de Janeiro.

Europe: Amsterdam, Athens, Baden Baden, Berlin, Bern, Brussels, Budapest, Copenhagen, Dublin, Edinburgh, Lisbon, London, Madrid, Malaga, Marseilles, Milan, Naples, Nottingham, Nuremberg, Paris, Stockholm, Venice, Vienna.

Near & Middle East, Asia: Ankara, Bangkok, Damascus, Delhi, Jerusalem, Katmandu, Manila, Moscow, Peking, St. Petersburg, Tokyo

Africa: Cairo, Johannesburg, Marrakech

Australia: Perth, Sydney

The GM can place a chapter house in the campaign city or another nearby urban center. Beckwith Castle, described on page 103, can be used or the GM can choose a site that better suits his campaign.

The head of each chapter house is in charge of organizing the society's efforts and actions for the region in which the house is located. The head of the house usually chooses his or her successor, but it is the Council who makes the final decision.

The leaders of the Dragon Hunters and the Athenaeum are ranked just below the Council of Elders in the hierarchy. They both report directly to the Council.

The Watcher of the Kandris Seal acts effectively independent of the Council, and is equal in rank to the Elders. In times where the Keepers are very active and the integrity of the Seal is endangered, the Watcher has the authority to supercede the rulings of the Council.

Only once in the history of the Thaumaturgia has the Watcher ever been stripped of his title: Callisto van Ryske. The Council believed it was his fault that the events leading up to the Sandover Siege were not detected in time to prevent the massive loss of life.

If you're interested in more information about Callisto van Ryske and the events of the Sandover Siege, please check out *Steam, Savants, and the Kandris Seal*.

Members of the Council are elected to their positions and are usually nominated by their predecessor. They hold their seats until they step down or die. There have been instances in the past of Council members being removed from their seats due to age and the onset of gross senility,

but these have been few and far between. The leader of the Council is decided upon by the Council itself.

JOINING THE THAUMATURGIA

Potential members of the Thaumaturgia are recommended to the Council, who make the final decision. Each member must have a sponsor and the sponsor is responsible for the new member's actions and behavior until he is a full member. The sponsor is usually a member of the society with similar abilities; for example, a mage would sponsor a mage. In the situation where the new member of the society is an apprentice, his sponsor would be his master.

It is important to know that a member of the Dragon Hunters does not necessarily have to be a member of the Thaumaturgia. To be offered the position means that the person has some skills and/or abilities that the Thaumaturgia believe are valuable. It is very likely a mage or some other person involved in the occult in some way is probably being watched with an eye towards future membership.

When a new member is suggested to the society, that person is carefully screened. A very discrete and very expensive private investigation firm run by one of the members of the Thaumaturgia does a full background check. This background check includes both a standard check (criminal records, friends, associates and other personal details) and a mystical check. The mystical background search verifies that the potential member is not

SAMPLE THAUMATURGIA JOURNEYMAN

MALE HUMAN SMART ORDINARY4 MAGE1 CR 4; SIZE: M
FACE: 5 FT. X 5 FT. TYPE HUMANOID ; HD (4D6)+(1D6);
HP 27; INIT +2 (+2 DEX, +0 MISC); SPD WALK 30 FT.; AC
14 (FLATFOOTED 12, TOUCH 14), / (/X); SA: REPUTATION
3, SUMMON FAMILIAR, WEALTH BONUS 7 (CURRENT) 7
(STARTING); VISION: AL ; SV: FORT +1, REF +3, WILL +5;
STR 13, DEX 14, CON 11, INT 18, WIS 13, CHA 14
SKILLS AND FEATS: CONCENTRATION +1, CRAFT (CHEMI-
CAL) +12, DECIPHER SCRIPT +12, DIPLOMACY +4, DRIVE
+3, FORGERY +9, GATHER INFORMATION +10, INVESTI-
GATE +12, KNOWLEDGE (ARCANE LORE) +12, KNOWL-
EDGE (CURRENT EVENTS) +6, KNOWLEDGE (HISTORY) +8,
KNOWLEDGE (THEOLOGY AND PHILOSOPHY) +7, LISTEN
+4, NAVIGATE +6, RESEARCH +11, SEARCH +7, SENSE
MOTIVE +2, SPELLCRAFT +12, SPOT +4; ARCANE SKILLS,
DODGE, PERSONAL FIREARMS PROFICIENCY
POSSESSIONS:

MAGE SPELLS SPELLS PER DAY: (3/2/0/0/0/0/0/0/0/
DC:14+SPELL LEVEL) KNOWN:

LEVEL 0: ARCANE GRAFFITI, DANCING LIGHTS, DAZE,
DETECT MAGICAL AURA, HAYWIRE, LIGHT, MAGE HAND,
MAGIC ID, MENDING, MESSAGE, PRESTIDIGITATION, READ
MAGIC, RESISTANCE

LEVEL 1: CLEAN, COMPREHEND LANGUAGES, FEATHER
FALL, MAGIC MISSILE, OBSCURING MIST, SHIELD, TRUE
STRIKE

SAMPLE THAUMATURGIA APPRENTICE

MALE HUMAN SMART ORDINARY1 CR 1/2; SIZE: M FACE: 5 FT. X 5 FT. TYPE HUMANOID ; HD (1D6)+3; HP 9; INIT +1 (+1 DEX, +0 MISC); SPD WALK 30 FT.; AC 11 (FLATFOOTED 10, TOUCH 11), / (/X); SA: REPUTATION 1, WEALTH BONUS 8 (CURRENT) 8 (STARTING); VISION: AL; SV: FORT +3, REF +1, WILL +0; STR 13, DEX 13, CON 17, INT 13, WIS 9, CHA 11
SKILLS AND FEATS: CRAFT (CHEMICAL) +5, DECIPHER SCRIPT +5, DIPLOMACY +1, DRIVE +2, GATHER INFORMATION +1, INVESTIGATE +3, KNOWLEDGE (ARCANE LORE) +5, KNOWLEDGE (HISTORY) +2, KNOWLEDGE (POPULAR CULTURE) +2, KNOWLEDGE (THEOLOGY AND PHILOSOPHY) +2, LISTEN +0, NAVIGATE +3, RESEARCH +5, SPELL-CRAFT +3, SPOT +1; DODGE, MAGICAL HERITAGE POSSESSIONS:

Chaos-tainted, and the extent to which they are (or are not) involved in the mystic world.

Personality-wise, the Order is looking for people who show dedication to the Mystic Arts, have the ability to work independently and with a team, the ability to keep secrets and the tenacity to see a task through to the end, regardless of personal cost.

In recent years, there has been talk about offering membership to superheroes, both mage and non-mage alike. Supporters of this idea believe that these people are perhaps some of the best potential weapons the Thaumaturgia may have in the future. Detractors say that the growing "cult" of the superpowered and the fame (or infamy) that public affords them would distract them from their work. The Keepers have recruited paranormals in the past, and if the Order wishes to survive, they have to start doing so as well.

THE PROCESS

In the case of an apprentice, becoming a member of the Thaumaturgia is fairly simple. A person will only become an apprentice if they will swear the Oath and become a member. When the apprenticeship is about to formally begin, a member of the Council or their appointed representative will be present for the swearing of the Oath. When the Oath is sworn, a spell is cast on the swearer. The spell acts as an alarm system for the Council and is triggered if the character ever becomes Chaos-tainted. If this happens, both the Council and the apprentice are informed. While it may seem a bit unusual to have the tainted person informed, it is possible to become Chaos-tainted and not be aware of it. The casting of this spell will be insisted upon. If the apprentice refuses, the apprenticeship will be immediately terminated and all memories of the society and anything they may have learned will be wiped from their memory.

If the potential member is already a mage in his own right, or is not a mage but who the Thaumaturgia would consider for membership, the process is slightly different. The potential member would have been observed for a period of time to determine what kind of person they are. This is usually done by the sponsor and is verified

IKSANDER'S WARNING

CONJURATION (CREATION)

LEVEL: ARCANE 2; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: 0 FT.; EFFECT: ONE PERSON, OBJECT OR LOCATION; DURATION: INSTANTANEOUS; SAVING THROW: NONE; SPELL RESISTANCE: NO

WHEN CAST UPON THE TARGET, IKSANDER'S WARNING WILL ISSUE AN ALARM IF THE TARGET BECOMES CHAOS TAINTED. THE ALERT WILL BE MAGICALLY SENT TO THE CASTER OF THE SPELL PLUS TWO ADDITIONAL PEOPLE (USUALLY THE HEAD OF THE CHAPTER HOUSE WHERE THE MEMBER WAS INDUCTED, AND THE MEMBER'S SPONSOR, IF CAST UPON AN INDIVIDUAL). THE MESSAGE RECEIVED WHEN IKSANDER'S WARNING IS TRIGGERED CONSISTS OF THE NAME OF THE TARGET AND ITS APPROXIMATE LOCATION (I.E. GRIMOIRE - DELHI, INDIA). THE TARGET OF THE SPELL IS ALSO AWARE OF THE WARNING GOING OFF, BUT WILL NOT RECEIVE THE FULL MESSAGE (THAT IS, THE TARGET WILL KNOW ONLY THAT THE WARNING HAS BEEN TRIGGERED).

THE WARNING CAN BE DISPELLED, AND DOING SO WILL TRIGGER THE ALARM AS IF THE TARGET HAD BECOME TAINTED.

independently by one other person.

The sponsor, if he has not already done so, will get to know the candidate personally. The sponsor usually befriends the candidate, though there have been cases in which the sponsor becomes a kind of adversary or friendly rival. In one extreme case a sponsor set himself up as an outright enemy to test the candidate. Once the candidate has satisfied the sponsor and the independent observer, membership is offered. Little about the society is revealed to the candidate at that time, other than they are a group of mystics working against a group of demons and their followers who are trying to take over this dimension. If the candidate agrees, they are asked to swear the Oath and submit to the casting of the alarm spell. Should the candidate not be willing to do both, the offer of

THE THAUMATURGIAN OATH

1. I do hereby swear to reveal any discovery regarding the activities of the Keepers of the Broken Circle, and the influence of Chaos. I do swear to act against Chaos in all its forms. I do swear to follow the wishes of the Council, and if called upon them to do battle against the forces of Chaos, I will not shirk from my duty.
2. I swear to bear the price of magic without emotion or complaint. I will accept any suffering brought upon me through my practice of magic with stoicism.
3. The members of the Thaumaturgia are my brothers and my sisters. I swear to never take unfair advantage of my brothers and sisters.
4. The members of the Thaumaturgia are my brothers and my sisters. I swear to give aid and assistance to my brothers and sisters.
5. The members of the Thaumaturgia are my brothers and my sisters. I swear to never reveal the existence of the Thaumaturgia, its secrets, or the Art of magic to anyone but my brothers and sisters.

membership is withdrawn. Of course, by the time this point is reached, the sponsor usually has a very good idea that the candidate will say yes.

After the Oaths have been sworn and the spells cast, the new member will be taken to the local chapter house and introduced to the other members in the area. They are also presented with a ring that can be used to identify themselves to other members of the Order. If there is a separate Athenaeum in the city, they will be taken there as well. Whether or not the person is introduced to people outside of the local circle is a matter of circumstance and luck. However, at some point everyone meets the Council of Elders, even if it is at one of the annual meetings. All new members are required to attend the first annual meeting after they join, and are expected to attend all others in the future. The only reasons acceptable for not attending that first meeting are death or in the midst of combat against the Keepers or other Chaos related beings.

BENEFITS OF JOINING THE THAUMATURGIA

Beyond the fact there is safety in numbers, members of the Thaumaturgia enjoy certain benefits.

EQUIPMENT & ASSISTANCE

Members of the Thaumaturgia can count on the society for assistance and aid, within limits. Mundane equipment can be obtained relatively easily, provided the items are not restricted. Items such as firearms, explosives, and such are usually beyond the scope of what the society will provide for its members. Magical items that are one shot or limited use will have to be paid for by members at reduced prices, though healing and purifying potions will be given to the member for free (one for every two character levels, rounding up). Reusable items can be purchased outright from the local chapter house (GM's discretion as to what items are available), or borrowed for the duration of the mission. Items not returned will have to be replaced by the borrower.

Members of the Thaumaturgia can obtain certain spells cast upon them at no charge (i.e. healing, Purify), or for a small fee for friends and associates.

It is important to know what while the Thaumaturgia will provide many services for free to their members, PCs taking advantage of this and not giving back to the society will find it more difficult to obtain assistance. If members don't have the money to pay, they will be expected to work their debt off, often in the form of missions.

THAUMATURGIA LIBRARIES

The Athenaeum libraries are amongst the best in the world for information about magic and the supernatural, with a special emphasis on Taint and its effects on the world.

Making use of the libraries provides a +4 equipment bonus on all Research and Knowledge checks. At the GM's discretion, the libraries at regional Chapter Houses may

provide a greater bonus.

THAUMATURGIAN RING

When someone joins the Thaumaturgia, they are given a token by which they can identify each other when they meet outside of their organization. This token is almost always a gold ring of any design, set with a ruby. The ruby is engraved with the Protection from Chaos sigil from the Kandris Seal (the small symbol on the right inside the centre of the seal).

Many members of the Thaumaturgia have their rings enchanted to be Farspeaker rings (see p. 25).

SECTS

While the Thaumaturgia is primarily a group of mages, there are two groups of people who perform very important functions for the society: the Athenaeum and the Dragon Hunters.

THE ATHENAEUM

The Athenaeum is a group of scholars who are knowledgeable in the areas of mysticism, magic, and the occult. Very few of them are mages, but it is their knowledge and expertise that is prized. Most of the non-mage members of the Thaumaturgia are members of this sect.

Members of the Athenaeum are expected to assist other members of the Thaumaturgia, but there is nothing saying they have to do so willingly. In the past many of the older members had been treated less than spectacularly by some of the mages, who considered themselves superior because they had magical abilities. While this may or may not be the case anymore, it is still advisable to treat every member of the Athenaeum with respect, otherwise the seeker may not get as much assistance as they may hope -- or need.

SAMPLE ATHENAEUM HERO CHARACTER

SMART 2/ DEDICATED 2, CR4; MEDIUM-SIZE MALE HUMAN; HD: 4D6, HP: 15; INIT: +0; SPD 30; DEF 13 (FLAT-FOOTED 13, TOUCH 13); ATK +2/1D3; ACTION POINTS: 24; OCCUPATION: ACADEMIC; ALLEGIANCE: THE THAUMATURGIA; SV FORT +2, REF +0, WILL +9; REP +2; STR 10, DEX 10, CON 11, INT 18, WIS 17, CHA 12

TALENTS: SAVANT (RESEARCH), SKILL EMPHASIS (RESEARCH)

SKILLS: COMPUTER USE 5; DECIPHER SCRIPT 13; DIPLOMACY 3; FORGERY 11; GATHER INFORMATION 4; HIDE 1; INVESTIGATE 11; JUMP 1; KNOWLEDGE (ARCANE LORE) 12; KNOWLEDGE (HISTORY) 12; KNOWLEDGE (THEOLOGY AND PHILOSOPHY) 10; LISTEN 5; READ/WRITE LANGUAGE(ANCIENT GREEK, LATIN) 2; REPAIR 5; RESEARCH 18; SEARCH 11; SPEAK LANGUAGE(ANCIENT GREEK, LATIN) 2

FEATS: ATTENTIVE, EDUCATED (KNOWLEDGE (ARCANE LORE), KNOWLEDGE (HISTORY)), IRON WILL, METICULOUS, SIMPLE WEAPONS PROFICIENCY, STUDIOUS

POSSESSIONS: CELL PHONE, NORMAL EVERYDAY CLOTHING, COMPUTER, NOTEBOOK, PDA.

SAMPLE ATHENAEUM ORDINARY CHARACTER

SMART ORDINARY 1, CR1/2; MEDIUM-SIZE MALE HUMAN; HD: 1D6, HP: 6; INIT: +0; SPD 30; DEF 10 (FLATFOOTED 13, TOUCH 13); ATK -1/1D3-1; OCCUPATION: ACADEMIC; ALLEGIANCE: THE THAUMATURGIA; SV FORT +0, REF +0, WILL +2; REP +1; STR 0, DEX 11, CON 110, INT 15, WIS 12, CHA 11

TALENTS: SAVANT (RESEARCH), KNOWLEDGE (ARCANE LORE)

SKILLS: COMPUTER USE 3; DECIPHER SCRIPT 7; DIPLOMACY 1; FORGERY 6; HIDE 1; INVESTIGATE 4; KNOWLEDGE (ARCANE LORE) 10; KNOWLEDGE (HISTORY) 5; LISTEN 3; PROFESSION 2; READ/WRITE LANGUAGE(LATIN) 1; REPAIR 3; RESEARCH 8; SEARCH 6; SENSE MOTIVE 2; SPEAK LANGUAGE(LATIN) 1;

FEATS: EDUCATED (KNOWLEDGE (ARCANE LORE), KNOWLEDGE (THEOLOGY AND PHILOSOPHY)), SIMPLE WEAPONS PROFICIENCY, SMART PLUS

WEALTH BONUS: 6

POSSESSIONS: CELL PHONE, NORMAL EVERYDAY CLOTHING, COMPUTER, NOTEBOOK, PDA.

THE DRAGON HUNTERS

The Dragon Hunters are a group of people who investigate the paranormal and the unexplained. Their actions in the past have been both high profile and discrete. Very few people are aware of the connection between the Dragon Hunters and the Thaumaturgia. As mentioned above, not all members of the Dragon Hunters are members of the Thaumaturgia. The current leader of this sect is Dr. Angelina Anthony.

Between 700 and 800 AD, the Thaumaturgia suffered several devastating losses at the hands of Chaos mages, causing their numbers to dwindle to an alarmingly low level. Its members, weakened by decades of mystical battles retreated to an out-of-the-way Chapter House near where Budapest now stands to decide their next move.

For all their vast mystical powers, the Thaumaturgia still had to fight battles in the physical world. With few exceptions, its membership was in no shape for face-to-face confrontations with their enemies. It was decided that they needed some help in the physical world, allowing them to rebuild their strength for future battles against the power of Chaos. In order to provide them with protection in the physical world, the Thaumaturgia created a group that would later become known as the Order of the Knights Templar.

Now supported by a private army that could be used to physically destroy their enemies, the Thaumaturgia sought to rebuild their ranks and try and prevent Chaos from spreading any further. The Knights became an integral part of the organization, turning the tide in several key battles against those mages who attempted to unleash Chaos on the earthly plane. Everything was going smoothly until the Crusades.

During this time the Catholic Church had risen to great power and was determined to retake the city of Jerusalem back from its Muslim controllers. Worried that they would be denied access to key artifacts that resided in the Holy

City, the Thaumaturgia decided that it was time they got involved in what appeared to them to be a power-play by the Church.

Although the Knights Templar gained a reputation for participating in some of the bloodiest excesses of the Crusades, they were doing what they felt was the right thing for the Thaumaturgia: ensuring that key mystical artifacts were retrieved before the Church got a hold of them. The Church knew of the existence of the Thaumaturgia but was not aware of their size, nor the power they could bring against them if they had to. Since the Knights had the cover of being a religious order, the Church welcomed their participation with open arms, not suspecting that they had another agenda.

With these artifacts safely in their possession at the end of the Crusades, the Knights started to expand their role, becoming more powerful politically. When the Order refused to hand over the artifacts they had in their possession to the Vatican, some powerful members of the Church used their influence to destroy the Knights Templar with the help of King Phillip IV of France during the 13th and 14th centuries. The trials and executions virtually eliminated the Templars. The remaining members closed ranks and disappeared into the shadows, doing work for the Thaumaturgia behind the scenes.

During the Middle Ages, cartographers had the habit of labeling areas of the world that had not been explored with the words "Here Be Dragons". Wisely capitalizing on myth and wishing for the Order to remain a distant memory, they were renamed The Dragon Hunters. Their mission had not changed, just their name.

Up until the early 19th century, the battle for mystical supremacy remained hidden from the rest of the world, with battles being confined to remote locations or being fought entirely in the Astral Plane. The Thaumaturgia were always on the look out for members to recruit into the Dragon Hunters and kept an eye out for anyone who they felt had potential. It was at this time that a young American by the name of John Smith came to their attention.

I was the world's greatest daredevil, an adventurer always looking for that next challenge. It was only natural that the Thaumaturgia would seek me out because of my... What do you call them now? Parahuman abilities? We didn't have a name for them back then.

From "I Made My Own Luck: The John Smith Interviews"

Who was John Smith? As a professional daredevil and explorer of Africa, South America, New Guinea, and countless other areas in the 1830s and 1840s, John Smith had acquired the reputation as The Luckiest Man Alive. No stunt was too difficult for him to attempt, no remote location too inaccessible and no rare artifact too difficult to find. It seemed that his incredible luck rubbed off on those around him: he never lost a single member of his expedition parties despite facing potential disaster on many occasions. It was this quality that brought him to the Thaumaturgia's attention. But the Thaumaturgia had

an ace up their sleeve, so to speak. They knew who John Smith really was and his true abilities. Armed with this knowledge, they set out to recruit him to be the next leader of the Dragon Hunters.

Throughout the Thaumaturgia's history, they have been convinced that for every Watcher there was his Sword Arm, to use an archaic term. During the early part of the 19th century, the Thaumaturgia had appointed a new Watcher and, as was the custom, a new Sword Arm had to be appointed. Callisto Van Ryske was a mage with tremendous potential, handpicked by the previous Watcher, the enigmatic mage Pascal Del Giatto. As a prominent American socialite of the time, it was felt that Van Ryske was an ideal candidate: a mage who could keep a high profile without drawing too much attention to the cause. His flamboyant ways were simply written off by the public as eccentricities and this allowed him to deal with the growing power of the Keepers.

After meeting John Smith during one of Smith's attempts to raise money to search for Shangri-La, Van Ryske felt an immediate connection with Smith. Feeling that this man was destined to be his Sword Arm, Van Ryske set out to find out why Smith felt so familiar to him. His research into Smith's background revealed a man whose latent talents had been brought to the surface by Smith's acquisition of an portion of a long-ago version of the Kandris Seal, one that had been lost during repairs to the powerful Seal. Knowing that Smith was imbued with magical powers, he struck up a great friendship with Smith by offering to fund an expedition to Shangri-La if Smith did a few "jobs" for him first.

It was during this time that Van Ryske revealed the nature of the Thaumaturgia to Smith along with his knowledge that Smith possessed a fragment of the Kandris Seal. Seduced by Van Ryske's charm and the promise of adventures unlike any he had ever seen, Smith agreed to join the Dragon Hunters. Under the guidance of Van Ryske, Smith and the Dragon Hunters traveled the world, acquiring mystical artifacts and stopping the forces of Chaos from growing any more powerful than they already were. Things were going well for The Luckiest Man Alive until the events of December 21, 1847 on a small, unnamed island of the coast off Scotland.

"Nothing could've prepared the Dragon Hunters for what we faced on a bitterly cold night in the winter of 1847. That's right, over a hundred and fifty years ago. Ill prepared and undermanned, we tried to stop a madman from ripping open a gate to the realm of Chaos that we had thought no longer worked. It cost us more than just the lives of the men who joined me on that island."

From "I Made My Own Luck: The John Smith Interviews"

On that cold, harsh night on a desolate piece of land rumored by the inhabitants to be haunted, the Dragon Hunters suffered their most devastating loss since the destruction of the Knights Templar during the Middle Ages. Somehow, an obscure group calling itself the Black

Raven Society had found a way to open a long-forgotten dimensional gate that the Kandris Seal did not protect. Led by a very powerful sorcerer known only as the Dark Mage, the former members of a "Hellfire Club", more concerned with womanizing and drunken debauchery, became unwitting pawns in a ritual designed to open a new portal to the realm of Chaos. How they were able to do this without the Thaumaturgia's knowledge remains a mystery to this day.

Frantic with his failure to notice these developments, Van Ryske hastily assembled the eight members of the Dragon Hunters and sent them to stop this catastrophic event. When they arrived, the ritual was nearing its peak and it seemed that the Dragon Hunters were too late. Imbued with the power gained by the ritualistic death of his followers, the Dark Mage seemed unstoppable. In the subsequent battle between the Dark Mage and the Dragon Hunters, John Smith was able to get close enough to throw himself and the Dark Mage into the portal that had been opened. A great mystical explosion followed, leveling the island and destroying everyone on it. Everyone except the Luckiest Man Alive.

Due to this failure, Callisto Van Ryske was stripped of his position as the Watcher and relegated to running a chapter house in Boston (or another city of the Gm's choice). Upon John Smith's return to the United States, he was grilled for the better part of a week by the Inner Circle about what he had seen while in the gate. Smith took a very defensive position about what happened, almost challenging them to pry the information out of him. While this did not sit well with the Inner Circle, their newly appointed Watcher decided it would be wise to keep Smith in the fold lest he reveal Thaumaturgian secrets to the outside world.

Smith, despite immense personal suffering and haunted by what he had seen, agreed to remain the leader of the Dragon Hunters on one condition: Van Ryske honor his promise to fund Smith's expedition to find Shangri-La. Seeking to regain his lost status within the Thaumaturgia, Van Ryske agreed. The two men recruited a group of adventurers who were seeking the same kind of thrills that had driven Smith for nearly his entire life, and spent the next 30 years searching for any information that could help them find that mythical city. Along the way, the Dragon Hunters uncovered many mystical secrets and frauds, always creeping closer to finding the truth about Shangri-La.

"I managed to find Shangri-La, even though it didn't want to be found. You don't actually think I would tell you where it is, do you? Ha! That was the only place on this planet where I found inner peace and was able to put my past behind me. Too bad I couldn't have stayed there forever. The damned Thaumaturgia eventually found me."

From "I Made My Own Luck: The John Smith Interviews"

During the winter of 1885-1886 it appeared that Smith had finally pinpointed the location of the fabled lost city of

Shangri-La. Assembling the Dragon Hunters for what he promised would be their last mission, he led them to the Himalayas to a valley where Smith insisted Shangri-La was. Two weeks into the expedition the entire group, including Smith, disappeared without a trace during one of the heaviest winter storms ever recorded in that area. It wasn't until Smith reappeared in Budapest after the strange events surrounding the destruction of a Thaumaturgia Chapter House in rural Hungary over 100 years later that the fate of that group of Dragon Hunters was revealed.

Smith (after having his identity verified by numerous sources) claimed that during the blizzard, the group had managed to make it to the valley where Shangri-La was hidden with the loss of 10 of the 15 men in the expedition. He also went on to say that when he made his decision to return to the real world after over 100 years in Shangri-La, the others had decided to stay but not before making him promise not to reveal its location. During interviews that he conducted with a little-known journalist named Thomas Kranchon, Smith revealed much about his past life as The Luckiest Man Alive, but refused to answer any questions about the specifics of the Thaumaturgia. It seemed that Smith still had some secrets that were destined to remain untold.

In those interviews, which were collected under the title "I Made My Own Luck: The John Smith Interviews", Smith talked about the key roll the Dragon Hunters had played in the battle against Chaos. Much of his information was dismissed as the ravings of a paranormal that had undergone some sort of traumatic mystical event. Those close to the front lines knew better. Without the help of Smith and the Dragon Hunters, it is quite obvious that things would be much worse.

"While I was in Shangri-La, I assumed that the Dragon Hunters would have continued on their mission as agents of the Thaumaturgia regardless of what had happened to the old group. The world has become a very different place in my absence. I don't belong in this world any more. But I'm sure the current batch of Dragon Hunters is playing as vital a role in protecting the world from the forces of Chaos as I did."

From "I Made My Own Luck: The John Smith Interviews"

Of course, Smith was right. When the Thaumaturgia's impressive mystical resources could not determine what had become of the group that was searching for Shangri-La, they carried on. Recruiting new members, the Thaumaturgia started using the Dragon Hunters as a sort of mystical strike force, assembling groups when they were needed. This method gave them great flexibility in choosing missions for them. The one thing that all the recruits had in common was a desire to learn about the unknown and that they wouldn't stop until they had found the truth, no matter how bizarre the results were.

The current incarnation of the Dragon Hunters operate under the watchful eye of Dr. Angelina Anthony, a physician specializing in paranormal medicine and other

rare ailments. She was also the mystical hero known as Talisman until she lost her powers during a successful closing of a dimensional gate. Using a combination of her connections with the Thaumaturgia and high-tech information gathering techniques, she has brought a new edge to the group, quickly rooting out any manifestations of Chaos.

ALLIES & ENEMIES

ALLIES

Technically, any group or organization that involves heroes or people trying to protect humanity would be an ally of the Thaumaturgia. The paths through which Chaos works involves more than just magic.

THE MAYLOR

These aliens have dedicated the past few centuries to fighting the Chaos-tainted mages and their descendents that destroyed their civilization. They are discussed in more detail on page 98.

ENEMIES

To put it simply, any group that works to destroy the world through magic or works to destroy magic itself could be considered an enemy of the Thaumaturgia.

KEEPERS OF THE BROKEN CIRCLE

A group of demons from the Realm of Chaos bent on conquering Earth's dimension. See Chapter Two for a detailed description of them and their allies.

THE DARK MAGE

A thoroughly evil sorcerer from who lived in the 19th century. There is a complete description and character sheet for the Dark Mage on page 80.

THE KANDRIS SEAL

Hidden in a secret underground cavern complex, the Kandris Seal hangs in the middle of a large cave, held in place by mystical bonds. The Seal weighs approximately two tons and is 30 feet across and one foot thick. The walls of the cave are covered in mystical runes and wards, and the floor beneath the Seal is inscribed with a warding circle.

The Seal itself is made of an enchanted mixture of metal and stone, and is set with a series of thirteen huge gemstones carved into glyphs around its outer edge. In the very centre of the Seal are three small sigils made of gold, silver and cold-wrought iron.

Each of the gemstones are carved into a glyph representing the name of one of the thirteen Keepers, and as long as the gemstone is intact, the Keeper cannot enter Earth's dimension without immense magical power being

expended on Earth. The gemstones and the demon they are associated with are as follows:

Agate: Sertathros
 Amber: Dislial
 Amethyst: Zerkantos
 Flint: Miranthaea
 Chalcedony: Bantothet
 Chrysolite: Norentar
 Coral: Loloroeth
 Topaz: Winkretaset
 Jade: Aburintalos
 Emerald: Drameniaos
 Ruby: Emalerantos
 Sapphire: Quizetracale
 Diamond: Kusorthuse

More information about each of the Keepers of the Broken Circle can be found in Chapter Two.

HOW DOES THE SEAL WORK?

The Kandris Seal was created to block the Keepers of the Broken Circle from crossing into Earth's dimension. Similar to the idea that vampires cannot enter a home without being invited, you could say the Seal explicitly states that the Keepers are not welcome in Earth's dimension.

The Seal itself is set into one of the largest gates or portals to the Realm of Chaos, acting like a plug, and is the anchor for the magic which keeps all the other gates closed.

When a new gate opens, the flow of magic to the Seal changes, indicating there is a breach in the mystic continuum. The Watcher then sends out a team of mages with one of his assistants, to locate the gate. When they locate it, they close it then link it to the Seal with a magical ritual. This way if the gate is tampered with (such as someone trying to open it) it will register through the Seal. The Watcher will also be able to determine which gate it is and take appropriate action.

A side effect of the Kandris Seal is an increase in difficulty for travel in and out of Earth's dimension. In an effort to ensure that the Keepers would not be able sneak into Earth's dimension from elsewhere, all the barriers between Earth's dimension and all others that border it were strengthened. Any breaches in any of these other barriers may draw the attention of the Watcher, who may send out a team to investigate.

THE WATCHER

Since the founding of the Thaumaturgia, the Watcher of the Kandris Seal's duty has been to watch over and maintain the Seal.

The flows of magic to and from the Seal are monitored and fluctuations in those flows serve as a warning signal. A sudden increase in magic could indicate a magical

explosion of some kind, or the arrival of a powerful magical being or item in this dimension. A sudden decrease in the flow could likewise mean the disappearance of an important item or being, the casting of an extremely powerful spell or ritual, or a breach of the dimensional barrier. In any case, the sudden change in the flow of magic usually indicates something important has happened, but not whether it is good or bad.

The physical aspect of the Seal must be maintained as well. Attacks from the other side of the Seal cause damage and occasionally the Seal must be repaired. It is the Watcher's job, along with his assistants, to make sure the repairs are done, and any fragments of the Seal are disposed of properly.

Depending upon the size and condition of the fragments of the Seal, they are drained of magic and destroyed or fashioned into a magical artifact. Some of the more powerful daggers created and used by members of the Thaumaturgia have fragments of the Seal incorporated into them.

CHARACTER

This section contains information needed to create characters that are involved with the Thaumaturgia. Information on creating characters that are linked to the Keepers, or have their powers through Chaos, can be found in Chapter Two.

CREATION

Membership in the Thaumaturgia is usually by sponsorship, and all members are required to swear an oath of loyalty and secrecy. This oath is outlined later in this section. Membership in the society provides more than just training in the mystical arts. It provides sources of information, companionship, and sources of support in times of need.

The Thaumaturgia has no preference for a particular type of mage (i.e. elementalists, hermetics, etc.). Magic wielders of any kind are accepted, so long as they are untainted and are willing to swear the Thaumaturgian Oath.

Mages are not the only characters that could be involved with the society. Player characters can also be members of the Athenaeum or one of the Dragon Hunters.

Dragon Hunter player characters can easily be fit into Ordinary, Heroic, or even Superheroic games, depending

upon the feel the GM wishes to achieve. Dragon Hunters, as a rule, may not actually have powers of their own but may have skills, technology or magical items which would make them useful to Dr. Anthony.

FEATS

In the battle against the Keepers of the Broken Circle, the Thaumaturgia recruits mages and other talented individuals, including those who have innate supernatural abilities. Below you will find feats suitable for Kandris Seal characters, be they Tainted or otherwise.

ARCANE SKILLS

YOU HAVE ACCESS TO ARCANE SKILLS.

BENEFIT: THE CHARACTER GAINS THE FOLLOWING CLASS SKILLS, AS DESCRIBED UNDER THE MAGE ADVANCED CLASS: CONCENTRATION, CRAFT (CHEMICAL), AND SPELL-CRAFT. FURTHER, THE CHARACTER GAINS USE MAGIC DEVICE AS A CLASS SKILL, AS DESCRIBED UNDER THE OCCULTIST ADVANCED CLASS.

THIS FEAT DOES NOT IN AND OF ITSELF GRANT SPELLCASTING ABILITY.

NORMAL: ARCANE SKILLS ARE SPECIAL CLASS SKILLS AVAILABLE TO THE ACOLYTE, OCCULTIST, MAGE, MYSTIC, AND TECHNO MAGE ADVANCED CLASSES. OTHER CLASSES MAY NOT BUY RANKS IN THESE SKILLS WITHOUT THIS FEAT.

DIVINE HERITAGE [INITIAL]

YOU HAVE DIVINE SPELLCASTING ABILITIES IN YOUR BACKGROUND, SUCH AS A SAINT IN YOUR FAMILY TREE, OR YOU HAVE HAD A DIVINE EXPERIENCE, REVELATION, OR EPIPHANY WHICH HAS LEFT YOU WITH MODEST DIVINE ABILITIES.

PREREQUISITE: WISDOM 10.

BENEFIT: CHOOSE THREE 0-LEVEL DIVINE SPELLS ("ORISONS"). YOU MAY CAST EACH OF THESE SPELLS ONCE PER DAY PER YOUR DIVINE SPELLCASTING LEVEL (MINIMUM 1).

SPECIAL: YOU MAY ONLY TAKE THIS FEAT AS A 1ST-LEVEL CHARACTER.

EIDETIC MEMORY

YOU HAVE A PHOTOGRAPHIC MEMORY. YOU REMEMBER EVERYTHING WITH GREAT CLARITY, GRANTING A +2 BONUS TO REMEMBER ANY EVENT, PERSON OR THING. YOU MUST MAKE AN OPPOSED ROLL OF YOUR INTELLIGENCE VERSUS A GM DESIGNATED DIFFICULTY TO REMEMBER OBSCURE DETAILS.

EMPOWER SPELL [METAMAGIC]

YOU CAN CAST SPELLS TO GREATER EFFECT.

BENEFIT: ALL VARIABLE, NUMERIC EFFECTS OF AN EMPOWERED SPELL ARE INCREASED BY ONE-HALF. AN EMPOWERED SPELL DEALS HALF AGAIN AS MUCH DAMAGE AS NORMAL, CURES HALF AGAIN AS MANY HIT POINTS, AFFECTS HALF AGAIN AS MANY TARGETS, AND SO FORTH, AS APPROPRIATE. FOR EXAMPLE, AN EMPOWERED MAGIC MISSILE DEALS 1 1/2 TIMES NORMAL DAMAGE (ROLL 1D4+1 AND MULTIPLY THE RESULT BY 1.5 FOR EACH MISSILE). SAVING THROWS AND OPPOSED ROLLS (SUCH AS THE ONE YOU

MAKE WHEN YOU CAST DISPEL MAGIC) ARE NOT AFFECTED. SPELLS WITHOUT RANDOM VARIABLES ARE NOT AFFECTED.

AN EMPOWERED SPELL USES UP A SPELL SLOT TWO LEVELS HIGHER THAN THE SPELL'S ACTUAL LEVEL.

EMPOWER TURNING

YOU CAN TURN OR REBUKE (OR AWE OR COMMAND) MORE CREATURES WITH A SINGLE TURNING CHECK.

PREREQUISITE: ABILITY TO TURN OR REBUKE ONE OR MORE CREATURE TYPES, CHARISMA 13.

BENEFIT: IF YOU TAKE A -2 PENALTY ON YOUR ROLL TO TURN OR REBUKE (OR AWE OR COMMAND) A GROUP OF CREATURES, YOU CAN ADD +2D6 TO YOUR TURNING DAMAGE ROLL.

ENLARGE SPELL [METAMAGIC]

YOU CAN CAST SPELLS FARTHER THAN NORMAL.

BENEFIT: AN ENLARGED SPELL HAS ITS RANGE DOUBLED. SPELLS WHOSE RANGES ARE NOT DEFINED BY DISTANCE DO NOT HAVE THEIR RANGES INCREASED. A SPELL WHOSE AREA OR EFFECT IS DETERMINED BY ITS RANGE (SUCH AS BLESS OR A CONE SPELL) HAS THE DIMENSIONS OF ITS AREA OR EFFECT INCREASED PROPORTIONALLY.

AN ENLARGED SPELL USES UP A SPELL SLOT ONE LEVEL HIGHER THAN THE SPELL'S ACTUAL LEVEL.

ESCHEW MATERIALS [METAMAGIC]

YOU CAN CAST SPELLS WITHOUT RELYING ON MATERIAL COMPONENTS.

BENEFIT: AN ESCHEWED SPELL CAN BE CAST WITH NO MATERIAL COMPONENTS. SPELLS WITHOUT MATERIAL COMPONENTS OR WHOSE MATERIAL COMPONENTS HAVE A PURCHASE DC OF 4 OR GREATER ARE NOT AFFECTED BY THIS FEAT.

AN ESCHEWED SPELL USES UP A SPELL SLOT OF THE SPELL'S NORMAL LEVEL, MODIFIED BY ANY OTHER METAMAGIC FEATS.

EXTEND SPELL [METAMAGIC]

YOU CAN CAST SPELLS THAT LAST LONGER THAN NORMAL.

BENEFIT: AN EXTENDED SPELL LASTS TWICE AS LONG AS NORMAL. SPELLS WITH A CONCENTRATION, INSTANTANEOUS, OR PERMANENT DURATION ARE NOT AFFECTED BY THIS FEAT.

AN EXTENDED SPELL USES UP A SPELL SLOT ONE LEVEL HIGHER THAN THE SPELL'S ACTUAL LEVEL.

EXTRA TURNING

YOU CAN TURN OR REBUKE A CREATURE TYPE MORE OFTEN THAN NORMAL.

PREREQUISITES: ABILITY TO TURN OR REBUKE ONE OR MORE CREATURE TYPES.

BENEFIT: EACH TIME YOU TAKE THIS FEAT, YOU CAN TURN OR REBUKE A PARTICULAR CREATURE TYPE FOUR MORE TIMES PER DAY THAN NORMAL.

NORMAL: WITHOUT THIS FEAT, A CHARACTER CAN TYPICALLY TURN OR REBUKE A CREATURE TYPE (USUALLY UNDEAD) A NUMBER OF TIMES PER DAY EQUAL TO THREE PLUS HIS CHARISMA MODIFIER.

SPECIAL: YOU CAN GAIN THIS FEAT MULTIPLE TIMES.

EACH TIME YOU TAKE THE FEAT, YOU MAY APPLY ITS EFFECTS TO ONE CREATURE TYPE YOU CAN TURN OR REBUKE. ITS EFFECTS STACK.

FLEET OF FOOT

YOU CAN TURN CORNERS WITHOUT LOSING MOMENTUM.

PREREQUISITE: RUN.

BENEFIT: WHEN RUNNING OR CHARGING, YOU CAN MAKE A SINGLE DIRECTION CHANGE OF 90 DEGREES OR LESS. YOU CANNOT USE THIS FEAT WHILE WEARING MEDIUM OR HEAVY ARMOR, OR IF YOU'RE CARRYING A MEDIUM OR HEAVY LOAD.

NORMAL: WITHOUT THIS FEAT, YOU CAN RUN OR CHARGE ONLY IN A STRAIGHT LINE.

GREATER SPELL FOCUS

CHOOSE A SCHOOL OF MAGIC, SUCH AS EVOCATION OR ILLUSION, FOR WHICH YOU HAVE ALREADY SELECTED THE SPELL FOCUS FEAT. YOUR SPELLS OF THAT SCHOOL ARE EVEN MORE POTENT THAN NORMAL.

PREREQUISITES: SPELL FOCUS, CASTER LEVEL 6.

BENEFIT: ADD +2 TO THE DIFFICULTY CLASS FOR ALL SAVING THROWS AGAINST SPELLS FROM THE FOCUSED SCHOOL OF MAGIC YOU SELECT. THIS OVERLAPS (DOES NOT STACK) WITH THE BONUS FROM SPELL FOCUS (SEE BELOW).

SPECIAL: YOU CAN GAIN THIS FEAT MULTIPLE TIMES. ITS EFFECTS DO NOT STACK WITH ITSELF. EACH TIME YOU TAKE THE FEAT, IT APPLIES TO A NEW SCHOOL OF MAGIC.

GREATER SPELL PENETRATION

YOUR SPELLS ARE REMARKABLY POTENT, BREAKING THROUGH SPELL RESISTANCE MORE READILY THAN NORMAL.

PREREQUISITES: SPELL PENETRATION.

BENEFIT: YOU GET A +4 BONUS ON CASTER LEVEL CHECKS (1D20 + CASTER LEVEL) TO BEAT A CREATURE'S SPELL RESISTANCE. THIS OVERLAPS (DOES NOT STACK) WITH THE BONUS FROM SPELL PENETRATION (SEE BELOW).

HEIGHTEN SPELL [METAMAGIC]

YOU CAN CAST A SPELL AS IF IT WERE A HIGHER LEVEL THAN IT ACTUALLY IS.

BENEFIT: A HEIGHTENED SPELL HAS A HIGHER SPELL LEVEL THAN NORMAL. UNLIKE OTHER METAMAGIC FEATS, HEIGHTEN SPELL ACTUALLY INCREASES THE EFFECTIVE LEVEL OF THE SPELL THAT IT MODIFIES. ALL EFFECTS DEPENDENT ON SPELL LEVEL (SUCH AS SAVING THROW DCs) ARE CALCULATED ACCORDING TO THE HEIGHTENED LEVEL. THE HEIGHTENED SPELL IS AS DIFFICULT TO PREPARE AND CAST AS A SPELL OF ITS EFFECTIVE LEVEL.

IMPROVED GRAPPLE

YOU ARE SKILLED AT GRAPPLING OPPONENTS.

PREREQUISITES: BRAWL, DEXTERITY 13.

BENEFIT: YOU DO NOT PROVOKE AN ATTACK OF OPPORTUNITY WHEN YOU MAKE A TOUCH ATTACK TO START A GRAPPLE. YOU ALSO GAIN A +4 COMPETENCE BONUS ON ALL GRAPPLE CHECKS (REGARDLESS OF WHETHER YOU STARTED THE GRAPPLE).

NORMAL: CHARACTERS WITHOUT THIS FEAT PROVOKE AN ATTACK OF OPPORTUNITY WHEN THEY INITIATE A GRAPPLE.

IMPROVED OVERRUN

YOU ARE SKILLED AT KNOCKING DOWN OPPONENTS.

PREREQUISITES: POWER ATTACK, STRENGTH 13.

BENEFIT: WHEN YOU ATTEMPT TO OVERRUN AN OPPONENT, THE TARGET MAY NOT CHOOSE TO AVOID YOU. YOU ALSO GAIN A +4 COMPETENCE BONUS ON THE STRENGTH CHECK TO KNOCK DOWN YOUR OPPONENT.

NORMAL: WITHOUT THIS FEAT, THE TARGET OF AN OVERRUN CAN CHOOSE TO AVOID YOU OR TO BLOCK YOU.

IMPROVED NATURAL HEALING

YOU RECOVER FROM WOUNDS AND INJURY FASTER THAN NORMAL.

PREREQUISITE: BASE FORTITUDE SAVE BONUS +5.

BENEFIT: YOU RECOVER 2 HIT POINTS PER CHARACTER LEVEL PER REST PERIOD (8 HOURS OF SLEEP). IF YOU UNDERGO COMPLETE BED REST (DOING NOTHING FOR THE ENTIRE DAY), YOU RECOVER 4 HIT POINTS PER CHARACTER LEVEL PER DAY. ABILITY DAMAGE RETURNS AT 2 POINTS FOR RESTING 8 HOURS, OR 4 POINTS PER DAY WITH COMPLETE BED REST.

NORMAL: NORMAL NATURAL HEALING IS 1 HIT POINT PER CHARACTER LEVEL FOR 8 HOURS REST, OR 2 HIT POINTS PER CHARACTER LEVEL PER DAY FOR COMPLETE BED REST. ABILITY DAMAGE RETURNS AT 1 POINT FOR 8 HOURS REST, OR 2 POINTS PER DAY WITH COMPLETE BED REST.

IMPROVED TURNING

YOUR TURNING OR REBUKE ATTEMPTS ARE MORE POWERFUL THAN NORMAL.

PREREQUISITES: ABILITY TO TURN OR REBUKE A CREATURE TYPE.

BENEFIT: YOU GAIN A +2 BONUS ON YOUR TURNING CHECKS. THIS FEAT MAY BE TAKEN MULTIPLE TIMES, THOUGH EACH TIME MUST BE APPLIED TO A DIFFERENT CREATURE TYPE WHICH YOU MAY NORMALLY TURN.

JACK OF ALL TRADES

YOU HAVE AN AMATEUR'S KNOWLEDGE OF ALL SKILLS, EVEN ONES THAT REQUIRE TRAINING.

PREREQUISITE: CHARACTER LEVEL 8.

BENEFIT: YOU MAY USE ANY SKILL UNTRAINED, INCLUDING ARCANE AND PSIONIC SKILLS. YOU CANNOT, HOWEVER, GAIN RANKS IN A SKILL UNLESS YOU ARE NORMALLY ALLOWED TO GAIN RANKS IN THE SKILL.

MAGICAL AFFINITY

YOU HAVE A KNACK FOR MAGICAL ENDEAVORS.

BENEFIT: YOU GAIN A +2 BONUS ON ALL SPELLCRAFT CHECKS AND USE MAGIC DEVICE CHECKS.

MAGICAL HERITAGE [INITIAL]

YOU HAVE MAGICAL ABILITY IN YOUR BACKGROUND, SUCH AS A SORCERER IN YOUR BLOODLINE, OR YOU GAINED ACCESS TO MAGIC AT A PARTICULARLY YOUNG AGE (BY DISCOVERING A SPELLBOOK IN YOUR ATTIC, FOR EXAMPLE). AS A RESULT, YOU MASTERED SOME BASIC SPELLCASTING.

PREREQUISITE: INTELLIGENCE 10.

BENEFIT: CHOOSE THREE 0-LEVEL ARCANE SPELLS ("CANTRIPS"). YOU MAY CAST EACH OF THESE SPELLS ONCE PER DAY PER YOUR ARCANE SPELLCASTING LEVEL (MINIMUM 1). YOU ARE TREATED AS A MAGE FOR PURPOSES OF

ARCANE SPELL FAILURE CHANCE WHEN YOU ARE WEARING ARMOR.

SPECIAL: YOU MAY ONLY TAKE THIS FEAT AS A 1ST-LEVEL CHARACTER.

NONLETHAL SPELL [METAMAGIC]

YOU CAN MODIFY A SPELL TO DEAL NONLETHAL INSTEAD OF LETHAL DAMAGE.

BENEFIT: YOU MAY MODIFY A SPELL THAT DEALS LETHAL DAMAGE TO DEAL NONLETHAL DAMAGE INSTEAD. ALL OTHER EFFECTS OF THE SPELL REMAIN NORMAL (FOR EXAMPLE, A NONLETHAL FIREBALL MAY STILL SET FLAMMABLE OBJECTS ABLAZE).

A NONLETHAL SPELL USES UP A SPELL SLOT ONE LEVEL HIGHER THAN THE SPELL'S ACTUAL LEVEL.

POWER CRIT

YOU MAY THREATEN A CRITICAL HIT IF YOU SUCCEED IN HITTING AN OPPONENT.

PREREQUISITE: BASE ATTACK BONUS +10, PROFICIENCY WITH WEAPON.

BENEFIT: YOU MAY SPEND AN ACTION POINT BEFORE MAKING AN ATTACK WITH A WEAPON WITH WHICH YOU ARE PROFICIENT. IF THE ATTACK HITS, IT AUTOMATICALLY THREATENS A CRITICAL HIT (REGARDLESS OF WHETHER THE ATTACK ROLL FALLS WITHIN THE WEAPON'S ACTUAL THREAT RANGE). YOU MUST ROLL TO CONFIRM THE CRITICAL HIT, AS NORMAL. THIS IS A SUPERNATURAL ABILITY.

NORMAL: YOU MUST ROLL IN THE THREAT RANGE OF A WEAPON, THEN CONFIRM THAT THREAT TO SCORE A CRITICAL HIT.

PRECISE STRIKE

YOUR STRIKES AGAINST AN OPPONENT ARE TREATED AS TOUCH ATTACKS.

PREREQUISITE: BASE ATTACK BONUS +5.

BENEFIT: BEFORE MAKING AN ATTACK ON YOUR TURN, CHOOSE A SINGLE OPPONENT AND SPEND AN ACTION POINT. UNTIL THE BEGINNING OF YOUR NEXT TURN, ANY ATTACKS YOU MAKE AGAINST THAT OPPONENT USE THAT OPPONENT'S TOUCH DEFENSE INSTEAD OF THE OPPONENT'S NORMAL DEFENSE.

REACH SPELL [METAMAGIC]

YOU CAN CAST TOUCH SPELLS WITHOUT TOUCHING THE SPELL RECIPIENT.

BENEFIT: YOU MAY CAST A SPELL THAT NORMALLY HAS A RANGE OF "TOUCH" AT ANY DISTANCE UP TO 30 FEET. YOU MUST SUCCEED AT A RANGED TOUCH ATTACK TO CAST THE SPELL UPON THE RECIPIENT. A REACH SPELL USES UP A SPELL SLOT TWO LEVELS HIGHER THAN THE SPELL'S ACTUAL LEVEL.

SACRED SPELL [METAMAGIC]

YOU CAN CAST SPELLS IMBUED WITH DIVINE ENERGY.

BENEFIT: HALF OF THE DAMAGE DEALT BY A SACRED SPELL IS CONVERTED INTO DIVINE ENERGY, AND AS SUCH IS NOT PREVENTED BY ABILITIES OR SPELLS THAT REDUCE OR PREVENT DAMAGE FROM A PARTICULAR TYPE OF ENERGY. FOR EXAMPLE, HALF THE DAMAGE FROM A SACRED FLAMING WRATH SPELL WOULD NOT BE NEGATED BY FIRE RESISTANCE OR FIRE IMMUNITY. ONLY DIVINE SPELLS THAT DEAL

DAMAGE MAY BE MADE INTO SACRED SPELLS.

A SACRED SPELL USES UP A SPELL SLOT TWO LEVELS HIGHER THAN THE SPELL'S ACTUAL LEVEL.

TAINTBANE SPELL [METAMAGIC]

YOUR SPELLS ARE MORE EFFECTIVE AGAINST CREATURES OF CHAOS.

BENEFIT: CREATURES OF CHAOS AND TAINTED CHARACTERS TAKE A -4 PENALTY ON THE SPELL'S SAVING THROW.

THIS FEAT CANNOT IMPROVE SPELLS THAT DO NOT ALLOW SAVES.

A TAINTBANE SPELL USES UP A SPELL SLOT ONE LEVEL HIGHER THAN THE SPELL'S ACTUAL LEVEL.

SIGNATURE SPELL

YOU ARE SO FAMILIAR WITH A MASTERED SPELL THAT YOU CAN SPONTANEOUSLY CAST IT, CONVERTING OTHER PREPARED SPELLS INTO THAT SPELL.

PREREQUISITE: SPELL MASTERY ABILITY.

BENEFIT: EACH TIME YOU TAKE THIS FEAT, CHOOSE A SPELL THAT YOU HAVE MASTERED WITH SPELL MASTERY. YOU MAY NOW CONVERT PREPARED ARCANE SPELLS OF THAT SPELL'S LEVEL OR HIGHER INTO THIS SIGNATURE SPELL, JUST AS AN ACOLYTE OF GOOD ALLEGIANCE MAY SPONTANEOUSLY CAST PREPARED SPELLS AS CURE SPELLS.

SPECIAL: YOU MAY GAIN THIS FEAT MULTIPLE TIMES. EACH TIME YOU TAKE THE FEAT, IT APPLIES TO A NEW SPELL THAT MEETS THE PREREQUISITES.

SILENT SPELL [METAMAGIC]

YOU CAN CAST SPELLS SILENTLY.

BENEFIT: A SILENT SPELL CAN BE CAST WITH NO VERBAL COMPONENTS. SPELLS WITHOUT VERBAL COMPONENTS ARE NOT AFFECTED. A SILENT SPELL USES UP A SPELL SLOT ONE LEVEL HIGHER THAN THE SPELL'S ACTUAL LEVEL.

SPELL FOCUS

CHOOSE A SCHOOL OF MAGIC, SUCH AS EVOCATION OR ILLUSION. YOUR SPELLS OF THAT SCHOOL ARE MORE POTENT THAN NORMAL.

BENEFIT: ADD +1 TO THE DIFFICULTY CLASS FOR ALL SAVING THROWS AGAINST SPELLS FROM THE SCHOOL OF MAGIC YOU SELECT TO FOCUS ON.

SPECIAL: YOU CAN GAIN THIS FEAT MULTIPLE TIMES. ITS EFFECTS DO NOT STACK. EACH TIME YOU TAKE THE FEAT, IT APPLIES TO A NEW SCHOOL OF MAGIC.

SPELL PENETRATION

YOUR SPELLS ARE ESPECIALLY POTENT, BREAKING THROUGH SPELL RESISTANCE MORE READILY THAN NORMAL.

BENEFIT: YOU GAIN A +2 BONUS ON CASTER LEVEL CHECKS (1D20 + CASTER LEVEL) TO BEAT A CREATURE'S SPELL RESISTANCE.

SPELLSLINGER

YOU HAVE A GIFT FOR MAGIC THAT ALLOWS YOU TO CAST MORE SPELLS THAN NORMAL.

PREREQUISITE: INTELLIGENCE 13 (FOR ARCANE SPELLCASTERS) OR WISDOM 13 (FOR DIVINE SPELLCASTERS).

BENEFIT: FOR ANY ONE SPELLCASTING ADVANCED CLASS IN WHICH YOU HAVE LEVELS, YOU CAN PREPARE AND CAST ONE ADDITIONAL SPELL PER SPELL LEVEL KNOWN. FOR INSTANCE, LILY PARRISH, A 3RD-LEVEL DEDICATED HERO/3RD-LEVEL ACOLYTE, CAN PREPARE AND CAST AN ADDITIONAL 0-LEVEL, 1ST-LEVEL, AND 2ND-LEVEL DIVINE SPELL PER DAY (SINCE SHE CAN CAST UP TO AND INCLUDING 2ND-LEVEL DIVINE SPELLS).

SPECIAL: YOU MAY GAIN THIS FEAT MULTIPLE TIMES. EACH TIME YOU TAKE THE FEAT, IT APPLIES TO A NEW SPELLCASTING CLASS.

STILL SPELL [METAMAGIC]

YOU CAN CAST SPELLS WITHOUT GESTURES.

BENEFIT: A STILL SPELL CAN BE CAST WITH NO SOMATIC COMPONENTS. SPELLS WITHOUT SOMATIC COMPONENTS ARE NOT AFFECTED. A STILL SPELL USES UP A SPELL SLOT ONE LEVEL HIGHER THAN THE SPELL'S ACTUAL LEVEL.

SUPER ATTRIBUTES

IF YOUR CHARACTER CONCEPT CALLS FOR AN ATTRIBUTE BEYOND THE HUMAN MAXIMUM THEN YOU WANT A SUPER ATTRIBUTE. SUPER ATTRIBUTES ALLOW YOU TO PUSH BEYOND THE FRINGE OF MERE MORTALS. HOWEVER, THIS IS DOES NOT COME WITHOUT A COST.

SUPER ATTRIBUTES ARE BOUGHT AS FEATS AND EACH FEAT ATTRIBUTE IS PURCHASED SEPARATELY. RANK ONE FEATS GIVE THE CHARACTER ATTRIBUTES JUST ABOVE THE HUMAN NORM. THIS RANK IS EQUIVALENT TO A SUPER SOLDIER OR EXTRAORDINARY HUMAN. RANK TWO FEATS ARE FAR BEYOND ANY NORMAL HUMAN. LOW-LEVEL SUPERHUMANS FALL INTO THIS CATEGORY. RANK THREE AND FOUR ARE THE UPPER RANKS OF SUPER ATTRIBUTES. ANYTHING ABOVE RANK FOUR IS IN THE REALM OF EARTH SHATTERING ATTRIBUTES, MIND BENDING MENTAL CAPACITY, AND COSMIC INFLUENCES.

SUPER STRENGTH ATTRIBUTE RANK ONE

PREREQUISITE: STRENGTH 13

BENEFIT: THE CHARACTER NOW HAS "SUPER STRENGTH" AND HAS THE BENEFIT OF EXTRA DAMAGE AND LIFTING CAPACITY. THE CHARACTERS STRENGTH ATTRIBUTE IS MODIFIED BY THE LIST BELOW.

THE MODIFIER IS THE AMOUNT BY WHICH MELEE AND UNARMED DAMAGE IS MULTIPLIED. UNARMED DAMAGE IS 1D8 FOR MEDIUM SIZED CHARACTERS, AND 1D6 FOR SMALL CHARACTERS. A NATURAL 19-20 ON THE ATTACK ROLL IS CONSIDERED A THREAT AND POSSIBLE CRITICAL. CHARAC-

TABLE 3-1: SUPER STRENGTH RANK ONE ADJUSTED STRENGTH MODIFIERS

SCORE	MODIFIER	LIFT ROLL MODIFIERS
12-13	(DAMAGE X2) +1	+1
14-15	(DAMAGE X2) +2	+2
16-17	(DAMAGE X2) +3	+3
18-19	(DAMAGE X2) +4	+4
20-21	(DAMAGE X2) +5	+5
22-23	(DAMAGE X2) +6	+6
24-25	(DAMAGE X2) +7	+7
26-27	(DAMAGE X2) +8	+8
28-29	(DAMAGE X2) +9	+9
JUMPING DISTANCES ARE DOUBLED		

TERS WITH FEAT MAY CARRY 1,000 LBS. AS A HEAVY LOAD.

NOTE: THE MODIFIER ADDS TO DAMAGE, AND STRENGTH TYPE FEATS ONLY NOT TO MELEE ATTACK ROLLS, CLIMB, JUMP, OR OTHER SKILL CHECKS.

SUPER STRENGTH ATTRIBUTE RANK TWO

PREREQUISITE: STRENGTH 15, SUPER STRENGTH RANK ONE

BENEFIT: THE CHARACTER NOW HAS "SUPER STRENGTH" AND HAS THE BENEFIT OF EXTRA DAMAGE AND LIFTING CAPACITY. THE CHARACTERS STRENGTH ATTRIBUTE IS MODIFIED BY THE LIST BELOW.

THE MODIFIER IS THE AMOUNT BY WHICH MELEE AND UNARMED DAMAGE IS MULTIPLIED. UNARMED DAMAGE IS 1D8 FOR MEDIUM SIZED CHARACTERS, AND 1D6 FOR SMALL CHARACTERS. A NATURAL 19-20 ON THE ATTACK ROLL IS CONSIDERED A THREAT AND POSSIBLE CRITICAL.

CHARACTERS WITH FEAT MAY CARRY ONE TON AS A HEAVY LOAD.

NOTE: THE MODIFIER ADDS TO DAMAGE, AND STRENGTH TYPE FEATS ONLY NOT TO MELEE ATTACK ROLLS, CLIMB, JUMP, OR OTHER SKILL CHECKS.

TABLE 3-2: SUPER STRENGTH RANK TWO ADJUSTED STRENGTH MODIFIERS

SCORE	MODIFIER	LIFT ROLL MODIFIERS
14-15	(DAMAGE X3) +2	+10
16-17	(DAMAGE X3) +3	+11
18-19	(DAMAGE X3) +4	+12
20-21	(DAMAGE X3) +5	+13
22-23	(DAMAGE X3) +6	+14
24-25	(DAMAGE X3) +7	+15
26-27	(DAMAGE X3) +8	+16
28-29	(DAMAGE X3)+9	+17
JUMPING DISTANCES ARE TRIPLED.		

SUPER STRENGTH ATTRIBUTE RANK THREE

PREREQUISITE: STRENGTH 17, SUPER STRENGTH RANK TWO, 4 OR MORE CHARACTER CLASS LEVELS

BENEFIT: THE CHARACTER NOW HAS "SUPER STRENGTH" AND HAS THE BENEFIT OF EXTRA DAMAGE AND LIFTING CAPACITY. THE CHARACTERS STRENGTH ATTRIBUTE IS MODIFIED BY THE LIST BELOW.

THE MODIFIER IS THE AMOUNT BY WHICH MELEE AND UNARMED DAMAGE IS MULTIPLIED. UNARMED DAMAGE

TABLE 3-3: SUPER STRENGTH RANK THREE ADJUSTED STRENGTH MODIFIERS

SCORE	MODIFIER	LIFT ROLL MODIFIERS
16-17	(DAMAGE X4) +3	+18
18-19	(DAMAGE X4) +4	+19
20-21	(DAMAGE X4) +5	+20
22-23	(DAMAGE X4) +6	+21
24-25	(DAMAGE X4) +7	+22
26-27	(DAMAGE X4) +8	+23
28-29	(DAMAGE X4) +9	+24
JUMPING DISTANCES ARE TRIPLED.		

IS 1D10 FOR MEDIUM SIZED CHARACTERS, AND 1D8 FOR SMALL CHARACTERS. A NATURAL 19-20 ON THE ATTACK ROLL IS CONSIDERED A THREAT AND POSSIBLE CRITICAL.

CHARACTERS WITH FEAT MAY CARRY 2 TONS AS A HEAVY LOAD.

NOTE: THE MODIFIER ADDS TO DAMAGE, AND STRENGTH TYPE FEATS ONLY NOT TO MELEE ATTACK ROLLS, CLIMB, JUMP, OR OTHER SKILL CHECKS.

SUPER STRENGTH ATTRIBUTE RANK FOUR

PREREQUISITE: STRENGTH 19, SUPER STRENGTH RANK THREE, 8 OR MORE CHARACTER CLASS LEVELS

BENEFIT: THE CHARACTER NOW HAS “SUPER STRENGTH” AND HAS THE BENEFIT OF EXTRA DAMAGE AND LIFTING CAPACITY. THE CHARACTERS STRENGTH ATTRIBUTE IS MODIFIED BY THE LIST BELOW.

THE MODIFIER IS THE AMOUNT BY WHICH MELEE AND UNARMED DAMAGE IS MULTIPLIED. UNARMED DAMAGE IS 1D12 FOR MEDIUM SIZED CHARACTERS, AND 1D10 FOR SMALL CHARACTERS. A NATURAL 19-20 ON THE ATTACK ROLL IS CONSIDERED A THREAT AND POSSIBLE CRITICAL.

CHARACTERS WITH FEAT MAY CARRY 16 TONS AS A HEAVY LOAD.

NOTE: THE MODIFIER ADDS TO DAMAGE, AND STRENGTH TYPE FEATS ONLY NOT TO MELEE ATTACK ROLLS, CLIMB, JUMP, OR OTHER SKILL CHECKS. WHENEVER A CHARACTER ATTEMPTS TO LIFT EXTREME WEIGHT, HE ROLLS THE DC APPLYING HIS STRENGTH MODIFIER +1D20.

LIFTING WEIGHT OF THIS MAGNITUDE MAY ONLY BE ATTEMPTED WITH THE SUPER STRENGTH FEAT.

LARGE HEAVY ITEM MAY BE THROWN AT OPPONENTS. THE RANGE FOR SUCH ATTACKS IS BASED ON THE RANK OF THE SUPER STRENGTH FEAT YOUR CHARACTER POSSESSES. RANK ONE MAY THROW WITH A MAXIMUM RANGE OF 20 FEET. RANK TWO MAY THROW WITH A MAXIMUM RANGE OF 40 FEET. RANK THREE MAY THROW WITH A MAXIMUM RANGE OF 80 FEET. RANK FOUR MAY THROW WITH A MAXIMUM RANGE OF 160 FEET.

YOUR CHARACTER MAY WANT TO TAKE SOMETHING HEAVY AND HUGE AND HIT AN AREA WITH IT. TO FIGURE OUT THE DAMAGE FROM SUCH AN ATTACK CONSULT THE CHARTS BELOW.

MULTIPLY THE BASE DAMAGE BY THE SIZE TO GET A DAMAGE RESULT. SOME ITEMS ARE VERY BIG BUT HAVE VERY LITTLE WEIGHT (COMPARE A BLIMP TO A PASSENGER JET).

OPPONENTS OF SUCH AN ATTACK MAY MAKE A REFLEX SAVE, WITH A DC EQUAL TO THE ATTACKERS ROLL, TO JUMP OUT OF THE WAY (THIS IS CONSIDERED A FULL ROUND ACTION) IF THE OPPONENT IS SUCCESSFUL THEN THEY TAKE NO DAMAGE, IF THEY FAIL THEY ARE CRUSHED AND TAKE FULL DAMAGE. THERE IS A MODIFIER TO ATTACKER AND OPPONENT ROLLS DEPENDING ON THE SIZE OF THE OBJECT BEING THROWN. ATTACKERS HAVE A HARDER TIME THROW-

TABLE 3-4: SUPER STRENGTH RANK FOUR ADJUSTED STRENGTH MODIFIERS

SCORE	MODIFIER	LIFT ROLL MODIFIERS
18-19	(DAMAGE X5) +4	+25
20-21	(DAMAGE X5) +5	+26
22-23	(DAMAGE X5) +6	+27
24-25	(DAMAGE X5) +7	+28
26-27	(DAMAGE X5) +8	+29
28-29	(DAMAGE X5) +9	+30

JUMPING DISTANCES MULTIPLIED BY 5

TABLE 3-5: WEIGHT CLASSES

DIFFICULTY CLASS	ACTUAL WEIGHT	REAL WORLD EQUIVALENT
15	800 LBS.	
17	1000 LBS	4 PEOPLE IN AN ELEVATOR
19	1500 LBS	VOLKSWAGEN BUG
21	2000 LBS (ONE TON)	AVERAGE CAR
23	2,500 LBS	
25	3,000 LBS	AVERAGE PICKUP TRUCK
27	3,500 LBS	
29	4,000 LBS (2 TONS)	ELEPHANT
34	4 TONS	
36	8 TONS	
38	16 TONS	SEMI TRUCK
40	32 TONS	M.26 PERSHING HEAVY TANK
44	64 TONS	
48	128 TONS	IOWA CLASS BATTLE SHIP
50	256 TONS	MAJOR BUILDING
60+	512 TONS+	TINY ISLAND

TABLE 3-6: WEIGHT CATEGORY MODIFIERS

WEIGHT CATEGORY	BASE DAMAGE
800 LBS-1 TON	5D10
1-6 TONS	5D10+20
7-14 TONS	5D10+40
14-28 TONS	5D10+60
29-56 TONS	5D10+80
100-200 TONS	5D10+100
300-600 TONS	5D10+200

TABLE 3-7: OBJECT SIZE MODIFIERS

OBJECT SIZE	MULTIPLIER	MODIFIER TO REFLEX SAVE / ATTACK ROLL	SIZE EQUIVALENT
COLOSSAL	X16	-16	NAVAL DESTROYER
GARGANTUAN	X8	-8	FIGHTER AIRCRAFT
HUGE	X4	-4	BUS, OR TANK
LARGE	X2	-2	CAR
MEDIUM	X1	0	MOTORCYCLE
SMALL	X0.5		BICYCLE
TINY	X 0.25		ROCK

ING LARGE AND UNGAINLY ITEMS. THE OPPONENT’S REFLEX ROLL IS MODIFIED DEPENDING ON THE SIZE OF THE OBJECT, THE BIGGER THE OBJECT THE HARDER IT IS TO MOVE OUT OF THE AREA AFFECT.

ATTACKING WITH ATYPICAL OBJECTS

THERE WILL BE TIMES WHEN CHARACTERS OR THEIR ADVERSARIES WILL GRAB WHAT IS AT HAND AND ATTACK. COMIC BOOKS ARE FILLED WITH CHARACTERS CRACKING A LIGHT POLE AGAINST ONE ANOTHER’S SPLEEN OR BASHING SOMEONE WITH A CAR. THE SMALL LIST BELOW HAS A FEW EXAMPLES OF THE TYPES OF ITEM THAT MAY BE USED AND

THE DAMAGE THEY DO.

*ALL ITEMS USE THE SIMPLE WEAPONS PROFICIENCY. IF THE CHARACTER DOES NOT HAVE THE PROFICIENCY THEY ARE AT -4 TO ATTACK.

*THE OBJECTS LISTED ABOVE ARE NOT DESIGNED TO BE USED AS WEAPONS. THEREFORE HALF THE DAMAGE DEALT BY THE ITEM IS TAKEN AS DAMAGE BY THE OBJECT, ONCE THE HIT POINTS REACH ZERO.

TABLE 3-8: ATYPICAL OBJECTS				
OBJECT	WEIGHT	DAMAGE	HIT POINTS/ HARDNESS	REACH
MANHOLE COVER	50 LBS	1D8	10/2	N/A
FIRE HYDRANT	125 LBS	2D8	15/2	N/A
LIGHT POLE	500 LBS	3D10	25/2	40 FT
GARBAGE DUMPSTER	700 LBS	4D10	30/5	10 FT
ECONO/SPORTS CAR	1,000	5D10	30/5	10 FT
4-DOOR/LUXURY CAR	1,500 LBS	5D10	34/5	15 FT
VAN/TRUCK	1 TON	5D10+20	38/5	20 FT
BUS/TRAIN BOX CAR	3 TONS	5D10+20	50/8	40 FT

SUPER DEXTERITY ATTRIBUTE RANK ONE

PREREQUISITE: DEXTERITY 13

BENEFIT: THE CHARACTER HAS UNEARTHLY DEFTNESS AND AGILITY. THE CHARACTERS DEXTERITY IS NO LONGER IN THE RANGE OF HUMAN REACH. THE CHARACTER RECEIVES THESE BENEFITS FROM HAVING SUPER DEXTERITY:

- +4 ON DEFENSE AND INITIATIVE ROLLS
- +2 TO DEXTERITY BASED SKILLS AND REFLEX SAVES
- +1 TO ALL RANGE ATTACKS

SUPER DEXTERITY ATTRIBUTE RANK TWO

PREREQUISITE: DEXTERITY 15, SUPER DEXTERITY RANK ONE

BENEFIT: THE CHARACTER HAS UNEARTHLY DEFTNESS AND AGILITY. THE CHARACTERS DEXTERITY IS NO LONGER IN THE RANGE OF HUMAN REACH. THE CHARACTER RECEIVES THESE BENEFITS FROM HAVING SUPER DEXTERITY:

- +6 ON DEFENSE AND INITIATIVE ROLLS
- +4 TO DEXTERITY BASED SKILLS AND REFLEX SAVES
- +3 TO RANGE ATTACKS

THE CHARACTER ALSO RECEIVES ONE EXTRA MOVE ACTION DURING THE COMBAT ROUND.

SUPER DEXTERITY ATTRIBUTE RANK THREE

PREREQUISITE: DEXTERITY 17, SUPER DEXTERITY RANK TWO, AND A BASE CLASS DEFENSE BONUS OF +8 BEFORE MODIFIERS.

BENEFIT: THE CHARACTER HAS UNEARTHLY DEFTNESS AND AGILITY. THE CHARACTERS DEXTERITY IS NO LONGER IN THE RANGE OF HUMAN REACH. THE CHARACTER RECEIVES THESE BENEFITS FROM HAVING SUPER DEXTERITY:

- +8 ON DEFENSE AND INITIATIVE ROLLS
- +6 TO DEXTERITY BASED SKILLS AND REFLEX SAVES
- +5 TO RANGE ATTACKS

THE CHARACTER ALSO RECEIVES TWO EXTRA MOVE ACTIONS DURING THE COMBAT ROUND.

SUPER DEXTERITY ATTRIBUTE RANK FOUR

PREREQUISITE: DEXTERITY 19, SUPER DEXTERITY RANK THREE, AND A BASE CLASS DEFENSE BONUS OF +8 BEFORE MODIFIERS.

BENEFIT: THE CHARACTER HAS UNEARTHLY DEFTNESS AND AGILITY. THE CHARACTERS DEXTERITY IS NO LONGER IN THE RANGE OF HUMAN REACH. THE CHARACTER RECEIVES THESE BENEFITS FROM HAVING SUPER DEXTERITY:

- +10 ON DEFENSE AND INITIATIVE ROLLS
- +8 TO DEXTERITY BASED SKILLS AND REFLEX SAVES
- +7 TO RANGE ATTACKS

THE CHARACTER ALSO RECEIVES THREE EXTRA MOVE ACTIONS DURING THE COMBAT ROUND.

SUPER CONSTITUTION ATTRIBUTE RANK ONE

PREREQUISITE: CONSTITUTION 13

BENEFIT: THE HERO HAS INCREDIBLE FORTITUDE AND DURABILITY ENABLING HIM TO WITHSTAND TRAUMA THAT WOULD KILL A NORMAL HUMAN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

THE CHARACTER MAY BUY THE REGENERATION POWER FOR 2 POINTS LESS PER RANK AS A BENEFIT FOR THE PURCHASE OF THIS FEAT.

- +4 HIT POINTS
- +2 TO FORTITUDE SAVES

THE CHARACTER SUBTRACTS 1D4 FROM THE AMOUNT OF TIME THAT HE WOULD NORMALLY BE STUNNED TO A MINIMUM OF ONE ROUND.

SUPER CONSTITUTION ATTRIBUTE RANK TWO

PREREQUISITE: CONSTITUTION 15, SUPER CONSTITUTION RANK ONE

BENEFIT: THE HERO HAS INCREDIBLE FORTITUDE AND DURABILITY ENABLING HIM TO WITHSTAND TRAUMA THAT WOULD KILL A NORMAL HUMAN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

THE CHARACTER MAY BUY THE REGENERATION POWER FOR 2 POINTS LESS PER RANK AS A BENEFIT FOR THE PURCHASE OF THIS FEAT.

- +6 WOUNDS
- +4 TO FORTITUDE SAVES

THE CHARACTER SUBTRACTS 1D6 FROM THE AMOUNT OF TIME THAT HE WOULD NORMALLY BE STUNNED TO A MINIMUM OF ONE ROUND.

SUPER CONSTITUTION ATTRIBUTE RANK THREE

PREREQUISITE: CONSTITUTION 17, SUPER CONSTITUTION RANK TWO, AND A BASE FORTITUDE SAVE OF +4

BENEFIT: THE HERO HAS INCREDIBLE FORTITUDE AND DURABILITY ENABLING THE CHARACTER TO WITHSTAND TRAUMA THAT WOULD KILL A NORMAL HUMAN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

THE CHARACTER MAY BUY THE REGENERATION POWER FOR 2 POINTS LESS PER RANK AS A BENEFIT FOR THE PURCHASE OF THIS FEAT.

- +8 WOUNDS
- +6 TO FORTITUDE SAVES

THE CHARACTER SUBTRACTS 1D8 FROM THE AMOUNT OF TIME THAT HE WOULD NORMALLY BE STUNNED TO A MINIMUM OF ONE ROUND.

THE CHARACTER REGENERATES 4 WOUNDS PER HOUR.

SUPER CONSTITUTION ATTRIBUTE RANK FOUR

PREREQUISITE: CONSTITUTION 19, SUPER CONSTITUTION RANK THREE, AND A BASE FORTITUDE SAVE OF +5.

BENEFIT: THE HERO HAS INCREDIBLE FORTITUDE AND DURABILITY ENABLING THE CHARACTER TO WITHSTAND TRAUMA THAT WOULD KILL A NORMAL HUMAN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

THE CHARACTER MAY BUY THE REGENERATION POWER FOR 2 POINTS LESS PER RANK AS A BENEFIT FOR THE PURCHASE OF THIS FEAT.

- +10 WOUNDS
- +8 TO FORTITUDE SAVES

THE CHARACTER SUBTRACTS 1D10 FROM THE AMOUNT OF TIME THAT HE WOULD NORMALLY BE STUNNED TO A MINIMUM OF ONE ROUND.

THE CHARACTER REGENERATES 4 WOUNDS PER HOUR.

SUPER INTELLIGENCE ATTRIBUTE RANK ONE

PREREQUISITE: INTELLIGENCE 13

BENEFIT: THE CHARACTER'S INTELLECT SURPASSES THAT OF THE NORMAL MAN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

- +4 DAMAGE REDUCTION AGAINST MENTAL ATTACKS
- +4 BONUS ON INTELLIGENCE BASED SKILLS.
- +2 SKILL POINTS PER RANK IN ADDITION TO POINTS GAINED FROM STANDARD INTELLIGENCE MODIFIERS.

GREAT INSIGHT: THIS ADVANTAGE LETS YOU EXPERIENCE AN EPIPHANY ONCE PER GAME – REVEALING SOMETHING ABOUT THE COURSE OF EVENTS OCCURRING AROUND YOU. AS A PLAYER, YOU MAY ASK THE GM FOR ONE CLUE TO HELP YOUR CHARACTER ALONG IN THE GAME.

SUPER INTELLIGENCE ATTRIBUTE RANK TWO

PREREQUISITE: INTELLIGENCE 15, SUPER INTELLIGENCE RANK ONE

BENEFIT: THE CHARACTER'S INTELLECT SURPASSES THAT OF THE NORMAL MAN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

- +6 DAMAGE REDUCTION AGAINST MENTAL ATTACKS
- +6 BONUS ON INTELLIGENCE BASED SKILLS
- +4 SKILL POINTS PER RANK ADDITION TO POINTS GAINED FROM STANDARD INTELLIGENCE MODIFIERS.

GREAT INSIGHT: THIS ADVANTAGE LETS YOU EXPERIENCE AN EPIPHANY TWICE PER GAME – REVEALING SOMETHING ABOUT THE COURSE OF EVENTS OCCURRING AROUND YOU. AS A PLAYER, YOU MAY ASK THE GM FOR ONE CLUE TO HELP YOUR CHARACTER ALONG IN THE GAME.

SUPER INTELLIGENCE ATTRIBUTE RANK THREE

PREREQUISITE: INTELLIGENCE 17, SUPER INTELLIGENCE RANK TWO

BENEFIT: THE CHARACTER'S INTELLECT SURPASSES THAT OF THE NORMAL MAN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

- +8 DAMAGE REDUCTION AGAINST MENTAL ATTACKS
- +8 BONUS ON INTELLIGENCE BASED SKILLS
- +6 SKILL POINTS PER RANK ADDITION TO POINTS GAINED FROM STANDARD INTELLIGENCE MODIFIERS.

+2 ON INITIATIVE ROLLS. CHARACTERS WITH SUPER RANK INTELLIGENCE REACT MUCH QUICKER THAN NORMAL, PREDICTING WHAT WILL OCCUR BEFORE IT DOES.

GREAT INSIGHT: THIS ADVANTAGE LETS YOU EXPERI-

ENCE AN EPIPHANY THREE TIMES PER GAME – REVEALING SOMETHING ABOUT THE COURSE OF EVENTS OCCURRING AROUND YOU. AS A PLAYER, YOU MAY ASK THE GM FOR ONE CLUE TO HELP YOUR CHARACTER ALONG IN THE GAME.

SUPER INTELLIGENCE ATTRIBUTE RANK FOUR

PREREQUISITE: INTELLIGENCE 19, SUPER INTELLIGENCE RANK THREE

BENEFIT: THE CHARACTER'S INTELLECT SURPASSES THAT OF THE NORMAL MAN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

- +10 DAMAGE REDUCTION AGAINST MENTAL ATTACKS
- +10 BONUS ON INTELLIGENCE BASED SKILLS
- +8 SKILL POINTS PER RANK ADDITION TO POINTS GAINED FROM STANDARD INTELLIGENCE MODIFIERS.

+4 ON INITIATIVE ROLLS. CHARACTERS WITH SUPER RANK INTELLIGENCE REACT MUCH QUICKER THAN NORMAL, PREDICTING WHAT WILL OCCUR BEFORE IT DOES.

GREAT INSIGHT: THIS ADVANTAGE LETS YOU EXPERIENCE AN EPIPHANY FOUR TIMES PER GAME – REVEALING SOMETHING ABOUT THE COURSE OF EVENTS OCCURRING AROUND YOU. AS A PLAYER, YOU MAY ASK THE GM FOR ONE CLUE TO HELP YOUR CHARACTER ALONG IN THE GAME.

SUPER WISDOM ATTRIBUTE RANK ONE

PREREQUISITE: WISDOM 13

BENEFIT: THE CHARACTER HAS AN UNCANNY SENSE OF ACUMEN, AND HIS PERCEPTIONS GO BEYOND THAT OF LESS ENLIGHTENED MEN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

- +4 ON WILL SAVING THROWS
- +2 ON WISDOM BASED SKILL ROLLS

THE CHARACTER MAY PURCHASE THE COSMIC AWARENESS POWER FOR 1 POINT LESS PER RANK AS A BENEFIT FOR THE PURCHASE OF THIS FEAT.

SUPER WISDOM ATTRIBUTE RANK TWO

PREREQUISITE: WISDOM 15, SUPER WISDOM RANK ONE

BENEFIT: THE CHARACTER HAS AN UNCANNY SENSE OF ACUMEN, AND HIS PERCEPTIONS GO BEYOND THAT OF LESS ENLIGHTENED MEN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

- +6 ON WILL SAVING THROWS
- +4 ON WISDOM BASED SKILL ROLLS

THE CHARACTER MAY PURCHASE THE COSMIC AWARENESS POWER FOR 2 POINT LESS PER RANK AS A BENEFIT FOR THE PURCHASE OF THIS FEAT.

SUPER WISDOM ATTRIBUTE RANK THREE

PREREQUISITE: WISDOM 17, SUPER WISDOM RANK TWO

BENEFIT: THE CHARACTER HAS AN UNCANNY SENSE OF ACUMEN, AND HIS PERCEPTIONS GO BEYOND THAT OF LESS ENLIGHTENED MEN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

- +8 ON WILL SAVING THROWS
- +6 ON WISDOM BASED SKILL ROLLS

THE CHARACTER MAY PURCHASE THE COSMIC AWARENESS POWER FOR 3 POINT LESS PER RANK AS A BENEFIT FOR THE PURCHASE OF THIS FEAT. THE CHARACTER MAY PURCHASE THE WILLPOWER ADVANTAGE FOR 2 POINTS LESS RANK.

SUPER WISDOM ATTRIBUTE RANK FOUR

PREREQUISITE: WISDOM 19, SUPER WISDOM RANK THREE

BENEFIT: THE CHARACTER HAS AN UNCANNY SENSE OF ACUMEN, AND HIS PERCEPTIONS GO BEYOND THAT OF LESS ENLIGHTENED MEN. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

+10 ON WILL SAVING THROWS

+8 ON WISDOM BASED SKILL ROLLS

THE CHARACTER MAY PURCHASE THE COSMIC AWARENESS POWER FOR 4 POINT LESS PER RANK AS A BENEFIT FOR THE PURCHASE OF THIS FEAT. THE CHARACTER MAY PURCHASE THE WILLPOWER ADVANTAGE FOR 3 POINTS LESS RANK.

SUPER CHARISMA ATTRIBUTE RANK ONE

PREREQUISITE: CHARISMA 13

BENEFIT: THE CHARACTER HAS A SUPERNATURAL QUANTITY OF PERSONAL MAGNETISM. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

+4 KA BONUS

+2 BONUS ON CHARISMA BASED SKILLS AND REACTION ROLLS

SUPER CHARISMA ATTRIBUTE RANK TWO

PREREQUISITE: CHARISMA 15, SUPER CHARISMA RANK ONE

BENEFIT: THE CHARACTER HAS A SUPERNATURAL QUANTITY OF PERSONAL MAGNETISM. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

+6 KA BONUS

+4 BONUS ON CHARISMA BASED SKILLS AND REACTION ROLLS

SUPER CHARISMA ATTRIBUTE RANK THREE

PREREQUISITE: CHARISMA 17, SUPER CHARISMA RANK TWO

BENEFIT: THE CHARACTER HAS A SUPERNATURAL QUANTITY OF PERSONAL MAGNETISM. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

+8 KA BONUS

+6 BONUS ON CHARISMA BASED SKILLS AND REACTION ROLLS.

SUPER CHARISMA ATTRIBUTE RANK FOUR

PREREQUISITE: CHARISMA 19, SUPER CHARISMA RANK THREE

BENEFIT: THE CHARACTER HAS A SUPERNATURAL QUANTITY OF PERSONAL MAGNETISM. THE CHARACTER RECEIVES THE BENEFITS LISTED BELOW:

+10 KA BONUS

+8 BONUS ON CHARISMA BASED SKILLS AND REACTION ROLLS

SUPERNATURAL STRIKE

YOU MAY SCORE CRITICAL HITS AGAINST CREATURES THAT ARE NORMALLY UNAFFECTED BY CRITICAL HITS.

PREREQUISITE: BASE ATTACK BONUS +2 OR BETTER.

BENEFIT: WHEN YOU ROLL A THREAT AGAINST A CREATURE NORMALLY UNAFFECTED BY CRITICAL HITS (SUCH AS A CONSTRUCT, OOZE, OR UNDEAD), YOU MAY CHECK FOR A CRITICAL HIT AND DEAL THE INCREASED DAMAGE IF THE THREAT IS CONFIRMED. CREATURES UNAFFECTED BY MASSIVE DAMAGE ARE STILL UNAFFECTED BY MASSIVE DAMAGE RESULTING FROM A CRITICAL HIT. THIS IS A SUPERNATURAL ABILITY.

VEHICLE SPECIALIZATION

YOU ARE PROFICIENT WITH ONE TYPE OF VEHICLE.

BENEFIT: CHOOSE A VEHICLE TYPE (CIVILIAN AIRCRAFT, CIVILIAN CARS, CIVILIAN MOTORCYCLES, CIVILIAN TRUCKS, CIVILIAN WATER VEHICLES, OTHER CIVILIAN VEHICLES, OR MILITARY VEHICLES). WHEN YOU ARE IN CONTROL OF A VEHICLE OF THE SPECIFIED TYPE, YOU GAIN A +2 COMPETENCE BONUS ON SKILL CHECKS, ABILITY CHECKS, AND SAVING THROWS INVOLVING THE VEHICLE.

NEW SPELLS

BANISH CHAOS BEING

ABJURATION

LEVEL: ACOLYTE 5, MAGE 5; COMPONENTS: V, S; CASTING TIME: 1 STANDARD ACTION; RANGE: MEDIUM (100 FT. + 10 FT./LEVEL); TARGET: ONE EXTRAPLANAR CREATURE; DURATION: INSTANTANEOUS SAVING THROW: NONE SPELL RESISTANCE: YES

WHEN CAST, THIS SPELL OPENS UP A ONE-WAY GATE BETWEEN EARTH'S DIMENSION AND THE REALM OF CHAOS THROUGH WHICH THE TARGET OF THE SPELL IS FORCED TO GO. THE GATE, WHEN IT IS OPEN, LOOKS LIKE A ROILING MASS OF BLACK AND RED LIGHT. IF THE GATE IS WATCHED CAREFULLY, CREATURES ON THE OTHER SIDE OF THE GATE (IN THE REALM OF CHAOS) CAN BE SEEN TRYING TO BREAK THROUGH.

EACH SPECIES OF CHAOS-BEING REQUIRES A SEPARATE BANISH SPELL. FOR THE MAJOR DEMONS (AND THE THIRTEEN KEEPERS THEMSELVES), THE TRUE NAME OF THE DEMON MUST BE KNOWN. THE MINOR DEMONS, IMPS, IMPLINGS, AND ANY OTHER CREATURES OF THEIR POWER LEVEL DO NOT HAVE ENOUGH POWER TO REQUIRE A TRUE NAME.

BIND SPIRIT

ENCHANTMENT (COMPULSION)

LEVEL: MAGE 4; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: SHORT (10 FT. + 5 FT./2 LEVELS); TARGET: ONE SPIRIT; DURATION: 10 MINUTES/LEVEL (D); SAVING THROW: WILL NEGATES (HARMLESS); SPELL RESISTANCE: YES (HARMLESS)

SPIRITS TARGETED BY THIS SPELL CAN BE FORCED TO DO THE BIDDING OF THE CASTER. DURING THE CASTING OF THE SPELL, ITEMS SPECIFIC TO THE TYPE OF SPIRIT TO BE BOUND MUST BE USED, SUCH AS A TUFT OF BEAR FUR FOR A BEAR SPIRIT. THE SPELL DOES NOT AUTOMATICALLY ALLOW THE CASTER OF THE SPELL TO COMMUNICATE WITH THE SPIRIT. IF THE SPELL FAILS OR WHEN IT WEARS OFF, THE SPIRIT WILL ACT AS ITS NATURE DICTATES – FOR EXAMPLE, AN AGGRESSIVE OR VENGEFUL SPIRIT MIGHT ATTACK THE CASTER.

BONDS OF STONE

EVOCATION [STONE]

LEVEL: MAGE 4

COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: MEDIUM (100 FT. + 10 FT./LEVEL); TARGET: ONE CREATURE; DURATION: INSTANTANEOUS; SAVING THROW: NO; SPELL RESISTANCE: YES

WHEN CAST, TENDRILS OF STONE AND EARTH REACH UP OUT OF THE GROUND TO ENTRAP THE TARGET OF THE SPELL. THE TENDRILS MAY MAKE ONE GRAPPLE ATTACK; IF THEY MISS THEN THE SPELL ENDS, BUT IF THEY SUCCEED THE TARGET IS HELD UNTIL IT CAN BREAK FREE.

THE TENDRILS' ATTACK BONUS EQUALS YOUR CASTER LEVEL + YOUR INTELLIGENCE MODIFIER, +10 FOR THE TENDRILS' STRENGTH (30). ITS GRAPPLE BONUS IS THE SAME. THE TENDRILS HOLD BUT DO NOT HARM CREATURES THEY GRAPPLE.

BOTHANDER'S BOLTS

EVOCATION [VARIOUS]

LEVEL: MAGE 5; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: LONG (400 FT. + 40 FT./LEVEL); TARGET: ONE CREATURE; DURATION: INSTANTANEOUS; SAVING THROW: REFLEX HALF; SPELL RESISTANCE: YES

THIS POWERFUL SPELL ALLOWS THE CASTER TO THROW BOLTS OF ANY KIND OF MAGICAL ENERGY (ACID, COLD, ELECTRICITY, FIRE, OR SONIC/CONCUSSION) AT THE TARGET.

EACH BOLT DOES 1D8 DAMAGE OER CASTER LEVEL, TO A MAXIMUM OF 10D8.

CHAOS SIGIL (TYPE)

ABJURATION

LEVEL: MAGE 3, DRUID/ACOLYTE 3; COMPONENTS: V, S; CASTING TIME: 1 STANDARD ACTION; RANGE: MEDIUM (100 FT. + 10 FT./LEVEL); TARGET: ONE BUILDING OR INANIMATE OBJECT; DURATION: PERMANENT SAVING THROW: NONE SPELL RESISTANCE: YES

THE CHAOS SIGIL SPELLS CAN BE USED ON BUILDINGS AND OTHER INANIMATE OBJECTS AS A MEAN OF PROTECTION FROM THE ATTACKS OF CHAOS BEINGS. WHEN CAST, THE SIGIL IS VISIBLE TO THOSE WITH THE ABILITY TO SENSE OR DETECT MAGICAL AURA AND APPEARS AS A SYMBOL (REPRESENTING THE SIGIL) WITH A WEB OF ENERGY SPREADING OUT AND COVERING THE ITEM PROTECTED. THE EFFECTS OF THE SIGILS ARE NOT CUMULATIVE, SO IF MORE THAN ONE SIGIL OF MATTER IS CAST UPON A BUILDING AND ONE IS BREACHED, ALL OTHER SIGILS OF MATTER WILL FALL.

CHAOS SIGIL ADDS +10 HARDNESS TO THE TARGET OF THE SPELL.

DEATH WATCH

DIVINATION

LEVEL: MAGE 3; COMPONENTS: V, S; CASTING TIME: FULL ACTION; RANGE: SELF; TARGET: TOUCH; DURATION: CONCENTRATION, UP TO 1 MINUTE/LEVEL (D); SAVING THROW: NONE; SPELL RESISTANCE: NO

THE DEATH OF A SENTIENT BEING, ESPECIALLY IF IT IS VIOLENT, LEAVES BEHIND ENERGY. THE DEATH WATCH SPELL ALLOWS THE CASTER TO TAP INTO THAT ENERGY AND VIEW WHAT HAPPENED IN THE MOMENTS BEFORE AND AFTER

THE BEING'S DEATH. THE SPELL CAN BE USED ON ITEMS INVOLVED IN THE DEATH OF THE BEING, SUCH AS A MURDER WEAPON, AS WELL AS THE BODY OF THE DEAD BEING. IF DEATH WATCH IS USED ON A CORPSE, THE CASTER MAY EXPERIENCE PAINFUL FEEDBACK.

DETECT CHAOS TAINT

DIVINATION

LEVEL: MAGE 0; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: 60 FT.; AREA: QUARTER-CIRCLE EMANATING FROM YOU TO THE EXTREME OF THE RANGE; DURATION: CONCENTRATION, UP TO 1 MINUTE/LEVEL (D); SAVING THROW: NONE; SPELL RESISTANCE: NO

THE CASTER OF THIS SPELL WILL SEE CONSTANTLY SHIFTING BLACK AND RED AURA AROUND PEOPLE OR THINGS THAT ARE CHAOS TAINTED. IF AN AREA IS TAINTED, THE GROUND GLOWS WITH THE SAME SHIFTING BLACK AND RED AURA.

DISMISS SPIRIT

ABJURATION

LEVEL: MAGE 5; COMPONENTS: V, S; CASTING TIME: 1 STANDARD ACTION; RANGE: CLOSE (25 FT. + 5 FT./2 LEVELS); TARGET: ONE EXTRAPLANAR CREATURE; DURATION: INSTANTANEOUS SAVING THROW: WILL NEGATES; SEE TEXT SPELL RESISTANCE: YES

THIS SPELL FORCES A SPIRIT BACK TO ITS PROPER PLANE IF IT FAILS A SPECIAL WILL SAVE (DC = SPELL'S SAVE DC - CREATURE'S HD + YOUR CASTER LEVEL). IF THE SPELL IS SUCCESSFUL, THE CREATURE IS INSTANTLY WHISKED AWAY, BUT THERE IS A 20% CHANCE OF ACTUALLY SENDING THE SUBJECT TO A PLANE OTHER THAN ITS OWN.

DISPEL CHAOS TAINT

ABJURATION [GOOD]

LEVEL: MAGE2; COMPONENTS: V, S; CASTING TIME: 1 HOUR; RANGE: TOUCH; TARGET OR TARGETS: A CHAOS-TAINTED SPELL ON A TOUCHED CREATURE OR OBJECT; DURATION: UNTIL DISCHARGED; SAVING THROW: NONE; SPELL RESISTANCE: NO

WITH A TOUCH YOU CAN AUTOMATICALLY DISPEL ANY CHAOS-TAINTED SPELL. EXCEPTION: SPELLS THAT CAN'T BE DISPELLED BY DISPEL MAGIC ALSO CAN'T BE DISPELLED BY DISPEL CHAOS TAINT. SAVING THROWS AND SPELL RESISTANCE DO NOT APPLY TO THIS EFFECT. THE PERSON OR ITEM SUBJECTED TO THIS SPELL IS MOMENTARILY WRAPPED IN A SCINTILLATING VEIL OF BLUE AND WHITE LIGHT.

EMBER'S KISS

ABJURATION

LEVEL: MAGE 0; COMPONENTS: V, S; CASTING TIME: 1 STANDARD ACTION; RANGE: TOUCH; TARGET: CREATURE TOUCHED; DURATION: 24 HOURS; SAVING THROW: WILL NEGATES (HARMLESS); SPELL RESISTANCE: YES (HARMLESS)

A CREATURE PROTECTED BY EMBER'S KISS SUFFERS NO HARM FROM BEING IN A HOT OR COLD ENVIRONMENT. IT CAN EXIST COMFORTABLY IN CONDITIONS BETWEEN -50 AND 140 DEGREES FAHRENHEIT WITHOUT HAVING TO MAKE FORTITUDE SAVES. THE CREATURE'S EQUIPMENT IS LIKEWISE PROTECTED. EMBER'S KISS DOESN'T PROVIDE ANY PROTECTION FROM FIRE OR COLD DAMAGE, NOR DOES IT

PROTECT AGAINST OTHER ENVIRONMENTAL HAZARDS SUCH AS SMOKE, LACK OF AIR, AND SO FORTH.

ENTHAKOS' DEFENSE

EVOCATION [FORCE]

LEVEL: MAGE 2; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: CLOSE (25 FT. + 5 FT./2 LEVELS); EFFECT: WALL WHOSE AREA IS UP TO ONE 5-FT. SQUARE/LEVEL OR A SPHERE OR HEMISPHERE WITH A RADIUS OF UP TO 1 FT./2 LEVELS; DURATION: CONCENTRATION; SAVING THROW: NONE; SPELL RESISTANCE: NO

ENTHAKOS WAS A MAGE WHO, WHILE HE SHOWED VERY LITTLE ABILITY TO LEARN OFFENSIVE MAGIC, DEVELOPED A LARGE NUMBER OF DEFENSIVE SPELLS. ENTHAKOS' DEFENSE CREATES A WALL OF PALE YELLOW ENERGY. THE WALL ACTS LIKE A NORMAL STONE WALL WITH 20 HIT POINTS, AND CAN BE DISPELLED AS ANY SPELL.

THE CASTER CAN FORM THE WALL INTO A FLAT, VERTICAL PLANE WHOSE AREA IS UP TO ONE 5-FOOT SQUARE PER LEVEL, OR INTO A SPHERE OR HEMISPHERE WITH A RADIUS OF UP TO 1 FOOT PER 2 LEVELS.

FLAMEWALKING

CONJURATION (TELEPORTING)

LEVEL: MAGE 5; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: WORLD-WIDE; TARGET: SELF; DURATION: INSTANTANEOUS; SAVING THROW: NONE; SPELL RESISTANCE: NO

FLAMEWALKING ALLOWS THE CASTER TO STEP INTO A FIRE (AT LEAST THE SIZE OF A CAMPFIRE) AND STEP OUT OF ANOTHER FIRE ELSEWHERE, REGARDLESS OF DISTANCE.

HEAL CHAOS WOUND

CONJURATION (HEALING)

LEVEL: MAGE 5; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: TOUCH; TARGET: CREATURE TOUCHED; DURATION: INSTANTANEOUS; SAVING THROW: WILL HALF (HARMLESS); SPELL RESISTANCE: YES (HARMLESS)

THIS SPELL IS USED TO HEAL ANY WOUND CAUSED TO A PERSON DUE TO THE EFFECTS OF CHAOS. THIS MAY INCLUDE ATTRIBUTES OTHER THAN HIT POINTS AND ANY POWERS THAT HAVE BEEN DRAINED OR OTHERWISE AFFECTED. IF THE INJURY IS A PHYSICAL ONE, THE WOUND GLOWS WITH A GENTLE WHITE AND GOLD LIGHT. IF THE INJURY IS NON-PHYSICAL (NO HIT POINTS DAMAGE WAS DONE), THE AREA AFFECTED GLOWS WITH THE LIGHT AS MENTIONED ABOVE – IF THE POWER EMANATES FROM A SPECIFIC POINT, LIKE THE HANDS, THEN THE HANDS WILL GLOW; OTHERWISE THE ENTIRE BODY OF THE TARGET IS GLOWS.

KYDON'S PROTECTIVE FIELD

CONJURATION (CREATION) [FORCE]

LEVEL: MAGE 1; COMPONENTS: V, S; CASTING TIME: 1 STANDARD ACTION; RANGE: TOUCH; TARGET: CREATURE TOUCHED; DURATION: 1 HOUR/LEVEL (D); SAVING THROW: WILL NEGATES (HARMLESS); SPELL RESISTANCE: NO

AN INVISIBLE BUT TANGIBLE FIELD OF FORCE SURROUNDS THE SUBJECT OF A KYDON'S PROTECTIVE FIELD SPELL, PROVIDING A +4 ARMOR BONUS TO AC. UNLIKE MUNDANE ARMOR, KYDON'S PROTECTIVE FIELD ENTAILS NO ARMOR CHECK PENALTY, ARCANE SPELL FAILURE CHANCE,

OR SPEED REDUCTION. SINCE KYDON'S PROTECTIVE FIELD IS MADE OF FORCE, INCORPOREAL CREATURES CAN'T BYPASS IT THE WAY THEY DO NORMAL ARMOR.

PURIFY

CONJURATION (HEALING)

LEVEL: MAGE 5; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: TOUCH; TARGET: CREATURE TOUCHED; DURATION: INSTANTANEOUS; SAVING THROW: WILL HALF (HARMLESS); SPELL RESISTANCE: YES (HARMLESS)

PURIFY REMOVES ANY LASTING EFFECTS OF CHAOS ON A PERSON, RANGING FROM REMOVING MIND CONTROL TO CURING DISEASE OR POISON. IT WILL NOT HEAL ANY DAMAGE CAUSED BY THE CHAOS EFFECT. WHEN CAST, THE HANDS OF THE CASTER AND THE BODY OF THE TARGET GLOW WITH A SOFT PALE BLUE LIGHT.

SHIELD OF DEFLECTION

ABJURATION

LEVEL: MAGE 2; COMPONENTS: V, S; CASTING TIME: ATTACK ACTION; RANGE: TOUCH; TARGET: CREATURE TOUCHED; DURATION: 10 MINUTES/LEVEL OR UNTIL DISCHARGED; SAVING THROW: WILL NEGATES (HARMLESS); SPELL RESISTANCE: YES (HARMLESS)

THE WARDED CREATURE GAINS RESISTANCE TO RANGED WEAPONS THAT FIRE ARROWS, BULLETS, OR CROSSBOW BOLTS. THE SUBJECT GAINS DAMAGE REDUCTION 10/+1 AGAINST THOSE RANGED WEAPONS. THE DAMAGE REDUCTION INCREASES WITH THE CASTER LEVEL TO 10/+2 AT 5TH AND 10/+3 AT 10TH. ONCE THE SPELL HAS PREVENTED A TOTAL OF 10 POINTS OF DAMAGE PER CASTER LEVEL (MAXIMUM 100 POINTS), IT IS DISCHARGED.

SPEAK WITH SPIRITS

DIVINATION

LEVEL: MAGE 5; COMPONENTS: V; CASTING TIME: 10 MINUTES; RANGE: PERSONAL; TARGET: YOU; DURATION: CONCENTRATION

YOU SEND YOUR MIND TO THE REALM OF SPIRITS IN ORDER TO RECEIVE ADVICE AND INFORMATION FROM POWERS THERE. (SEE THE ACCOMPANYING TABLE FOR POSSIBLE CONSEQUENCES AND RESULTS OF THE ATTEMPT.) THE POWERS REPLY IN A LANGUAGE YOU UNDERSTAND, BUT THEY RESENT SUCH CONTACT AND GIVE ONLY BRIEF ANSWERS TO YOUR QUESTIONS. (ALL QUESTIONS ARE ANSWERED WITH "YES," "NO," "MAYBE," "NEVER," "IRRELEVANT," OR SOME OTHER ONE-WORD ANSWER.)

YOU MUST CONCENTRATE ON MAINTAINING THE SPELL (A STANDARD ACTION) IN ORDER TO ASK QUESTIONS AT THE RATE OF ONE PER ROUND. A QUESTION IS ANSWERED BY THE POWER DURING THE SAME ROUND. FOR EVERY TWO CASTER LEVELS, YOU MAY ASK ONE QUESTION.

PLANE CONTACTED	ASTRAL PLANE
AVOID INT/CHA DECREASE	DC 9/1 WEEK
01-44	TRUE ANSWER
45-67	DON'T KNOW
68-88	LIE
89-100	RANDOM ANSWER

AVOID INT/CHA DECREASE: YOU MUST SUCCEED ON AN INTELLIGENCE CHECK AGAINST THIS DC TO AVOID A DECREASE IN INTELLIGENCE AND CHARISMA. IF THE CHECK FAILS, YOUR INTELLIGENCE AND CHARISMA SCORES EACH FALL TO 8 FOR THE STATED DURATION, AND YOU BECOME UNABLE TO CAST ARCANE SPELLS. IF YOU LOSE INTELLIGENCE AND CHARISMA, THE EFFECT STRIKES AS SOON AS THE FIRST QUESTION IS ASKED, AND NO ANSWER IS RECEIVED.

RESULTS OF A SUCCESSFUL CONTACT: D% IS ROLLED FOR THE RESULT SHOWN ON THE TABLE:

TRUE ANSWER: YOU GET A TRUE, ONE-WORD ANSWER. QUESTIONS THAT CANNOT BE ANSWERED IN THIS WAY ARE ANSWERED RANDOMLY.

DON'T KNOW: THE ENTITY TELLS YOU THAT IT DOESN'T KNOW.

LIE: THE ENTITY INTENTIONALLY LIES TO YOU.

RANDOM ANSWER: THE ENTITY TRIES TO LIE BUT DOESN'T KNOW THE ANSWER, SO IT MAKES ONE UP.

NEW MAGIC ITEMS

Members of the Thaumaturgia have created many different magical items to aid them in the duties. Below are some of the more common ones available to the society's members.

FARSPEAKER RING

This ring allows the wearer to communicate with any other single person who is wearing a similar ring. The ring itself can look like anything, from a plain band to an intricately carved piece of artwork set with gems. The only requirement of the item is that the ring is made of gold.

It takes one round to send a message, and the message must be 25 words or less at a time. The receiver of the message not obligated to act on the message in any manner.

If the target of the message is not on the same plane of existence as you are, there is a 5% chance that the sending does not arrive. (Local conditions on other planes may worsen this chance considerably.)

TYPE: RING (MAGIC); CASTER LEVEL: 5TH; PURCHASE DC: 30; WEIGHT: —.

RITUAL BRAZIER

This large, bulky brazier and stand can made out of any materials its owner chooses to make it, and like the ritual dagger, is often created by a mage when she is still an apprentice. When lit, it assists a mage in the casting of long and involved rituals by increasing his chance at casting spells. Bonuses granted by the chalice, brazier, and dagger all stack.

The Ritual Brazier grants a +2 item bonus to any spell-casting or magic related skill.

TYPE: WONDROUS ITEM (MAGIC); CASTER LEVEL: --; PURCHASE DC: 26; WEIGHT: 5 LB.

RITUAL CHALICE

A ritual chalice can be any kind of cup the wielder has enchanted to use during rituals, spell casting or the casting of invocations. When used, it increases the wielder's skill in casting spells. Bonuses granted by the chalice, brazier, and dagger all stack.

The Ritual Chalice grants a +2 item bonus to any spell-casting or magic related skill.

TYPE: WONDROUS ITEM (MAGIC); CASTER LEVEL: --; PURCHASE DC: 26; WEIGHT: 1 LB.

RITUAL DAGGER

The ritual dagger is created by its wielder as one of their lessons as an apprentice. It can be made out of any kind of bladed item, provided the blade is no longer than six inches. Once created, the ritual dagger provides the wielder with an effective weapon to use against a creature that is Chaos Tainted. It also increases the wielder's skill at casting spells. Bonuses granted by the chalice, brazier, and dagger all stack.

The dagger acts as a +1 magic dagger (higher bonuses are possible), and grants a +2 item bonus to any spell-casting or magic related skill.

TYPE: WEAPON (MAGIC); CASTER LEVEL: --; PURCHASE DC: 36; WEIGHT: 1 LB.

CHARACTERS

DR. ANGELINA ANTHONY

SMART5 / DEDICATED9 / CHARISMATIC5 / MAGE1, CR20; MEDIUM FEMALE HUMAN; HD 20D6+20, HP 110; INIT: +6; SPD 30; DEF: 22 (FLATFOOTED: 20, TOUCH 22); ATK: +10/+5 MELEE, +12/+7 RANGED; ACTION POINTS: 201; OCCUPATION: DOCTOR; ALLEGIANCE: THE THAUMATURGIA; SV FORT +11, REF +11, WILL +16; REP: +12; STR 11, DEX 15, CON 13, INT 20, WIS 19, CHA 20

TALENTS: SAVANT (ARCANE LORE), LINGUIST, PLAN, EMPATHY, INTUITION, HEALING KNACK, SKILL EMPHASIS (DIPLOMACY), FAITH, CHARM (MALES), FAVOR, CAPTIVATE, ARCANE SKILLS, ARCANE SPELLS

FEATS: ALERTNESS, WINDFALL X2, GREAT FORTITUDE, IMPROVED INITIATIVE, EDUCATED (+2 ON PHYSICAL SCIENCES & STREETWISE), IRON WILL, LIGHTNING REFLEXES, MEDICAL EXPERT, STUDIOUS, SIMPLE WEAPON PROFICIENCY, RENOWN, TRUSTWORTHY, STEALTHY, WILD TALENT, SURGERY, SACRED SPELL

SKILLS: BLUFF +15, CONCENTRATION +11, CRAFT (CHEMICAL) +15, CRAFT (PHARMACEUTICAL) +17, DECIPHER SCRIPT +20, DIPLOMACY +29, GATHER INFORMATION +19, HIDE +9, INTIMIDATE +7, KNOWLEDGE (ARCANE LORE) +30, KNOWLEDGE (CURRENT EVENTS) +15, KNOWLEDGE (EARTH & LIFE SCIENCES) +25, KNOWLEDGE (PHYSICAL SCIENCES)

+17, KNOWLEDGE (STREETWISE) +17, KNOWLEDGE (THEOLOGY) +10, LISTEN +11, MOVE SILENTLY +9, READ/WRITE ANCIENT MAYAN, READ/WRITE ARABIC, READ/WRITE FRENCH, READ/WRITE GERMAN, READ/WRITE LATIN, READ/WRITE SPANISH, RESEARCH +15, SEARCH +6, SENSE MOTIVE +11, SLEIGHT OF HAND +9, SPEAK ANCIENT MAYAN, SPEAK ARABIC, SPEAK FRENCH, SPEAK GERMAN, SPEAK LATIN, SPEAK SPANISH, SPELLCRAFT +27, SPOT +11, TREAT INJURY +27

EQUIPMENT: MEDICAL KIT (MASTERWORK), SURGERY KIT (MASTERWORK), PHARMACIST KIT (MASTERWORK), FAR-SPEAKER RING, AMULET OF TRIGORA

SPELLS: 3 CANTRIPS/DAY; 3 FIRST-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: CAUSE FEAR, COMPREHEND LANGUAGES, FEATHER FALL, HOLD PORTAL

SPECIAL POWERS: ANTIMAGIC FIELD (EX), DISPEL MAGIC (SP, AS 10TH LEVEL MAGE), DRAIN MAGIC (SU), PROTECTION FROM MAGIC (EX)

Angelina Anthony is a dark and mysterious woman, and many people (especially men) seem to like it that way. She stands at 5' 10" and weighs approximately 140 lbs. She has luxurious curly dark red hair that reaches halfway down her back, and a look from her brilliant green eyes have given men pleasant shivers. Her voice is usually soft and sultry, and there's something about her soft Louisiana accent that works in her favor.

ANTIMAGIC FIELD (SP): AN INVISIBLE BARRIER SURROUNDS YOU AND MOVES WITH YOU. THE SPACE WITHIN THIS BARRIER IS IMPERVIOUS TO MOST MAGICAL EFFECTS, INCLUDING SPELLS, SPELL-LIKE ABILITIES, AND SUPERNATURAL ABILITIES. LIKEWISE, IT PREVENTS THE FUNCTIONING OF ANY MAGIC ITEMS OR SPELLS WITHIN ITS CONFINES.

AN ANTIMAGIC FIELD SUPPRESSES ANY SPELL OR MAGICAL EFFECT USED WITHIN, BROUGHT INTO, OR CAST INTO THE AREA, BUT DOES NOT DISPEL IT. TIME SPENT WITHIN AN ANTIMAGIC FIELD COUNTS AGAINST THE SUPPRESSED SPELL'S DURATION.

SUMMONED CREATURES OF ANY TYPE AND INCORPoreal UNDEAD WINK OUT IF THEY ENTER AN ANTIMAGIC FIELD. THEY REAPPEAR IN THE SAME SPOT ONCE THE FIELD GOES AWAY. TIME SPENT WINKED OUT COUNTS NORMALLY AGAINST THE DURATION OF THE CONJURATION THAT IS MAINTAINING THE CREATURE. IF YOU CAST ANTIMAGIC FIELD IN AN AREA OCCUPIED BY A SUMMONED CREATURE THAT HAS SPELL RESISTANCE, YOU MUST MAKE A CASTER LEVEL CHECK (1D20 + CASTER LEVEL) AGAINST THE CREATURE'S SPELL RESISTANCE TO MAKE IT WINK OUT. (THE EFFECTS OF INSTANTANEOUS CONJURATIONS ARE NOT AFFECTED BY AN ANTIMAGIC FIELD BECAUSE THE CONJURATION ITSELF IS NO LONGER IN EFFECT, ONLY ITS RESULT.)

A NORMAL CREATURE CAN ENTER THE AREA, AS CAN NORMAL MISSILES. FURTHERMORE, WHILE A MAGIC SWORD DOES NOT FUNCTION MAGICALLY WITHIN THE AREA, IT IS STILL A SWORD (AND A MASTERWORK SWORD AT THAT). THE SPELL HAS NO EFFECT ON GOLEMS AND OTHER CONSTRUCTS THAT ARE IMBUED WITH MAGIC DURING THEIR CREATION PROCESS AND ARE THEREAFTER SELF-SUPPORTING (UNLESS THEY HAVE BEEN SUMMONED,

She wears whatever clothing is suitable for the occasion. Her suits are the height of fashion with designer labels, and her casual clothes range from sweatsuits to miniskirts.

Maria Antonelli was the youngest of three daughters of Marcus Antonelli Junior, the son of Marcus Antonelli and heir to one of the most powerful Mafia families on the West Coast. Maria wanted nothing to do with the family business. This caused no small amount of conflict. When Maria discovered she was pregnant by a man her grandfather was so disapproving of, she and her lover were going to get married. Shortly after the announcement, her lover died in a car accident.

Unable to believe that her grandfather had nothing to do with it, she cleaned out her bank account, left home and went to New Orleans. There she made a new life for herself and for her child.

Angelina Anthony grew up in the rich fabric of New Orleans with a huge family of adopted aunts and uncles. They ranged from people her mother worked with to the neighborhood store owners. Perhaps the most important these people to Angelina was Mamma Martine.

Mamma Martine was an elderly black woman even when Angelina was born. She ran one of those voodoo shops that the tourists loved to buy souvenirs in. Mamma Martine was also a practicing Voudon maman and well respected in the community. She recognized the magical potential in Angelina and encouraged her interest while being careful to steer her away from the wrong path.

When Angelina was thirteen, Mamma Martine, a member of the Thaumaturgia, made her her apprentice and

IN WHICH CASE THEY ARE TREATED LIKE ANY OTHER SUMMONED CREATURES). ELEMENTALS, CORPOREAL UNDEAD, AND OUTSIDERS ARE LIKEWISE UNAFFECTED UNLESS SUMMONED. THESE CREATURES' SPELL-LIKE OR SUPERNATURAL ABILITIES, HOWEVER, MAY BE TEMPORARILY NULLIFIED BY THE FIELD. DISPEL MAGIC DOES NOT REMOVE THE FIELD.

TWO OR MORE ANTIMAGIC FIELDS SHARING ANY OF THE SAME SPACE HAVE NO EFFECT ON EACH OTHER. CERTAIN SPELLS, SUCH AS WALL OF FORCE, PRISMATIC SPHERE, AND PRISMATIC WALL, REMAIN UNAFFECTED BY ANTIMAGIC FIELD (SEE THE INDIVIDUAL SPELL DESCRIPTIONS). ARTIFACTS AND DEITIES ARE UNAFFECTED BY MORTAL MAGIC SUCH AS THIS.

SHOULD A CREATURE BE LARGER THAN THE AREA ENCLOSED BY THE BARRIER, ANY PART OF IT THAT LIES OUTSIDE THE BARRIER IS UNAFFECTED BY THE FIELD.

DRAIN MAGIC (SU): THE USER OF THIS ABILITY CAN WEAKEN MAGIC ARMOR, WEAPONS, AND SHIELDS BY MAKING A SUCCESSFUL TOUCH ATTACK. THE TARGETED ITEM MUST SUCCEED ON A DC 22 FORTITUDE SAVE OR LOSE 1 POINT OF ITS ENHANCEMENT BONUS. THE SAVE DC IS CHARISMA-BASED. AN ITEM THAT LOSES ITS ENTIRE ENHANCEMENT BONUS BECOMES MERELY A MASTERWORK ITEM AND LOSES ANY SPECIAL ABILITIES (SUCH AS FLAMING) AS WELL. CASTING REMOVE CURSE UPON THE ITEM REVERSES THE EFFECT OF THE MAGIC DRAIN, PROVIDED THIS OCCURS WITHIN A NUMBER OF DAYS AFTER THE ATTACK EQUAL TO THE CASTER'S LEVEL AND THE CASTER SUCCEEDS ON A DC 29 CASTER LEVEL CHECK.

PROTECTION FROM MAGIC (EX): THE BEING HAS A +8 RESISTANCE BONUS ON SAVING THROWS AGAINST SPELLS AND SPELL-LIKE ABILITIES (INCLUDING SUPERNATURAL AND EXTRAORDINARY ABILITIES).

AMULET OF TRIGORA

This amulet was created by the mage Trigora approximately 350 years ago as a gift to a member of the Thaumaturgia. It was given to Dr. Anthony after she recovered from her injuries that resulted in the loss of her magical abilities. The small ornate golden amulet, set with a diamond and several smaller precious stones, can be worn as a pendant. When activated, the diamond projects a protective field around the wearer that appears as a sparkling aura of visible light.

The Amulet of Trigora grants the wearer a +3 magical bonus to their AC; this bonus is stackable.

TYPE: WONDROUS ITEM (MAGIC); CASTER LEVEL: --; PURCHASE DC: 46; WEIGHT: --.



CHAPTER ONE: THE THAUMATURGIA

began to teach Angelina real magic and the responsibilities that come with it. At the age of 18 Angelina became a member of the Thaumaturgia in her own right.

Angelina studied medicine at Harvard and graduated in the top five of her class. After her residency she took a position with a hospital in New York City where she worked for two years before opening a private practice.

Dr. Anthony became a specialist in parahuman medicine, finding ways to cure ailments and illnesses that traditional medicine was unable to cope with.

Angelina began to act in New York City as the heroine Talisman, eventually joining the superhero team, The Protectorate. That team met with tragedy when the superpowered assassin Carnifax Rex murdered her teammates.

The general public believed that Talisman had also been killed, but she managed to escape, a fact known only to the Thaumaturgia and a few people in the occult community. In secret, Talisman continued to fight crime and the Keepers, after changing her costume and using the aliases Nightshade and Rune.

Talisman's last act came when she uncovered a plot by the Keepers to open a gate to the Realm of Chaos. Unable to get reinforcements from the local Thaumaturgia chapter house, she went in alone. She managed to defeat the cultists and force the gate closed, but the personal cost was great. The strain on her nearly killed her and the resulting backlash of the gate being forcibly closed damaged Angelina's powers.

Angelina went home to New Orleans and to Mamma Martine to recover. As her physical strength returned she learned she had lost the ability to cast most spells, and those minor ones she could manage caused her to experience bone-wracking pain.

However, she did discover she was not powerless.

She had become a kind of magic sinkhole, or void. Angelina now had the ability to disrupt, suppress and even dispel any kind of magic around her, no matter what the source. Surprisingly, this change in her abilities caused her role in the Thaumaturgia to change dramatically.

Already known as an acknowledged expert in magic and the occult she had become the ideal teacher for new mages, especially those with control problems. She has two apprentices, Cassandra Claire and Chris Marsden.

She was also asked to take over the leadership of the Dragon Hunters and put both her practical knowledge and extensive contacts to good use. It is also rumored that Dr. Anthony will become the next Watcher.

Angelina Anthony is a contradiction. To the public, she leads the life of the leisured rich. She swims in the highest social circles and can play the game with the best of them.

But underneath all that is another side. When it comes to her work, she won't let anything stop her. She is known for her dedication to healing the sick and injured, and volunteers twenty hours a week providing free health care at a local women's shelter.

Angelina knows full well that she is beautiful, but she doesn't really care. Her own experiences both in the magical and mundane worlds have taught her that you can't judge by appearances alone. This is not to say she won't use her beauty to achieve her goal. She loves to play the flirting game and will do so with any man willing to play along. Angelina believes in the goals of the Thaumaturgia and takes her Oath and obligations very seriously. She keeps her word when she gives it, and is loyal to her friends, teammates, and family.

When Angelina was sixteen, she learned about her relationship to the Antonelli family when she found some old letters in the attic of her house. When she confronted her mother, Maria told her the truth, and that while her family couldn't have openly supported her decision, her father (Angelina's grandfather) had seen to it that they were left alone. Maria



USING DR. ANTHONY

In an established campaign where all the characters are nonmystical, Dr. Anthony can be introduced as an expert in paranormal medicine, especially if the characters find themselves in need of medical assistance. If the GM is starting a Dragon Hunters campaign, Dr. Anthony could be their mysterious sponsor, or pretend to be acting only as a liaison between the characters and their sponsor.

In a mystical campaign, Dr. Anthony could appear, in disguise, at the site of a mystical battle to assist or observe. If the player characters have a mystical artifact that they need destroyed, or stored safely, they might be directed to Dr. Anthony, but not directly.

Dr. Anthony might be a full fledged enemy for a player character if the character is a known (or suspected) user of a Chaos-tainted artifact or if the character poses a threat to the Dragon Hunters or to the Thaumaturgia as a whole. It is more likely, however, that Dr. Anthony would be watching the character, especially if they are suspected of being in league with the Keepers, or if the character might be a potential recruit (or is already a member) of the Dragon Hunters.

also said it was up to Angelina if she wanted to see her family.

Angelina decided that she too would have nothing to do with her mother's family, and has made no attempts to contact them. She dislikes them for both their participation in the criminal underworld as well as what they did to her mother.

When Dr. Anthony was Talisman, she was highly skilled with all her magical abilities. She did not like combat, and while she usually wouldn't throw the proverbial first punch, she could hold her own. She preferred guile and subtlety to out and out power, but could hurl mystical explosive blasts with the best of them. Today she still acts that way, using her newfound powers to disable her opponents.

If she is working with others, her first actions will be to take out the opponent's defenses, providing the others with a better chance to stop the fight quickly. If she is on her own, she will go after her opponent's attack capabilities. Dr. Anthony will avoid using lethal force with all opponents, except those creatures that are from the Realm of Chaos or are completely Chaos-tainted.

She will also try to avoid using her powers in public. She has no desire to get involved in the "Spandex game" again and believes that her time and energies are better served teaching her apprentice, researching, and running the Dragon Hunters.

Quote: "Come now, petit. Didn't your mother ever teach you that it's impolite to point at a lady?"

ZACHARIAS DUKOVICH

SMART5 / CHARISMATIC3 / MAGE 10, CR 18; MEDIUM

MALE HUMAN; HD: 18D6, HP 64; INIT: +6; SPD 30; DEF: 20 (FLATFOOTED: 18, TOUCH 20); ATK: +7/+2 MELEE, +10/+5 RANGED; ACTION POINTS: 206; OCCUPATION: ADVENTURER; ALLEGIANCE: THE THAUMATURGIA; SV: FORT +6, REF +10, WILL +16; REP +8; STR 8, DEX 15, CON 10, INT 20, WIS 16, CHA 20

TALENTS: SAVANT (ARCANE LORE), SAVANT (EARTH/LIFE SCIENCE), SAVANT (PHYSICAL SCIENCES), FAST TALK, DAZZLE, ARCANE SKILLS, ARCANE SPELLS, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, SPELL MASTERY

FEATS: ALERTNESS, IMPROVED INITIATIVE, EDUCATED (+2 ON TWO KNOWLEDGE SKILLS), IRON WILL, LIGHTNING REFLEXES, STUDIOUS, SIMPLE WEAPON PROFICIENCY, TRUSTWORTHY, EMPOWER SPELL, ENLARGE SPELL, HEIGHTEN SPELL, NONLETHAL SPELL, SACRED SPELL, SILENT SPELL, STILL SPELL

SKILLS: BALANCE +2, BLUFF +25, CONCENTRATION +20, CRAFT (CHEMICAL) +11, DECIPHER SCRIPT +25, DIPLOMACY +19, GATHER INFORMATION +12, HIDE +7, INVESTIGATE +17, KNOWLEDGE (ARCANE LORE) +30, KNOWLEDGE (EARTH & LIFE SCIENCES) +31, KNOWLEDGE (PHYSICAL SCIENCES) +31, KNOWLEDGE (THEOLOGY) +17, LISTEN +10, PERFORM (ACT) +20, RESEARCH +25, SEARCH +15, SPELLCRAFT +27, SPOT +10

EQUIPMENT: FARSPEAKER RING, AMULET OF TRIGORA, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +1

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3 FIFTH-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: COMPREHEND LANGUAGES, FEATHER FALL, HOLD PORTAL, MAGE ARMOR, MAGIC MISSILE, MAGIC WEAPON, RAY OF FATIGUE, SHIELD, SLEEP, TRUE STRIKE
SECOND-LEVEL: ARCANE LOCK, DARKVISION, ENHANCE ABILITY, GLITTERDUST, INVISIBILITY, KNOCK, LEVITATE, LOCATE OBJECT, PROTECTION FROM ARROWS/BULLETS, RESIST ENERGY
THIRD-LEVEL: DISPEL MAGIC, FIREBALL, GREATER MAGIC WEAPON, HASTE, HOLD PERSON, LIGHTNING BOLT, SLOW, TONGUES
FOURTH-LEVEL: ARCANE EYE, CONFUSION, MINOR GLOBE OF INVULNERABILITY, REMOVE CURSE, SHOUT, STONESKIN
FIFTH-LEVEL: HOLD MONSTER, PASSWALL, TELEKINESIS, WALL OF FORCE

SPECIAL ABILITIES: MOVE EARTH (SP), SOFTEN EARTH AND STONE (SP), WALL OF STONE (SP)

Dukovich is a well preserved man in his late 70's and looks a bit like Basil Rathbone. He was considered to be very attractive when he was younger, and hasn't lost much of his looks. Dukovich usually dresses like your stereotypical grandfather, complete with a thick cardigan and wired rimmed glasses.

Born in Poland in the 1920's, Zacharias Dukovich found himself in a secret concentration camp being questioned and tortured for information about magic and the occult in Germany during World War II. Lost and bewildered, torn violently from his family, he was befriended by an elderly woman he knew only as Nonna. She revealed to him that he was at the camp because he had great magical potential and

that he was a geomancer, just as she was.

Nonna was able to teach him a few basics to the control of his power, after making him promise to use his newfound powers to help mankind. He used those powers to escape and took almost all the people imprisoned with him to safety the night after Nonna failed to return from a session with their interrogators.

After his escape, he joined one of the resistance cells and used his powers to hinder the German war effort. When the war was over, Dukovich was approached by a man claiming to be Nonna's grandson, and through him Dukovich was introduced to the Thaumaturgia.

He joined the Council in 1963, and became its leader in 1980. As the leader of the Council of Elders, he provides a calming influence over the more excitable members.

Approximately five years ago, Dukovich met and befriended Stacy Collins, a rookie police officer when she was assigned to investigate a series of robberies that were occurring in the neighborhood where Dukovich lived. They quickly became friends. She has no idea that he is a mage and thinks he's just an eccentric old man.

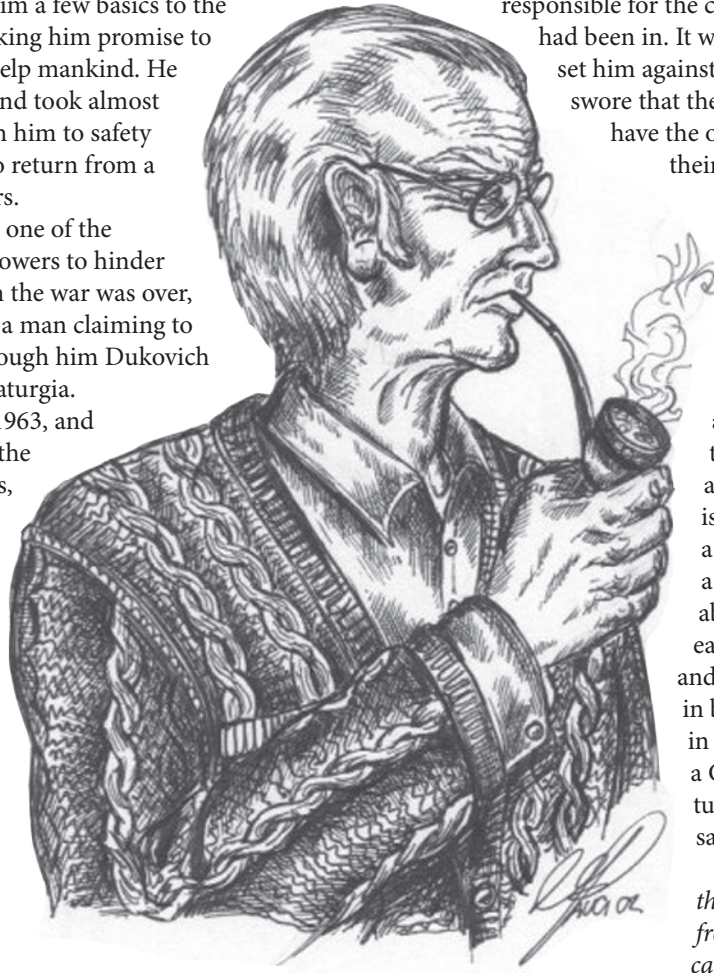
Dukovich is a strong-willed yet friendly man who is called Grandpa Zack by most of the people in his neighborhood. He dislikes violence, and will use it only as a last resort, preferring diplomacy or avoidance. The only exception to this is when dealing with the Keepers. In the years after the war, Dukovich learned that the Keepers were

behind most of the atrocities of the war, and that they were responsible for the concentration camp he had been in. It was this information that set him against the Keepers and he swore that they would never again have the opportunity to repeat their actions in the war.

He is also very active in a number of environmental groups and has participated in numerous rallies.

Dukovich is a geomancer of tremendous power and ability. It is said that he is strong enough to move a mountain with just a thought. He has the ability to manipulate the earth to do create barriers and defenses, encase people in bonds of stone, and once, in a spectacular battle with a Chaos-Tainted mage, turned the man's flesh to sand.

Quote: *We must study the Keepers and learn: from their triumphs, so we can ensure they never again succeed, and from their mistakes, so we can capitalize on them.*



can

ELDRITCH

SMART3 / CHARISMATIC3 / MAGE 6, CR 12; MEDIUM MALE HUMAN; HD: 12D6+24, HP: 69; INIT: +1; SPD 30; DEF: 20 (FLATFOOTED: 19, TOUCH 16); ATK: +5 MELEE, +6 RANGED; ACTION POINTS: 111; OCCUPATION: CELEBRITY; ALLEGIANCE: THE THAUMATURGIA; SV: FORT +7, REF +8, WILL +11; REP: +2; STR 10, DEX 12, CON 15, INT 19, WIS 17, CHA 15

TALENTS: EXPLOIT WEAKNESS, PLAN, CHARM (FEMALES), FAST TALK, ARCANE SKILLS, ARCANE SPELLS, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, FEATS: ALERTNESS, WINDFALL, EDUCATED (+2 ON ARCANE LORE & STREETWISE), LIGHTNING REFLEXES, LOW PROFILE, SIMPLE WEAPON PROFICIENCY, WILD TALENT, PERSONAL FIREARMS PROFICIENCY, SURFACE VEHICLE OPERATION (HEAVY WHEELED), EMPOWER SPELL, EXTEND SPELL, REACH SPELL

SKILLS: BLUFF +17, CRAFT (CHEMICAL) +10, DECIPHER SCRIPT +10, DIPLOMACY +13, DISGUISE +12, DRIVE +6, GATHER INFORMATION +14, KNOWLEDGE (ARCANE LORE) +19, KNOWLEDGE (CURRENT EVENTS) +14, KNOWLEDGE (STREETWISE) +20, KNOWLEDGE (THEOLOGY) +19, PERFORM (ACT) +17, PERFORM (STANDUP) +12, RESEARCH +19, TUMBLE +6

USING DUKOVICH

Apart from the odd parking ticket or two, Dukovich has no police record. The characters might meet him at an environmentally sponsored event or at a rally. He is not the kind of protestor who would chain himself to a tree or to a door and end up getting arrested and his picture splashed all over the newspaper. He supports environmental causes, but he is not an extremist.

In a campaign where the characters are working on the side of good (or are at the very least neutral), Dukovich could act as a mentor. If one or more of the characters are mages, he might be a sponsor into the Thaumaturgia.

If the characters manage to get themselves into a position where the Thaumaturgia is their enemy, he would be an implacable foe, and would use all his resources against them. He would not kill the characters, or their loved ones, but he is not above using them as leverage.

CHAPTER ONE: THE THAUMATURGIA

EQUIPMENT: FARSPAKER RING, AMULET OF TRIGORA, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +1, BRACERS OF BENGARETH +4

SPELLS: 4 CANTRIPS/DAY; 4 FIRST-LEVEL SPELLS/DAY, 4 SECOND-LEVEL SPELLS/DAY, 3 THIRD-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: ERASE, GREASE, MAGIC WEAPON, POWER DEVICE, RAY OF FATIGUE
SECOND-LEVEL: DISPEL CHAOS TAIN, ENHANCE ABILITY, ENTHAKOS' DEFENSE, HAIRAM'S BINDING
THIRD-LEVEL: DISPEL MAGIC, LYARANTH'S RETURN, RYUCHENA'S BECKONING, RYCHENA'S SEEING

PSIONICS: 3 0-LEVEL PSIONIC POWERS/DAY
ZERO-LEVEL: DETECT PSIONICS

Nathan is 42 years old, 5' 8" tall and weighs 150 pounds. He ties his graying dark brown hair back in a ponytail, and his hazel eyes show the wear of their years. When working in his store, he dresses rather causally, in jeans and button down shirts.

As Eldritch, he wears a black hooded cloak over dark blue bodysuit. Under the hood he wears a mask that covers his face.

Nathan Phillips is a man with a past. From the time that he left Toronto with a fine arts degree in acting until his was 30, there wasn't a job he hadn't done to support himself. He was an actor, waiter, short order cook, model, salesman, and finally a cab driver. There just didn't seem to be an end to the turnover of jobs. In the midst of all of this, Nathan started hearing voices whispering in his head. Not knowing what was happening, he drank to drown out the voices, and by the time that he met Gabriella, he was well on his way to being an alcoholic.

Gabriella had just graduated from the University of Toronto and wanted to become a social worker. Their relationship started off fine, but

as Nathan drank more and more, it became rockier and rockier. Nathan was a mean and violent drunk, and the first time he hit her, Gabriella ended the relationship and left.

Nathan couldn't handle the relationship ending and began to stalk her. Restraining orders couldn't keep him at a distance, and eventually Gabriella left the city.

Things got even worse for Nathan and he hit rock bottom. He was living on the street, living from bottle to bottle. Regan Saunders, a worker at a local men's shelter, eventually managed to convince Nathan to come in off the street.

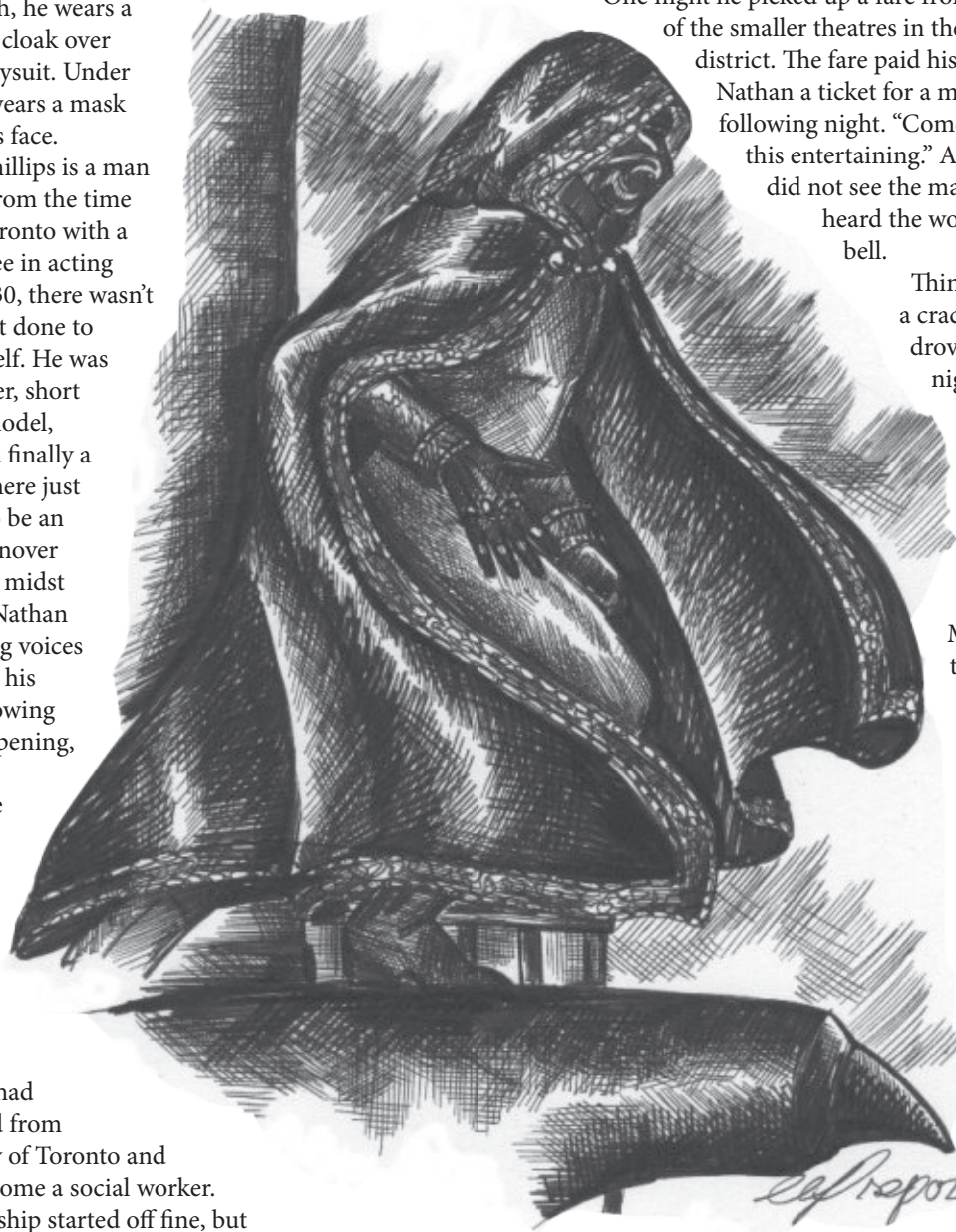
Regan learned about the voices Nathan was hearing and called in a number of favors. He was able to get Nathan tested and they told him he was a telepath. They arranged for him to be trained to use his powers and helped him get sober.

Nathan was less than thrilled to learn he was a parahuman, and despite the good paying work he could get with his training, he refused to use his powers. Instead, he got a job working for a taxi company. Fate, however, was not about to leave him alone.

One night he picked up a fare from a hotel to one of the smaller theatres in the entertainment district. The fare paid his bill, and handed Nathan a ticket for a magic show the following night. "Come. You will find this entertaining." Although Nathan did not see the man's lips move, he heard the words as clear as a bell.

Thinking the man a crack case, Nathan drove off into the night, wondering if he should follow the advice given him or not. His curiosity won out, and he attended Malteron the Magician's show the next night. Much to his own amazement, Nathan did enjoy the show, and left with a sense of wonder, not sure if he would be able to trust his eyes quite the same way again.

Nathan's surprise was doubled, as the following night, he was



once again called upon to take the magician to the theatre. The trip was too short for Nathan, as the questions flew off his tongue, much to the obvious amusement of Malteron.

Picking up Malteron before his show and taking him home after became a regular routine for Nathan for the rest of the run of the show. On his final night, Malteron gave Nathan two business cards and two books.

"Take these books, and learn of the power within yourself. You have been troubled for you have not yet discovered the truth about yourself. The address on the first card is for an associate who can answer the questions that will arise. The second card is how you may contact me, if you wish to take that step. May your passage be safe, Nathan." With that, Malteron left the cab, and Nathan did not see him again for 5 years.

The books were about magic. Real magic. At first, Nathan thought it was all a joke, but as he read, things began to make sense to him. When he got to a point where he couldn't continue, he contacted Malteron's associate, the proprietor of a local occult shop called "The Sacred Circle". Jonathan Williams was at first skeptical of Nathan, however as the months progressed and Nathan's questions became clearer and more probing, Jon changed his mind about Nathan's interest in matters of the occult.

Within two years, Jonathan found himself hard pressed to be able to answer Nathan's questions. Nathan was now working at the store and had read every book in the place.

One morning, after grabbing his first tea of the day, Jon approached him, and gave him an envelope.

"I have done all I can for you. The next step is your choice." Opening the envelope with a sense of dread, Nathan found a plane ticket to England. With no specified travel dates. The confusion on his face made Jon smile.

"Malteron," was all he said in reply.

"I must think about this. I'm not sure how far I want to continue." Nathan stared at the ticket.

"Take your time. There is no pressure. You must follow your own destiny, not someone else's dictate."

Two full months had passed, before Nathan discovered he missed the thrill of learning he had felt since meeting Malteron. The next day, he showed up to work, and innocently asked Jon how much notice he needed to give that he was going.

"Go to the airport. Someone will meet you in London." That night Nathan was packed and jetting off to London.

Nathan became Malteron's apprentice and joined the Thaumaturgia. When his training was complete, he returned to Toronto and bought the occult shop from Jonathan. A few months later he was able to purchase the building and now lives in the apartment above the store.

He keeps his magical abilities a secret, but does work with the police and private individuals on occasion using his limited telepathic abilities. Recently, however, he has made a few appearances as the masked superhero Eldritch. Nathan has not yet decided if this is something he wants to continue to do.

Nathan is a reluctant parahuman but a willing mage. He still doesn't like the fact he has telepathic powers and uses them sparingly, nor does he usually use his magical abilities openly.

USING ELDRITCH

If the player characters are in need of an occult book, material components for spells, or trying to make contacts in the occult world, Nathan Phillips' shop could be a place they could go. The shop carries everything from the standard New Age books and incense, to tomes containing real magic (if you know how to ask for them).

Like most of the characters in this chapter, it is unlikely for the player characters, if they are heroes, to have Eldritch as an enemy. Unless they are acting in a way which goes against what he believes in, he is likely to give them assistance, if asked for it. However, should he suspect the characters of being in league with the Keepers, he will certainly watch them. He might also take an interest in a character that shows an unusual power set, especially if he believes the powers might be magical in nature.

Nathan is a recovering alcoholic and has been sober for the past eight years. He will not drink alcohol of any kind, sticking to soft drinks, water and herbal tea. While he is inquisitive and honest, he has become rather cynical about everything but his past drinking.

He regrets the choices he made years ago, especially when it involves Gabriella. Nathan was starting to gather the courage to find Gabriella to make peace with her, but those hopes were dashed when he read of her death in a car accident. He now feels that he has no other family alive, and is trying to make a new life for himself with the members of the Sentinels, a new team of superheroes in Toronto, Ontario, Canada.

What Nathan doesn't know is that when Gabriella left him, she was pregnant. She gave birth to a beautiful little girl who grew up to become Darkwitch. [Author's Note: Darkwitch can be found in Chapter Two.] If he was to learn about his daughter, Nathan may try and find her, if only to see her from a distance.

Nathan's hatred of Chaos, the Keepers and all that they stand for stems from a number of events, most notably the gruesome murder of his mentor, Malteron. Nathan has sworn that he will see those responsible pay for their crimes. If he learns that Darkwitch is his daughter, he will be torn between his oath of vengeance and his vow to help free those who were unwittingly seduced by the Keepers and their followers. He will try his best to make her see the truth about himself and their past, but if he cannot win her away from the Keepers, he will make sure that she is stopped, no matter what the cost.

Nathan is a low powered telepath and knows a variety of magical spells. He also has the ability to sense the presence and type of magic around him.

As Eldritch he rarely strikes the first blow, except when facing the powers of Chaos. He tries to avoid injuring innocents if at all possible, and will make anyone he detects as being Chaos-tainted his first target.

During his training it was discovered that Nathan had other psychic and/or psionic powers, but his own dislike of having mental powers is keeping them from emerging. His clairvoyant ability is an example of this, and they

believe that as he gets more experience and becomes more accepting of his powers, others will emerge.

Quote: "My past makes me stronger. What about you?"

AMANDA GHOST ELK

SMART 5 / DEDICATED 5 / MAGE 10, CR 20; MEDIUM HUMAN FEMALE; HD: 20D6+100, HP: 169; INIT +8; SPD 30; DEF: 24 (FLATFOOTED: 20, TOUCH 24); ATK: +11/+6 MELEE, +14/+9 RANGED; ACTION POINTS: 235; OCCUPATION: WHITE COLLAR; ALLEGIANCE: THE THAUMATURGIA; SV FORT +14, REF +11, WILL +19; REP: +8; STR 13, DEX 18, CON 20, INT 20, WIS 19, CHA 16

TALENTS: EXPLOIT WEAKNESS, PLAN, LINGUIST, EMPATHY, SKILL EMPHASIS, AWARE, ARCANE SKILLS, ARCANE SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, MAXIMIZE SPELL

FEATS: ALERTNESS, ANIMAL AFFINITY, DODGE, GREAT FORTITUDE, IMPROVED INITIATIVE, EDUCATED (+2 ON TWO KNOWLEDGE SKILLS), IRON WILL, LIGHTNING REFLEXES, STUDIOUS, SIMPLE WEAPON PROFICIENCY, EMPOWER SPELL, ENLARGE SPELL, EXTEND SPELL, HEIGHTEN SPELL, NONLETHAL SPELL, REACH SPELL

SKILLS: BLUFF +11, CONCENTRATION +20, CRAFT (CHEMICAL) +11, DECIPHER SCRIPT +25, DIPLOMACY +12, HANDLE ANIMAL +13, HIDE +12, KNOWLEDGE (ARCANE LORE) +28, KNOWLEDGE (ART) +15, KNOWLEDGE (HISTORY) +25, NAVIGATE +25, PERFORM (ACT) +13, PROFESSION (SOCIAL WORKER) +14, PROFESSION (SHAMAN) +14, RESEARCH +26, SPELLCRAFT +27,

EQUIPMENT: FAR SPEAKER RING, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +1

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3 FIFTH-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: COMPREHEND LANGUAGES, ERASE, GREASE, KYDON'S PROTECTIVE SHIELD, MAGIC MISSILE, MAGIC WEAPON, POWER DEVICE,

FATIGUE, SHIELD

SECOND-LEVEL: DISPEL CHAOS TAIN, ENHANCE ABILITY, ENTHAKOS' DEFENSE, INVISIBILITY, LEVITATE, LOCATE OBJECT, RESIST ENERGY, SHIELD OF DEFLECTION, WEB

THIRD-LEVEL: CHAOS SIGIL, DISPEL MAGIC, HASTE, HOLD PERSON, KEEN EDGE, LIGHTNING BOLT, SPEAK WITH DEAD, SUMMON SPIRIT, TONGUES

FOURTH-LEVEL: ARCANE EYE, BIND SPIRIT, DEATH WATCH, DIMENSION DOOR, ENERGY TRAP, ICE STORM, STONESKIN, WALL OF ICE

FIFTH-LEVEL: BANISH CHAOS BEING, DISMISS SPIRIT, HEAL CHAOS WOUND, HOLD MONSTER, PURIFY, SPEAK WITH SPIRITS, TELEKINESIS, WALL OF FORCE

Ghost Elk is a Native American woman in her late 50's, standing 5'6" tall and weighing about 150 lbs with long black hair, dark brown eyes and dusky skin. She typically wears clothing that is from her heritage, and always wears dozens of necklaces with beads, amulets and small pouches dangling around her neck.

Raised in a family that maintained strong links to their Native American heritage, Amanda grew up a strong believer in the religion of her people. She became a vocal advocate and activist for Native rights when she was a teenager, and pursued those interests while going to university to become a social worker.

Amanda now works part time at a local university running seminars and lectures on Aboriginal American culture and religion.

Her father, John Spiritrunner, was also a member of the Thaumaturgia. She was apprenticed to him and joined upon her reaching journeyman status, becoming a member of the Council in 1976.

Amanda is a strong supporter of aboriginal magic and a close friend of Jeff Thomas. She prefers to avoid combat if at all possible and is usually one of the few people who can talk some sense into Vithya Singh and calm her down.

Amanda Ghost Elk was born into a long line of mages and is an Iroquois wise woman and shaman, specializing in spirit magic. She can speak to and summon spirits, and can affect the spirits (or souls) of living things.

Quote: Oh, I'm sorry, but I was talking to the spirit standing behind you.



RAY OF

USING AMANDA GHOST ELK

Amanda Ghost Elk is a prominent figure in the aboriginal community, and is active in all kinds of forums. If any of the characters are Native Americans and are known in the press (more than just an article or two published about them), the character might be approached by her for one of the many causes she supports. This would especially be true if the character is a hero and is not hiding the fact he is a Native American.

Should she discover that a hero is a Native American and is hiding the fact, and if she feels that he would make a good role model, she will approach the hero about revealing his race (but no necessarily his identity).

If the characters are mages or otherwise involved in magic in some way (or perhaps as potential candidates for the Dragon Hunters), they might encounter Ghost Elk as a Watched, or perhaps as a possible mentor. To gain her as an enemy, the characters would have to pose a threat to the goals of the Thaumaturgia, or her personal goals. Should this occur, she would not confront the character(s), instead using the contacts she has through the Thaumaturgia and her ability to contact and control spirits, to cause them as many problems as possible. If this does not work, then (and only then) would she go after the offending character(s) herself.

PARACELSUS

SMART5 / DEDICATED5 / MAGE10, CR20; MEDIUM MALE HUMAN; HD: 20D6+80, HP: 166; INIT: +3; SPD: 30; DEF: 23 (FLATFOOTED: 20, TOUCH: 23); ATK: +11/+6 MELEE, +13/+8 RANGED; ACTION POINTS: 235; OCCUPATION: TECHNICIAN; ALLEGIANCE: THE THAUMATURGIA; SV: FORT +14, REF +10, WILL +19; REP: +11; STR 13, DEX 17, CON 20, INT 21, WIS 18, CHA 18,

TALENTS: SAVANT – CHEMICAL, SAVANT – HISTORY, SAVANT – RESEARCH, SKILL EMPHASIS X2, AWARE, ARCANE SKILLS, ARCANE SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, SPELL MASTERY, MAXIMIZE SPELL

FEATS: ALERTNESS, ATTENTIVE, BUILDER (+4 ON CRAFT (CHEMICAL)), COMBAT EXPERTISE ENDURANCE, GREAT FORTITUDE, EDUCATED (+2 ON KNOWLEDGE (ARCANE LORE & PHYSICAL SCIENCES), IRON WILL, LIGHTNING REFLEXES, STUDIOUS, SIMPLE WEAPON PROFICIENCY, RENOWN, EMPOWER SPELL, CRAFT MAGIC ARMS AND ARMOR, CRAFT WONDROUS ITEM, CRAFT WAND

SKILLS: BLUFF +14, CRAFT (CHEMICAL) +38, DECIPHER SCRIPT +25, HIDE +13, KNOWLEDGE (ARCANE LORE) +28, KNOWLEDGE (EARTH & LIFE SCIENCES) +26, KNOWLEDGE (HISTORY) +30, KNOWLEDGE (PHYSICAL SCIENCES) +27, KNOWLEDGE (THEOLOGY) +15, MOVE SILENTLY +8, PERFORM (ACT) +14, PERFORM (STANDUP) +9, RESEARCH +31, SEARCH +15, SPELLCRAFT +27

EQUIPMENT: FARSPEAKER RING, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +5, SELECTION OF MAGICAL ITEMS

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3 FIFTH-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: COMPREHEND LANGUAGES, ERASE, GREASE, MAGIC WEAPON, POWER DEVICE, SUMMON ELEMENTAL
SECOND-LEVEL: DARKVISION, DISPEL CHAOS TAIN, ENHANCE ABILITY, INVISIBILITY, LEVITATE, RESIST ENERGY
THIRD-LEVEL: DISPEL MAGIC, GHOST FORM, HASTE, KEEN EDGE, SLOW,
FOURTH-LEVEL: DIMENSION DOOR, ENERGY TRAP, STONE-SKIN
FIFTH-LEVEL: BANISH CHAOS BEING, HEAL CHAOS WOUND, PURIFY

No matter what the situation is, Paracelsus seems to be able to maintain a neat and clean appearance, and looks to be in his late 30's, early 40's. Ageless blue eyes peer out of a slender face decorated with a delicate moustache and goatee of a slightly darker shade of blonde than his shoulder length hair. His 5'10" frame

is average in build, but his actual physique is usually hidden beneath layers of loose fitting clothes.

The name of this alchemist appears in the Thaumaturgia's archives for hundreds of years.

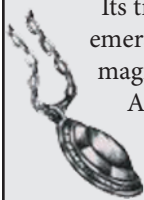
It is unclear if the man is the original man by that name or if he is just one in a long line of people using the name. A member of the council since 1953, Paracelsus turned down the leadership of the Council when it was offered to him, saying his path was to serve, not to lead.

Some of the younger and newer members of the Thaumaturgia say that Paracelsus must be hiding something, or if he isn't willing to lead the society that he shouldn't be on the council.

While he can be very secretive,



AMULET OF RIASTA



Its true origins shrouded in history, this delicate emerald amulet allows the wearer to create a magical field of protection around himself. The Amulet of Riasta grants the wearer a +3 magical bonus to their AC; this bonus is stackable.

TYPE: WONDROUS ITEM (MAGIC); CASTER LEVEL: --; PURCHASE DC: 46; WEIGHT: --.

RING OF MIND SHIELDING

The Ring of Mind Shielding is an ornate heavy silver ring decorated with a twining vine pattern. Engraved on the inside of the band is the phrase "Shroud of the mind blinds its eye."

The ring makes the wearer immune all attempts to detect, influence or read his emotions and/or thoughts. Scrying attempts to scan the area the wearer is located in work as normal, but the wearer isn't detected. Scrying attempts targeted specifically at the wearer do not work at all.



TYPE: RING (MAGIC); CASTER LEVEL: 8; PURCHASE DC: 36; WEIGHT: --.

Paracelsus has never been known to refuse to help another member of the Thaumaturgia, though they might not be willing to pay the price for his help.

This secretive mage is able to create almost any kind of magical item, and is believed to know about every magical artifact in existence in Earth's dimension. He usually carries a selection of amulets, potions and other magical items with him at all times.

Paracelsus prefers to avoid combat if possible, and will retreat if he does not consider himself to be prepared enough to be able to at least come out to a draw with an opponent.

Quote: "Child, looks can be deceiving. What would you do if I told you this harmless unimportant looking oak twig had enough power to level a city block?"

USING PARACELBUS

If the characters are looking for a magical artifact or trying to get one identified, Paracelsus is the person to go to.

If a character is known to possess a mystical artifact, and/or the character's powers originate from one, Paracelsus would likely be interested in the character. If the character obtained the artifact through theft, especially from Paracelsus or other members of the Thaumaturgia, Paracelsus would make every effort to retrieve the artifact from the character and return it to its rightful owner.

LADY JOSEPHINE RANKIN

DEDICATED3 / MAGE9, CR 12; MEDIUM FEMALE HUMAN; HD: 12D6+12, HP 54; INIT: +4; SPD 30; DEF: 17 (FLATFOOTED: 17, TOUCH 17); ATK: +6/+1 MELEE, +6/+1 RANGED; ACTION POINTS: 125; OCCUPATION: ACADEMIC; ALLEGIANCE: THE THAUMATURGIA; SV: FORT +6, REF +4, WILL +14; REP +7; STR 11, DEX 11, CON 13, INT 14, WIS 18, CHA 14

TALENTS: SKILL EMPHASIS (SPELLCRAFT), AWARE, AR-CANE SKILLS, ARCANES SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, SPELL MASTERY,

FEATS: ALERTNESS, WINDFALL X3, IMPROVED INITIATIVE, EDUCATED (+2 ON ARCANES LORE AND CIVICS), IRON WILL, SIMPLE WEAPON PROFICIENCY, RENOWN, EMPOWER SPELL, EXTEND SPELL

SKILLS: CONCENTRATION +11, CRAFT (CHEMICAL) +8, DECIPHER SCRIPT +13, DIPLOMACY +7, DRIVE +5, GATHER INFORMATION +7, KNOWLEDGE (ARCANES LORE) +14, KNOWLEDGE (CIVICS) +7, KNOWLEDGE (THEOLOGY) +12, PERFORM (ACT) +9, RESEARCH +13, SPELLCRAFT +14, TREAT INJURY +14

EQUIPMENT: FARSPERAKER RING, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +1

SPELLS: 4 CANTRIPS/DAY; 5 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 3 THIRD-LEVEL SPELLS/DAY, 2 FOURTH-LEVEL SPELLS/DAY, 1 FIFTH-LEVEL SPELL/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: COMPREHEND LANGUAGES, ERASE, KYDON'S PROTECTIVE SHIELD, MAGIC MISSILE, MAGIC WEAPON, SHIELD
SECOND-LEVEL: DARKVISION, DISPEL CHAOS TAIN, HAI-RAM'S BINDING, LOCATE OBJECT, RESIST ENERGY
THIRD-LEVEL: CHAOS SIGIL (ENERGY), CHAOS SIGIL (MAT-TER), DISPEL MAGIC, HASTE, HOLD PERSON, SLOW
FOURTH-LEVEL: ARCANES EYE, DIMENSION DOOR, HOLE IN THE WALL
FIFTH-LEVEL: BANISH CHAOS BEING, HEAL CHAOS WOUND, WALL OF FORCE

Lady Josephine Rankin is a beautiful, elegant, fragile-looking elderly woman. Her silver hair is always elegantly styled, her conservative and extremely feminine clothes impeccable. She wears silver-rimmed spectacles that frame her dark brown eyes.

She grew up surrounded by the Thaumaturgia. Lady Josephine cut her first tooth on a ritual chalice, and her introduction into polite society coincided with her induction into the Thaumaturgia. She has been married twice and has outlived both her husbands and her three children. Her grandchildren and great-grandchildren are scattered across the globe. Many of them are also involved with the Thaumaturgia in some way.

In public, she is the epitome of British nobility, with manners and good enough to put the Queen Mother to shame. She spends a lot of time working for charities, and maintains an extensive correspondence with people all over the world. She's the grandmother everyone loves to have

tea with.

In private, she's as staunch a supporter of the Thaumaturgia as you'll ever find. If she had her way, she would be out in the field, still fighting the Keepers.

Lady Josephine is, despite her spunk, not much of a fighter. That's what the security guards and the defenses on the manor are for. She will stay back out of the line of fire and do what she can to support those doing the fighting.

Quote: "Here, dear. Have another cup of tea and a cucumber sandwich. You'll need your strength when you go to beat the tar out of those damned cultists in Liverpool."

USING LADY JOSEPHINE

A possible way to introduce Lady Josephine is as a distant relative of one or more of the player characters. This could be a legitimate relationship, or one fabricated in order to allow her to get closer to the PC's. The reason for this could be anything, from her simply being curious about the PC's, to being told to keep an eye on them by the Council of Elders.

If the PC's are wealthy and/or are involved in charity work in Britain, they could meet her at any number of fundraisers or other society events.

VLADISLAV STARETNIKOV

SMART10 / MAGE10, CR20; MEDIUM MALE HUMAN; HD: 20D6+80, HP: 173; INIT: +8; SPD 30; DEF: 22 (FLATFOOTED: 18, TOUCH: 22); ATK: +11/+6 MELEE, +14/+9 RANGED; ACTION POINTS: 235; OCCUPATION: ACADEMIC; ALLEGIANCE: THE THAUMATURGIA; SV: FORT +13, REF +12, WILL +18; REP: +5; STR 12, DEX 18, CON 20, INT 20, WIS 19, CHA 18

TALENTS: SAVANT -- DECIPHER SCRIPT, SAVANT -- ARCANES LORE, LINGUIST, EXPLOIT WEAKNESS, PLAN, ARCANES SKILLS, ARCANES SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, SPELL MASTERY, MAXIMIZE SPELL

FEATS: ALERTNESS, COMBAT EXPERTISE, GREAT FORTITUDE IMPROVED INITIATIVE, EDUCATED (+2 ON KNOWLEDGE: ARCANES LORE & ART), EDUCATED (+2 ON KNOWLEDGE: THEOLOGY & HISTORY), IRON WILL, LIGHTNING REFLEXES, LOW PROFILE, STUDIOUS, SIMPLE WEAPON PROFICIENCY, EMPOWER SPELL, ENLARGE SPELL, EXTEND SPELL, HEIGHTEN SPELL, NONLETHAL SPELL, REACH SPELL

SKILLS: BLUFF +14, CONCENTRATION +25, CRAFT (CHEMICAL) +11, DECIPHER SCRIPT +36, DIPLOMACY +20, HIDE +14, KNOWL-

EDGE (ARCANES LORE) +40, KNOWLEDGE (ART) +16, KNOWLEDGE (HISTORY) +30, KNOWLEDGE (THEOLOGY) +28, LISTEN +11, PERFORM (ACT) +9, RESEARCH +25, SEARCH +25, SENSE MOTIVE +9, SPELLCRAFT +30, SPOT +11

EQUIPMENT: FARSPAKER RING, RITUAL BRAZIER, RITUAL DAGGER +1

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3 FIFTH-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: COMPREHEND LANGUAGES, ERASE, KYDON'S PROTECTIVE SHIELD, MAGIC MISSILE, MAGIC WEAPON, POWER DEVICE, RAY OF FATIGUE, SHIELD
SECOND-LEVEL: BLUR, CLOAK THE MIND, COMMAND UNDEAD, DARKVISION, DISPEL CHAOS TAIN, ENHANCE ABILITY, INVISIBILITY, LEVITATE, RESIST ENERGY
THIRD-LEVEL: CHAOS SIGIL, DISPEL MAGIC, HALT UNDEAD, HASTE, HOLD PERSON, SLOW, SPEAK WITH DEAD, SUMMON SPIRIT
FOURTH-LEVEL: ANIMATE DEAD, ARCANES EYE, BIND SPIRIT, DEATH WATCH, DIMENSION DOOR, ENERGY TRAP
FIFTH-LEVEL: BANISH CHAOS BEING, DISMISS SPIRIT, HEAL CHAOS WOUND, PURIFY, TELEKINESIS

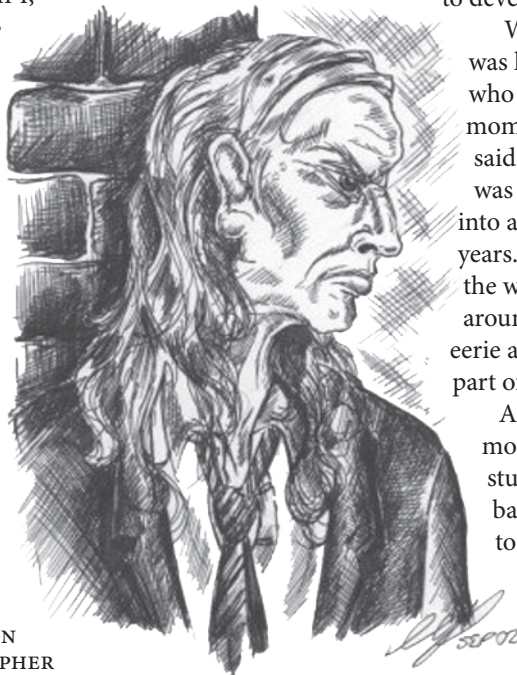
Looking very much like the dead that he appears to prefer, Staretnikov is 6' 7" tall and skinny to the point of being skeletal. He has very little care for his appearance, often sporting his long, thinning brown hair in a mess of tangles and his clothes look as if they have been slept in for several nights running. There is also something about him that is very creepy, and makes most people very uncomfortable to be around him.

Vladislav grew up in the Ukraine in a religious farming family where he and his twin brother were the youngest of twelve children. His mother and older sister had, according to local folklore, the gift of Second Sight. It was also believed that Vladislav and his twin brother Nicholai might also have the ability, but they were never given the chance to develop it.

When Vladislav was ten, his brother was kidnapped and murdered by a cult who was working for the Keepers. At the moment of his twin's death, Vladislav was said to have screamed out as if he himself was being killed, and then withdrew into a catatonic state that lasted for three years. When Vladislav's mind returned to the world, he was changed and the people around him knew it. There was something eerie about him, and it was as if there was a part of him that was missing.

As he grew older, he became more and more distant from the "living world". His studies into magic have brought him back in touch, to some degree, but only to the point where he knows he has to interact with the living to be able to survive in this world.

Vladislav joined the Thaumaturgia in 1952, and became



USING STARETNIKOV

The easiest way to introduce Staretnikov is to have the characters see him hanging around the edges of places involving death, such as murder scenes, graveyards (especially if someone has been interred recently), or at sites where death cults have been active. He might also be referred to them as an expert to talk to if the characters are involved in an adventure involving the undead.

Unless the characters are mass or serial murders, death cult members or otherwise obtain their powers through the death of other people, it is unlikely a player character would have attracted Staretnikov's attention in a negative way. If the player character is a necromancer and/or is known to (or believed to) have the ability to speak with the dead, Staretnikov might take an interest in him.

a member of the Council in 1986.

The kidnapping and murder of his twin brother changed his life, and when he learned who was behind it, he dedicated his life to their destruction. Some of the other members of the Council are concerned that this dedication seems to be leaning towards obsession recently.

It is extremely difficult to change his mind when set on a course of action, especially if it involves the people who murdered his brother. When in the grip of his obsession, he is testy, stubborn, single-minded, and very difficult to be around.

Staretnikov is a necromancer with the ability to raise and speak with the dead. It is believed that he is capable of tremendous feats of healing, and it is rumored that he has been able to bring a person back to life. It was his one-man crusade against the Keepers that brought him to the Thaumaturgia's attention.

Quote: "Death is not something to fear. Unless, of course, you don't know where you're going to end up afterwards."

VITHYA SINGH

SMART10 / MAGE10,
CR20; MEDIUM HUMAN
FEMALE; HD: 20D6+80,
HP: 143; INIT: +8; SPD: 30;
DEF: 22 (FLATFOOTED: 18, TOUCH:
22); ATK: +10/+5 MELEE, +14/+9

RANGED; ACTION POINTS: 235; OCCUPATION: DILETTANTE;
ALLEGIANCE: THE THAUMATURGIA; SV: FORT +12, REF +12,
WILL +19; REP: +9; STR 10, DEX 18, CON 19, INT 20, WIS 20,
CHA 18

TALENTS: SAVANT -- ARCANES LORE, SAVANT -- RESEARCH,
EXPLOIT WEAKNESS, PLAN, TRICK, ARCANES SKILLS, ARCANES
SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION,
SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, SPELL
MASTERY, MAXIMIZE SPELL

FEATS: COMBAT EXPERTISE, ENDURANCE, WINDFALL X2,
GREAT FORTITUDE, IMPROVED INITIATIVE, EDUCATED
(+2 ON KNOWLEDGE (ARCANES LORE) AND KNOWLEDGE
(POPULAR CULTURE) SKILLS), IRON WILL, LIGHTNING RE-
FLEXES, STUDIOUS, SIMPLE WEAPON PROFICIENCY,
EMPOWER SPELL, ENLARGE SPELL, EXTEND
SPELL, HEIGHTEN SPELL, NONLETHAL
SPELL, REACH SPELL

SKILLS: BLUFF +14, CONCENTRA-
TION +24, CRAFT (CHEMICAL) +11,
DECIPHER SCRIPT +25, DIPLOMACY
+18, GATHER INFORMATION +14, HIDE
+14, INVESTIGATE +17, KNOWLEDGE
(ARCANES LORE) +35, KNOWLEDGE
(POPULAR CULTURE) +17, LISTEN +10,
PERFORM (STANDUP) +14, RESEARCH
+35, SEARCH +15, SENSE MOTIVE +10,
SLEIGHT OF HAND +16, SPELLCRAFT
+27, SPOT +10

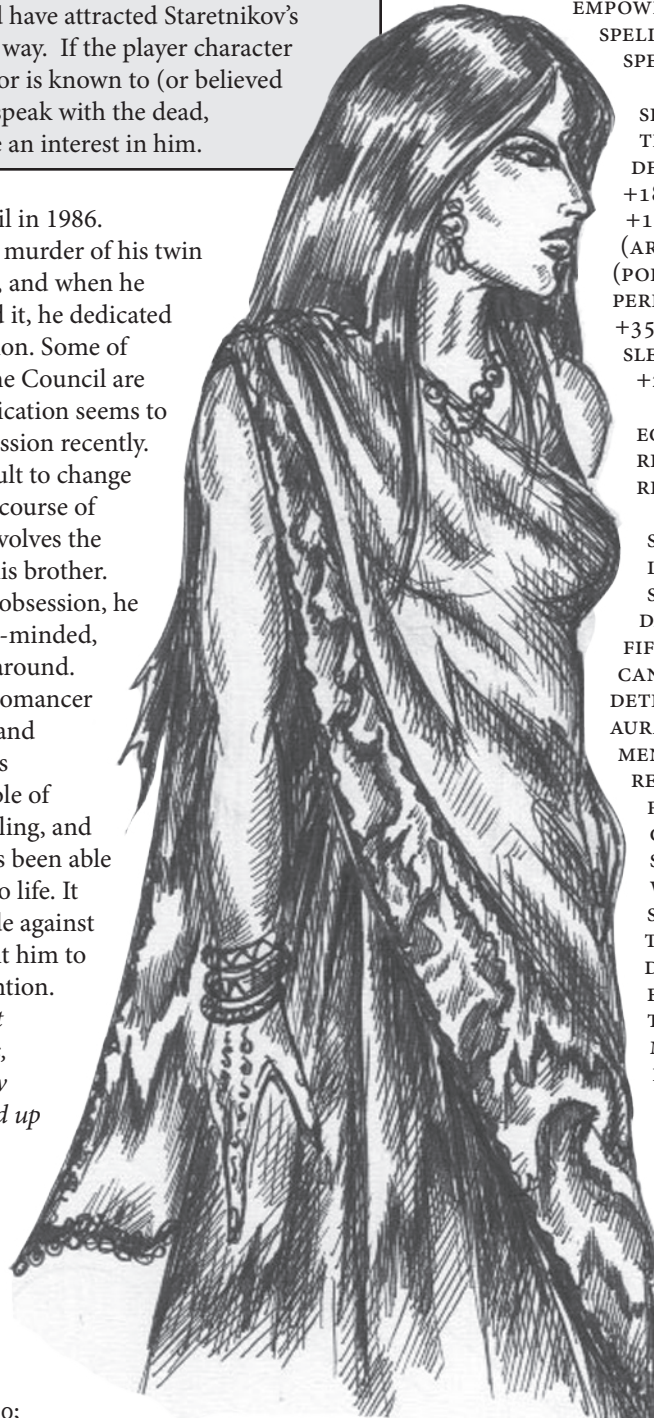
EQUIPMENT: FARSPAKER RING,
RITUAL BRAZIER, RITUAL CHALICE,
RITUAL DAGGER +1

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-
LEVEL SPELLS/DAY, 5 SECOND-LEVEL
SPELLS/DAY, 4 THIRD-LEVEL SPELLS/
DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3
FIFTH-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE,
DETECT CHAOS TAIN, DETECT MAGICAL
AURA, EMBER'S KISS, LIGHT, MAGE HAND,
MENDING, MESSAGE, PERFECT RECALL,
RESISTANCE

FIRST-LEVEL: COMPREHEND LAN-
GUAGES, KYDON'S PROTECTIVE
SHIELD, MAGIC MISSILE, MAGIC
WEAPON, RAY OF FATIGUE, SHIELD
SECOND-LEVEL: DISPEL CHAOS
TAIN, ENHANCE ABILITY, ENTHAKOS'
DEFENSE, LOCATE OBJECT, RESIST EN-
ERGY, SHIELD OF DEFLECTION, WEB
THIRD-LEVEL: CHAOS SIGIL, DISPEL
MAGIC, HOLD PERSON, LIGHTNING
BOLT, SPEAK WITH DEAD, SUMMON
SPIRIT

FOURTH-LEVEL: ARCANES EYE, BIND
SPIRIT, ENERGY TRAP, HOLE IN THE
WALL, ICE STORM, WALL OF ICE

FIFTH-LEVEL: BANISH CHAOS
BEING, DISMISS SPIRIT, HEAL
CHAOS WOUND, PURIFY,
WALL OF FORCE



Vithya Singh
stands 6' tall
with perfectly
straight long
black hair,

dark brown eyes and a dusky complexion. She dresses in the style of her homeland, favoring brilliant reds, yellows and oranges, decorated with flame motifs.

She was an only child and was doted upon by all her relatives. A member of the privileged elite of India, she received the best schooling money and influence could buy. When Vithya turned twelve, she started to exhibit signs of her magical ability and potential power. Her parents, believing her to be a paranormal, arranged for her to be tested to see what her powers would be and discovered that Vithya was a mage.

Vithya's parents, afraid of a possible stigma and dishonor to their family because Vithya was not a paranormal (yet had powers), found a teacher for her and she began her studies. She showed a lot of promise and potential in her ability to use magic, and for that reason was brought into the Thaumaturgia.

When she joined the Thaumaturgia, she immediately came into the spotlight, if only because of her outspokenness and power. As a journeyman, any confrontations she had with the followers of the Keepers were always been successful. This is probably one of the few reasons she is tolerated by the majority of the older, more conservative, members of the society.

In an extremely controversial move, Singh was appointed to the Council of Elders in 1989. Since then, she has used her position to advocate an open war against the Keepers. This does not sit well with the other Council members, and there is some talk in the Thaumaturgia about finding some way to remove her from the Council.

Vithya Singh has a very volatile nature and is quick to anger. Her temper stems, in part, from her privileged upbringing. She was rarely denied anything and is slowly learning that life does not revolve around her wishes.

Vithya's personality was also affected by her parents' belief that those who were not Harbingers yet had powers were in some way flawed. She is somewhat arrogant about her abilities, and sometimes looks down her nose at Harbingers because she feels they had it "easy", and only people who are special in some way become mages.

She is also very dedicated to her work with the

USING VITHYA SINGH

If there is any member of the Council of Elders who might end up hunting the player characters, it would be Vithya Singh. Be it a slight, real or imagined, or if she even suspects the characters may be in league with the Keepers, she would be a formidable enemy, drawing upon her mystical abilities to confront them directly.

If the characters were to approach the Thaumaturgia, asking for help, she would also be amongst the first to offer assistance, and even attempt to recruit them to the cause. As a mentor or contact, Vithya would be very vocal on behalf of those she favors, and equally so against those she dislikes.

In the world of the Kandris Seal, a Harbinger is someone who has supernatural powers.

Thaumaturgia and is willing to risk herself and everyone around her to stop them.

Singh prefers fighting over diplomacy, especially when it comes to the Keepers. She is highly attuned to fire-based magic and she has a number of attacks that she will use with abandon against the Keepers, often without concern for the side effects and damage that she could cause to innocents. This has gotten her into trouble numerous times, but she has a lot of support among the younger members of the Thaumaturgia – those who grew up in the age of paranormals.

Quote: "While you sit around talking about what should be done, the Keepers are getting stronger and stronger. Now is the time for action, not discussion!"

NEIL WALTERS

DEDICATED5 / CHARISMATIC5 / MAGE10, CR20; MEDIUM HUMAN MALE; HD 20D6+80, HP 150; INIT: +7; SPD: 30; DEF: 23 (FLATFOOTED: 20, TOUCH: 23); ATK: +12/+7 MELEE, +13/+8 RANGED; ACTION POINTS: 235; OCCUPATION: CREATIVE; ALLEGIANCE: THE THAUMATURGIA; SV: FORT +15, REF +12, WILL +18; REP: +12; STR 15, DEX 17, CON 18, INT 20, WIS 21, CHA 15

TALENTS: EMPATHY, SKILL EMPHASIS X1, AWARE, COORDINATE, INSPIRATION, GREAT INSPIRATION, ARCANES SKILLS, ARCANES SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, SPELL MASTERY, MAXIMIZE SPELL

FEATS: ALERTNESS, DODGE, WINDFALL X1, GREAT FORTITUDE, IMPROVED INITIATIVE, EDUCATED (+2 TO KNOWLEDGE (ARCANES LORE) AND KNOWLEDGE (THEOLOGY)SKILLS), IRON WILL, LIGHTNING REFLEXES, SIMPLE WEAPON PROFICIENCY, RENOWN, EMPOWER SPELL, ENLARGE SPELL, EXTEND SPELL, HEIGHTEN SPELL, NONLETHAL SPELL, LINGUIST

SKILLS: BLUFF +23, CONCENTRATION +24, CRAFT (CHEMICAL) +11, CRAFT (WRITING) +26, DECIPHER SCRIPT +25, DIPLOMACY +24, KNOWLEDGE (ARCANES LORE) +25, KNOWLEDGE (THEOLOGY) +25, LISTEN +22, PERFORM (ACT) +23, RESEARCH +25, SEARCH +12, SPELLCRAFT +27, SPOT +22

EQUIPMENT: FARSPEAKER RING, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +1

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3 FIFTH-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: COMPREHEND LANGUAGES, ERASE, GREASE, KYDON'S PROTECTIVE SHIELD, MAGIC MISSILE, POWER DEVICE, RAY OF FATIGUE, SHIELD
SECOND-LEVEL: DARKVISION, DISPEL CHAOS TAIN, ENHANCE ABILITY, LEVITATE, LOCATE OBJECT, RESIST ENERGY, WEB
THIRD-LEVEL: CHAOS SIGIL, DISPEL MAGIC, HASTE, LIGHTNING BOLT, KEEN EDGE, SPEAK WITH DEAD
FOURTH-LEVEL: ARCANES EYE, BIND SPIRIT, DIMENSION DOOR, ICE STORM
FIFTH-LEVEL: BANISH CHAOS BEING, HEAL CHAOS WOUND, PURIFY, SPEAK WITH SPIRITS. WALL OF FORCE

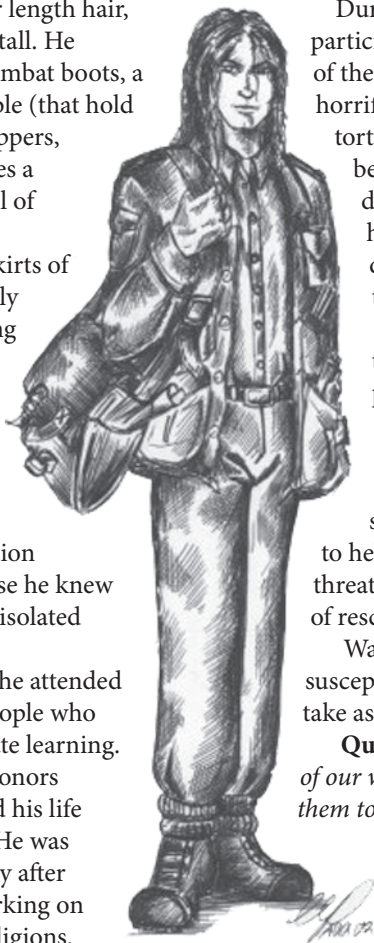
Walters has dark brown, shoulder length hair, blue eyes, weighs 150 lbs. and is 5'7" tall. He typically wears jeans, a dress shirt, combat boots, a jacket with as many pockets as possible (that hold all kinds of scraps of paper, gum wrappers, and who knows what else), and carries a large backpack or satchel jammed full of books.

Neil Walters grew up on the outskirts of New York City in a middle class family with no particular beliefs, and nothing obvious to distinguish them from their neighbors.

As a child, Walters had a very active imagination and his parents encouraged him to read and learn beyond the boundaries of what was taught in school. He earned a reputation as something of a teacher's pet because he knew so much, and this caused him to feel isolated from the rest of his peers.

These feelings disappeared when he attended university and was surrounded by people who were at school to learn and to celebrate learning. He graduated from UCLA with an Honors Degree in the Arts, and has dedicated his life to the pursuit of his magical talents. He was recruited by the Thaumaturgia shortly after he graduated, and he is currently working on his Masters degree in comparative religions. Walters has been a member of the Council since 1985. While not a favorite, he is considered to be one of the people in the running to be the next Watcher.

Walters is honorable and believes that his ability to wield magic was a gift, and that he is obligated to use this gift to help protect mankind. Over the years, he has come to believe that the Keepers of the Broken Circle may be one of the greatest threats that the world has ever known.



During his early years with the Thaumaturgia, he participated in a raid on a warehouse owned by one of the cults supported by the Keepers. Walters was horrified by what he saw – children bound, gagged and tortured, and evidence that some of the children had been used in child pornography. Since that day, his dislike of the Keepers changed to a deep abiding hatred, and is a vocal advocate of the wholesale destruction of any and all people who have trafficked with the Keepers.

He often assumes a leadership role within the Council when Dukovich is not present and prefers not to force people to do what needs to be done.

Walters is very much like the standard mage from the comic books, with a wide range of spells. He will leap into the middle of the action to help out. If a situation arises where innocents are threatened, he is likely to abandon any attacks in favor of rescuing the innocents and getting them to safety.

Walters is very wary of drugs and is highly susceptible to their effects, so much so that he can't even take aspirin easily.

Quote: *Mages are no different from the paranormals of our world. We both have powers, and we should use them to help, not to hurt.*

ARTHUR SINKUIST

SMART10 / FIELD SCIENTIST5, CR15; MEDIUM MALE HUMAN; HD 15D6+60, HP 107; INIT +6; SPD 30; DEF: 17 (FLATFOOTED: 15, TOUCH: 17); ATK: +9/+4 MELEE, +9/+4 RANGED; ACTION POINTS: 140; OCCUPATION: ACADEMIC; ALLEGIANCE: THE THAUMATURGIA; SV FORT +10, REF +10, WILL +12; REP: +8; STR 14, DEX 15, CON 18, INT 21, WIS 18, CHA 18

TALENTS: SAVANT (DECIPHER SCRIPT), SAVANT (ARCANES LORE), SAVANT (HISTORY), SAVANT (RESEARCH), LINGUIST, SMART DEFENSE, SCIENTIFIC IMPROVISATION, SKILL MASTERY, MINOR BREAKTHROUGH

FEATS: EXOTIC MELEE WEAPON PROFICIENCY, WINDFALL, IMPROVED INITIATIVE, EDUCATED (+2 ON ARCANES LORE & HISTORY), METICULOUS, IRON WILL, LIGHTNING REFLEXES, DEFENSIVE MARTIAL ARTS, STUDIOUS, COMBAT MARTIAL ARTS, IMPROVED COMBAT MARTIAL ARTS, SIMPLE WEAPON PROFICIENCY, RENOWN, OBSCURE KNOWLEDGE

SKILLS: CRAFT (CHEMICAL) +11, CRAFT (ELECTRONIC) +11, CRAFT (WRITING) +15, DECIPHER SCRIPT +31, DIPLOMACY +11, FORGERY +22, INVESTIGATE +20, KNOWLEDGE (ARCANES LORE) +30, KNOWLEDGE (CURRENT EVENTS) +20, KNOWLEDGE (EARTH & LIFE SCIENCES) +11, KNOWLEDGE (HISTORY) +30, KNOWLEDGE (PHYSICAL SCIENCES) +11, KNOWLEDGE (POPULAR CULTURE) +12, KNOWLEDGE (STREETWISE) +12, KNOWLEDGE (TECHNOLOGY) +11, KNOWLEDGE (THEOLOGY) +20, PROFESSION +14, READ/WRITE ANCIENT GREEK, READ/WRITE ANCIENT MAYAN, READ/WRITE ARABIC, READ/WRITE CANTONESE, READ/WRITE FRENCH, READ/WRITE GAELIC, READ/WRITE GERMAN, READ/WRITE HEBREW, READ/WRITE HINDUSTANI, READ/WRITE ITALIAN, READ/WRITE JAPANESE, READ/WRITE MANDARIN, READ/WRITE RUSSIAN, RESEARCH +31, SEARCH

USING NEIL WALTERS

Like Vithya Singh, Neil Walters supports recruiting paranormals into the fight against the Keepers. The player characters could be approached by Walters to assist in defeating a Keeper-related threat, perhaps as a prelude to offering them membership. Walters would not, of course, reveal the true source of the problems, until the characters proved themselves trustworthy. If one of the characters is a mage, that would increase the odds of their being offered membership. If membership is considered for the player characters, Walters would bring them to the attention of Dr. Anthony for her evaluation.

Neil Walters would only be a full fledged enemy of a character if the character is involved with the Keepers in some way, or is otherwise involved in illegal activities, especially if those activities involve children. If one or more of the characters are mages, Walters might watch them to see what the characters are up to, and for possible membership in the Thaumaturgia.

+17, SPEAK ANCIENT GREEK, SPEAK ANCIENT MAYAN, SPEAK ARABIC, SPEAK CANTONESE, SPEAK FRENCH, SPEAK GAELIC, SPEAK GERMAN, SPEAK HEBREW, SPEAK HINDUSTANI, SPEAK ITALIAN, SPEAK JAPANESE, SPEAK MANDARIN, SPEAK RUSSIAN

EQUIPMENT: FARSPEAKER RING

Sinquist is 6' 4" tall and weighs 240 pounds, all of it muscle. With his waist length wavy blonde hair and clear blue eyes he looks more like a man on the cover of a romance novel than one of the greatest minds in occult research. He usually wears button-down shirts and jeans, often with the sleeves rolled up while he's working.

Arthur Sinquist is one in a long line of sages. His family has been involved with the Thaumaturgia since almost the very beginning. In fact, his great-great-great-grandfather was the first non-mage that was made a member of the Thaumaturgia.

He was raised in and around the Thaumaturgia and knew that his destiny lay with them and in the battle against the Keepers. When it was discovered that his own magical ability was negligible, he devoted himself to study and research.

His appointment as the head of the Athenaeum came as no surprise to those who knew him. Despite his young age (Arthur is 36 years old) he is one of the greatest occult scholars in this generation. Incredibly intelligent, he absorbs information like a sponge and willingly shares it with people who ask.

Two years ago he met Amy Weiss while doing research on one of his pet projects. She shared his love of knowledge and fascination of the occult and they soon became an item. Amy helps him out with his research when she isn't busy with her own. She doesn't know about Arthur's association with either the Athenaeum or the Thaumaturgia, though she suspects that he belongs to some kind of weird, secret government think tank.

Sinquist is a scholar through and through. Giving him a book is like giving a child a bag of candy. He feels no



bitterness at his inability to be a mage, and believes that he has found his purpose in life.

He is utterly devoted to the Thaumaturgia and the Athenaeum and will run himself ragged to find the information that another member needs. With his eidetic memory, he prides himself on his ability to remember exactly where everything is in his library, and can be counted on to know the most obscure little details and pieces of trivia.

Sinquist loves to share his knowledge with anyone who asks, but knows there are limits as to how much he can tell, and to whom. He is perhaps the most approachable of all the members of the Athenaeum.

Sinquist can cast no spells, though his ability to sense the presence and type of magic has been of great help. This is not to say he is unable to defend himself. He has extensive training in hand to hand combat and in common melee, missile weapons and handguns. He prefers not to fight, but defend himself if he or his books are attacked or otherwise in danger.

Quote: "Here, let me tell you more about that artifact you're holding."

JOHN SMITH

TOUGH10 / DAREDEVIL10, CR20; MEDIUM MALE HUMAN; HD 20D10+80, HP 203; INIT +4; SPD 30; DEF: 24 (FLATFOOTED: 20, TOUCH 24); ATK: +14/+9/+4 MELEE, +16/+11/+6 RANGED; ACTION POINTS 235; OCCUPATION: ADVENTURER; ALLEGIANCE: THE THAUMATURGIA; SV FORT +18, REF +10, WILL +11; REP +6; STR 15, DEX 18, CON 18, INT 17, WIS 17, CHA 19

USING ARTHUR SINQUIST

In academic circles, Arthur Sinquist is well known for his research into the occult and the paranormal. Should the player characters find themselves in possession of a book, scroll, or some other item of possible mystical origin, Sinquist could be someone the characters are referred to for help. The player characters might also meet Sinquist at an auction of old, rare books and other similar items.

Sinquist is far more likely to be an ally of the player characters than an enemy. He is far more interested in his books and research than in fighting crime, so unless the player characters do something that directly involves him, such as harm Amy or steal from his personal library, he'll be (at the very least) neutral towards them.

CHAPTER ONE: THE THAUMATURGIA

TALENTS: COLD RESISTANCE, FIRE RESISTANCE, REMAIN CONSCIOUS, ROBUST, SECOND WIND, FEARLESS, NIP-UP, ACTION BOOST, ADRENALINE RUSH, DELAY DAMAGE, DAMAGE THRESHOLD

FEATS: AIRCRAFT OPERATION (HELICOPTERS), ARCHAIC WEAPONS PROFICIENCY, ALERTNESS, COMBAT REFLEXES, DODGE, ENDURANCE, HEROIC SURGE, GREAT FORTITUDE, BRAWL, IMPROVED BRAWL, KNOCK-OUT PUNCH, IRON WILL, QUICK DRAW, SIMPLE WEAPON PROFICIENCY, TRACK, COMBAT REFLEXES, PERSONAL FIREARMS PROFICIENCY, SURFACE VEHICLE OPERATION (POWERBOAT, SAILBOAT)

SKILLS: BALANCE +8, CLIMB +17, CONCENTRATION +10, DRIVE +19, KNOWLEDGE (CURRENT EVENTS) +13, KNOWLEDGE (HISTORY) +8, KNOWLEDGE (POPULAR CULTURE) +13, PILOT +19, PROFESSION (EXPLORER) +8, PROFESSION (SAILOR) +8, PROFESSION (PILOT) +8, PROFESSION (MOUNTAINEER) +8, RIDE +14, SURVIVAL +24, TREAT INJURY +13, TUMBLE +19,

SPECIAL POWERS: LONGEVITY (5 RANKS), LUCK (10 RANKS)

LONGEVITY

3 PER RANK

YOUR NORMAL LIFE SPAN IS DOUBLED FOR EVERY RANK OF LONGEVITY YOU PURCHASE. A NORMAL HUMAN WILL LIVE AN AVERAGE OF 80 YEARS, WITH GOOD MEDICAL CARE, SO THIS IS THE BASE LIFE SPAN FROM WHICH THIS ADVANTAGE IS FIGURED. THEREFORE, ONE RANK OF THIS ADVANTAGE WILL LET YOU LIVE 160 YEARS, 2 RANKS 320, AND SO ON.

LUCK

4 PER RANK

YOU'RE JUST PLAIN LUCKY, OR MAYBE SOMEONE'S LOOKING OUT FOR YOU. FOR EVERY RANK OF LUCK, ONCE PER GAME SESSION YOU MAY RE-ROLL ANY ROLL, PICKING THE BEST OF THE TWO. YOU MAY ALSO HAVE THE GM RE-ROLL ANY DAMAGE ROLL TARGETED AT YOU, TAKING THE SMALLER AMOUNT.

John Smith stands 5'11", looks to be in his mid to late 50's, with graying hair, pale blue eyes and a number of scars on his face. He dresses in the current casual fashions, but seems somehow out of place in them, like he belongs to another era.

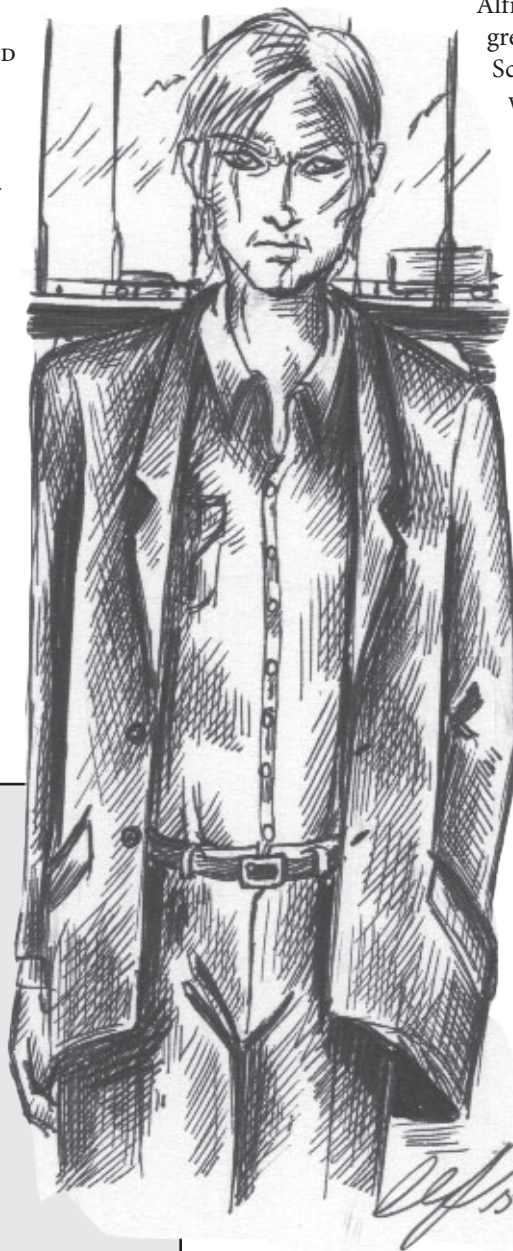
Born in 1802, John Smith made a name for himself in the 1830's and 1840's as an adventurer's adventurer. He would risk anything and go anywhere, and he never failed. Nor did any of the expeditions he was a part of. No one ever knew how or where he got his luck.

He has been a big game hunter, explorer, mountaineer, pilot, and a sailor.

One of the last links that Smith has to his past is Alfred Schimmel, the great-great-grandson of Alexander Schimmel. Alexander Schimmel was one of Smith's biggest rivals during his heyday in the 1840's. Smith always managed to beat Schimmel to whatever it was Schimmel was after, usually by a matter of hours. Embittered by his experiences, Schimmel passed down tales of Smith employing underhanded tactics in order to beat a "better man" to his family. This has culminated in Alfred Schimmel's obsession with proving that Smith was a phony who stole the success and accolades that should have been Alexander's.

Before the incident with the Dark Mage and the loss of the rest of the Dragon Hunter team, John Smith was your typical pulp adventurer. He was always looking for adventure, looking for the next challenge. Since that fateful evening, he has become somewhat withdrawn and introverted, and anyone looking at him knows that he has seen far too much.

Smith uses very little in the way of tactics,



USING JOHN SMITH

Smith is perhaps one of the easiest people for the player characters to meet. He could be at a local bookstore for a book signing. Being in the public eye the way he is makes it relatively easy for people to keep informed of his comings and going.

If the GM is running a campaign involving the Thaumaturgia or the Dragon Hunters, the player characters might meet him if the Thaumaturgia has brought, or is trying, to bring him back into the fold. Alternately, he can be introduced to the player characters through the adventure seed "Shangri-La" (see page 104).

Smith is unlikely to be an enemy of the player characters. There is very little he is interested in doing as he has more or less seen it all. What would catch his attention, however, is someone supposedly having information about the Sandover Siege or the Dark Mage.

usually flying by the seat of his pants. It doesn't matter what he does, it usually works, though not the way he thought it would, and usually in a rather spectacular manner.

It wasn't until a meeting with Callisto van Ryske that he learned how he had gotten his powers. In one of his early adventures, he came into contact with a fragment of the Kandris Seal. This exposure to the intensely magical piece of stone activated Smith's latent powers.

Smith's main ability is his incredible luck, some of which he can use on those around him. He has the ability to regenerate, breathe in thin atmosphere, can withstand the effects of intense heat and cold, and he does not age. He has a strong will and has learned to protect his mind from mental attacks.

Quote: "Nobody is ever 'just' lucky."

JEFF THOMAS

If the GM does not have access to the D&D Player's Handbook, consider Jeff Thomas to be a 10th level Acolyte (as described in the d20 Modern Sourcebook).

FAST5 / SMART5 / DRUID10, CR20; MEDIUM HUMAN MALE; HD: 10D6+10D8+60, HP: 140; INIT: +7; SPD: 30; DEF: 25 (FLATFOOTED: 25, TOUCH: 25); ATK: +15/+10 MELEE, +15/+10 RANGED; ACTION POINTS: 230; OCCUPATION: STUDENT; ALLEGIANCE: THE THAUMATURGIA; SV: FORT +14, REF +12, WILL +16; REP: +8; STR 16, DEX 17, CON 16, INT 15, WIS 16, CHA 15

TALENTS: EVASION, UNCANNY DODGE 1, DEFENSIVE ROLL, EXPLOIT WEAKNESS, PLAN, TRICK, NATURE SENSE, WOODLAND STRIDE, TRACKLESS STEP, RESIST NATURE'S LURE, WILD SHAPE (LARGE, 4/DAY), VENOM IMMUNITY

FEATS: GREAT FORTITUDE, IMPROVED INITIATIVE, IRON WILL, LIGHTNING REFLEXES, DEFENSIVE MARTIAL ARTS, SIMPLE WEAPON PROFICIENCY, STEALTHY, TOUGHNESS, TRACK, GUIDE

SKILLS: COMPUTER USE +13, CONCENTRATION +13, DECI-PHER SCRIPT +12, DIPLOMACY +14, HANDLE ANIMAL +13, HIDE +15, KNOWLEDGE (ARCANE LORE) +12, KNOWLEDGE (EARTH & LIFE SCIENCES) +12, KNOWLEDGE (PHYSICAL SCIENCES) +12, KNOWLEDGE (THEOLOGY) +12, MOVE SILENTLY +15, NAVIGATE +14, RESEARCH +13, RIDE +16, SEARCH +12, SLEIGHT OF HAND +15, SPELLCRAFT +12, SURVIVAL +15

EQUIPMENT: FARSPEAKER RING, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +5

SPELLS: 6 CANTRIPS/DAY; 5 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 3 FOURTH-LEVEL SPELLS/DAY, 2 FIFTH-LEVEL SPELLS/DAY
CANTRIPS: CREATE WATER, CURE MINOR WOUNDS, DETECT MAGICAL AURA, DETECT POISON, LIGHT, READ MAGIC, RESISTANCE, VIRTUE
FIRST-LEVEL: ANIMAL FRIENDSHIP, CALM ANIMALS, CURE LIGHT WOUNDS, ENDURE ELEMENTS, ENTANGLE
SECOND-LEVEL: ANIMAL MESSENGER, ANIMAL TRANCE, BARKSKIN, DISPEL CHAOS TAIN, HEAT METAL, SUMMON SWARM

THIRD-LEVEL: CHAOS SIGIL, DOMINATE ANIMAL, PLANT GROWTH, SPIKE GROWTH, SNARE, SUMMON NATURE'S ALLY III
FOURTH-LEVEL: DISPEL MAGIC, GIANT VERMIN, QUENCH, SUMMON NATURE'S ALLY IV
FIFTH-LEVEL: ANIMAL GROWTH, BANISH CHAOS BEING, COMMUNE WITH NATURE, HEAL CHAOS WOUND, INSECT PLAGUE, PURIFY

Thomas is a Maori with short curly black hair, skin the color of ebony, and his face is covered with ritualistic tattoos. He stands about 5' and weighs 140 lbs, all of it muscle. Thomas wears an eclectic mix of clothing, usually to suit whatever his mood is at the time.

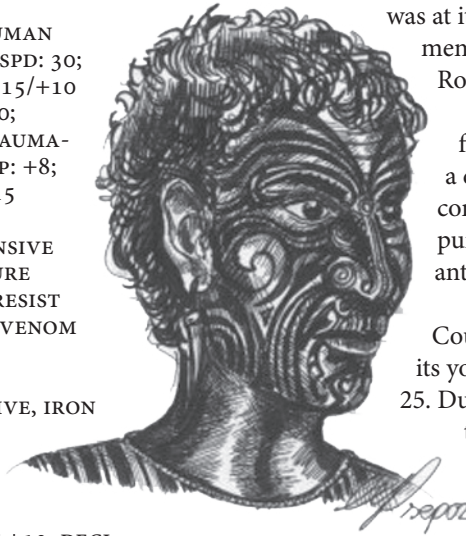
Jeff Thomas doesn't remember much about his current life before Zacharius Dukovich found him. Thomas was wandering alone in the Outback of Australia wearing nothing more than a few rags tied around his waist and some tanned kangaroo skin wrapped around his feet like slippers.

What Thomas doesn't remember now is made up for by what he remembers of previous lives. During WWII he was the woman that Dukovich knew only as Nonna. Before that he was a gameskeeper to a baron during the Renaissance, and a priest when the Spanish Inquisition was at its height. In fact, Thomas has memories of lives as far back as the Roman Empire.

Thomas recently graduated from Cambridge University with a degree in anthropology. He is considering returning to school to pursue a Masters degree in cultural anthropology.

Thomas was appointed to the Council of Elders in 1995, and is its youngest member at the age of 25. Dukovich discovered Thomas at the age of four, wandering alone in the Outback of Australia.

Thomas has no recollection of his life before meeting



USING JEFF THOMAS

Of all the members of the Council of Elders, Thomas is the one the player characters are most likely to meet on the street. If there is any kind of rally or demonstration for aboriginal rights, he will be there.

If one of the characters has the ability to take on animal form, Thomas might seek the character out to learn how the character does it. If it is a natural ability (such as lycanthropy), Thomas will be intrigued and want to learn more about the character. If it is through outside means, such as a mystical item, Thomas will want to learn all he can about the item, observe it in action, and so on.

If the characters wish to learn more about shape changing creatures and artifacts or spells which allow a person to shape change, Thomas would be the person the characters could be told to contact.

Dukovich, though he claims to have memories from several lives before this one.

Quiet and contemplative for most things, Thomas is a vocal supporter of aboriginal people. People who do not know him think he is some kind of crackpot, because sometimes he starts talking about things from the past that there is no way he could have experienced. When this happens, Thomas is usually becomes caught up in memories of his past lives, and it is difficult for him to separate the past from the present.

One recurring theme from those past lives is the involvement of the Keepers. Almost all of Thomas' past lives have been affected in some negative way by the demons and their followers, and Thomas' strong hatred of them stems from having so much personal experience in the damage that Chaos can do.

He feels that there was a reason he is able to remember those past lives, as well as having the ability to change form, and that that reason was to fight the Keepers.

His powers are similar to those of friend Ghost Elk in that he can see and speak with spirits, but he is a far more versatile shape shifter. He has assumed forms as large as elephants to a small as dwarf mice. Thomas can also communicate with any animal he meets.

Quote: *Are we really so different from the animals in the forest?*

THE WATCHER

WILLIAM ATKINS, THE WATCHER

SMART10 / MAGE10, CR20; MEDIUM HUMAN MALE; HD: 20D6+40; HP: 112; INIT: +7; SPD: 30; DEF: 21 (FLAT-FOOTED: 18 TOUCH: 21); ATK: +10/+5 MELEE, +13/+8 RANGED; ACTION POINTS: 235; OCCUPATION: ACADEMIC; ALLEGIANCE: THE THAUMATURGIA; SV FORT +8, REF +11 WILL +19; REP: +5; STR 10, DEX 16, CON 14, INT 21, WIS 20, CHA 15

TALENTS: SAVANT -- DECIPHER SCRIPT, SAVANT -- DISABLE DEVICE, SAVANT -- ARCANES LORE, SAVANT -- THEOLOGY, SAVANT -- RESEARCH, ARCANES SKILLS, ARCANES SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, MAXIMIZE SPELL

FEATS: ARCHAIC WEAPONS PROFICIENCY, COMBAT EXPERTISE, DODGE, WINDFALL, IMPROVED INITIATIVE, EDUCATED (+2 ON ARCANES LORE AND TACTICS), IRON WILL, LIGHTNING REFLEXES, LOW PROFILE, STUDIOUS, SIMPLE WEAPON PROFICIENCY, PERSONAL FIREARMS PROFICIENCY, SPELL FOCUS (DIVINATION), EMPOWER SPELL, ENLARGE SPELL, EXTEND SPELL, HEIGHTEN SPELL

SKILLS: BLUFF +9, CONCENTRATION +22, CRAFT (CHEMICAL) +11, DECIPHER SCRIPT +36, DIPLOMACY +12, DISABLE DEVICE +35, DISGUISE +12, ESCAPE ARTIST +10, KNOWLEDGE (ARCANES LORE) +37, KNOWLEDGE (STREETWISE) +21, KNOWLEDGE (TACTICS) +22, KNOWLEDGE (THEOLOGY) +30, LISTEN +12, PERFORM (ACT) +9, RESEARCH +26, RIDE +10, SEARCH +15, SLEIGHT OF HAND +12, SPELLCRAFT +27

EQUIPMENT: AMULET OF DENGARA, FARSPEAKER RING, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +3

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3 FIFTH-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: COMPREHEND LANGUAGES, ERASE, KYDON'S PROTECTIVE SHIELD, MAGIC MISSILE, MAGIC WEAPON, POWER DEVICE, RAY OF FATIGUE, SHIELD
SECOND-LEVEL: BLUR, CLOAK THE MIND, DARKVISION, DISPEL CHAOS TAIN, ENHANCE ABILITY, INVISIBILITY, LEVITATE, RESIST ENERGY
THIRD-LEVEL: CHAOS SIGIL, DISPEL MAGIC, HASTE, HOLD PERSON, SLOW, SPEAK WITH DEAD, SUMMON SPIRIT
FOURTH-LEVEL: ARCANES EYE, BIND SPIRIT, DEATH WATCH, DIMENSION DOOR, ENERGY TRAP
FIFTH-LEVEL: BANISH CHAOS BEING, DISMISS SPIRIT, HEAL CHAOS WOUND, PURIFY, TELEKINESIS

No one knows exactly how old Atkins is, but he is at least 100 years old though he looks to be about 60. A black man, he is 5'10" and weighs 150 pounds. His hair is gray and thinning and his brown eyes are known to sparkle with mischief when people aren't looking.

William Atkins was born in the slums of New York City, the son of a maid and a railroad worker before the turn of the century. His father went out west to find work but never returned, leaving his mother to look after their newborn child herself.

Alexandra Fenton, an eccentric old woman, felt sorry for William's mother and gave her work and a place to live.

She adored William and became a surrogate grandmother to him.

Alexandra was a dabbler in the occult, and William was fascinated by the books she had. He read everything he could, and began to teach himself magic.

When he turned twenty, Atkins was approached by Albert Sanders, an elderly man who offered to teach him how to use magic properly. At first skeptical, William was soon convinced when he went to visit the man at his home. William became Sanders' apprentice shortly thereafter and a full



USING THE WATCHER

As the Watcher, Atkins doesn't get out much. Most of his is spent watching over the Kandris Seal. The most likely way the player characters might meet him is through the adventure seed Treasure Hunt (see page 122), or if the characters do a lot of dimension hopping.

If the characters do the latter, Atkins might approach them to figure out what they are up to, and, perhaps, try to convince them to stop. At the very least, they might end up being watched by Atkins. If the player characters' actions lead the watcher to believe that their dimension hopping could cause the Seal to weaken, or that they might (knowingly or unknowingly) be aiding the Keepers in their attempts to reenter Earth's dimension, the characters would likely gain Atkins as a full fledged enemy.

Should Atkins start hunting the characters, he would start off with gentle persuasion and redirection to stop them from continuing their actions. If he fails in that, or if the characters appear unrepentant, or even dangerous, Atkins will pull out all stops in an effort to cease their activities.

member in the Thaumaturgia in short order. Sanders died of natural causes shortly thereafter.

William was a very active member in the Thaumaturgia and had a penchant for dimensional magic, such as banishments and the dispelling of chaos-based spells. He grew in status in the society, and was asked to take over the role of Watcher when the then Watcher died.

William is a harsh but fair taskmaster to those who work under him. He expects complete loyalty to the Thaumaturgia from all members and takes his own Oath very seriously. He knows what will happen if he ever fails in his duties, and he doesn't hesitate to let his assistants know it.

He would best be described as a crotchety old man and a bit of an elitist, looking down his nose at the "new" mages -- those who use anything other than the traditional methods, especially those who deal with technology. Though he refuses to admit it, he has a soft spot for Dr. Anthony. He maintains that a beautiful woman like her shouldn't be involved in the war with the Keepers, but he was the one who insisted that she become the new head of the Dragon Hunters. It is also rumored that he is considering naming her as his replacement, rather than one of his assistants.

Atkins will first move to immobilize any opponents but will not hesitate to use lethal force if they are Chaos-tainted. When people arrive at the location of the Seal unannounced and unknown, he will ask them once to identify themselves. If they fail to do so to his satisfaction they will be asked to leave. If they refuse to, or attack, he will use lethal force to stop them.

His role as Watcher puts him on par in status with that of the Head of the Council, and in matters dealing with the Seal or Dragon Hunters, his word supersedes that of the Council. He rarely pulls rank on people, but when he does, it's usually a matter of the utmost importance.

Quote: "You have every right to be afraid of the darkness and what might be hiding in it."

WYTCH

SMART4 / MAGE 10, CR14; MEDIUM FEMALE HUMAN; HD: 14D6+56, HP: 108; INIT: +7; SPD 30; DEF: 19 (FLATFOOTED: 16, TOUCH: 19); ATK: +8/+3 MELEE, +10/+5 RANGED; ACTION POINTS: 154; OCCUPATION: ACADEMIC; ALLEGIANCE: THE THAUMATURGIA; SV: FORT +10, REF +9, WILL +15; REP: +6; STR 13, DEX 16, CON 18, INT 20, WIS 18, CHA 18

TALENTS: SAVANT -- ARCANES LORE, SAVANT -- RESEARCH, ARCANES SKILLS, ARCANES SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, SPELL MASTERY, MAXIMIZE SPELL

FEATS: ALERTNESS, WINDFALL X2, GREAT FORTITUDE, IMPROVED INITIATIVE, EDUCATED (+2 ON ARCANES LORE AND STREETWISE), IRON WILL, LIGHTNING REFLEXES, STUDIOUS, SIMPLE WEAPON PROFICIENCY, EMPOWER SPELL, ENLARGE SPELL

SKILLS: BLUFF +9, CONCENTRATION +20, CRAFT (CHEMICAL) +20, DECIPHER SCRIPT +20, DIPLOMACY +11, GATHER INFORMATION +11, HIDE +11, KNOWLEDGE (ARCANES LORE) +28, KNOWLEDGE (CURRENT EVENTS) +15, KNOWLEDGE (STREETWISE) +22, LISTEN +11, READ/WRITE ANCIENT EGYPTIAN, READ/WRITE ANCIENT GREEK, READ/WRITE ANCIENT MAYAN, READ/WRITE ARABIC, READ/WRITE CANTONESE, READ/WRITE FRENCH, READ/WRITE GERMAN, READ/WRITE LATIN, READ/WRITE PERSIAN, READ/WRITE SPANISH, RESEARCH +24, SEARCH +15, SPEAK ANCIENT EGYPTIAN, SPEAK ANCIENT GREEK, SPEAK ANCIENT MAYAN, SPEAK ARABIC, SPEAK CANTONESE, SPEAK FRENCH, SPEAK GERMAN, SPEAK LATIN, SPEAK PERSIAN, SPEAK SPANISH, SPELLCRAFT +24, SPOT +11

EQUIPMENT: FARSPERAKER RING, RITUAL BRAZIER, RITUAL CHALICE, RITUAL DAGGER +2

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3 FIFTH-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: MAGIC MISSILE, MAGIC WEAPON, RAY OF FATIGUE, SHIELD
SECOND-LEVEL: AETHERIAL ARMOR, CLOAK THE MIND, DISPEL CHAOS TAIN, ENHANCE ABILITY, RESIST ENERGY, WEB
THIRD-LEVEL: AETHER BLAST, DISPEL MAGIC, FIREBALL, HASTE, LIGHTNING BOLT
FOURTH-LEVEL: ENERGY TRAP, ICE STORM, STONESKIN
FIFTH-LEVEL: CONE OF COLD, TELEKINESIS

FAMILIAR: 2 CATS (BAST & SHEBA)

Selene Blacke grew up in the suburbs of St. Augustine, the only daughter of a middle class couple. Her life was uneventful. She went through all the stages of typical teenage rebellion, but when she hit her mix of New Age/Goth style, it kind of stuck. She found she was really interested in magic and mysticism, and her parents let her indulge her interests, thinking it was just a phase.

That phase continued on through high school and into college, where she majored in theology and comparative

religions. She became well known in the academic and occult circles as an excellent researcher, with a very good reputation for accuracy and being able to find the most obscure of information.

A week before graduating, Selene was contacted by a law firm, telling her that she was the sole heir of a distant (and previously unheard of) relative, Arturio Blacke, and that she should come to York as soon as possible.

When she arrived, she found her inheritance included a multi-million dollar estate, a creepy old mansion with a matching, creepy old business. The lawyers handed her a 6" thick envelope, the keys, and wished her well after assuring her that they would be most willing to continue to act as her lawyers. They also told her that, as per Arturio's instructions, she should look at the contents of the envelope before going to the house.

The house turned out to be Blacke House, a building that was rumoured to be the most haunted building in Canada, and had a reputation of really weird things happening there. The business, Blacke's Books, was located on the main floor of the house, which had been converted for that purpose – there were living quarters on the upper floors.

The thick envelope contained a sealed letter with her name on it, and a thick, ancient book with all kinds of arcane symbols on the cover. The letter was from Arturio, introducing himself to her and telling her a bit about who he was. The letter also said that she should contact a friend of his, Madame Natalia, if she could read the book.

Wondering what he had meant by that, she opened the book. For a moment, the first page was blank, but then words began to appear, telling her that if she could read these words, then she had the Gift – whatever that was. She contacted Madame Natalia, and began her path into the occult – the real stuff.

Since then she has learned a lot, and discovered there's more to the world than she thought – and has often wished she didn't know about it. She uses the store, Blacke's Books, as a way to get a hold of ancient texts, and does her best to buy any that she believes hold the keys to true magic in them to make sure they don't fall into the wrong hands.

During her research she learned about the group of demons called the Keepers of the Broken Circle, when she stumbled across a fragment of a medieval text. In her enthusiasm of learning, she made a few blunders and came into contact with one of the local cabals

USING WYTCH

Wytch is most likely to be met by the player characters out in the field. She does more than just follow up on the activities of the Keepers, as she is active in the community fighting the good fight as she calls it.

If the player characters become involved in with the Thaumaturgia, either as mages or in the role of Dragon Hunters, the characters might meet and work with Wytch on one of their missions. Should any of the characters find themselves in need of a book on the occult, or hear about the "haunted bookstore", they could meet Wytch that way, in her secret identity of Selene Blacke.

Another way to introduce Wytch to the characters is to have one of them meet her niece Ramona. Should one of them develop an interest in Ramona, they would likely earn Wytch as a Watched. If the character went so far as to harm Ramona, Wytch would easily become a Hunted for the character.

controlled by the Keepers. She barely escaped with her life, coming away from the confrontation with a greater respect for the evil forces in the world, and debilitating nightmares from what happened to her.

Sheba and Bast appeared in her life about a day and a half after she arrived at Blacke House and spoke to Madame Natalia. They appeared at her doorstep, literally demanding to be let in, fed and pampered, announcing that they were her familiars.

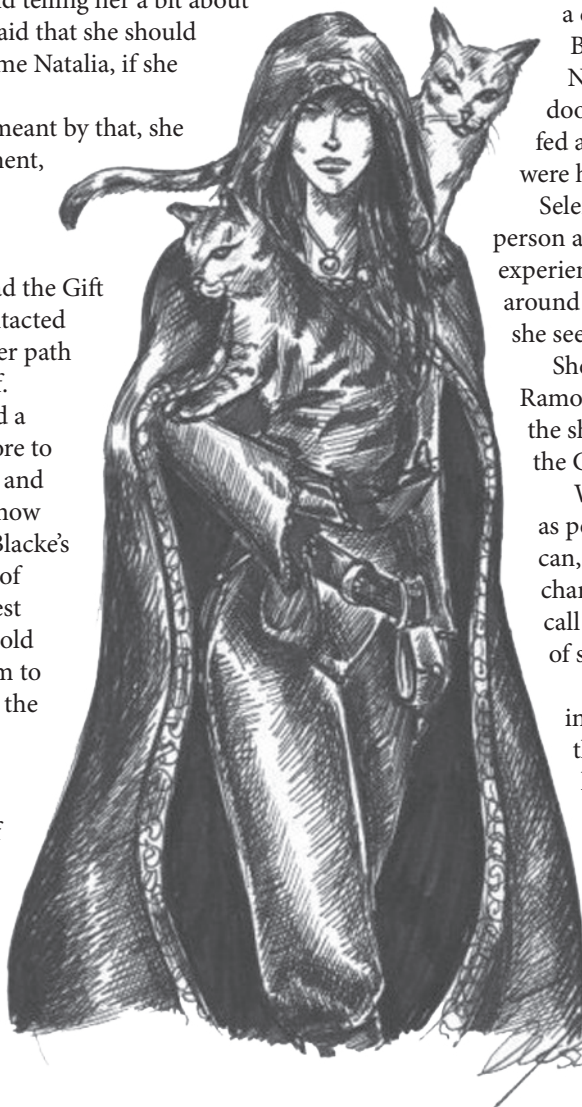
Selene is a rather quiet but easygoing person about everything but her work. Her experiences have taught her to be very careful around magic, and not to trust everything she sees and hears.

She is fiercely protective of her niece Ramona, who has taken to hanging around the shop and who, Selene feels, may have the Gift.

Wytch always tries to be as prepared as possible, doing as much research as she can, and creating a variety of talismans, charms, or "instant spells", as she likes to call them, before she goes into any kind of situation.

She will always try to protect innocents, and will go for any mystical threat over a non-mystical one if she has a choice.

Selene Blacke is 5' 7", weighs approximately 125 lbs (soaking wet) with her board-straight jet black hair, cat green eyes and pale skin that is ideal for the style of clothing she wears – a kind of weird cross of New Age hippy and hard-core Goth.



Dressing in white, black, and shades of gray, she stands out in any crowd, and not just because of her clothes. There's something about her that draws the eye. Maybe it's the dozens of bizarre charms, necklaces and rings she wears.

When she is Wytch, she wears a loose fitting black bodysuit, a hooded cloak, and a pelt with several pouches on it to hold her magical creations. Wytch has thought that perhaps wearing a mask might be a good idea, but Bast and Sheba have complained about every one she has tried so far. She's currently trying to find some other way to hide her identity.

Quote: *"I wouldn't open that if I were you..."*

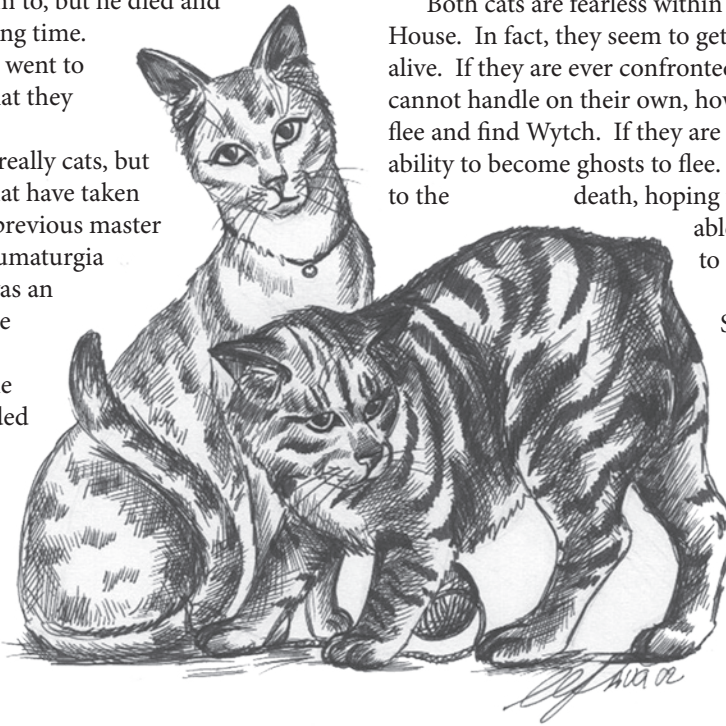
BAST & SHEBA

Bast is a pale gray Egyptian Mau, a descendent of the cats worshipped as sacred in Ancient Egypt. Sheba is a gray and black Manx (a breed of cat that effectively has no tail).

According to Bast and Sheba, they have always just "been here", and where they came from is nowhere near as important as whether or not you are going to scratch that itch just behind their right ear.

They remember that a long time ago, they had another master, and they loved him to, but he died and they went to sleep for a long time. When they woke up, they went to find Wytch and tell her that they were her familiars.

Bast and Sheba aren't really cats, but magical familiar spirits that have taken on a mortal form. Their previous master was a member of the Thaumaturgia about 60 years ago, and was an ancestor of hers. When he died, the spirits returned to wherever it is they came from, and were commanded to return when one of his descendants were strong with the Gift. The spirits are tied somehow to Wytch's family, and the cats don't know why. They do know that they weren't forced to be with Wytch's ancestors, and



they aren't being forced to stay with her now.

Personalitywise, they are cats. What else do you need to say? They squabble like little children at times, usually wanting the exact opposite of each other (often just for trouble's sake), but when the going gets tough, they are all business.

Despite all their cat-like grousing, they are completely and utterly loyal to Wytch, and will do whatever it takes to make sure she is happy. If that means that they can't chase the fairies that live in the house, even if it's just for fun, then they won't do it. Or at least, not if they'll get caught.

Bast and Sheba have the ability to increase Wytch's ability to cast spells. They also have a variety of innate abilities, such the ability to see fae and magical creatures, create a protective shield around themselves and, with concentration, they can become ghost-like versions of themselves and manipulate objects from a distance, such as door handles, the can opener and so on. Bast and Sheba likewise claim that as long as misfortune doesn't befall them, they will live forever and continue to serve the mages of Wytch's family.

Beyond their abilities as familiars, they have the physical capabilities of ordinary housecats.

Both cats are fearless within the confines of Blacke House. In fact, they seem to get along with it as if it were alive. If they are ever confronted with danger they feel they cannot handle on their own, however, they will attempt to flee and find Wytch. If they are cornered, they will use their ability to become ghosts to flee. If that fails, they will fight to the death, hoping that one of them might be able to get away and get back to Wytch.

Beyond that, Bast and Sheba are cats that can talk, and they make sure that Wytch knows what they want – whenever they want it.

Quote: *"Mreow"* (mentally to Wytch)
Selene, you've had two hours of sleep. It's time to feed us and then you have to play with us. You can sleep again later.

USING BAST AND SHEBA

Bast and Sheba will likely only be encountered if the characters go to Blacke House. If they deign to talk to a player character, they will act as if they were cats, with all the associated foibles and haughtiness. If they suspect that any of the player characters are "up to something" they will go out of their way to ensure that at least one of the pair are there to watch them, and to figure out what is going on.

Other than being fiercely loyal to Wytch and being her familiars, they have few other concerns that are different from a normal cat.

BLACKE HOUSE

This house is filled with all kinds of weird stuff. What do we mean by weird? Well, the house is infested with fairies who, in exchange for some sweet cream, a safe place to live, and a couple of other necessities, keep everywhere but the basement tidy as a pin. The stairs in the basement lead downward to the third story, which is unusual in of it self, never mind the fact the house is a two-story building. The floor plan of the third floor changes on a seeming random basis. And let's not talk about the backyard, with its fairy ring, the stream that starts and ends at the edges of the property.



BACKGROUND

Arturio Blacke did not build the house, but inherited it from his grandfather, Ebenezer Blacke, who had built it in the early days of York. There are no records about who did the actual work to build the house. The speed at which it was built, including the high stone wall that used to surround the property, prompted talk that the weird man must have made a pact with the devil.

Since then, the house has been the focus of all manner of speculation, interest, and unusual events. Ebenezer died of old age in the house, some saying that the house ate his soul, or that the devil claimed it in return for building the house and making sure that the crops grown on the Blacke property never failed, even under the worst of conditions.

His son, Robert, committed suicide, hanging himself from one of the large oak trees near the house when his youngest daughter Ophelia disappeared at the age of 12.

Arturio was considered to be the sanest of the bunch, and even then they thought someone had to be crazy to want to live in that house. He was thought to be something

of an eccentric, and there was a big commotion in town when he opened up Blacke's Books in the main floor of the house.

The business has always done well and draws a wide crowd of people, ranging from people who are truly interested in religion and the occult, to gawkers who want to say they bought something at "the haunted store".

IS BLACKE HOUSE REALLY HAUNTED?

The house is "more" than just haunted. The spirit of Ebenezer Blacke inhabits the house and watches the goings on with great interest. He appeared about 20 years ago, when Arturio had just moved in. Ebenezer himself was a mage, and the house was his Sanctum Sanctorum. He's not sure what brought him back, but he knows it wasn't Arturio, as he while he had the Gift, he could do little more than create balls of light.

Ebenezer knows that he's dead, and he's pretty sure that once he figures out what it is he's supposed to do and gets it done, he'll go back to wherever it was he came from. He's not sure what it is, but he believes that it has something to do with Selene. He hasn't shown himself to her yet, but Bast and Sheba know he's there, and they talk to him. The other spirits and magical beings that live in and around the house more or less ignore him, considering him to be part of the house.

CHAPTER TWO

THE KEEPER OF THE BROKEN CIRCLE

IN CHAPTER TWO, ALL TEXT IN SMALL CAPS IS CONSIDERED TO BE OPEN GAME CONTENT, IN ACCORDANCE WITH THE OGL.

Each day we grow stronger. Mankind is easy to seduce with empty promises of riches and power, and their vices make them easy prey. The Sandover Siege was only a setback. They cannot stop us.

Nicholas Dain's personal journal.

HISTORY

The Keepers of the Broken Circle are a group of 13 powerful demons who seek to leave the Realm of Chaos and enter Earth's dimension. Their goal is to dominate Earth, then expand their influence to spread throughout the dimension. The more the Keepers corrupt and control, the greater their power becomes.

Remember your Oath, Apprentice. There is nothing that cannot be sacrificed to stop the Keepers, the hands of Chaos. Not your friends, not your family, not the ones you love, not even yourself.

Anonymous

For centuries they worked their deeds without organized opposition. Scattered individuals, sometimes forming into groups to meet a specific crisis, had managed with varying success to fight the demons and their efforts to control Earth's dimension. However, that all changed at the end of the Dark Ages.

The Thaumaturgia stopped them by creating the Kandris Seal. The Kandris Seal acts as a magical barrier and was created specifically to keep the Keepers out of Earth's dimension.

The Keepers were furious at the Thaumaturgia for thwarting their plans and swore revenge. They waited and schemed, believing as the centuries passed, that the relatively short-lived humans would forget that demons were real and allow the stories of the supernatural fade into obscurity and legend, taking with it the Thaumaturgia.

In the early 1800's, a mortal by the name of Sir Hughe Albertson contacted them. He craved power and was more than willing to bargain with them for it. The Keepers leapt at the opportunity. The man who became known as the Dark Mage instigated what became to be known as the Sandover Siege.

The Keepers were shocked to learn that the Thaumaturgia was still in existence, and could not believe they managed to foil their plans again. They have now stepped up their efforts to pierce the dimensional barriers, and have sworn to hunt down and kill all members of the Thaumaturgia, and anyone who associated with them in any way.

Since the Kandris Seal prevents them from coming to Earth, the Keepers work through mortals, giving them power in exchange for their services. Often the mortals have no idea who they are truly serving, but many don't care as long as they get the power they crave.

PRESENT DAY

The Keepers have the same goal as they did in the Middle Ages -- to enter Earth's dimension and conquer it -- and they are still doing it through mortal agents. Some of society's most horrific events were due to the Keepers.

The Keepers lent their powers to Adolph Hitler and were the driving force behind his pursuit of the occult. The Thaumaturgia also believes that the Keepers were behind the Jonestown massacre as well as many other large-scale mass murders and deaths. The Keepers gain in strength through the spread of the Chaos Taint and from the energy generated during violent deaths caused by their followers.

ORGANIZATION

The Keepers are always vying among themselves for power and status. The top three are Quizetracale, Drameniaos and Kusorthuse. Quizetracale is the strongest of all of them, though all are equally dangerous. Each

Keeper has his own ranks of followers among the demons, imps and implings. They also organize their own groups of human followers on Earth.

Most of the groups of followers rarely work together, and if the group is large and consists of several smaller groups, these groups act in a cell-like manner.

ELSEWHERE IN THE GALAXY

Earth was not the first planet the Keepers have sought to influence and gain a foothold in Earth's dimension. The Bedwyr, a race of Chaos-Tainted beings, are described more fully in Chapter Three.

IMPORTANT FIGURES

KEEPERS OF THE BROKEN CIRCLE

Aburintalos, Demon of Aging
Bantothet, Demon of Illusions
Dislial, Demon of Disease
Drameniaos, Demon of Manipulation
Emlerantos, Demon of Corruption
Kusorthuse, Demon of Fear
Loloroeth, Demon of Storms
Miranthaea, Demoness of Lust
Norentar, Demon of Insanity
Quizetracale, Demon of War
Sertathros, Serpent Demon
Winkretaset, Demon of False Knowledge
Zerkantos, Demon of Nightmares

KEEPER CONTROLLED ORGANIZATIONS

The Black Cabal
Order of the Serpent

FOLLOWERS OF THE KEEPERS

Sir Hughe Albertson, aka Dark Mage
Nicholas Dain, Leader of the Children of Light
Alexa Harper, aka Darkwitch, Member of the Children of Light

CHAOS CREATURES

Imp
Impling
Major Demon
Minor Demon

ALLIES

Bedwyr, Chaos-tainted alien mages from another solar system

ENEMIES

Other than the Thaumaturgia, the Keepers have no full-time enemies. Any hero team or organization could be working against them. Other organizations or groups that want to take over the world could also become their enemies, as could any anti-magic group. If the GM has groups sponsored by religious organizations, such as the Roman Catholic Church, these groups would almost certainly oppose the Keepers if they were aware of their existence.

OTHER CHAOS-BASED CHARACTERS

Claw
The Misfits

CHARACTER CREATION

Chaos-Tainted characters are built in the same way as any other character. Characters who are lost to the Chaos-Taint gain access to several new Powers – but beware! The more a character makes use of these hideous powers, the greater influence the Keepers have over his or her soul.

BROKEN CIRCLE TAINTED TEMPLATE

A Broken Circle Tainted creature has been infected by the power of the Keepers of the Broken Circle. The Keeper's power grants powers and abilities to its victim, all the while twisting and corrupting them until the victim is a horrific caricature of itself, or completely unrecognizable.

There are three ways for a character to end up with the Broken Circle Tainted template:

1. The character accumulates Taint Use Points equal to their Wisdom score
2. The character purchases a Taint power using Taint Use Points

CREATING A BROKEN CIRCLE TAINTED

“BROKEN CIRCLE TAINTED” IS AN ACQUIRED TEMPLATE THAT CAN BE APPLIED TO ANY CREATURE.

A BROKEN CIRCLE TAINTED USES ALL OF THE BASE CREATURE’S STATISTICS AND SPECIAL ABILITIES EXCEPT AS NOTED HERE.

SIZE AND TYPE: THE CREATURE ADDS THE AUGMENTED (BROKEN CIRCLE TAINTED) SUBTYPE. DO NOT RECALCULATE BASE ATTACK BONUSES, SAVES, OR SKILL POINTS. SIZE IS UNCHANGED.

HIT DICE: THE CREATURE’S HIT DICE DOES NOT CHANGE.

SPEED: THE CREATURE’S SPEED DOES NOT CHANGE

ARMOR CLASS: THE BASE CREATURE’S AC DOES NOT CHANGE.

ATTACKS: A BROKEN CIRCLE TAINTED RETAINS ALL THE NATURAL WEAPONS, MANUFACTURED WEAPON ATTACKS, AND WEAPON PROFICIENCIES OF THE BASE CREATURE.

DAMAGE: NATURAL AND MANUFACTURED WEAPONS DEAL DAMAGE NORMALLY.

SPECIAL ATTACKS: A BROKEN CIRCLE TAINTED RETAINS ALL THE SPECIAL ATTACKS OF THE BASE CREATURE. SEE BELOW FOR MORE INFORMATION ABOUT THE TAINT POOL.
SPECIAL QUALITIES: A BROKEN CIRCLE TAINTED RETAINS ALL SPECIAL, EXTRAORDINARY AND SUPERNATURAL QUALITIES OF THE BASE CREATURE.

SAVES: A BROKEN CIRCLE TAINTED SAVES DO NOT CHANGE.

ABILITIES: A BROKEN CIRCLE TAINTED ABILITIES DO NOT CHANGE.

SKILLS: A BROKEN CIRCLE TAINTED SKILLS DO NOT CHANGE.

FEATS: A BROKEN CIRCLE TAINTED FEATS DO NOT CHANGE.

ENVIRONMENT: ANY LAND.

ORGANIZATION: ANY.

CHALLENGE RATING: SAME AS BASE CREATURE, PLUS (VALUE BASED ON TAINT POOL).

Chaos-tainted people are not just crazy cultists. They have spread their influence throughout society and can be found in all walks of life, ranging from street people to corporate executives. Most of the organized efforts of the Keepers are done in secret, trying to avoid the notice of the Thaumaturgia and others who would seek to stop them.

Playing characters that are involved with either the Keepers or with Chaos is possible. The following pages provide information on how to create such characters, as well as some examples.

Not all characters that are Chaos-tainted have to be villains. Some could be like Darkwitch, unaware of what they are doing and the consequences of their actions.

You will see that common character type discussed here is that of a cult member. This is due to the fact that much of the work done by the Keepers are through cults. They are much easier to control, especially if you have control of the leader. At the end of this section you will find some other examples of characters involved with Chaos.

3. The character is the victim of a Taint Soul/Spirit spell

Once a character gains the Broken Circle Tainted template, the only way to get rid of the template is to have the character’s Taint Pool reduced to 0, and perform a ritual or undergo some other rite, as determined by the GM.

Once cleansed of the Taint, it is possible to become Tainted and gain the template again.

THE TAINT POOL

THE TAINT POOL IS A REPRESENTATION OF THE INFLUENCE CHAOS-TAINT HAS ON THE CHARACTER. IT CONTAINS TWO DIFFERENT TYPES OF POINTS: TAINTED EXPERIENCE POINTS AND TAINT POINTS.

TAINTED XP

WHEN THE GM ASSIGNS EXPERIENCE POINTS TO A CHARACTER WITH THE BROKEN CIRCLE TAINTED TEMPLATE, HE CAN DECIDE A NUMBER OF THE XP’S ARE TAINTED. THESE XP’S CANNOT BE PUT TOWARDS LEVEL PROGRESSION; INSTEAD, THEY CAN BE USED TO PURCHASE SPECIAL POWERS AND ABILITIES. THE GM IS THE FINAL ARBITER ON HOW THESE POINTS ARE SPENT.

IF THE BROKEN CIRCLE TAINTED CHARACTER HAS A THE PURIFY SPELL CAST ON HIM AND THE SPELL REMOVES THE TAINT FROM THE TAINTED XP PORTION OF THE TAINT POOL, THE POWERS PURCHASED WITH THE XP’S ARE LOST, AND THE XP’S ARE APPLIED TO LEVEL PROGRESSION AS NORMAL.

TAINT USE POINTS

TAINT USE POINTS ARE ACCUMULATED IN TWO WAY: BY USING TAINTED OBJECTS, POWERS OR CASTING CHAOS

SPELLS; OR BY HAVING TAINTED POWERS USED ON THE CHARACTER (I.E. BEING THE TARGET OF A TAINT OF CHAOS SPELL (SEE P. 63))

AS WITH THE TAINTED XP, TAINT USE POINTS CAN BE USED TO PURCHASE TAINTED POWERS AND ABILITIES.

WHEN A PURIFY SPELL IS CAST AND ELIMINATES TAINT USE POINTS, POWERS PURCHASED USING THOSE POINTS ARE LOST.

DRAWBACKS CAN BE TAKEN TO INCREASE THE NUMBER OF TAINT USE POINTS AVAILABLE TO PURCHASE POWERS. THE POINTS OBTAINED FROM THE DRAWBACKS ARE ALWAYS THE LAST TO BE ELIMINATED BY A PURIFY SPELL.

IT IS IMPORTANT TO KEEP TRACK OF WHAT POINTS ARE USED TO BUY WHICH POWERS. THE POWERS PURCHASED WITH TAINTED XP ARE LOST FIRST, STARTING WITH THE MOST RECENT PURCHASED. POWERS PURCHASED WITH TAINT USE POINTS ARE LOST NEXT WITH POINTS FROM DRAWBACKS LOST LAST.

FOR EXAMPLE, JOHN’S TAINT POOL IS 24, WITH 16 TAINT USE POINTS AND 8 TAINTED XP’S. HE PURCHASED FRIGHTFUL GAZE FOR 20 POINTS. HIS ALLIES CAST PURIFY ON HIM, AND 5 TAINT POINTS ARE REMOVED FROM HIS POOL. TAINTED XP’S ARE AFFECTED FIRST, SO HIS TAINT POOL TOTAL IS NOW 16 USE POINTS AND 3 TAINTED XP’S, FOR A TOTAL OF 19. THAT’S NOT ENOUGH TO PAY FOR FRIGHTFUL GAZE, SO HE LOSES THAT POWER.

TREASURE: AS PER BASE CREATURE.

ALIGNMENT: ANY TO START. AS THE CREATURE'S TAINT POOL INCREASES IN SIZE, ITS ALIGNMENT WILL SHIFT TOWARDS EVIL.

LEVEL ADJUSTMENT: SAME AS BASE CREATURE, PLUS (VALUE BASED ON TAINT POOL).

ONCE THE CREATURE OR CHARACTER HAS HAD THE BROKEN CIRCLE TAINED TEMPLATE APPLIED TO IT, IT WILL HAVE A TAINT POOL, AND START TO COLLECT TAINT POINTS. ONCE THE TOTAL TAINT POOL / 10 EXCEEDS THE CHARACTER'S WISDOM SCORE, THE CHARACTER BECOMES COMPLETELY TAINED – A CREATURE OF PURE CHAOS, ENSLAVED BY THE KEEPERS – AND BECOMES AN NPC UNDER THE CONTROL OF THE GM.

CHAOS-TAINED SPECIAL ABILITIES

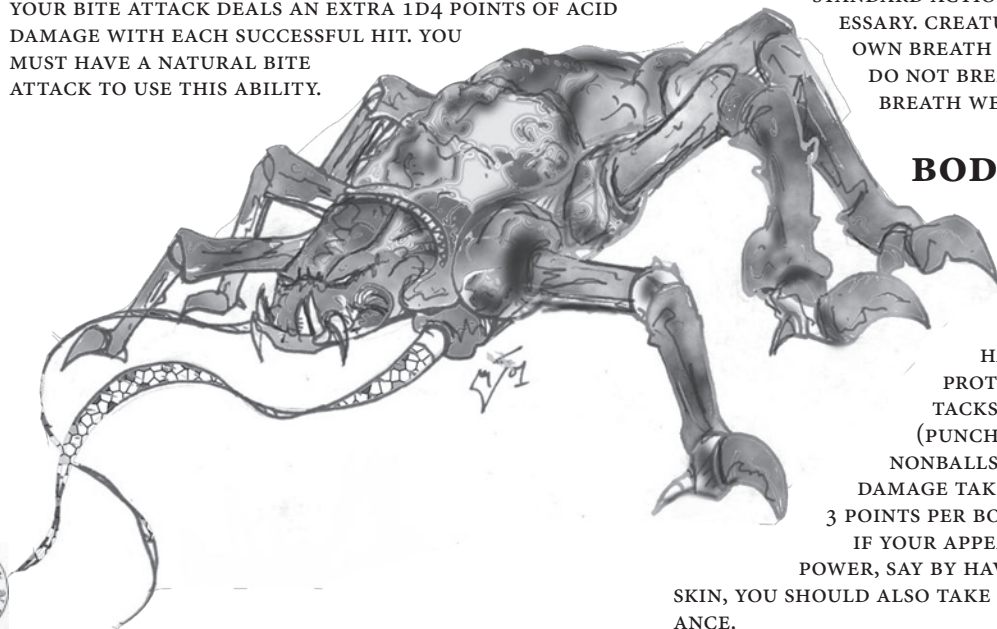
Chaos Taint grants powers to creatures and characters that normally would have none. The following powers are examples of things that can be purchased using Taint Pool points.

ABILITY DAMAGE (25 TAINT POOL POINTS)

THIS EFFECT MUST BE ATTACHED TO A PARTICULAR METHOD OF DELIVERY, SUCH AS A GAZE ATTACK, RAY, OR TOUCH ATTACK. THIS ATTACK DAMAGES AN OPPONENT'S ABILITY SCORE, DEALING 1D3 POINTS OF ABILITY DAMAGE TO ANY ONE ABILITY SCORE. OPPONENTS MAY NEGATE THIS DAMAGE BY MAKING A FORTITUDE OR WILL SAVE (CHOSEN WHEN THE ABILITY IS PURCHASED) AGAINST DC 10 + 1/2 CHARACTER LEVEL + CON MODIFIER. FOR 25 POINTS, THIS ABILITY MAY BE USED ONCE PER DAY. EVERY ADDITIONAL TWO USES MULTIPLIES THE COST BY 1.75, ROUNDING FRACTIONS UP. IF AN ATTACK THAT CAUSES ABILITY DAMAGE SCORES A CRITICAL HIT, IT DEALS TWICE THE INDICATED AMOUNT OF DAMAGE. ABILITY DAMAGE RETURNS AT THE RATE OF 1 POINT PER DAY FOR EACH AFFECTED ABILITY.

ACIDIC SALIVA (8 TAINT POOL POINTS)

YOUR SALIVA CAN BURN OTHER INDIVIDUALS LIKE ACID. YOUR BITE ATTACK DEALS AN EXTRA 1D4 POINTS OF ACID DAMAGE WITH EACH SUCCESSFUL HIT. YOU MUST HAVE A NATURAL BITE ATTACK TO USE THIS ABILITY.



BLINDSENSE (20 TAINT POOL POINTS)

USING NONVISUAL SENSES, SUCH AS ACUTE SMELL OR HEARING, AN INDIVIDUAL WITH BLINDSENSE NOTICES THINGS IT CANNOT SEE. THE INDIVIDUAL USUALLY DOES NOT NEED TO MAKE SPOT OR LISTEN CHECKS TO PINPOINT THE LOCATION OF AN INDIVIDUAL WITHIN 60 FEET, PROVIDED THAT IT HAS LINE OF EFFECT TO THAT INDIVIDUAL. ANY OPPONENT THE INDIVIDUAL CANNOT SEE STILL HAS TOTAL CONCEALMENT AGAINST THE INDIVIDUAL WITH BLINDSENSE, AND THE INDIVIDUAL STILL HAS THE NORMAL MISS CHANCE WHEN ATTACKING FOES THAT HAVE CONCEALMENT. VISIBILITY STILL AFFECTS THE MOVEMENT OF AN INDIVIDUAL WITH BLINDSENSE. AN INDIVIDUAL WITH BLINDSENSE IS STILL DENIED ITS DEXTERITY BONUS TO ARMOR CLASS AGAINST ATTACKS FROM INDIVIDUALS IT CANNOT SEE.

BLINDSIGHT (40 OR 55 TAINT POOL POINTS)

THIS ABILITY IS SIMILAR TO BLINDSENSE, BUT IS FAR MORE DISCERNING. USING NONVISUAL SENSES, SUCH AS SENSITIVITY TO VIBRATIONS, KEEN SMELL, ACUTE HEARING, OR ECHOLOCATION, AN INDIVIDUAL WITH BLINDSIGHT MANEUVERS AND FIGHTS AS WELL AS A SIGHTED INDIVIDUAL. INVISIBILITY, DARKNESS, AND MOST KINDS OF CONCEALMENT ARE IRRELEVANT, THOUGH THE INDIVIDUAL MUST HAVE LINE OF EFFECT TO AN INDIVIDUAL OR OBJECT TO DISCERN THAT INDIVIDUAL OR OBJECT. THE ABILITY'S RANGE IS EITHER 30 FEET (40 TAINT POOL POINTS) OR 60 FEET (55 TAINT POOL POINTS). THE INDIVIDUAL USUALLY DOES NOT NEED TO MAKE SPOT OR LISTEN CHECKS TO NOTICE INDIVIDUALS WITHIN RANGE OF ITS BLINDSIGHT ABILITY. BLINDSIGHT IS CONTINUOUS, AND THE INDIVIDUAL NEED DO NOTHING TO USE IT.

BREATH WEAPON (20 TAINT POOL POINTS)

A BREATH WEAPON IS A DELIVERY METHOD FOR SOME OTHER KIND OF EFFECT, SUCH AS AN ENERGY BLAST OR PARALYSIS. THIS FORM OF ATTACK FILLS AN AREA, EITHER A 20-FOOT CONE OR A 40-FOOT LINE. THE APPROPRIATE SAVING THROW IS INDICATED IN THE DESCRIPTION OF THE ASSOCIATED EFFECT. USING A BREATH WEAPON IS A

STANDARD ACTION. NO ATTACK ROLL IS NECESSARY. CREATURES ARE IMMUNE TO THEIR OWN BREATH WEAPONS. CREATURES THAT DO NOT BREATHE MIGHT STILL HAVE BREATH WEAPONS.

BODY ARMOR (4 TAINT POOL POINTS PER RANK)

YOU HAVE NATURALLY HARDENED SKIN PROVIDING PROTECTION FROM PHYSICAL ATTACKS CAUSED BY KINETIC FORCE (PUNCHES, KICKS, CLUBS, CANONBALLS, ET CETERA). REDUCE THE DAMAGE TAKEN FROM SUCH ATTACKS BY 3 POINTS PER BODY ARMOR RANK.

IF YOUR APPEARANCE IS ALTERED BY THIS POWER, SAY BY HAVING A CARAPACE OR SCALY SKIN, YOU SHOULD ALSO TAKE THE FLAW STRANGE APPEARANCE.

THIS POWER CAN BE ACTIVATED DURING COMBAT AS A MOVE ACTION.

BODY SPIKES (12 TAINT POOL POINTS)

BONY SPURS OR CHITINOUS SPIKES PROTRUDE FROM YOUR JOINTS, GIVING YOU A JAGGED PROFILE AND MAKING YOU DANGEROUS TO GRAPPLE. THE SPIKES DEAL 1D4 POINTS OF PIERCING DAMAGE TO ANY INDIVIDUAL ENGAGING IN A GRAPPLE WITH THE CREATURE. FURTHERMORE, THE SPIKES DEAL 1D4 POINTS OF PIERCING DAMAGE PER ROUND TO ANY INDIVIDUAL THAT SWALLOWS A CHARACTER USING THE SWALLOW WHOLE ABILITY.

CHANGE SHAPE (20 TAINT POOL POINTS)

AN INDIVIDUAL WITH THIS SPECIAL QUALITY HAS THE ABILITY TO ASSUME THE APPEARANCE OF A SPECIFIC INDIVIDUAL OR TYPE OF INDIVIDUAL (USUALLY A HUMANOID), BUT RETAINS MOST OF ITS OWN PHYSICAL QUALITIES. AN INDIVIDUAL CANNOT CHANGE SHAPE TO A FORM MORE THAN ONE SIZE CATEGORY SMALLER OR LARGER THAN ITS ORIGINAL FORM. THE CREATURE'S ALTERNATE FORM REQUIRES CAREFUL THOUGHT ON THE PART OF THE GM; THIS ABILITY CAN EASILY DO TOO MUCH OR TOO LITTLE, DEPENDING ON THE POWER OF THE ALTERNATE FORM. CHANGING SHAPE RESULTS IN THE FOLLOWING CHANGES TO THE INDIVIDUAL:

- THE INDIVIDUAL RETAINS THE TYPE AND SUBTYPE OF ITS ORIGINAL FORM. IT GAINS THE SIZE OF ITS NEW FORM.
- THE INDIVIDUAL LOSES THE NATURAL WEAPONS, MOVEMENT MODES, AND EXTRAORDINARY SPECIAL ATTACKS OF ITS ORIGINAL FORM.
- THE INDIVIDUAL GAINS THE NATURAL WEAPONS, MOVEMENT MODES, AND EXTRAORDINARY SPECIAL ATTACKS OF ITS NEW FORM.
- THE INDIVIDUAL RETAINS ALL OTHER SPECIAL ATTACKS AND QUALITIES OF ITS ORIGINAL FORM, EXCEPT FOR BREATH WEAPONS AND GAZE ATTACKS.
- THE INDIVIDUAL RETAINS THE ABILITY SCORES OF ITS ORIGINAL FORM.
- THE INDIVIDUAL RETAINS ITS HIT POINTS AND SAVES.
- THE INDIVIDUAL RETAINS ANY SPELLCASTING ABILITY IT HAD IN ITS ORIGINAL FORM, ALTHOUGH IT MUST BE ABLE TO SPEAK INTELLIGIBLY TO CAST SPELLS WITH VERBAL COMPONENTS AND IT MUST HAVE HUMANLIKE HANDS TO CAST SPELLS WITH SOMATIC COMPONENTS.
- THE INDIVIDUAL IS EFFECTIVELY CAMOUFLAGED AS AN INDIVIDUAL OF ITS NEW FORM, AND GAINS A +10 BONUS ON DISGUISE CHECKS IF IT USES THIS ABILITY TO CREATE A DISGUISE.

CONFUSION (35 TAINT POOL POINTS)

THIS EFFECT MUST BE ATTACHED TO A PARTICULAR METHOD OF DELIVERY, SUCH AS A GAZE ATTACK OR A TOUCH ATTACK.

FOR 35 POINTS, THIS ABILITY MAY BE USED ONCE PER DAY. EVERY TWO ADDITIONAL USES MULTIPLIES THE ABILITY POINT COST BY 1.75, ROUNDING FRACTIONS UP. TARGETS OF THIS ABILITY MAY MAKE A WILL SAVE (DC 10 + 1/2 CHARACTER LEVEL + CHA MODIFIER) TO NEGATE THE EFFECT. ON A FAILED SAVE, THE TARGET IS CONFUSED (AS PER CONFUSION) FOR 1 ROUND PER TWO CHARACTER LEVELS OF THE CREATURE.

CONSTRICT (15 TAINT POOL POINTS)

AN INDIVIDUAL WITH THIS SPECIAL ATTACK CAN CRUSH AN OPPONENT, DEALING BLUDGEONING DAMAGE, AFTER

MAKING A SUCCESSFUL GRAPPLE CHECK. THE CONSTRICTION DEALS 1D6+STR BONUS DAMAGE FOR MEDIUM CREATURES, AND THE DIE SIZE CHANGES AS NORMAL FOR LARGER OR SMALLER CREATURES. IF THE INDIVIDUAL ALSO HAS THE IMPROVED GRAB ABILITY IT DEALS CONSTRICTION DAMAGE IN ADDITION TO DAMAGE DEALT BY THE WEAPON USED TO GRAB.

DAMAGE REDUCTION (VARIES)

AN INDIVIDUAL WITH THIS SPECIAL QUALITY IGNORES DAMAGE FROM MOST WEAPONS AND NATURAL ATTACKS. WOUNDS HEAL IMMEDIATELY, OR THE WEAPON BOUNCES OFF HARMLESSLY (IN EITHER CASE, THE OPPONENT KNOWS THE ATTACK WAS INEFFECTIVE). THE INDIVIDUAL TAKES NORMAL DAMAGE FROM ENERGY ATTACKS (EVEN NONMAGICAL ONES), SPELLS, SPELL-LIKE ABILITIES, AND SUPERNATURAL ABILITIES. A CERTAIN KIND OF WEAPON CAN SOMETIMES DAMAGE THE INDIVIDUAL NORMALLY, AS NOTED BELOW.

FEATURE	COST
DAMAGE REDUCTION 1/MATERIAL	10
EVERY ADDITIONAL +1/MATERIAL DR	+10
DAMAGE REDUCTION 1/--	15
EVERY ADDITIONAL +1/-- DR	+15

THE ENTRY INDICATES THE AMOUNT OF DAMAGE IGNORED AND THE TYPE OF WEAPON THAT NEGATES THE ABILITY. SOME INDIVIDUALS ARE VULNERABLE TO PIERCING, BLUDGEONING, OR SLASHING DAMAGE.

SOME INDIVIDUALS ARE VULNERABLE TO CERTAIN MATERIALS, SUCH AS ALCHEMICAL SILVER, ADAMANTINE, COLD-FORGED IRON, OR WOOD. ATTACKS FROM WEAPONS THAT ARE NOT MADE OF THE CORRECT MATERIAL HAVE THEIR DAMAGE REDUCED, EVEN IF THE WEAPON HAS AN ENHANCEMENT BONUS.

SOME INDIVIDUALS ARE VULNERABLE TO MAGIC WEAPONS. ANY WEAPON WITH AT LEAST A +1 MAGICAL ENHANCEMENT BONUS ON ATTACK AND DAMAGE ROLLS OVERCOMES THE DAMAGE REDUCTION OF THESE INDIVIDUALS. SUCH INDIVIDUALS' NATURAL WEAPONS (BUT NOT THEIR ATTACKS WITH WEAPONS) ARE TREATED AS MAGIC WEAPONS FOR THE PURPOSE OF OVERCOMING DAMAGE REDUCTION.

WHEN A DAMAGE REDUCTION ENTRY HAS A DASH (–) AFTER THE SLASH, NO WEAPON NEGATES THE DAMAGE REDUCTION.

DARKNESS SENSITIVITY (3 DRAWBACK POINTS)

WHETHER THEY ARE NEGATIVELY AFFECTED BY ANY CONTACT WITH THE PLANE OF SHADOW OR SIMPLY DEPENDANT UPON LIGHT FOR THEIR STRENGTH, CHARACTERS WITH THIS DRAWBACK HAVE REASON TO BE AFRAID OF THE DARK. WHENEVER THEY ARE IN TOTAL DARKNESS, CHARACTERS WITH THIS DRAWBACK ARE SHAKEN (–2 PENALTY ON ATTACK ROLLS, SAVING THROWS, SKILL CHECKS, AND ABILITY CHECKS).

ELASTICITY (20 TAINT POOL POINTS)

INDIVIDUALS CAN BEND AND TWIST THEIR BODIES IN UNNATURAL WAYS AND SQUEEZE THROUGH VERY TIGHT SPACES. INDIVIDUALS GAIN A +10 RACIAL BONUS ON ESCAPE ARTIST CHECKS. MOREOVER, THEY CAN SQUEEZE THROUGH AN OPENING OR PASSAGE ONE-TENTH AS WIDE AND TALL AS THEIR HEIGHT, IN INCHES. AN INDIVIDUAL

USING THIS ABILITY TO MOVE THROUGH A TIGHT SPACE MOVES AT ONE-QUARTER NORMAL SPEED.

ENERGY BLAST (20 TAINT POOL POINTS)

THIS EFFECT MUST BE ATTACHED TO A PARTICULAR METHOD OF DELIVERY, SUCH AS A BREATH WEAPON OR A RAY. THIS ABILITY MAY BE USED ONCE PER DAY. EVERY TWO ADDITIONAL USES PER DAY MULTIPLY THE ABILITY POINT COST BY 1.75, ROUNDING FRACTIONS UP. AN ENERGY WEAPON DEALS 1D6 POINTS PER TWO CHARACTER LEVELS OF ENERGY DAMAGE (CHOOSE ONE OF ACID, COLD, ELECTRICITY, FIRE, OR SONIC) TO ITS TARGET(S). IF THE DELIVERY METHOD INCLUDES AN ATTACK ROLL OF ANY KIND, THE TARGET GETS NO SAVING THROW. IF THE DELIVERY METHOD DOES NOT INCLUDE AN ATTACK ROLL (SUCH AS A BREATH WEAPON), THE TARGET(S) MAY MAKE A REFLEX SAVE (DC 10 + 1/2 CHARACTER LEVELS + CON MODIFIER) TO TAKE HALF DAMAGE.

ENERGY DRAIN (50 TAINT POOL POINTS)

THIS EFFECT MUST BE ATTACHED TO A PARTICULAR METHOD OF DELIVERY, SUCH AS A TOUCH ATTACK OR A RAY. THIS ABILITY MAY BE USED ONCE PER DAY. EVERY TWO ADDITIONAL USES PER DAY MULTIPLY THE ABILITY POINT COST BY 1.75, ROUNDING FRACTIONS UP.

A SUCCESSFUL ENERGY DRAIN BESTOWS ONE NEGATIVE LEVEL. IF AN ATTACK THAT INCLUDES AN ENERGY DRAIN SCORES A CRITICAL HIT, IT BESTOWS TWO NEGATIVE LEVELS. A DRAINING INDIVIDUAL GAINS 5 TEMPORARY HIT POINTS (10 ON A CRITICAL HIT) FOR EACH NEGATIVE LEVEL IT BESTOWS ON AN OPPONENT. THESE TEMPORARY HIT POINTS LAST FOR A MAXIMUM OF 1 HOUR. AN AFFECTED OPPONENT TAKES A -1 PENALTY ON ALL SKILL CHECKS AND ABILITY CHECKS, ATTACK ROLLS, AND SAVING THROWS, AND LOSES ONE EFFECTIVE LEVEL OR HIT DIE (WHENEVER LEVEL IS USED IN A DIE ROLL OR CALCULATION) FOR EACH NEGATIVE LEVEL. A SPELLCASTER LOSES ONE SPELL SLOT OF THE HIGHEST LEVEL OF SPELLS SHE CAN CAST AND (IF APPLICABLE) ONE PREPARED SPELL OF THAT LEVEL; THIS LOSS PERSISTS UNTIL THE NEGATIVE LEVEL IS REMOVED.

NEGATIVE LEVELS REMAIN UNTIL 24 HOURS HAVE PASSED OR UNTIL THEY ARE REMOVED WITH A SPELL, SUCH AS RESTORATION. IF A NEGATIVE LEVEL IS NOT REMOVED BEFORE 24 HOURS HAVE PASSED, THE AFFECTED INDIVIDUAL MUST ATTEMPT A FORTITUDE SAVE (DC 10 + 1/2 DRAINING INDIVIDUAL'S LEVEL OR RACIAL HD + DRAINING INDIVIDUAL'S CHA MODIFIER). ON A SUCCESS, THE NEGATIVE LEVEL GOES AWAY WITH NO HARM TO THE INDIVIDUAL. ON A FAILURE, THE NEGATIVE LEVEL GOES AWAY, BUT THE INDIVIDUAL'S LEVEL OR RACIAL HD IS ALSO REDUCED BY ONE. A SEPARATE SAVING THROW IS REQUIRED FOR EACH NEGATIVE LEVEL.

EXOSKELETON (10 OR 15 TAINT POOL POINTS)

A THICK EXOSKELETON FORMS OVER YOUR SKIN. THE EXOSKELETON USUALLY CONSISTS OF INTERLOCKING PLATES OF BONE OR CHITIN COVERING 90% OR MORE OF YOUR BODY. AS A COMMON ABILITY, YOU GAIN A +2 ARMOR BONUS AND SUFFER A 10% ARCANE SPELL FAILURE; AS A GREATER ABILITY, YOU GAIN A +5 ARMOR BONUS, MAXIMUM DEXTERITY BONUS OF +3, -4 ARMOR CHECK PENALTY, AND 25% ARCANE SPELL FAILURE. CREATURES WITH THIS ABILITY CANNOT WEAR ARMOR OR MAGICAL ROBES.

EXTRA ARMS (30 TAINT POOL POINTS)

THE CHARACTER POSSESSES AN ADDITIONAL PAIR OF ARMS. THE EXTRA ARMS LOOK AND BEHAVE EXACTLY LIKE THE OTHER SET OF ARMS. THE CHARACTER GAINS A +4 RACIAL BONUS ON CLIMB CHECKS AND GRAPPLE CHECKS. FOR THE PURPOSES OF COMBAT, BOTH EXTRA ARMS ARE TREATED AS "OFF HANDS" (THAT IS, INDIVIDUALS STILL HAVE ONLY ONE PRIMARY HAND). IF A CHARACTER HAS THREE OR MORE NATURAL CLAW ATTACKS, HE MEETS THE PREREQUISITES FOR THE MULTIATTACK FEAT. THIS DOES NOT GIVE YOU MULTIATTACK AS A BONUS FEAT, HOWEVER.

FAST HEALING (40 OR MORE TAINT POOL POINTS)

AN INDIVIDUAL WITH THE FAST HEALING SPECIAL QUALITY REGAINS HIT POINTS AT AN EXCEPTIONALLY FAST RATE, USUALLY 1 OR MORE HIT POINTS PER ROUND, AS GIVEN IN THE INDIVIDUAL'S ENTRY. EXCEPT WHERE NOTED HERE, FAST HEALING IS JUST LIKE NATURAL HEALING. FAST HEALING DOES NOT RESTORE HIT POINTS LOST FROM STARVATION, THIRST, OR SUFFOCATION, AND IT DOES NOT ALLOW AN INDIVIDUAL TO REGROW LOST BODY PARTS. IT DOES NOT ALLOW LOST BODY PARTS TO BE REATTACHED.

FEATURE	COST
FAST HEALING 1 (EX)	40
FAST HEALING 2 (EX)	55
EVERY ADDITIONAL +1 TO FAST HEALING	15

FEAR (30 TAINT POOL POINTS)

THIS EFFECT REQUIRES SOME SORT OF DELIVERY METHOD, SUCH AS A GAZE ATTACK OR A RAY ATTACK. THIS ABILITY MAY BE USED ONCE PER DAY. EVERY ADDITIONAL TWO USES PER DAY MULTIPLIES THE ABILITY POINT COST BY 1.75, ROUNDING FRACTIONS UP.

TARGETS OF THIS EFFECT MAY MAKE A WILL SAVE (DC 10 + 1/2 CHARACTER LEVEL + CHA MODIFIER) TO NEGATE ITS EFFECTS. IF THE SAVE IS FAILED, THE TARGET(S) ARE FRIGHTENED FOR 1D4 ROUNDS AND SHAKEN FOR 5 ROUNDS AFTER THAT.

FRIGHTFUL PRESENCE (20 TAINT POOL POINTS)

THIS SPECIAL QUALITY MAKES AN INDIVIDUAL'S VERY PRESENCE UNSETTLING TO FOES. IT TAKES EFFECT AUTOMATICALLY WHEN THE INDIVIDUAL PERFORMS SOME SORT OF DRAMATIC ACTION (SUCH AS CHARGING, ATTACKING, OR SNARLING).

OPPONENTS WITHIN RANGE WHO WITNESS THE ACTION MAY BECOME SHAKEN. ACTIONS REQUIRED TO TRIGGER THE ABILITY ARE GIVEN IN THE INDIVIDUAL'S DESCRIPTIVE TEXT. THE RANGE IS USUALLY 30 FEET, AND THE DURATION IS USUALLY 5D6 ROUNDS. THIS ABILITY AFFECTS ONLY OPPONENTS WITH FEWER LEVELS THAN THE INDIVIDUAL HAS. AN AFFECTED OPPONENT CAN RESIST THE EFFECTS WITH A SUCCESSFUL WILL SAVE (DC 10 + 1/2 FRIGHTFUL INDIVIDUAL'S LEVEL OR RACIAL HD + FRIGHTFUL INDIVIDUAL'S CHA MODIFIER). AN OPPONENT THAT SUCCEEDS ON THE SAVING THROW IS IMMUNE TO THAT SAME INDIVIDUAL'S FRIGHTFUL PRESENCE FOR 24 HOURS. FRIGHTFUL PRESENCE IS A MIND-AFFECTING FEAR EFFECT.



GAZE

(20 TAINT POOL POINTS)

A GAZE ATTACK IS A DELIVERY METHOD; CHARACTERS WITH THIS ABILITY MUST ALSO BUY AN EFFECT TO ATTACH TO IT. ENERGY DRAIN, PARALYSIS, FEAR, ABILITY DAMAGE, AND CONFUSION ARE ALL POSSIBLE EFFECTS. THE SAVING THROW FOR A GAZE ATTACK IS BASED ON THE ASSOCIATED EFFECT. WHEN A CREATURE'S GAZE ATTACK IS ACTIVATED AS A STANDARD ACTION, EACH OPPONENT WITHIN 30 FEET MUST ATTEMPT A SAVING THROW. OPPONENTS CAN AVOID THE NEED TO MAKE A SAVING THROW BY NOT LOOKING AT THE INDIVIDUAL, IN ONE OF TWO WAYS.

- **AVERTING EYES:** THE OPPONENT AVOIDS LOOKING AT THE INDIVIDUAL'S FACE, INSTEAD LOOKING AT ITS BODY, WATCHING ITS SHADOW, TRACKING IT IN A REFLECTIVE SURFACE, AND SO ON. THE OPPONENT HAS A 50% CHANCE TO NOT NEED TO MAKE A SAVING THROW AGAINST THE GAZE ATTACK. THE INDIVIDUAL WITH THE GAZE ATTACK, HOWEVER, GAINS CONCEALMENT AGAINST THAT OPPONENT.
- **WEARING A BLINDFOLD:** THE OPPONENT CANNOT SEE THE INDIVIDUAL AT ALL (ALSO POSSIBLE TO ACHIEVE BY TURNING ONE'S BACK ON THE INDIVIDUAL OR SHUTTING ONE'S EYES). THE INDIVIDUAL WITH THE GAZE ATTACK GAINS TOTAL CONCEALMENT AGAINST THE OPPONENT. GAZE ATTACKS CAN AFFECT ETHEREAL OPPONENTS. AN INDIVIDUAL IS IMMUNE TO GAZE ATTACKS OF OTHERS OF ITS KIND UNLESS OTHERWISE NOTED.

ALLIES OF AN INDIVIDUAL WITH A GAZE ATTACK MIGHT BE AFFECTED. ALL THE INDIVIDUAL'S ALLIES ARE CONSIDERED TO BE AVERTING THEIR EYES FROM THE INDIVIDUAL WITH THE GAZE ATTACK, AND HAVE A 50% CHANCE TO NOT NEED TO MAKE A SAVING THROW AGAINST THE GAZE ATTACK WHEN ACTIVATED. THE INDIVIDUAL ALSO CAN VEIL

ITS EYES, THUS NEGATING ITS GAZE ABILITY.

GILLS

(15 TAINT POOL POINTS)

YOU GROW A SET OF GILLS THAT CAN DRAW THE OXYGEN OUT OF WATER. THE GILLS APPEAR ON YOUR NECK, CHEST, OR BACK (NEAR YOUR WINDPIPE OR LUNGS). INDIVIDUALS CAN BREATHE BOTH AIR AND WATER. YOU CAN OPERATE UNDERWATER INDEFINITELY, WITH NO FEAR OF DROWNING.

GROWTH

(6 TAINT POOL POINTS PER RANK)

THIS POWER ALLOWS YOU TO INCREASE YOUR HEIGHT, MASS AND STRENGTH. FOR EVERY RANK IN THIS POWER, YOU CAN INCREASE YOUR HEIGHT BY 5 FEET AND YOUR MASS BY 100%. FOR EVERY 2 RANKS OF THE POWER, YOUR STRENGTH CAN ALSO BE INCREASED BY 1 POINT, AND YOU CAN GAIN UP TO 10 EXTRA WOUNDS. EVERY RANK OF GROWTH ALSO DECREASES THE AMOUNT OF KNOCKBACK YOU TAKE BY 5 FEET, AND INCREASES THE AMOUNT OF KNOCKBACK YOU DEAL OUT WITH MELEE ATTACKS BY 5 FEET. FOR EVERY RANK OF THE POWER USED THE CHARACTER'S DEFENSE IS REDUCED BY ONE.

HIVE MIND

(20 TAINT POOL POINTS)

THIS ABILITY ONLY COMES INTO EFFECT WHEN MORE THAN ONE CHARACTER WITH THIS ABILITY ARE WITHIN 100 FEET OF EACH OTHER. ALL OF THESE CREATURES ARE IN CONSTANT COMMUNICATION. IF

ONE IS AWARE OF A PARTICULAR DANGER, THEY ALL ARE. IF ONE IN A GROUP IS NOT FLAT-FOOTED, NONE OF THEM ARE. NONE OF THEM ARE CONSIDERED FLANKED UNLESS ALL OF THEM ARE. CREATURES WITH THIS ABILITY CAN TURN OFF THIS ABILITY AT WILL, THOUGH OTHER CHARACTERS WITH THIS POWER IN THE AREA WILL RECOGNIZE THAT THEY HAVE DONE SO.

HOLD BREATH

(4 OR 8 TAINT POOL POINTS)

CHARACTERS WITH THIS ABILITY CAN GO FOR LONGER PERIODS OF TIME WITHOUT RISK OF DROWNING THAN OTHER CHARACTERS CAN. FOR 4 TAINT POOL POINTS, THE CREATURE CAN GO FOR A NUMBER OF ROUNDS EQUAL TO (4 X CON SCORE) BEFORE IT RISKS DROWNING. FOR 8 TAINT POOL POINTS, THE CREATURE CAN GO FOR A NUMBER OF ROUNDS EQUAL TO (8 X CON SCORE) BEFORE IT RISKS DROWNING.

IMPROVED GRAB

(20 TAINT POOL POINTS)

IF AN INDIVIDUAL WITH THIS SPECIAL ATTACK HITS WITH A MELEE WEAPON (USUALLY A CLAW OR BITE ATTACK), IT DEALS NORMAL DAMAGE AND ATTEMPTS TO START A GRAPPLE AS A FREE ACTION WITHOUT PROVOKING AN ATTACK OF OPPORTUNITY. NO INITIAL TOUCH ATTACK IS REQUIRED. IMPROVED GRAB WORKS ONLY AGAINST OPPONENTS AT LEAST ONE SIZE CATEGORY SMALLER THAN THE INDIVIDUAL. THE INDIVIDUAL HAS THE OPTION TO CONDUCT THE GRAPPLE NORMALLY, OR SIMPLY USE THE PART OF ITS BODY IT USED IN THE IMPROVED GRAB TO HOLD THE OPPONENT. IF IT CHOOSES TO DO THE LATTER, IT TAKES A -20 PENALTY ON GRAPPLE CHECKS, BUT IS NOT CONSIDERED GRAPPLED ITSELF; THE INDIVIDUAL DOES NOT LOSE ITS DEXTERITY BONUS TO AC, STILL THREATENS AN AREA, AND CAN USE ITS REMAINING ATTACKS AGAINST OTHER

OPPONENTS.

A SUCCESSFUL HOLD DOES NOT DEAL ANY EXTRA DAMAGE UNLESS THE INDIVIDUAL ALSO HAS THE CONSTRICT SPECIAL ATTACK. IF THE INDIVIDUAL DOES NOT CONSTRICT, EACH SUCCESSFUL GRAPPLE CHECK IT MAKES DURING SUCCESSIVE ROUNDS AUTOMATICALLY DEALS THE DAMAGE INDICATED FOR THE ATTACK THAT ESTABLISHED THE HOLD. OTHERWISE, IT DEALS CONSTRICTION DAMAGE AS WELL (THE AMOUNT IS GIVEN IN THE INDIVIDUAL'S DESCRIPTIVE TEXT). WHEN AN INDIVIDUAL GETS A HOLD AFTER AN IMPROVED GRAB ATTACK, IT PULLS THE OPPONENT INTO ITS SPACE. THIS ACT DOES NOT PROVOKE ATTACKS OF OPPORTUNITY. IT CAN EVEN MOVE (POSSIBLY CARRYING AWAY THE OPPONENT), PROVIDED IT CAN DRAG THE OPPONENT'S WEIGHT.

INTANGIBLE (7 TAINT POOL POINTS PER RANK)

YOU CAN PASS THROUGH SOLID OBJECTS WITH A WOUND ATTRIBUTE (THAT IS, TOTAL CURRENT WOUNDS OF AN OBJECT) EQUAL TO OR LOWER THAN YOUR POWER RANK TIMES 4.

YOU PASS THROUGH OBJECTS WITH MORE WOUNDS IF YOU MAKE A SUCCESSFUL OPPOSED ROLL OF INTANGIBLE POWER PLUS DEXTERITY MODIFIER VERSUS A DC EQUAL TO THE WOUND POINT TOTAL. IF YOU FAIL, YOU TAKE DAMAGE EQUAL TO HALF THE WOUND ATTRIBUTE OF THE OBJECT. WHEN INTANGIBLE, YOU CANNOT AFFECT MUCH IN THE PHYSICAL WORLD – THAT IS, YOU CANNOT PICK UP A BOOK, TURN ON A LIGHT, ET CETERA. – BUT YOU CAN ATTACK LIVING OBJECTS WITH THIS POWER – SEE BELOW.

YOU CAN STAY IN THIS FORM FOR YOUR POWER RANK TIMES FIVE MINUTES, BEFORE HAVING TO ASSUME A SOLID STATE AGAIN. AFTER USING THIS POWER, YOU MUST REST FOR HALF OF THE TIME YOU WERE INTANGIBLE, BEFORE REACTIVATING THIS POWER. WHILE YOU ARE INTANGIBLE, REDUCE PHYSICAL DAMAGE DONE BY AND AGAINST YOU BY 2D4 PER INTANGIBLE POWER RANK.

THIS POWER MAY BE USED AS A FORM OF ATTACK. BY REACHING YOUR INTANGIBLE HAND INTO A PERSON'S BODY AND THEN SOLIDIFY YOUR HAND, YOU CAUSE YOUR VICTIM A GREAT DEAL OF PAIN AND INTERNAL DAMAGE. THIS ATTACK REQUIRES YOU MAKE A MELEE ATTACK ROLL TO HIT THE VICTIM. IF SUCCESSFUL, THE VICTIM ROLLS A FORTITUDE SAVE DC 10 + THE POWER RANK, AND IF THE OPPONENT FAILS HIS SAVE, HE TAKES 1D6 POINTS OF DAMAGE PER YOUR POWER RANK, BUT IF THE OPPONENT MAKES THE FORTITUDE SAVE YOU TAKE THE DAMAGE INSTEAD!

LIGHT BLINDNESS (8 DRAWBACK POINTS)

ABRUPT EXPOSURE TO BRIGHT LIGHT, SUCH AS SUNLIGHT OR A DAYLIGHT SPELL, BLINDS YOU FOR 1 ROUND. ON SUBSEQUENT ROUNDS, YOU ARE DAZZLED AS LONG AS YOU REMAIN IN THE AFFECTED AREA.

LIGHT SENSITIVITY (4 DRAWBACK POINTS)

YOUR EYES CANNOT ADJUST TO BRIGHT LIGHT; YOU ARE DAZZLED IN BRIGHT SUNLIGHT OR WITHIN THE RADIUS OF A DAYLIGHT SPELL.

LOW-LIGHT VISION (8 OR 10 TAINT POOL POINTS)

AN INDIVIDUAL WITH LOW-LIGHT VISION CAN SEE TWICE AS FAR AS A HUMAN IN STARLIGHT, MOONLIGHT, TORCHLIGHT, AND SIMILAR CONDITIONS OF SHADOWY ILLUMINATION. IT RETAINS THE ABILITY TO DISTINGUISH COLOR AND DETAIL UNDER THESE CONDITIONS.

FEATURE	COST
LOW-LIGHT VISION	8
LOW-LIGHT VISION, IMPROVED (3X NORMAL RANGE)	10

MOVEMENT MODE - BURROW (10 OR 15 TAINT POOL POINTS)

AN INDIVIDUAL WITH A BURROW SPEED CAN TUNNEL THROUGH DIRT AND ROCK AT THEIR NORMAL WALKING SPEED FOR 10 TAINT POOL POINTS. INDIVIDUALS CANNOT CHARGE OR RUN WHILE BURROWING. MOST BURROWING INDIVIDUALS DO NOT LEAVE BEHIND TUNNELS OTHER INDIVIDUALS CAN USE, EITHER BECAUSE THE MATERIAL THEY TUNNEL THROUGH FILLS IN BEHIND THEM OR BECAUSE THEY DO NOT ACTUALLY DISLOCATE ANY MATERIAL WHEN BURROWING.

FEATURE	COST
NORMAL WALKING SPEED	10
+5 FT TO BASE SPEED	15

MOVEMENT MODE - CLIMB (10 OR 14 TAINT POOL POINTS)

AN INDIVIDUAL WITH A CLIMB SPEED CAN WALK WALLS AND CLING TO CEILINGS LIKE A SPIDER. THEY HAVE TINY BARBS ON THEIR HANDS AND FEET TO FACILITATE CLIMBING, OR THEIR FINGERS AND TOES SECRETE A TRANSPARENT ADHESIVE THAT LETS THEM CLING TO SMOOTH SURFACES. AN INDIVIDUAL WITH A CLIMB SPEED HAS A +8 RACIAL BONUS ON ALL CLIMB CHECKS.

THE INDIVIDUAL MUST MAKE A CLIMB CHECK TO CLIMB ANY WALL OR SLOPE WITH A DC OF MORE THAN 0, BUT IT ALWAYS CAN CHOOSE TO TAKE 10 EVEN IF RUSHED OR THREATENED WHILE CLIMBING. THE INDIVIDUAL CLIMBS AT THE GIVEN SPEED WHILE CLIMBING. IF IT CHOOSES AN ACCELERATED CLIMB IT MOVES AT DOUBLE THE GIVEN CLIMB SPEED (OR ITS BASE LAND SPEED, WHICHEVER IS LOWER) AND MAKES A SINGLE CLIMB CHECK AT A -5 PENALTY. INDIVIDUALS CANNOT RUN WHILE CLIMBING. AN INDIVIDUAL RETAINS ITS DEXTERITY BONUS TO ARMOR CLASS (IF ANY) WHILE CLIMBING, AND OPPONENTS GET NO SPECIAL BONUS ON THEIR ATTACKS AGAINST A CLIMBING INDIVIDUAL.

FEATURE	COST
20 FT CLIMB SPEED	10
30 FT CLIMB SPEED	14
+5 FT TO BASE SPEED	15

MOVEMENT MODE - FLY (VARIES)

AN INDIVIDUAL WITH A FLY SPEED CAN MOVE THROUGH THE AIR AT ITS BASE SPEED IF CARRYING NO MORE THAN A LIGHT LOAD. (NOTE THAT MEDIUM ARMOR DOES NOT NECESSARILY CONSTITUTE A MEDIUM LOAD.) A CHARACTER'S FLY SPEED MAY BE FASTER THAN ITS BASE SPEED, AT AN ADDITIONAL COST OF 15 TAIN'T POOL POINTS PER +5 FT. BONUS TO HIS SPEED. ALL FLY SPEEDS INCLUDE A PARENTHETICAL NOTE INDICATING MANEUVERABILITY, AS FOLLOWS:

- **PERFECT:** THE INDIVIDUAL CAN PERFORM ALMOST ANY AERIAL MANEUVER IT WISHES. IT MOVES THROUGH THE AIR AS WELL AS A HUMAN MOVES OVER SMOOTH GROUND.
- **GOOD:** THE INDIVIDUAL IS VERY AGILE IN THE AIR (LIKE A HOUSEFLY OR A HUMMINGBIRD), BUT CANNOT CHANGE DIRECTION AS READILY AS THOSE WITH PERFECT MANEUVERABILITY.
- **AVERAGE:** THE INDIVIDUAL CAN FLY AS ADROITLY AS A SMALL BIRD.
- **POOR:** THE INDIVIDUAL FLIES AS WELL AS A VERY LARGE BIRD.
- **CLUMSY:** THE INDIVIDUAL CAN BARELY MANEUVER AT ALL.

AN INDIVIDUAL THAT FLIES CAN MAKE DIVE ATTACKS. A DIVE ATTACK WORKS JUST LIKE A CHARGE, BUT THE DIVING INDIVIDUAL MUST MOVE A MINIMUM OF 30 FEET AND DESCEND AT LEAST 10 FEET. IT CAN MAKE ONLY CLAW OR TALON ATTACKS, BUT THESE DEAL DOUBLE DAMAGE. AN INDIVIDUAL CAN USE THE RUN ACTION WHILE FLYING, PROVIDED IT FLIES IN A STRAIGHT LINE.

MANEUVERABILITY	COST
(AVERAGE) (EX OR SU)	25
(CLUMSY) (EX OR SU)	20
(GOOD) (EX OR SU)	28
(PERFECT) (EX OR SU)	35
(POOR) (EX OR SU)	22
EVERY ADDITIONAL 5 FEET OF FLY SPEED	8

MOVEMENT MODE - SWIM (8 OR 12 TAIN'T POOL POINTS)

AN INDIVIDUAL WITH A SWIM SPEED CAN MOVE THROUGH WATER AT ITS SWIM SPEED WITHOUT MAKING SWIM CHECKS. IT HAS A +8 RACIAL BONUS ON ANY SWIM CHECK TO PERFORM SOME SPECIAL ACTION OR AVOID A HAZARD. THE INDIVIDUAL CAN ALWAYS CHOOSE TO TAKE 10 ON A SWIM CHECK, EVEN IF DISTRACTED OR ENDANGERED. THE INDIVIDUAL CAN USE THE RUN ACTION WHILE SWIMMING, PROVIDED IT SWIMS IN A STRAIGHT LINE.

FEATURE	COST
20 FT SWIM SPEED	8
30 FT SWIM SPEED	12
+5 FT TO BASE SPEED	15

NATURAL WEAPONS (10 OR 20 TAIN'T POOL POINTS)

NATURAL WEAPONS ARE WEAPONS THAT ARE PHYSICALLY A PART OF A CREATURE. A CREATURE MAKING A MELEE ATTACK WITH A NATURAL WEAPON IS CONSIDERED ARMED AND DOES NOT PROVOKE ATTACKS OF OPPORTUNITY. LIKEWISE, IT THREATENS ANY SPACE IT CAN REACH. CREATURES DO NOT RECEIVE ADDITIONAL ATTACKS FROM A HIGH BASE ATTACK BONUS WHEN USING NATURAL WEAPONS. THE NUMBER OF ATTACKS A CREATURE CAN MAKE WITH ITS NATURAL WEAPONS DEPENDS ON THE TYPE OF THE ATTACK—GENERALLY, A CREATURE CAN MAKE ONE BITE ATTACK, ONE ATTACK PER CLAW OR TALON, ONE GORE ATTACK, ONE TAIL ATTACK, OR ONE SLAM ATTACK (ALTHOUGH LARGE CREATURES WITH ARMS OR ARM-LIKE LIMBS CAN MAKE A SLAM ATTACK WITH EACH ARM). REFER TO THE INDIVIDUAL MONSTER DESCRIPTIONS.

A NATURAL WEAPON THREATENS A CRITICAL HIT ON A NATURAL ATTACK ROLL OF 20.

WHEN A CREATURE HAS MORE THAN ONE NATURAL WEAPON, ONE OF THEM (OR SOMETIMES A PAIR OR SET OF THEM) IS THE PRIMARY WEAPON. ALL THE CREATURE'S REMAINING NATURAL WEAPONS ARE SECONDARY.

AN ATTACK WITH A PRIMARY NATURAL WEAPON USES THE CREATURE'S FULL ATTACK BONUS. ATTACKS WITH SECONDARY NATURAL WEAPONS ARE LESS EFFECTIVE AND ARE MADE WITH A -5 PENALTY ON THE ATTACK ROLL, NO MATTER HOW MANY THERE ARE. (CREATURES WITH THE MULTIATTACK FEAT TAKE ONLY A -2 PENALTY ON SECONDARY ATTACKS.) THIS PENALTY APPLIES EVEN WHEN THE CREATURE MAKES A SINGLE ATTACK WITH THE SECONDARY WEAPON AS PART OF THE ATTACK ACTION OR AS AN ATTACK OF OPPORTUNITY.

NATURAL WEAPONS HAVE TYPES JUST AS OTHER WEAPONS DO. THE MOST COMMON ARE SUMMARIZED BELOW.

• BITE

THE CREATURE ATTACKS WITH ITS MOUTH, DEALING PIERCING, SLASHING, AND BLUDGEONING DAMAGE.

• CLAW OR TALON

THE CREATURE RIPS WITH A SHARP APPENDAGE, DEALING PIERCING AND SLASHING DAMAGE.

• GORE

THE CREATURE SPEARS THE OPPONENT WITH AN ANTLER, HORN, OR SIMILAR APPENDAGE, DEALING PIERCING DAMAGE.

• SLAM

THE CREATURE BATTERS OPPONENTS WITH AN APPENDAGE, DEALING BLUDGEONING DAMAGE.

• TAIL

THE CREATURE SLAMS OPPONENTS WITH A TAIL, DEALING BLUDGEONING DAMAGE. A CREATURE THAT ALREADY HAS PREHENSILE TAIL CANNOT GAIN THIS ABILITY.

FEATURE	COST
NATURAL BITE ATTACK (1D6 FOR MEDIUM)	20
NATURAL CLAW ATTACK (1D4 FOR MEDIUM)	10
NATURAL GORE ATTACK (1D6 FOR MEDIUM)	20
NATURAL SLAM ATTACK (1D4 FOR MEDIUM)	10
NATURAL TAIL ATTACK (1D6 FOR MEDIUM)	20

PARALYSIS (40 TAINT POOL POINTS)

THIS EFFECT MUST BE ATTACHED TO A PARTICULAR DELIVERY METHOD, SUCH AS A TOUCH ATTACK OR GAZE ATTACK. THIS SPECIAL ATTACK, USABLE ONCE PER DAY, RENDERS THE VICTIM IMMOBILE. EVERY ADDITIONAL TWO USES PER DAY MULTIPLIES THE ABILITY POINT COST BY 1.75, ROUNDING FRACTIONS UP.

PARALYZED INDIVIDUALS CANNOT MOVE, SPEAK, OR TAKE ANY PHYSICAL ACTIONS. THE INDIVIDUAL IS ROOTED TO THE SPOT, FROZEN AND HELPLESS. PARALYSIS WORKS ON THE BODY, AND A CHARACTER CAN RESIST IT WITH A FORTITUDE SAVING THROW (DC = 10 + 1/2 CHARACTER LEVEL + CHARISMA MODIFIER). UNLIKE HOLD PERSON AND SIMILAR EFFECTS, A PARALYSIS EFFECT DOES NOT ALLOW A NEW SAVE EACH ROUND. A WINGED INDIVIDUAL FLYING IN THE AIR AT THE TIME THAT IT IS PARALYZED CANNOT FLAP ITS WINGS AND FALLS. A SWIMMER CAN'T SWIM AND MAY DROWN.

PASSIVE SEARCHING (4 TAINT POOL POINTS)

THIS ABILITY APPLIES TO A SPECIFIC CONDITION OR OBJECT, SUCH AS UNUSUAL STONEWORK OR SECRET DOORS. WHENEVER A CREATURE WITH THIS ABILITY PASSES WITHIN 10 FEET OF THE CONDITION OR OBJECT, IT CAN MAKE A SEARCH CHECK AS IF IT WERE ACTIVELY SEARCHING.

POISON (30 TAINT POOL POINTS)

POISON ATTACKS DEAL INITIAL ABILITY DAMAGE TO THE OPPONENT ON A FAILED FORTITUDE SAVE. ANOTHER SAVING THROW IS REQUIRED 1 MINUTE LATER (REGARDLESS OF THE FIRST SAVE'S RESULT) TO AVOID SECONDARY DAMAGE. THIS ATTACK REQUIRES A DELIVERY METHOD OF SOME SORT, SUCH AS A TOUCH ATTACK OR STING. FOR 30 TAINT POOL POINTS, THIS ABILITY MAY BE USED ONCE PER DAY. EVERY TWO ADDITIONAL USES PER DAY MULTIPLIES THIS COST BY 1.75, ROUNDING FRACTIONS UP.

AN INDIVIDUAL WITH A POISON ATTACK IS IMMUNE TO ITS OWN POISON AND THE POISON OF OTHERS OF ITS KIND.

THE FORTITUDE SAVE DC AGAINST A POISON ATTACK IS EQUAL TO 10 + 1/2 POISONING INDIVIDUAL'S LEVEL AND RACIAL HD + POISONING INDIVIDUAL'S CON MODIFIER. A SUCCESSFUL SAVE AVOIDS (NEGATES) THE DAMAGE.

THE POISON DEALS 1D3 POINTS OF STR, DEX, INT, WIS, OR CHA DAMAGE (CHOOSE ONE) AS ITS PRIMARY AND SECONDARY EFFECT. FOR 10 ADDITIONAL TAINT POOL POINTS, THIS POISON MAY BE USED TO COAT A WEAPON.

IN ADDITION, IT IS POSSIBLE FOR THE SECONDARY EFFECT OF A POISON INFLECT THE TARGET WITH 1D3 TAINT USE POINTS.

POUNCE (25 TAINT POOL POINTS)

WHEN AN INDIVIDUAL WITH THIS SPECIAL ATTACK MAKES A CHARGE, IT CAN FOLLOW WITH A FULL ATTACK—including RAKE ATTACKS IF THE INDIVIDUAL ALSO HAS

THE RAKE ABILITY.

POWERFUL CHARGE (8 TAINT POOL POINTS)

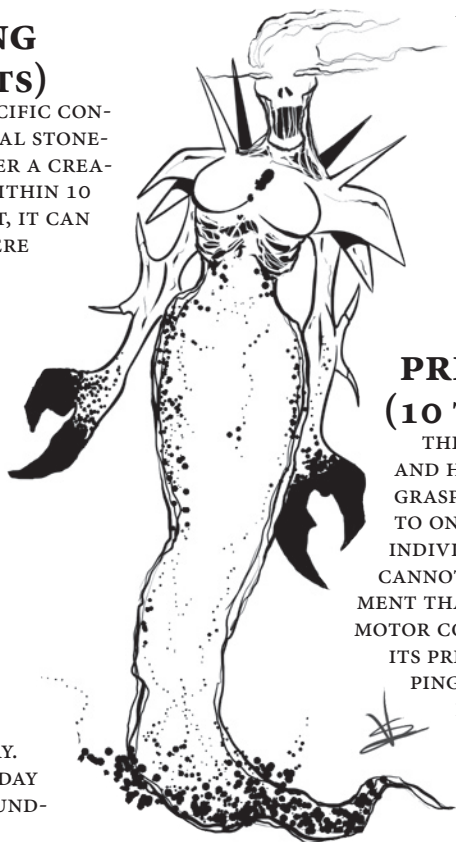
WHEN AN INDIVIDUAL WITH THIS SPECIAL ATTACK MAKES A CHARGE, ITS ATTACK DEALS +4 DAMAGE IN ADDITION TO THE NORMAL BENEFITS AND HAZARDS OF A CHARGE.

POWER RESISTANCE (VARIES)

AN INDIVIDUAL WITH POWER RESISTANCE CAN AVOID THE EFFECTS OF PSIONIC POWERS AND PSI-LIKE ABILITIES THAT DIRECTLY AFFECT IT. TO DETERMINE IF A POWER OR PSILIKE ABILITY WORKS AGAINST A INDIVIDUAL WITH POWER RESISTANCE, THE CASTER MUST MAKE A MANIFESTER LEVEL CHECK (1D20 + MANIFESTER LEVEL). IF THE RESULT EQUALS OR EXCEEDS THE INDIVIDUAL'S POWER

RESISTANCE, THE POWER WORKS NORMALLY, ALTHOUGH THE INDIVIDUAL IS STILL ALLOWED A SAVING THROW.

FEATURE	COST
POWER RESISTANCE 5 + CHARACTER LEVEL	15
POWER RESISTANCE 10 + CHARACTER LEVEL	20
EVERY ADDITIONAL POINT OF BASE POWER RESISTANCE	+2



PREHENSILE TAIL (10 TAINT POOL POINTS)

THE CREATURE HAS A TAIL THAT CAN GRASP AND HOLD OBJECTS. A PREHENSILE TAIL CAN GRASP AND MANIPULATE A SIMPLE OBJECT UP TO ONE SIZE CATEGORY SMALLER THAN THE INDIVIDUAL'S SIZE CATEGORY. A PREHENSILE TAIL CANNOT BE USED TO OPERATE A PIECE OF EQUIPMENT THAT REQUIRES OPPOSABLE DIGITS OR FINE MOTOR CONTROL. AN INDIVIDUAL CAN "HANG" FROM ITS PREHENSILE TAIL INDEFINITELY BY WRAPPING IT AROUND A LARGER OBJECT, THEREBY FREEING UP ITS OTHER LIMBS. THE PREHENSILE TAIL IS NOT DEXTEROUS OR STRONG ENOUGH TO FIRE RANGED WEAPONS OR MAKE MELEE ATTACKS, HOWEVER.

PSIONICS (VARIES)

SOMETIMES A CHARACTER CAN MANIFEST POWERS JUST AS A MEMBER OF A PSIONIC CLASS CAN (AND CAN ACTIVATE ITEMS ACCORDINGLY). SUCH INDIVIDUALS ARE SUBJECT TO THE SAME RULES THAT CHARACTERS ARE, EXCEPT AS FOLLOWS.

A PSIONIC CREATURE WITH THIS ABILITY IS NOT ACTUALLY A MEMBER OF A CLASS, AND IT DOES NOT GAIN ANY CLASS ABILITIES OTHER THAN MANIFESTING PSIONIC POWERS. AN INDIVIDUAL WITH ACCESS TO PSYCHIC WARRIOR POWERS MANIFESTS THEM NORMALLY, BUT IT DOES NOT RECEIVE BONUS FEATS AS A PSYCHIC WARRIOR WOULD.

THE TAINT POOL POINT COST OF PSIONICS VARIES ACCORDING TO WHICH CLASS AND HOW MANY LEVELS OF THAT CLASS IT IMITATES. PSION AND WILDER MANIFESTING COST 35 POINTS PER LEVEL. PSYCHIC WARRIOR MANIFESTING COSTS 26 POINTS PER LEVEL. THE CREATURE'S EFFECTIVE MANIFESTER LEVEL MUST ALWAYS BE AT LEAST TWO LEVELS LOWER THAN THE CREATURE'S TOTAL OF LEVEL

ADJUSTMENTS AND RACIAL HIT DICE. IF THE CREATURE LATER GAINS LEVELS IN THE CLASS THAT ITS MANIFESTING IMITATES, ITS RACIAL AND CLASS-GRANTED MANIFESTING STACK. FOR EXAMPLE, A CREATURE THAT MANIFESTS POWERS AS A 2ND LEVEL PSION GAINS A LEVEL OF PSION AS A RESULT OF ADVENTURING. IT NOW MANIFESTS POWERS AS A 3RD LEVEL PSION, BUT ITS PSICRYSTAL'S ABILITIES ARE THOSE APPROPRIATE TO A 1ST-LEVEL PSION.

FEATURE	COST
PSION OR WILDER	35/LEVEL
PSYCHIC WARRIOR	26/LEVEL

RAKE (12 TAINT POOL POINTS)

AN INDIVIDUAL WITH THIS SPECIAL ATTACK GAINS EXTRA NATURAL ATTACKS WHEN IT GRAPPLES ITS FOE. NORMALLY, AN INDIVIDUAL CAN ATTACK WITH ONLY ONE OF ITS NATURAL WEAPONS WHILE GRAPPLING, BUT A INDIVIDUAL WITH THE RAKE ABILITY USUALLY GAINS TWO ADDITIONAL CLAW ATTACKS THAT IT CAN USE ONLY AGAINST A GRAPPLED FOE. RAKE ATTACKS ARE NOT SUBJECT TO THE USUAL -4 PENALTY FOR ATTACKING WITH A NATURAL WEAPON IN A GRAPPLE. AN INDIVIDUAL WITH THE RAKE ABILITY MUST BEGIN ITS TURN GRAPPLING TO USE ITS RAKE—IT CAN'T BEGIN A GRAPPLE AND RAKE IN THE SAME TURN.

RAY (10 TAINT POOL POINTS)

THIS IS A DELIVERY METHOD THAT MUST BE ATTACHED TO SOME SORT OF EFFECT, SUCH AS AN ENERGY BLAST OR ENERGY DRAIN. HITTING WITH A RAY ATTACK REQUIRES A SUCCESSFUL RANGED TOUCH ATTACK ROLL, IGNORING ARMOR, NATURAL ARMOR, AND SHIELD AND USING THE INDIVIDUAL'S RANGED ATTACK BONUS. RAY ATTACKS HAVE NO RANGE INCREMENT AND A MAXIMUM RANGE OF 60 FEET. THE EFFECT'S DESCRIPTIVE TEXT SPECIFIES EFFECTS AND ANY APPLICABLE SAVING THROW.

RESISTANCE TO ENERGY (VARIES)

AN INDIVIDUAL WITH THIS SPECIAL QUALITY IGNORES SOME DAMAGE OF THE CHOSEN TYPE EACH TIME IT TAKES DAMAGE OF THAT KIND (ACID, COLD, ELECTRICITY, FIRE, OR SONIC). EACH ENERGY TYPE MUST BE PURCHASED SEPARATELY.

RESISTANCE TYPE	COST
IMMUNITY TO ONE ENERGY TYPE	40
IMMUNITY TO TWO ENERGY TYPES	90
IMMUNITY TO THREE ENERGY TYPES	150
RESISTANCE 5 TO ONE ENERGY TYPE*	10
RESISTANCE 10 TO ONE ENERGY TYPE*	15
RESISTANCE 15 TO ONE ENERGY TYPE*	20
EVERY 5 ADDITIONAL POINTS OF ENERGY RESISTANCE	5

SCENT (20 TAINT POOL POINTS)

THIS SPECIAL QUALITY ALLOWS AN INDIVIDUAL TO DETECT APPROACHING ENEMIES, SNIFF OUT HIDDEN FOES, AND TRACK BY SENSE OF SMELL. INDIVIDUALS WITH THE SCENT ABILITY CAN IDENTIFY FAMILIAR ODORS JUST AS

HUMANS DO FAMILIAR SIGHTS.

THE INDIVIDUAL CAN DETECT OPPONENTS WITHIN 30 FEET BY SENSE OF SMELL. IF THE OPPONENT IS UPWIND, THE RANGE INCREASES TO 60 FEET; IF DOWNWIND, IT DROPS TO 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 TRIPLE NORMAL RANGE.

WHEN AN INDIVIDUAL DETECTS A SCENT, THE EXACT LOCATION OF THE SOURCE IS NOT REVEALED—ONLY ITS PRESENCE SOMEWHERE WITHIN RANGE. THE INDIVIDUAL CAN TAKE A MOVE ACTION TO NOTE THE DIRECTION OF THE SCENT. WHENEVER THE INDIVIDUAL COMES WITHIN 5 FEET OF THE SOURCE, THE INDIVIDUAL PINPOINTS THE SOURCE'S LOCATION.

AN INDIVIDUAL WITH THE TRACK FEAT AND THE SCENT ABILITY CAN FOLLOW TRACKS BY SMELL, MAKING A WISDOM (OR SURVIVAL) CHECK TO FIND OR FOLLOW A TRACK. THE TYPICAL DC FOR A FRESH TRAIL IS 10 (NO MATTER WHAT KIND OF SURFACE HOLDS THE SCENT). THIS DC INCREASES OR DECREASES DEPENDING ON HOW STRONG THE QUARRY'S ODOR IS, THE NUMBER OF INDIVIDUALS, 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. INDIVIDUALS TRACKING BY SCENT IGNORE THE EFFECTS OF SURFACE CONDITIONS AND POOR VISIBILITY.

SHADOWBLEND (15 TAINT POOL POINTS)

CREATURES WITH THIS ABILITY HAVE A NATURAL AFFINITY FOR SHADOWS, OR AN INNATE CONNECTION TO THE PLANE OF SHADOW. WHENEVER THE CREATURE IS IN SHADOWY LIGHTING CONDITIONS, NEITHER BRIGHT LIGHT NOR TOTAL DARKNESS, IT GAINS THE BENEFITS OF TOTAL CONCEALMENT (50% MISS CHANCE) RATHER THAN NORMAL CONCEALMENT (20% MISS CHANCE). IF THE OPPONENT HAS DARKVISION OR OTHER MEANS OF SEEING CLEARLY IN SHADOWY CONDITIONS, THE CREATURE HAS NORMAL CONCEALMENT RATHER THAN NO CONCEALMENT.

SIZE (VARIES)

ALL CREATURES FIT INTO A SIZE CATEGORY. A CREATURE'S SIZE PROVIDES A MODIFIER TO ITS ARMOR CLASS AND ATTACK BONUS, A MODIFIER ON GRAPPLE CHECKS IT ATTEMPTS, AND A MODIFIER ON HIDE CHECKS; THESE MODIFIERS MAY BE FOUND IN THE MONSTROUS MANUAL. CREATURES SMALLER THAN TINY OR LARGER THAN LARGE ARE PROBABLY UNSUITED FOR MOST FORMS OF ADVENTURING. A TINY CREATURE TYPICALLY OCCUPIES A SPACE ONLY 2½ FEET ACROSS, SO FOUR CAN FIT INTO A SINGLE SQUARE. CREATURES THAT TAKE UP LESS THAN 1 SQUARE OF SPACE TYPICALLY HAVE A NATURAL REACH OF 0 FEET, MEANING THEY CAN'T REACH INTO ADJACENT SQUARES. THEY MUST ENTER AN OPPONENT'S SQUARE TO ATTACK IN MELEE. THIS PROVOKES AN ATTACK OF OPPORTUNITY FROM THE OPPONENT. YOU CAN ATTACK INTO YOUR OWN SQUARE IF YOU NEED TO, SO YOU CAN ATTACK SUCH CREATURES NORMALLY. SINCE THEY HAVE NO NATURAL REACH, THEY DO NOT THREATEN THE SQUARES AROUND THEM. YOU CAN MOVE

FEATURE	COST
TINY SIZE	-15
SMALL SIZE	0
MEDIUM SIZE	0
LARGE (LONG) SIZE	8

PAST THEM WITHOUT PROVOKING ATTACKS OF OPPORTUNITY. THEY ALSO CAN'T FLANK AN ENEMY.

A CHARACTER'S SIZE ALSO DETERMINES ITS BASE SPEED, WHICH MAY THEN BE MODIFIED WITH TAINT POOL POINTS OR DRAWBACKS. A TINY CHARACTER'S BASE SPEED IS 15 FEET; SMALL, 20 FEET; MEDIUM, 30 FEET; LARGE, 40 FEET.

SMOKE SCREEN (15 TAINT POOL POINTS)

A CREATURE WITH THIS ABILITY IS ABLE TO EXPEL CHEMICALS THROUGH ITS PORES TO CREATE AN INKY-BLACK CLOUD OF SMOKE, ENGULFING ITSELF AND THE SURROUNDING AREA. AS MANY TIMES A DAY AS ITS CONSTITUTION MODIFIER (MINIMUM OF 1), AS A FREE ACTION, IT CAN PRODUCE A 20-FOOT-RADIUS CLOUD OF SMOKE CENTERED ON ITSELF. THE CLOUD IS STATIONARY ONCE CREATED. THE INKY-BLACK SMOKE OBSCURES ALL SIGHT, INCLUDING DARKVISION, BEYOND 5 FEET.

AN INDIVIDUAL 5 FEET AWAY HAS ONE-HALF CONCEALMENT (20% MISS CHANCE). INDIVIDUALS FARTHER AWAY HAVE TOTAL CONCEALMENT (50% MISS CHANCE, AND THE ATTACKER CANNOT USE SIGHT TO LOCATE THE TARGET). THIS ABILITY FUNCTIONS UNDERWATER. A MODERATE WIND OR CURRENT DISPERSES THE CLOUD IN 4 ROUNDS. A STRONG WIND OR CURRENT DISPERSES THE CLOUD IN 1 ROUND.

SPELL (VARIES)

SOMETIMES A CHARACTER CAN CAST ARCANE OR DIVINE SPELLS JUST AS A MEMBER OF A SPELLCASTING CLASS CAN (AND CAN ACTIVATE MAGIC ITEMS ACCORDINGLY). SUCH INDIVIDUALS ARE SUBJECT TO THE SAME SPELLCASTING RULES THAT CHARACTERS ARE, EXCEPT AS FOLLOWS.

A SPELLCASTING INDIVIDUAL THAT LACKS HANDS OR ARMS CAN PROVIDE ANY SOMATIC COMPONENT A SPELL MIGHT REQUIRE BY MOVING ITS BODY. SUCH AN INDIVIDUAL ALSO DOES NEED MATERIAL COMPONENTS FOR ITS SPELLS. THE INDIVIDUAL CAN CAST THE SPELL BY EITHER TOUCHING THE REQUIRED COMPONENT (BUT NOT IF THE COMPONENT IS IN ANOTHER INDIVIDUAL'S POSSESSION) OR HAVING THE REQUIRED COMPONENT ON ITS PERSON.

A SPELLCASTING CREATURE WITH THIS ABILITY IS NOT ACTUALLY A MEMBER OF A CLASS, AND IT DOES NOT GAIN ANY CLASS ABILITIES OTHER THAN SPELLCASTING. AN INDIVIDUAL WITH ACCESS TO CLERIC SPELLS MUST PREPARE THEM IN THE NORMAL MANNER AND RECEIVES DOMAIN SPELLS, BUT IT DOES NOT RECEIVE DOMAIN GRANTED POWERS UNLESS IT HAS AT LEAST ONE LEVEL IN THE CLERIC CLASS.

THE ABILITY POINT COST OF SPELLCASTING VARIES ACCORDING TO WHICH CLASS AND HOW MANY LEVELS OF THAT CLASS IT IMITATES. ACOLYTE, MAGE, AND TECHNO MAGE SPELLCASTING COST 35 POINTS PER LEVEL. MYSTIC SPELLCASTING COST 26 POINTS PER LEVEL. THE CREATURE'S EFFECTIVE SPELLCASTER LEVEL MUST ALWAYS BE AT LEAST TWO LEVELS LOWER THAN THE CREATURE'S TOTAL OF LEVEL ADJUSTMENTS AND RACIAL HIT DICE. IF THE CREATURE LATER GAINS LEVELS IN THE CLASS THAT ITS SPELLCASTING IMITATES, ITS RACIAL AND CLASS-GRANTED SPELLCASTING STACK.

FOR EXAMPLE, A CREATURE THAT CASTS

SPELLS AS A 2ND LEVEL MAGE GAINS A LEVEL OF MAGE AS A RESULT OF ADVENTURING. IT NOW CASTS SPELLS AS A 3RD LEVEL MAGE, BUT ITS FAMILIAR'S ABILITIES ARE THOSE APPROPRIATE TO A 1ST LEVEL MAGE..

FEATURE	COST
ACOLYTE, MAGE, AND TECHNO MAGE	35/LEVEL
MYSTIC	26/LEVEL

SPELL RESISTANCE (VARIES)

AN INDIVIDUAL WITH SPELL RESISTANCE CAN AVOID THE EFFECTS OF SPELLS AND SPELL-LIKE ABILITIES THAT DIRECTLY AFFECT IT. TO DETERMINE IF A SPELL OR SPELL-LIKE ABILITY WORKS AGAINST A INDIVIDUAL WITH SPELL RESISTANCE, THE CASTER MUST MAKE A CASTER LEVEL CHECK (1D20 + CASTER LEVEL). IF THE RESULT EQUALS OR EXCEEDS THE INDIVIDUAL'S SPELL RESISTANCE, THE SPELL WORKS NORMALLY, ALTHOUGH THE INDIVIDUAL IS STILL ALLOWED A SAVING THROW.

FEATURE	COST
SPELL RESISTANCE 5 + CHARACTER LEVEL	15
SPELL RESISTANCE 10 + CHARACTER LEVEL	20
EVERY ADDITIONAL POINT OF BASE SPELL RESISTANCE	+2

STABILITY (3 OR 6 TAINT POOL POINTS)

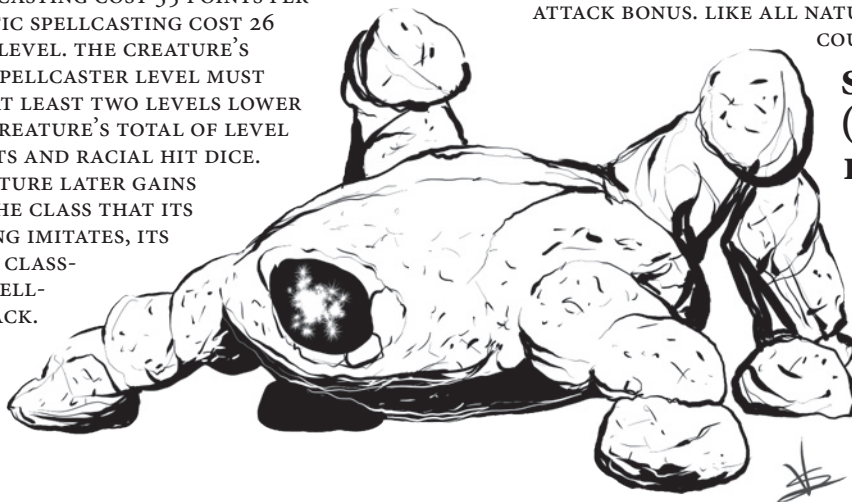
CREATURES WITH THIS ABILITY ARE ESPECIALLY STABLE ON THEIR FEET. THEY GAIN A +2 BONUS (3 POINTS) OR A +4 BONUS (6 POINTS) ON ABILITY CHECKS MADE TO RESIST BEING BULL RUSHED OR TRIPPED WHEN STANDING ON THE GROUND (BUT NOT WHEN CLIMBING, FLYING, RIDING, OR OTHERWISE NOT STANDING FIRMLY ON THE GROUND).

STINGER (5 TAINT POOL POINTS)

THIS IS A DELIVERY METHOD FOR SOME OTHER SORT OF EFFECT, SUCH AS POISON OR ENERGY DRAIN. IT REQUIRES A MELEE ATTACK; IF SUCCESSFUL, IT DELIVERS THE ASSOCIATED EFFECT AND DEALS PIERCING DAMAGE BASED ON THE CREATURE'S SIZE (TINY, 1 DAMAGE; SMALL, 1D2; MEDIUM, 1D4; LARGE, 1D6). A CREATURE MAY USE THIS STINGER ATTACK AS PART OF ITS NORMAL ATTACK ROUTINE BY TAKING A -5 TO THE STINGER'S ATTACK ROLL, OR MAY USE THE STINGER AS A PRIMARY WEAPON AND USE ITS NORMAL ATTACK BONUS. LIKE ALL NATURAL WEAPONS, THE STINGER COUNTS AS A LIGHT WEAPON.

SUPER JUMP (2 TAINT POOL POINTS PER RANK)

YOU CAN JUMP INCREDIBLE DISTANCES! YOU MAY LEAP A DISTANCE EQUAL TO THIS POWER'S RANK TIMES 10 FEET IN A SINGLE BOUND. WITH A RUNNING START, YOU CAN JUMP TWICE THAT DISTANCE.



SUPER SPEED**(9 TAINT POINTS PER RANK)**

YOU MOVE AND REACT AT SUPERHUMAN SPEEDS. FOR EVERY RANK OF THIS POWER, YOU RECEIVE +2 TO YOUR INITIATIVE, DOUBLED MOVEMENT RATE (MULTIPLY BY 2 FOR EACH POWER RANK) AND ONE EXTRA MOVEMENT EQUIVALENT ACTION PER ROUND.

SUSTENANCE HUNGER**(4 OR 5 DRAWBACK POINTS)**

A CHARACTER WITH THIS DRAWBACK MUST CONSUME SOME TYPE OF UNUSUAL SUBSTANCE IN ORDER TO SURVIVE. THE SUBSTANCE IS GENERALLY EITHER RARE AND EXPENSIVE (E.G., GEMSTONES), OR CONSUMING IT VIOLATES SIGNIFICANT CULTURAL TABOOS (BLOOD). FOR 4 DRAWBACK POINTS, THE CREATURE MUST CONSUME OR DESTROY A PARTICULAR TYPE OF VALUABLE OBJECT (WORTH AT LEAST 50 GP) ONCE EVERY TWO DAYS. IF THE CREATURE FAILS TO DO SO, IT TAKES 1D4 POINTS OF DAMAGE TO ANY ONE ABILITY SCORE, WHICH CANNOT BE HEALED BY MAGIC AND WILL NOT HEAL NATURALLY UNLESS THE CREATURE ONCE AGAIN CONSUMES SOME OF THE APPROPRIATE SUBSTANCE.

FOR 5 DRAWBACK POINTS, THE CREATURE MUST CONSUME A SMALL AMOUNT OF A PARTICULAR SUBSTANCE THAT NORMAL SOCIETY REGARDS AS TABOO, SUCH AS BLOOD OR HUMAN FLESH, ONCE EVERY TWO DAYS. THIS SHOULD BE THE SORT OF SUBSTANCE SUCH THAT, IF DISCOVERED, THE CREATURE WOULD FACE LEGAL OR VIOLENT RETRIBUTION. IF THE CREATURE FAILS TO DO SO, IT TAKES 1D4 POINTS OF DAMAGE TO ANY ONE ABILITY SCORE, WHICH CANNOT BE HEALED BY MAGIC AND WILL NOT HEAL NATURALLY UNLESS THE CREATURE ONCE AGAIN CONSUMES SOME OF THE APPROPRIATE SUBSTANCE.

TELEPATHY**(12 TAINT POOL POINTS)**

A CREATURE WITH THIS ABILITY CAN COMMUNICATE TELEPATHICALLY WITH ANY OTHER CREATURE WITHIN 100 FEET THAT HAS A LANGUAGE BY FORMING A LINK AS A FREE ACTION. THE INDIVIDUAL WITH WHICH THE TELEPATHIC CREATURE FORMS THE LINK MUST HAVE AN INTELLIGENCE SCORE OF 6 OR HIGHER, AND IT MUST BE A WILLING PARTICIPANT IN THE LINK. THE CREATURES CAN COMMUNICATE TELEPATHICALLY THROUGH THE LINK EVEN IF THEY DO NOT SHARE A COMMON LANGUAGE, BUT NO SPECIAL CONTROL OR INFLUENCE IS ESTABLISHED AS A RESULT OF THE LINK. IF THE LINKED INDIVIDUALS MOVE MORE THAN 100 FEET APART, THE TELEPATHIC LINK SEVERS INSTANTLY. A CREATURE WITH TELEPATHY CAN TELEPATHICALLY LINK WITH ONLY ONE INDIVIDUAL AT A TIME DURING ANY GIVEN ROUND, BUT THE ABILITY CAN BE USED AT WILL.

TERRIFYING VOICE**(12 TAINT POOL POINTS)**

CHARACTERS WITH THIS ABILITY CAN VEX AN ENEMY USING THE PECULIAR RESONANCE OF THEIR VOICES. SELECT ANY LIVING INDIVIDUAL WITHIN 30 FEET OF THE CREATURE AS THE TARGET, WHO MUST BE ABLE TO HEAR YOUR VOICE TO BE AFFECTED. THE INDIVIDUAL MUST MAKE A SUCCESSFUL WILL SAVE (DC 10 + 1/2 CHARACTER LEVEL + CHARISMA MODIFIER) OR BE DAZED FOR 1 ROUND. A SUCCESSFUL SAVE NEGATES THE EFFECT. THIS ABILITY IS A MIND-AFFECTING COMPULSION USABLE AS MANY TIMES AS THE CREATURE'S CHARISMA BONUS (MINIMUM 1) PER DAY. USING THIS ABILITY IS A FREE ACTION.

TOUCH ATTACK**(5 TAINT POOL POINTS)**

A TOUCH ATTACK IS A DELIVERY METHOD FOR SOME OTHER KIND OF EFFECT, SUCH AS ABILITY DAMAGE, POISON, OR PARALYSIS. IT REQUIRES A MELEE TOUCH ATTACK AS A STANDARD ACTION AND DEALS NO DAMAGE BEYOND THE EFFECT THAT IT DELIVERS.

TRACKLESS STEP (EX)**(5 TAINT POOL POINTS)**

A CHARACTER WITH THIS ABILITY MAY MOVE THROUGH ANY SORT OF UNDERGROWTH (SUCH AS NATURAL THORNS, BRIARS, OVERGROWN AREAS, AND SIMILAR TERRAIN) AT HER NORMAL SPEED AND WITHOUT TAKING DAMAGE OR SUFFERING ANY OTHER IMPAIRMENT. HOWEVER, THORNS, BRIARS, AND OVERGROWN AREAS THAT HAVE BEEN MAGICALLY MANIPULATED TO IMPEDE MOTION STILL AFFECT HER. IF THE INDIVIDUAL GAINS THIS ABILITY AGAIN AS A CLASS ABILITY, THE INDIVIDUAL MAY EVEN IGNORE MAGICALLY MANIPULATED PLANTS THAT WOULD ORDINARILY IMPEDE MOVEMENT.

TRAMPLE**(30 TAINT POOL POINTS)**

AS A FULL-ROUND ACTION, AN INDIVIDUAL WITH THIS SPECIAL ATTACK CAN MOVE UP TO TWICE ITS SPEED AND LITERALLY RUN OVER ANY OPPONENTS AT LEAST ONE SIZE CATEGORY SMALLER THAN ITSELF. THE INDIVIDUAL MERELY HAS TO MOVE OVER THE OPPONENTS IN ITS PATH; ANY INDIVIDUAL WHOSE SPACE IS COMPLETELY COVERED BY THE TRAMPLING INDIVIDUAL'S SPACE IS SUBJECT TO THE TRAMPLE ATTACK. IF A TARGET'S SPACE IS LARGER THAN 5 FEET, IT IS ONLY CONSIDERED TRAMPLED IF THE TRAMPLING INDIVIDUAL MOVES OVER ALL THE SQUARES IT OCCUPIES. IF THE TRAMPLING INDIVIDUAL MOVES OVER ONLY SOME OF A TARGET'S SPACE, THE TARGET CAN MAKE AN ATTACK OF OPPORTUNITY AGAINST THE TRAMPLING INDIVIDUAL AT A -4 PENALTY. A TRAMPLING INDIVIDUAL THAT ACCIDENTALLY ENDS ITS MOVEMENT IN AN ILLEGAL SPACE RETURNS TO THE LAST LEGAL POSITION IT OCCUPIED, OR THE CLOSEST LEGAL POSITION, IF THERE'S A LEGAL POSITION THAT'S CLOSER. A TRAMPLE ATTACK DEALS BLUDGEONING DAMAGE (THE INDIVIDUAL'S SLAM DAMAGE + 1-1/2 TIMES ITS STR MODIFIER). THE INDIVIDUAL'S DESCRIPTIVE TEXT GIVES THE EXACT AMOUNT. TRAMPLED OPPONENTS CAN ATTEMPT ATTACKS OF OPPORTUNITY, BUT THESE TAKE A -4 PENALTY. IF THEY DO NOT MAKE ATTACKS OF OPPORTUNITY, TRAMPLED OPPONENTS CAN ATTEMPT REFLEX SAVED TO TAKE HALF DAMAGE.

THE SAVE DC AGAINST AN INDIVIDUAL'S TRAMPLE ATTACK IS 10 + 1/2 INDIVIDUAL'S LEVEL OR RACIAL HD + INDIVIDUAL'S STR MODIFIER. A TRAMPLING INDIVIDUAL CAN ONLY DEAL TRAMPLING DAMAGE TO EACH TARGET ONCE PER ROUND, NO MATTER HOW MANY TIMES ITS MOVEMENT TAKES IT OVER A TARGET INDIVIDUAL.

TREMORSENSE**(35 OR 50 TAINT POOL POINTS)**

AN INDIVIDUAL WITH TREMORSENSE IS SENSITIVE TO VIBRATIONS IN THE GROUND AND CAN AUTOMATICALLY PINPOINT THE LOCATION OF ANYTHING THAT IS IN CONTACT WITH THE GROUND, TO A DISTANCE OF 30 FEET (35 POINTS) OR 60 FEET (50 POINTS). AQUATIC INDIVIDUAL WITH TREMORSENSE CAN ALSO SENSE THE LOCATION OF INDIVIDUALS MOVING THROUGH WATER.

TURN RESISTANCE (5 OR 10 TAINT POOL POINTS)

AN INDIVIDUAL WITH THIS SPECIAL QUALITY (USUALLY AN UNDEAD) IS LESS EASILY AFFECTED BY ACOLYTES, HOLY/UNHOLY KNIGHTS OR MYSTICS. WHEN RESOLVING A TURN, REBUKE, COMMAND, OR BOLSTER ATTEMPT, ADD THE INDICATED NUMBER TO THE INDIVIDUAL'S LEVEL OR RACIAL HD TOTAL.

FEATURE	COST
TURN RESISTANCE +2 (EX)	5
TURN RESISTANCE +4 (EX)	10

VULNERABILITY TO ENERGY (4 TO 12 DRAWBACK POINTS)

SOME INDIVIDUALS HAVE AN INNATE VULNERABILITY TO A CERTAIN KIND OF ENERGY EFFECT; ACID, COLD, ELECTRICITY, FIRE, FORCE OR SONIC. SUCH AN INDIVIDUAL WILL RECEIVE ADDITIONAL DAMAGE FROM THESE TYPES OF ATTACKS REGARDLESS OF WHETHER A SAVING THROW IS ALLOWED, OR IF THE SAVE IS A SUCCESS OR FAILURE.

FEATURE	COST
VULNERABILITY TO ONE ENERGY TYPE – ADDITIONAL 50% DAMAGE*	-4
VULNERABILITY TO ONE ENERGY TYPE – ADDITIONAL 100% DAMAGE*	-8
VULNERABILITY TO ONE ENERGY TYPE – ADDITIONAL 200% DAMAGE*	-12

VULNERABILITY TO SUBSTANCE (VARIES)

THE CHARACTER SUFFERS A WEAKNESS TO A PARTICULAR SUBSTANCE – ADAMANTIUM, COLD IRON, SILVER, STEEL OR WOOD. THERE ARE THREE DEGREES OF WEAKNESS, DESCRIBED BELOW.

LESSER VULNERABILITY

THE CHARACTER SUFFERS AN UNUSUAL INTOLERANCE FOR THE SUBSTANCE IN QUESTION. WHENEVER THE SUBSTANCE IN QUESTION MAKES DIRECT CONTACT WITH THE CHARACTER'S FLESH (INCLUDING TAKING DAMAGE FROM A WEAPON MADE OF THAT SUBSTANCE), THE CHARACTER IS WEAKENED OR INJURED. THERE ARE A NUMBER OF DIFFERENT WAYS TO REPRESENT LESSER VULNERABILITY. IN CREATING THE CHARACTER, PICK ONE OF THE FOLLOWING:

1. THE CHARACTER TAKES 1D6 POINTS OF DAMAGE THAT MAY NOT BE REDUCED BY DAMAGE REDUCTION. THIS DAMAGE STACKS WITH WEAPON DAMAGE, IF APPLICABLE.
2. THE CHARACTER TAKES 1 POINT OF CONSTITUTION DAMAGE (FORT SAVE DC 20 NEGATES).
3. THE CHARACTER TAKES 1 POINT OF ANY OTHER KIND OF ABILITY DAMAGE (NO SAVE).
4. THE CHARACTER IS SICKENED FOR 1D3 ROUNDS (FORT SAVE DC 20 NEGATES).

IS MORE GRIEVOUSLY WEAKENED OR INJURED. IN CREATING THE CHARACTER, THE DM SHOULD PICK ONE OF THE FOLLOWING.

1. THE CHARACTER TAKES 3D6 POINTS OF DAMAGE THAT MAY NOT BE REDUCED BY DAMAGE REDUCTION. THIS DAMAGE STACKS WITH WEAPON DAMAGE, IF APPLICABLE.
2. THE CHARACTER TAKES 2 POINTS OF CONSTITUTION DAMAGE (FORT SAVE DC 22 NEGATES).
3. THE CHARACTER TAKES 2 POINTS OF ANY OTHER KIND OF ABILITY DAMAGE (NO SAVE).
4. THE CHARACTER IS NAUSEATED FOR 1D3 ROUNDS (FORT SAVE DC 22 NEGATES).

GREATER VULNERABILITY

A YET MORE DEADLY VERSION OF VULNERABILITY, A CHARACTER COMING IN CONTACT WITH THE SUBSTANCE IS MORTALLY WEAKENED OR INJURED. IN CREATING THE CHARACTER, THE DM SHOULD PICK ONE OF THE FOLLOWING.

1. THE CHARACTER TAKES 5D6 POINTS OF DAMAGE THAT MAY NOT BE REDUCED BY DAMAGE REDUCTION. THIS DAMAGE STACKS WITH WEAPON DAMAGE, IF APPLICABLE.
2. THE CHARACTER TAKES 4 POINTS OF CONSTITUTION DAMAGE (FORT SAVE DC 25 NEGATES).
3. THE CHARACTER TAKES 4 POINTS OF ANY OTHER KIND OF ABILITY DAMAGE (NO SAVE).
4. THE CHARACTER IS STUNNED FOR 1D3 ROUNDS (FORT SAVE DC 25 NEGATES).

FEATURE	COST
LESSER VULNERABILITY TO STEEL	-15
VULNERABILITY TO STEEL	-20
GREATER VULNERABILITY TO STEEL	-25
LESSER VULNERABILITY TO WOOD	-10
VULNERABILITY TO WOOD	-13
GREATER VULNERABILITY TO WOOD	-15
LESSER VULNERABILITY TO COLD IRON	-5
VULNERABILITY TO COLD IRON	-7
GREATER VULNERABILITY TO COLD IRON	-9
LESSER VULNERABILITY TO SILVER	-5
VULNERABILITY TO SILVER	-7
GREATER VULNERABILITY TO SILVER	-9
LESSER VULNERABILITY TO ADAMANTIUM	-3
VULNERABILITY TO ADAMANTIUM	-4
GREATER VULNERABILITY TO ADAMANTIUM	-5

WATER SUBTYPE (25 TAINT POOL POINTS)

THIS SUBTYPE USUALLY IS USED FOR OUTSIDERS AND CREATURES WITH A CONNECTION TO THE ELEMENTAL PLANE OF WATER. INDIVIDUAL WITH THE WATER SUBTYPE ALWAYS HAVE SWIM SPEEDS AND CAN MOVE IN WATER WITHOUT MAKING SWIM CHECKS. A CREATURE OF THE WATER SUBTYPE CAN BREATHE WATER AND AIR.



VULNERABILITY

A MORE BANEFUL VERSION OF LESSER VULNERABILITY, A CHARACTER COMING IN CONTACT WITH THE SUBSTANCE

MAGIC ITEMS & SPELLS

SPELLS

The spells listed below are evil, and casting them – even just learning them – will corrupt the soul of the caster. In d20, casting a Chaos spell of up to 3rd level will gain the caster 1 point of Chaos Taint. Casting a spell up to 5th level earns 2 points. Higher levels spells (and the associated gain in Chaos Taint) may exist, at the option of the game master. Even simply learning such powerful Chaos-Tainted spells may earn an uncorrupted mage Chaos Taint points, at the GM's discretion.

A list of available Chaos spells is below. GMs may add additional spells if they so desire.

CANTRIPS

Summon Impiling: Calls impiling to fight for you.

Taint of Chaos: Corrupts one creature, place, or object.

1ST-LEVEL SPELLS

Corrupt Soul: Targets who hear the caster's voice become willing slaves.

Summon Imp: Calls imp to fight for you.



Touch of Fatigue: Mage's touch Fatigues target.

2ND-LEVEL SPELLS

Weakness: Ray deals 1d6 +1 per two levels Strength damage.

Witch's Visage: Ray deals 1d6 +1 per two levels Charisma damage.

Wither: Ray deals 1d6 +1 per two levels Constitution damage.

3RD-LEVEL SPELLS

Summon Minor Chaos Demon: Calls minor demon to fight for you.

Taint Wound: Spell deals 1d6 damage per level, which can only be healed naturally.

4TH-LEVEL SPELLS

Animate Dead: Creates undead skeletons and zombies.

Chaos Bonds: Victim is caught in energy bonds that reflect damage back at them.

Shield of Chaos: +6 AC, +6 Resistance.

5TH-LEVEL SPELLS

Army of the Dead: Summons a small army of skeletons or zombies.

The Devil's Lightning: Black lightning does 1d6/round.

Devour Soul: Tiny imps drain the target's life energy.

Mark of Chaos: Magic symbol controls humanoid telepathically.

Summon Major Chaos Demon: Calls major demon to fight for you.

SPELL DESCRIPTIONS

ANIMATE DEAD

NECROMANCY [EVIL]

LEVEL: MAGE 4; **COMPONENTS:** V, S, M; **CASTING TIME:** ATTACK ACTION; **RANGE:** TOUCH; **TARGETS:** ONE OR MORE CORPSES TOUCHED; **DURATION:** INSTANTANEOUS; **SAVING THROW:** NONE; **SPELL RESISTANCE:** NO
LEARNING TAINT USE POINT GAIN: 5
CASTING TAINT USE POINT GAIN: 2

THIS SPELL TURNS THE BONES OR BODIES OF DEAD CREATURES INTO UNDEAD SKELETONS OR ZOMBIES THAT FOLLOW THE CASTER'S SPOKEN COMMANDS. THE SKELETONS OR ZOMBIES CAN FOLLOW THE CASTER, OR CAN REMAIN IN AN AREA AND ATTACK ANY CREATURE (OR JUST A SPECIFIC TYPE OF CREATURE) ENTERING THE PLACE. THE UNDEAD REMAIN ANIMATED UNTIL THEY ARE DESTROYED. (A DESTROYED SKELETON OR ZOMBIE CAN'T BE ANIMATED AGAIN.)

REGARDLESS OF THE TYPE OF UNDEAD, A CASTER CAN'T CREATE MORE HD OF UNDEAD THAN TWICE HIS OR HER CASTER LEVEL WITH A SINGLE CASTING OF ANIMATE DEAD.

THE UNDEAD CREATED REMAIN UNDER CASTER'S CONTROL INDEFINITELY. NO MATTER HOW MANY TIMES THE CASTER USES THIS SPELL, HOWEVER, HE OR SHE CAN CONTROL ONLY 4 HD WORTH OF UNDEAD CREATURES PER CASTER LEVEL. IF THE CASTER EXCEEDS THIS NUMBER, ALL THE NEWLY CREATED CREATURES FALL UNDER HIS OR HER CONTROL, AND ANY EXCESS UNDEAD FROM PREVI-

OUS CASTINGS BECOME UNCONTROLLED (THE CASTER CHOOSES WHICH CREATURES ARE RELEASED). ANY UNDEAD THE CHARACTER COMMANDS (IF THE CHARACTER HAS THE ABILITY TO COMMAND OR REBUKE UNDEAD) DO NOT COUNT TOWARD THE LIMIT.

SKELETONS: A SKELETON CAN BE CREATED ONLY FROM A MOSTLY INTACT CORPSE OR SKELETON; THE CORPSE MUST HAVE BONES. IF A SKELETON IS MADE FROM A CORPSE, THE FLESH FALLS OFF THE BONES. THE STATISTICS FOR A SKELETON DEPEND ON ITS SIZE; THEY DO NOT DEPEND ON WHAT ABILITIES THE CREATURE MAY HAVE HAD WHILE ALIVE.

ZOMBIES: A ZOMBIE CAN BE CREATED ONLY FROM A MOSTLY INTACT CORPSE; THE CREATURE MUST HAVE A TRUE ANATOMY. THE STATISTICS FOR A ZOMBIE DEPEND ON ITS SIZE, NOT ON WHAT ABILITIES THE CREATURE MAY HAVE HAD WHILE ALIVE.

ALL UNDEAD ANIMATED USING THIS SPELL HAVE THE BROKEN CIRCLE TAINTED TEMPLATE APPLIED TO THEM AND CAN HAVE UP TO 20 TAINT POOL POINTS WORTH OF POWERS.

CHAOS BONDS

EVOCATION (FORCE) [EVIL]

LEVEL: MAGE 4; **COMPONENTS:** V, S; **CASTING TIME:** ATTACK ACTION; **RANGE:** TOUCH; **TARGETS:** ONE CREATURE; **DURATION:** 10 MINUTES/LEVEL; **SAVING THROW:** REFLEXES NEGATES; **SPELL RESISTANCE:** NO
LEARNING TAINT USE POINT GAIN: 0
CASTING TAINT USE POINT GAIN: 2

THIS SPELL SURROUNDS THE TARGET WITH BONDS OF CRACKLING BLACK ENERGY AND FILLS THE AIR WITH A METALLIC SMELL. THE BONDS HAVE 20 HIT POINTS/LEVEL, AND PREVENT THE USE OF ANYTHING HELD IN THE VICTIM'S HANDS. THE BONDS PROVIDE NO PROTECTION – IF THEY ARE ATTACKED, BOTH THE TARGET AND THE BONDS TAKE DAMAGE. SHOULD THE TARGET ATTEMPT TO BREAK FREE, ALL DAMAGE DONE TO THE BONDS IS REFLECTED BACK AT THE TARGET UNLESS ENOUGH DAMAGE IS DONE TO DESTROY THE BONDS.

CORRUPT SOUL

NECROMANTIC (EVIL) [LANGUAGE-DEPENDENT]

LEVEL: MAGE 1; **COMPONENTS:** V, S; **CASTING TIME:** 5 MINUTES; **RANGE:** TOUCH; **TARGETS:** ONE CREATURE; **DURATION:** 1 DAY/LEVEL; **SAVING THROW:** WILL NEGATES; **SPELL RESISTANCE:** NO
LEARNING TAINT USE POINT GAIN: 1
CASTING TAINT USE POINT GAIN: 1

THE CORRUPTED MAGE'S WORDS ARE HONEY-SWEET, AND HIS ARGUMENTS ARE IMPOSSIBLE TO REFUTE. THE LONGER HE SPEAKS, THE MORE HIS WORDS MAKE SENSE. AS AN AUDIENCE LISTENS, MORE AND MORE OF THEM FALL UNDER HIS SWAY AND BECOME WILLING SERVANTS OF THE KEEPERS. EVERY 5 MINUTES THE MAGE IS ALLOWED TO FREELY SPEAK, EVERYONE IN HIS AUDIENCE REQUIRES A WILL SAVE. THOSE WHO FAIL BECOME SWAYED BY HIS EVIL WORDS – THEIR ALLEGIANCE AUTOMATICALLY SHIFTS TO THE KEEPERS. UNLESS THE CORRUPTION IS FREQUENTLY RENEWED, SUBJECTS OF THE SPELL WILL COME TO THEIR SENSES AFTER ONE DAY. WHILE UNDER THE EFFECT OF THE CORRUPTION, A SUCCESSFUL PURIFY SPELL WILL RELEASE A VICTIM FROM THE KEEPERS' GRASP.

DEVOUR SOUL

SUMMONING [EVIL]

LEVEL: MAGE 5; **COMPONENTS:** V, S; **CASTING TIME:** ATTACK ACTION; **RANGE:** MEDIUM (100 FT. + 10 FT./LEVEL); **TARGETS:** ONE CREATURE; **DURATION:** INSTANTANEOUS; **SAVING THROW:** FORTITUDE NEGATES; **SPELL RESISTANCE:** YES

LEARNING TAINT USE POINT GAIN: 5

CASTING TAINT USE POINT GAIN: 2

THE TARGET OF THIS SPELL IS ATTACKED BY A HOARD OF SMALL DEMON-LIKE CREATURES WHO EAT AWAY AT THE TARGET'S SOUL. IT IS INTENSELY PAINFUL WHILE IT IS HAPPENING BUT LEAVES THE VICTIM WITH AN INTENSE FEELING OF EMPTINESS AS THEY GRADUALLY RECOVER. THE SUBJECT'S WISDOM DROPS BY 3D6 (TO A MINIMUM OF 1).

MARK OF CHAOS

ENCHANTMENT (COMPULSION) [MIND-AFFECTING] [EVIL]

LEVEL: MAGE 5; **COMPONENTS:** V, S; **CASTING TIME:** 1 ROUND; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **TARGET:** ONE HUMANOID; **DURATION:** ONE DAY/LEVEL; **SAVING THROW:** WILL NEGATES; **SPELL RESISTANCE:** YES
LEARNING TAINT USE POINT GAIN: 5
CASTING TAINT USE POINT GAIN: 2

DURING THE CASTING OF THIS SPELL, A CHAOS SYMBOL IS DRAWN ON THE FOREHEAD OF THE TARGET. IF SUCCESSFUL, THE VICTIM FALLS UNDER THE CONTROL OF THE CASTER OF THE SPELL. SHOULD THE MARK BE ERASED, THE EFFECT OF THE SPELL IS IMMEDIATELY BROKEN.

THE CASTER AND THE SUBJECT SHARE A TELEPATHIC BOND. THE CASTER CAN FORCE THE SUBJECT TO PERFORM AS HE DESIRES, WITHIN THE LIMITS OF ITS ABILITIES.

ONCE YOU HAVE GIVEN A SUBJUGATED CREATURE A COMMAND, IT CONTINUES TO ATTEMPT TO CARRY OUT THAT COMMAND TO THE EXCLUSION OF ALL OTHER ACTIVITIES EXCEPT THOSE NECESSARY FOR DAY-TO-DAY SURVIVAL (SUCH AS SLEEPING, EATING, AND SO FORTH). BECAUSE OF THIS LIMITED RANGE OF ACTIVITY, A SENSE MOTIVE CHECK AGAINST DC 15 (RATHER THAN DC 25) CAN DETERMINE THAT THE SUBJECT'S BEHAVIOR IS BEING INFLUENCED BY AN ENCHANTMENT EFFECT (SEE THE SENSE MOTIVE SKILL DESCRIPTION).

BY CONCENTRATING FULLY ON THE SPELL (A STANDARD ACTION), YOU CAN COMMUNICATE WITH THE SUBJECT AS WELL AS RECEIVE FULL SENSORY INPUT AS INTERPRETED BY THE MIND OF THE SUBJECT. YOU CAN'T ACTUALLY SEE THROUGH THE SUBJECT'S EYES, SO IT'S NOT AS GOOD AS BEING THERE YOURSELF, BUT YOU STILL GET A GOOD IDEA OF WHAT'S GOING ON.

SUBJECTS RESIST THIS CONTROL, AND ANY SUBJECT FORCED TO TAKE ACTIONS AGAINST ITS NATURE RECEIVES A NEW SAVING THROW WITH A +2 BONUS. OBVIOUSLY SELF-DESTRUCTIVE ORDERS ARE NOT CARRIED OUT. ONCE CONTROL IS ESTABLISHED, THE RANGE AT WHICH IT CAN BE EXERCISED IS UNLIMITED, AS LONG AS YOU AND THE SUBJECT ARE ON THE SAME PLANE. YOU NEED NOT SEE THE SUBJECT TO CONTROL IT.

SHIELD OF CHAOS

ABJURATION [EVIL]

LEVEL: MAGE 4; **COMPONENTS:** V, S; **CASTING TIME:** 1 STANDARD ACTION; **RANGE:** SELF; **TARGETS:** SELF; **DURATION:** 1 ROUND/LEVEL (D); **SAVING THROW:** SEE TEXT; **SPELL RESISTANCE:** YES (HARMLESS)
LEARNING TAINT USE POINT GAIN: 0
CASTING TAINT USE POINT GAIN: 2

A RANDOM PATTERN OF COLOR SURROUNDS THE SUBJECTS, PROTECTING THEM FROM ATTACKS. THE CASTER GAINS A +6 DEFLECTION BONUS TO AC AND A +6 RESISTANCE BONUS ON SAVES.

SUMMONING RITUALS

THE FOLLOWING RITUALS CAN BE USED TO SUMMON CHAOS CREATURES TO EARTH'S DIMENSION. ANY USE OF THESE SPELLS WILL BE REFLECTED IN A POWER DRAIN ON THE KANDRIS SEAL, AND WILL MOST LIKELY CATCH THE AT-

TENTION OF THE WATCHER (THOUGH OBVIOUSLY, SUMMONING AN IMPLING WILL GENERATE LESS STRESS ON THE SEAL THAN SUMMONING A MAJOR DEMON).

SUMMON IMPLING

CONJURATION (SUMMONING) [EVIL]

LEVEL: MAG 0; **COMPONENTS:** V, S; **CASTING TIME:** 1 ROUND; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** ONE SUMMONED CREATURE; **DURATION:** 1 ROUND/LEVEL (D); **SAVING THROW:** NONE; **SPELL RESISTANCE:** NO **LEARNING TAIN T USE POINT GAIN:** 0 **CASTING TAIN T USE POINT GAIN:** 1

THIS SPELL SUMMONS A TINY IMPLING. IT APPEARS WHERE YOU DESIGNATE AND ACTS IMMEDIATELY, ON YOUR TURN. IT ATTACKS YOUR OPPONENTS TO THE BEST OF ITS ABILITY. IF YOU CAN COMMUNICATE WITH THE CREATURE, YOU CAN DIRECT IT NOT TO ATTACK, TO ATTACK PARTICULAR ENEMIES, OR TO PERFORM OTHER ACTIONS.

A SUMMONED IMP OR DEMON CANNOT SUMMON OR OTHERWISE CONJURE ANOTHER CREATURE, NOR CAN IT USE ANY TELEPORTATION OR PLANAR TRAVEL ABILITIES.

SUMMON IMP

CONJURATION (SUMMONING) [EVIL]

LEVEL: MAG 1; **COMPONENTS:** V, S; **CASTING TIME:** 1 ROUND; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** ONE SUMMONED CREATURE; **DURATION:** 1 ROUND/LEVEL (D); **SAVING THROW:** NONE; **SPELL RESISTANCE:** NO **LEARNING TAIN T USE POINT GAIN:** 0 **CASTING TAIN T USE POINT GAIN:** 1

THIS SPELL FUNCTIONS LIKE *SUMMON IMPLING*, EXCEPT THAT YOU CAN SUMMON ONE LARGER AND MORE INTELLIGENT IMP.

SUMMON MINOR CHAOS DEMON

CONJURATION (SUMMONING) [EVIL]

LEVEL: MAG 3; **COMPONENTS:** V, S; **CASTING TIME:** 1 HOUR; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** ONE SUMMONED CREATURE; **DURATION:** 1 ROUND/LEVEL (D); **SAVING THROW:** NONE; **SPELL RESISTANCE:** NO **LEARNING TAIN T USE POINT GAIN:** 0 **CASTING TAIN T USE POINT GAIN:** 1

THIS SPELL FUNCTIONS LIKE *SUMMON IMPLING*, EXCEPT CASTING TIME IS GREATER, AND YOU CAN SUMMON ONE MINOR CHAOS DEMON.

SUMMON MAJOR CHAOS DEMON

CONJURATION (SUMMONING) [EVIL]

LEVEL: MAG 5; **COMPONENTS:** V, S; **CASTING TIME:** 1 HOUR; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** ONE SUMMONED CREATURE; **DURATION:** 1 ROUND/LEVEL (D); **SAVING THROW:** NONE; **SPELL RESISTANCE:** NO **LEARNING TAIN T USE POINT GAIN:** 0 **CASTING TAIN T USE POINT GAIN:** 2

The Summon Major Chaos Demon spell cannot be used to summon any demon princes, dukes, or the Keepers themselves. The requirements to summon those beings is left up to the GM, but should include things such as massive blood sacrifices and the sacrifice of magical artifacts, and the knowledge of the demon's True Name.

THIS SPELL FUNCTIONS LIKE *SUMMON IMPLING*, EXCEPT CASTING TIME IS GREATER, AND YOU CAN SUMMON ONE MAJOR CHAOS DEMON.

TAINT OF CHAOS

NECROMANCY [EVIL]

LEVEL: MAG 1; **COMPONENTS:** V, S; **CASTING TIME:** 1 HOUR; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** RAY; **DURATION:** PERMANENT UNLESS DISPELLED; **SAVING THROW:** NO; **SPELL RESISTANCE:** YES **LEARNING TAIN T USE POINT GAIN:** 1 **CASTING TAIN T USE POINT GAIN:** 1

THIS SPELL INFLECTS 1D3 TAIN T USE POINTS PER MAG LEVEL OF THE CASTER. THE KEEPERS AND THEIR FOLLOWERS USE THIS SPELL TO TAIN T PERSONS, LOCATIONS AND ITEMS TO MAKE THEM MORE EASILY USED FOR THEIR PURPOSES. THE GREATER THE TAIN T, THE STRONGER THE AFFINITY TO CHAOS.

IT IS BELIEVED SOME OF THE MORE POWERFUL KEEPERS AND THEIR FOLLOWERS CAN CAST THIS SPELL IN LESS THAN AN HOUR.

TAINT WOUND

NECROMANCY [EVIL]

LEVEL: MAG 3; **COMPONENTS:** V, S; **CASTING TIME:** AT-TACK ACTION; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** RAY; **DURATION:** 1 MINUTE/LEVEL; **SAVING THROW:** NO; **SPELL RESISTANCE:** YES **LEARNING TAIN T USE POINT GAIN:** 3 **CASTING TAIN T USE POINT GAIN:** 1

THIS SPELL DOES 1D6 HIT POINTS OF DAMAGE PLUS 1D3 CHAOS TAIN T POINTS PER CASTER LEVEL, CAUSING A TERRIBLE CHAOS-TAINTED WOUND. IT REQUIRES A RANGED TOUCH ATTACK. THE WOUND HEALS TERRIBLY SLOWLY, AND THEN ONLY THROUGH NATURAL MEANS — POWERS SUCH AS REGENERATION AND OTHER HEALING ABILITIES DO NOT WORK. A CHAOS TAIN T WOUND WILL HEAL AT HALF THE RATE OF A NORMAL WOUND, EVEN IF TREATED. THE TAIN T WILL REMAIN AFTER THE WOUND HAS HEALED NATURALLY. IF THE TAIN T IS CLEANSSED THROUGH THE USE OF A PURIFY SPELL, IT CAN BE HEALED THROUGH MAGICAL MEANS.

TOUCH OF FATIGUE

NECROMANCY [EVIL]

LEVEL: MAG 1; **COMPONENTS:** V, S, M; **CASTING TIME:** AT-TACK ACTION; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** RAY; **DURATION:** 1 MINUTE/LEVEL; **SAVING THROW:** NO; **SPELL RESISTANCE:** YES **LEARNING TAIN T USE POINT GAIN:** 0 **CASTING TAIN T USE POINT GAIN:** 1

THE CASTER MUST SUCCEED AT A TOUCH ATTACK TO STRIKE A TARGET. THE SUBJECT IS IMMEDIATELY FATIGUED FOR THE SPELL'S DURATION. A FATIGUED CHARACTER SUFFERS A -2 PENALTY TO STRENGTH AND DEXTERITY AND CAN'T RUN OR CHARGE. THIS SPELL HAS NO EFFECT ON A CREATURE WHO IS ALREADY FATIGUED.

WEAKNESS

NECROMANCY [EVIL]

LEVEL: MAG 2; **COMPONENTS:** V, S; **CASTING TIME:** 1 STANDARD ACTION; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** RAY; **DURATION:** 1 HOUR/LEVEL; **SAVING THROW:** NONE; **SPELL RESISTANCE:** YES **LEARNING TAIN T USE POINT GAIN:** 0 **CASTING TAIN T USE POINT GAIN:** 1

A SICKLY GREEN AND BLACK RAY SPRINGS FROM YOUR HAND. YOU MUST SUCCEED ON A RANGED TOUCH ATTACK TO STRIKE A TARGET. THE SUBJECT TAKES A PENALTY TO STRENGTH EQUAL TO 1D6+1 PER TWO CASTER LEVELS

(MAXIMUM 1D6+5). THE SUBJECT'S STRENGTH SCORE CANNOT DROP BELOW 1.

WITHER

NECROMANCY [EVIL]

LEVEL: MAGE 2; **COMPONENTS:** V, S; **CASTING TIME:** 1 STANDARD ACTION; **RANGE:** CLOSE (25 FT. + 5 FT./2 LEVELS); **EFFECT:** RAY; **DURATION:** 1 HOUR/LEVEL; **SAVING THROW:** NONE; **SPELL RESISTANCE:** YES
LEARNING TAINT USE POINT GAIN: 0
CASTING TAINT USE POINT GAIN: 1

A SICKLY GREEN AND BLACK RAY SPRINGS FROM YOUR HAND. YOU MUST SUCCEED ON A RANGED TOUCH ATTACK TO STRIKE A TARGET. THE SUBJECT TAKES A PENALTY TO CONSTITUTION EQUAL TO 1D6+1 PER TWO CASTER LEVELS (MAXIMUM 1D6+5). THE SUBJECT'S CONSTITUTION SCORE CANNOT DROP BELOW 1.

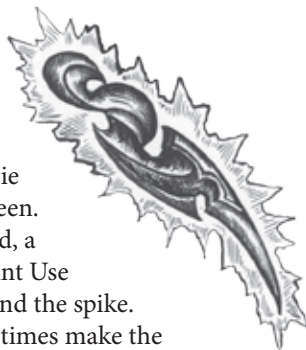
MAGIC ITEMS

CHAOS SPIKE

This magical item looks like a twisted piece of iron and obsidian and glows with an eerie internal light that is grayish-green. When pounded into the ground, a Chaos Spike will inflict 5d3 Taint Use Points in a 40' radius area around the spike.

Areas that are tainted sometimes make the casting of Chaos spells easier to do, especially long and involved rituals.

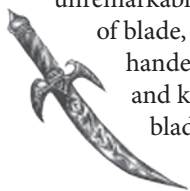
TYPE: WONDROUS ITEM (MAGIC); **CASTER LEVEL:** 5TH; **PURCHASE DC:** 30; **WEIGHT:** 1 LB.



TAINTING BLADE

This magical weapon is a favorite of the followers of the Keepers. They can be identified by runes engraved or scratched onto the blade, but otherwise can appear unremarkable. These items can be made out of any kind of blade, ranging from a letter opener to a two-handed sword, but are typically small daggers and knives. When the victim is injured by the blade, there is a chance that the wound can become tainted, as per the Taint Wound spell.

TYPE: WEAPON (MAGIC); **CASTER LEVEL:** 5TH; **PURCHASE DC:** 30; **WEIGHT:** 1 LB.



SOUL TOKEN

These foul magical items allow the Keepers to possess and control mortals in Earth's dimension. They can be anything, but are usually an item that a person would keep on them at all times, such as a piece of jewelry or a cane. The victim's mind is trapped in the token and goes into a comatose-like state, completely unaware of what is going on until they are no longer being controlled.

TYPE: WONDROUS ITEM (MAGIC); **CASTER LEVEL:** 20TH;

PURCHASE DC: 48; **WEIGHT:** VARIES

WIZARD'S MANACLES

These bindings are used by followers of the Keepers against anyone with magical abilities, especially members of the Thaumaturgia. The enchantment on them suppresses magical abilities and drains the victim's endurance. The Manacles typically appear as handcuffs or manacles and are engraved with mystical and Chaos symbols. When the powers of the manacles are activated, the manacles glow a sickly green and fill the air with a putrid smell.



TYPE: WONDROUS ITEM (MAGIC); **CASTER LEVEL:** 11TH; **PURCHASE DC:** 39; **WEIGHT:** 2 LBS.

CHARACTERS

What would the heroes be with enemies to fight? The following pages contain write-ups for all of the Keepers of the Broken Circle, plus examples of characters that can be made with a background in Chaos.

Author's Note: The Keepers of the Broken Circle were all created to be high level threats and a challenge to a team of powerful characters. They may not be suitable for one on one confrontations with the PC's unless they are of extremely high power level or the Keepers manage to break the Kandris Seal and the heroes are forced to deal with them directly.

ABURINTALOS

EVIL OUTSIDER

HIT DICE: 20D8+140 (220 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT., FLY 90 FT. (AVERAGE)

AC: 25 (+5 DEX, +10 NATURAL)

ATTACKS: 2 CLAWS +27, BITE +17

DAMAGE: CLAWS 2D6+8, BITE 1D6+8

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: CHAINS OF AGE, FEAR AURA, SPELLS

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +14, REF +12, WILL +16

ABILITIES: STR 25, DEX 20, CON 25, INT 18, WIS 18, CHA 18

SKILLS: BLUFF +20, CONCENTRATION +18, DIPLOMACY +15, INTIMIDATE +20, KNOWLEDGE (ARCANE LORE) +25, KNOWLEDGE (TACTICS) +19, LISTEN +17, SLEIGHT OF HAND +15, SPELLCRAFT +22

FEATS: ARCHAIC WEAPON PROFICIENCY, IMPROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, ABURINTALOS HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING

HUMAN SHAPE, AT WILL.

CHAINS OF AGE (SP): ABURINTALOS, AS THE DEMON OF OLD AGE AND DECREPITUDE, HAS THE ABILITY TO INSTANTLY AGE HIS FOES WITH BUT A TOUCH. ANYONE STRUCK BY ONE OF ABURINTALOS' CLAW ATTACKS MUST SUCCEED ON A FORTITUDE SAVE OR IMMEDIATELY TAKE 1D4 POINTS OF STRENGTH DAMAGE, 1D4 POINTS OF DEXTERITY DAMAGE, AND 1D4 POINTS OF CONSTITUTION DAMAGE. A CREATURE THAT SUCCESSFULLY SAVES AGAINST THIS EFFECT CANNOT BE AFFECTED BY THE ABURINTALOS' TOUCH FOR 24 HOURS.

DARKVISION: ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, ABURINTALOS RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, ABURINTALOS IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

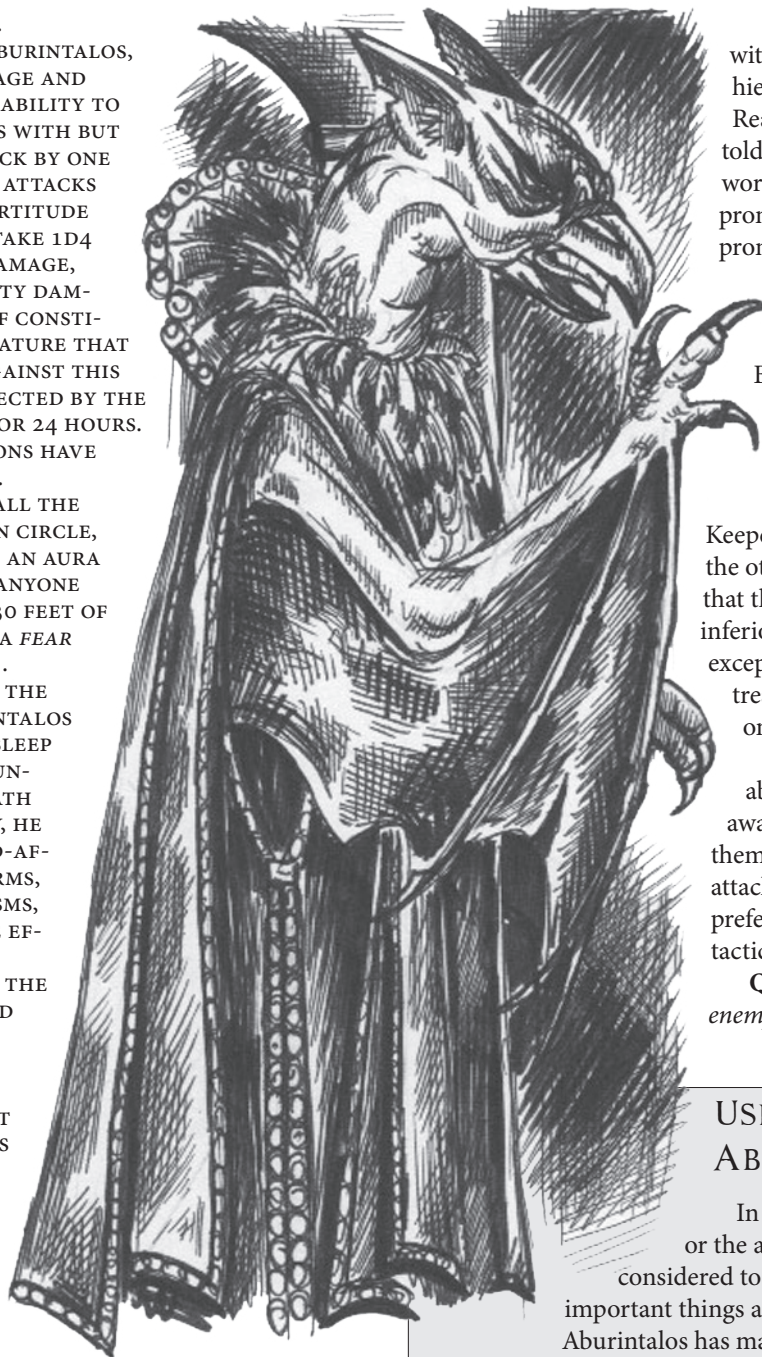
SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX): ABURINTALOS HAS SPELL RESISTANCE 20.

SPELLS (SP): ABURINTALOS CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. ABURINTALOS HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. ABURINTALOS IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

This demon looks like a humanoid cross between a vulture and a bat. Both his hands and feet have vicious claws. In human form, Aburintalos is a withered old man with long black stringy hair and grayish-white skin. His clothes are often in tatters.



Aburintalos was content with his station in the hierarchy of the Chaos Realm until Winkretaset told him about the new world that Earth's dimension promised. Lured by the promise of increased power, Aburintalos joined with Winkretaset to form the Keepers of the Broken Circle.

Aburintalos is quiet and keeps to himself, seldom working or meeting with the other Keepers. He is suspicious of the other Keepers and feels that they look down on him as inferior. Miranthea is the only exception to this, as she has treated him with the respect one gives an equal.

Aburintalos has the ability to steal the life away from mortals, aging them at a rapid rate. He rarely attacks his opponents directly, preferring stealth and ambush tactics.

Quote: "Time is your enemy. It makes you weak..."

USING ABURINTALOS

In an era where youth, or the appearance thereof, is considered to be one of the most important things a person can have, Aburintalos has made his mark. He has been behind countless rumors and schemes for finding a fountain of youth.

BANTOTHET

EVIL OUTSIDER

HIT DICE: 20D8+120 (195 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT.

AC: 25 (+5 DEX, +10 NATURAL)

ATTACKS: 2 SLAM +25

DAMAGE: SLAM 1D8+5

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: FEAR AURA, SPELLS, WARP MIND

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD

RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS
SAVES: FORT +13, REF +12, WILL +19
ABILITIES: STR 20, DEX 20, CON 23, INT 22, WIS 24, CHA 18
SKILLS: BLUFF +18, CONCENTRATION +18, DIPLOMACY +15, INTIMIDATE +14, KNOWLEDGE (ARCANE LORE) +20, KNOWLEDGE (TACTICS) +12, LISTEN +10, SLEIGHT OF HAND +15, SPELLCRAFT +22, SPOT +10
FEATS: ARCHAIC WEAPON PROFICIENCY, IMPROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, BANTOTHET HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

DARKVISION: ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, BANTOTHET RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, BANTOTHET IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX): BANTOTHET HAS SPELL RESISTANCE 20.

SPELLS (SP): BANTOTHET CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. BANTOTHET HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. BANTOTHET IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

WARP MIND (SU): AT WILL, BANTOTHET CAN WARP THE PERCEPTION OF EVERYONE WITHIN 75 FEET. LIVING CREATURES WITHIN THE RADIUS OF THE WARP MIND ABILITY MUST MAKE A WILL SAVE (DC 25) OR SUFFER AS THOUGH UNDER THE EFFECT OF A CONFUSION SPELL, AS THEIR MINDS PERCEIVE THINGS THAT ARE NOT REALLY THERE. OTHER KEEPERS ARE IMMUNE TO BANTOTHET'S REALITY-WARPING

POWER.

A master of illusion, no one knows Bantothet's true form. He has appeared as everything from a stereotypical image of a demon to that of an angelic being based on his whim. In situations where an image of him is needed, such as a statue at a shrine tended by his followers, Bantothet is depicted as wearing voluminous robes with either a featureless mask or extremely heavy veil.

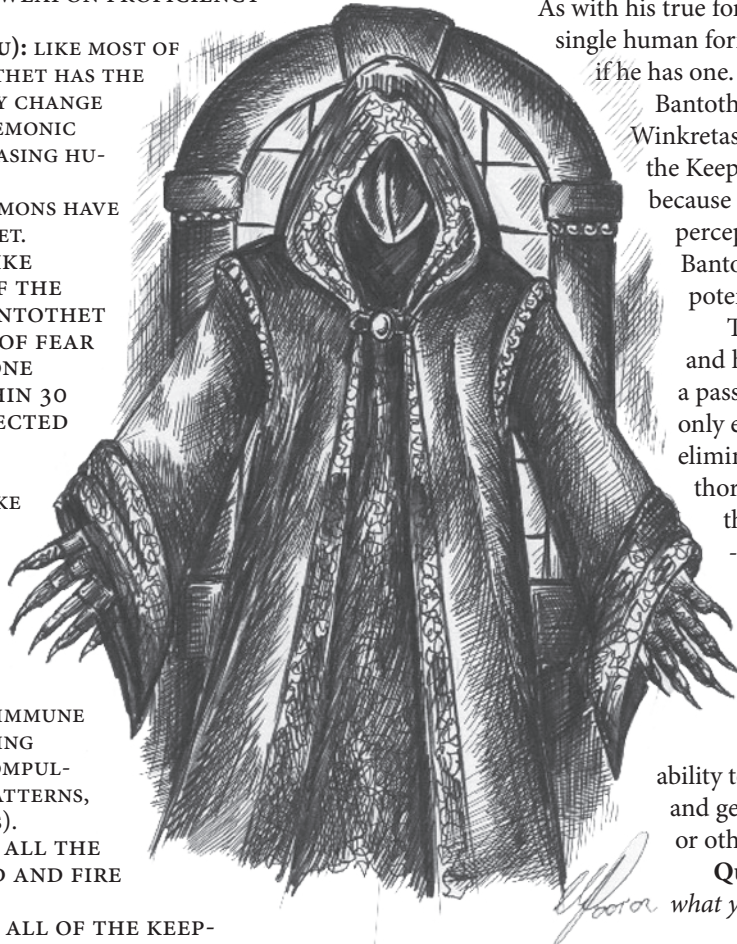
As with his true form, Bantothet has no known single human form. In fact, it is not even known if he has one.

Bantothet was approached by Winkretaset to become a member of the Keepers of the Broken Circle because of his ability to manipulate the perceptions of people around him. Bantothet agreed, seeing Earth as a potential new playground.

This Keeper is manipulative and hates the Thaumaturgia with a passion, because they are the only enemy he has ever failed to eliminate. The order is a constant thorn in his side, and he sees them - and the other Keepers - as the only stumbling block to his turning Earth into his personal playground.

Bantothet rarely confronts his enemies directly through physical force, preferring to use his ability to alter the person's perceptions and get the person to harm himself or others.

Quote: "Do you always believe what you see?"



USING BANTOTHET

This Keeper appears at times to be more interested in manipulating people and having fun at their expense than he is at actively conquering Earth. Anyone who spoils that fun, such as a character interfering in one of his "games", would quickly earn his enmity. When that happens, Bantothet will make the character the object of his "fun", submitting him to a series of scenarios with the aim of isolating him from all that he knows and loves. Once that occurs, Bantothet will begin to torture the character, breaking down his sanity until he exists in a world of illusions. As a final stroke, Bantothet will rip that away from him so the character will fully realize exactly what had been done to him.

DISLIAL

EVIL OUTSIDER

HIT DICE: 20D8+160 (245 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT.

AC: 25 (+5 DEX, +10 NATURAL)

ATTACKS: 2 SLAMS +25

DAMAGE: SLAM 1D6+5

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: DISEASED BREATH, DISEASED SKIN, FEAR AURA, SPELLS, STENCH OF DECAY

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +20, REF +12, WILL +15

ABILITIES: STR 20, DEX 20, CON 27, INT 18, WIS 18, CHA 18

SKILLS: BLUFF +18, CONCENTRATION +18, CRAFT (PHARMACEUTICAL) +10, DIPLOMACY +15, HIDE +20, INTIMIDATE +14, KNOWLEDGE (ARCANE LORE) +20, LISTEN +10, SLEIGHT OF HAND +15, SPELLCRAFT +22, SPOT +10, TREAT INJURY +20

FEATS: ARCHAIC WEAPON PROFICIENCY, IMPROVED INITIATIVE, MEDICAL EXPERT, SIMPLE WEAPON PROFICIENCY, SURGERY

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, DISLIAL HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

DISEASED BREATH (SU): DISLIAL CAN UNLEASH A CONE OF FETID, CORRUPTION-LADEN BREATH AS A STANDARD ACTION ONCE EVERY 1D4 ROUNDS. THE DISEASED BREATH STARTS AT ANY INTERSECTION ADJACENT TO DISLIAL AND EXTENDS IN A DIRECTION OF HIS CHOICE, IN A CONE OF 60 FEET IN LENGTH. THE DISEASED BREATH DOES 6D6 POINTS OF DAMAGE TO ALL WITHIN ITS AREA UNLESS THEY SUCCEED AT A REFLEX SAVE (DC 22).

DISEASED SKIN (EX): DISLIAL'S ROTTING FLESH SWARMS WITH DISEASE. ANYONE WHO TOUCHES HIM WITH BARE SKIN (INCLUDING THE BARE-HANDED ATTACKS OF MARTIAL ARTISTS) RISKS CONTRACTING NECROTIZING FACIITIS (FLESH-EATING BACTERIA). THEY MUST SUCCEED IN MAKING A FORTITUDE SAVE (DC 20) OR INSTANTLY SUFFER 1 POINT OF CONSTITUTION DAMAGE. EVERY HOUR THEREAFTER, THEY MUST MAKE ANOTHER FORT SAVE AT DC20

OR TAKE 1D3 MORE POINTS OF CON DAMAGE. A REMOVE DISEASE SPELL CURES THE DISEASE.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, DISLIAL RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, DISLIAL IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX): DISLIAL HAS SPELL RESISTANCE 20. HE HAS ACCESS TO ALL CHAOS SPELLS.

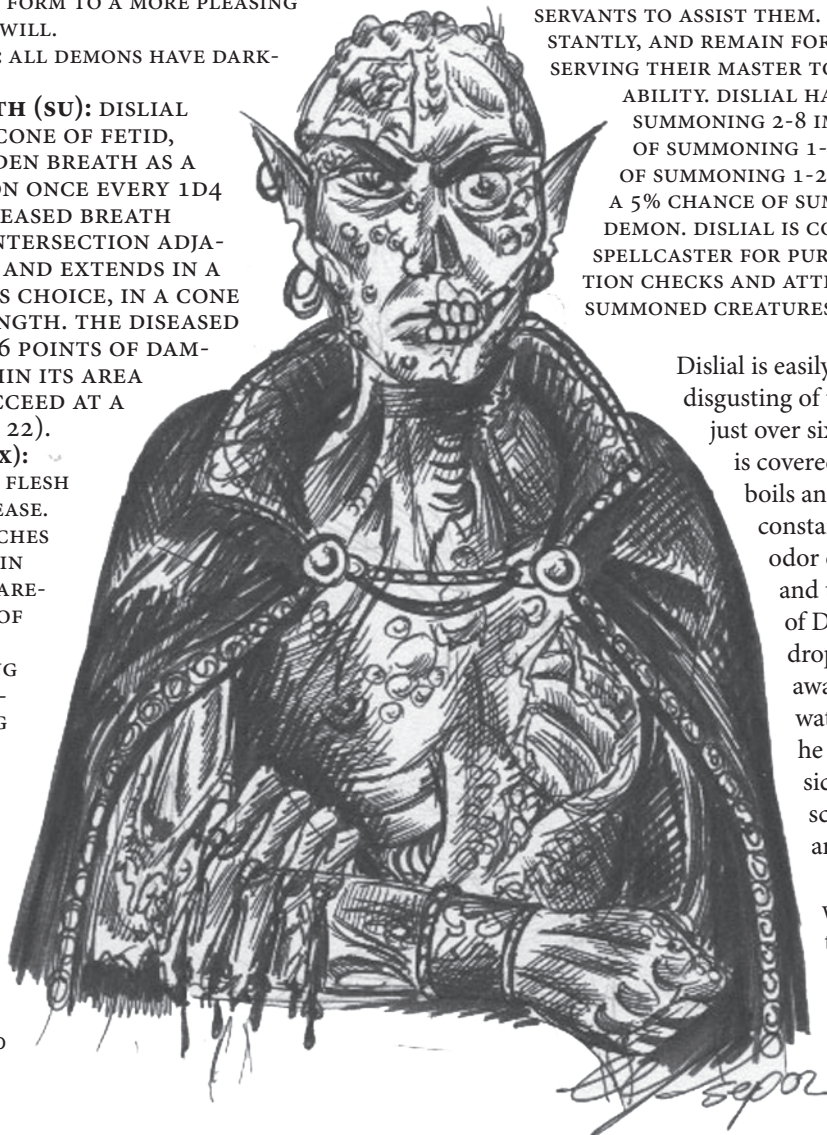
SPELLS (SP): DISLIAL CASTS SPELLS AS A MAGE OF 20TH LEVEL.

STENCH OF DECAY (EX): DISLIAL OVERWHELMINGLY STINKS OF DEATH AND CORRUPTION. LIVING CREATURES WITHIN 60 FEET MUST SUCCEED ON A DC 25 FORTITUDE SAVE OR BE SICKENED FOR 1D6+4 MINUTES. A CREATURE THAT SUCCESSFULLY SAVES CANNOT BE AFFECTED AGAIN BY THE DISLIAL'S STENCH FOR 24 HOURS. A DELAY POISON OR NEUTRALIZE POISON SPELL REMOVES THE EFFECT FROM A SICKENED CREATURE. CREATURES WHO DO NOT NEED TO BREATHE OR HAVE IMMUNITY TO POISON ARE UNAFFECTED, AND CREATURES RESISTANT TO POISON RECEIVE THEIR NORMAL BONUS ON THEIR SAVING THROWS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC

SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR

ABILITY. DISLIAL HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. DISLIAL IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.



Dislial is easily one of the most disgusting of the Keepers. Standing at just over six feet tall, Dislial's skin is covered with oozing sores, boils and open wounds. He is constantly surrounded with the odor of decay and rotten meat, and to round it all out, bits of Dislial's flesh sometimes drop to the ground and rot away to nothingness as you watch. In his human form he is somewhat pale and sickly looking, and has the scent of illness and death around him.

Dislial joined up with Winkretaset and the Keepers of the Broken Circle as a way to expand his personal power base. Some of

his actions on Earth are very well known – Dislial was the source/cause of the Black Death.

Dislial is fascinated by the suffering of humanity, and delights in seeing them affected by disease and illness. He will go out of his way to infect as many people as he can with a disease, then taunt them with the possibility of a cure, which either doesn't exist - or one he has no intention of giving to them.

His breath is believed to be capable of transmitting diseases of any kind (even those not normally airborne) and his touch can kill a person, giving them a flesh-eating disease.

Dislial is never alone, as he surrounds himself with evidence of the suffering he can cause. Along with the legions of Chaos imps, implings, and demons (major and minor), he will have thousands of disease-ridden undead at his command.

Quote: "You're looking a bit flushed. Are you feeling well?"

USING DISLIAL

Meeting Dislial is not something that most people want to do, as he is the embodiment of disease, decay, and the effect it has on the human body. As with the other Keepers, he was designed to be a threat to a high-level group of heroes, and to be an almost unstoppable foe to everyone else.

If the GM wishes to introduce Dislial into his campaign, he might consider having a new, extremely virulent plague sweep through his campaign city, and Dislial's followers are behind it.

DRAMENIAOS

EVIL OUTSIDER

HIT DICE: 20D8+100 (190 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT.

AC: 25 (+5 DEX, +10 NATURAL)

ATTACKS: 2 SLAMS +25

DAMAGE: SLAM 1D6+5

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: FEAR AURA, MANIPULATE MINDS, SUMMON RATS, SPELLS

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +20, REF +12, WILL +20

ABILITIES: STR 20, DEX 20, CON 20, INT 25, WIS 25, CHA 18

SKILLS: BLUFF +18, CONCENTRATION +18, DIPLOMACY +15, HIDE +20, INTIMIDATE +14, KNOWLEDGE (ARCANE LORE) +25, KNOWLEDGE (TACTICS) +18, LISTEN +12, SLEIGHT OF HAND +15, SPELLCRAFT +25, SPOT +15

FEATS: DODGE, ARCHAIC WEAPON PROFICIENCY, IM-

PROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, DRAMENIAOS HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, DRAMENIAOS RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, DRAMENIAOS IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COM-PULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

MANIPULATE MINDS (SP): DRAMENIAOS CAN CRUSH HIS OPPONENTS' WILL WITH BUT A THOUGHT. DRAMENIAOS MUST USE A STANDARD ACTION; ALL THOSE WITHIN A 30 FOOT RADIUS MUST SUCCEED ON A WILL SAVE OR FALL INSTANTLY UNDER DRAMENIAOS' INFLUENCE AS THOUGH BY A DOMINATE PERSON SPELL (CASTER LEVEL 20TH). THE OTHER KEEPERS ARE IMMUNE TO THIS EFFECT.

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAIN BY SIGHT.

SPELL RESISTANCE (EX): DRAMENIAOS HAS SPELL RESISTANCE 20.

SPELLS (SP): DRAMENIAOS CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. DRAMENIAOS HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. DRAMENIAOS IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

SUMMON RATS (SP):

DRAMENIAOS CAN COMMAND RATS. ONCE PER HOUR, HE CAN CALL FORTH 2D10+4 RAT SWARMS AS A STANDARD ACTION. THESE CREATURES ARRIVE IN 2D6 ROUNDS AND SERVE DRAMENIOUS FOR UP TO 1 HOUR.



A cross between a giant weasel and a

USING DRAMENIAOS

Drameniaos cares very little for what the other Keepers are doing, and is unlikely to get drawn into their conflicts. He considered the Thaumaturgia to be both an enemy and an ally - an enemy, in they are impeding his goals, and an ally because they are doing the same to the other Keepers. If a character were to interfere in the plans of one of the other Keepers, Drameniaos would ignore it. However, if the character was to interfere in his plans, he would be a tenacious enemy.

Should the characters cross Drameniaos, he will go after them on a very fundamental level - infest their homes and the homes of their loved ones with rats, turn those loved ones against them, get gangs of street thugs to attack the character, and so on.

Currently, Drameniaos is trying to organize various street gangs in an effort to take control of the assorted vice trades they are involved with - drugs, prostitution, and so on.

lizard, Drameniaos is the smallest of the Keepers, but don't let size fool you. His skin is a patchwork of putrid green scales and dirty brown fur. His ears are huge and pointed and his eyes glow red.

He has a variety of human forms, but all of them are small and stunted. Animals of all kinds will away from him except for dogs, which will be aggressive and will try to attack him. Winkretaset recruited Drameniaos, knowing that he is one of the most underestimated of the Keepers due to his size.

The thing that Drameniaos loves most is to manipulate people, and he is not above using his "allies" to further his goals. He feels that the Keepers of the Broken Circle, as a group, is just a stepping stone towards establishing a power base of his own.

Drameniaos' ability to manipulate people is unsurpassed by the other Keepers and he delights in creating strife and misery. He is also believed to be able to summon and control rats. He also tends to try and do things for himself, as he is unwilling to rely on the other Keepers for their assistance.

Quote: *"It's not only good things that come in small packages."*



EMLERANTOS

EVIL OUTSIDER

HIT DICE: 20D8+100 (190 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT., FLY 90 FT. (AVERAGE)

AC: 25 (+5 DEX, +10 NATURAL)

ATTACKS: 2 CLAWS +25

DAMAGE: CLAWS 2D6+5

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: FEAR AURA, MANIPULATE MINDS, SPELLS

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +20, REF +12, WILL +20

ABILITIES: STR 20, DEX 20, CON 20, INT 28, WIS 25, CHA 18

SKILLS: BLUFF +18, CONCENTRATION +18, DIPLOMACY +15, HIDE +20, INTIMIDATE +14, KNOWLEDGE (ARCANE LORE) +25, LISTEN +12, SLEIGHT OF HAND +15, SPELLCRAFT +25, SPOT +15

FEATS: ARCHAIC WEAPON PROFICIENCY, IMPROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, EMLERANTOS HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, EMLERANTOS RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, EMLERANTOS IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

MANIPULATE MINDS (SP): EMLERANTOS CAN CRUSH HIS OPONENTS' WILL WITH BUT A THOUGHT. EMLERANTOS MUST USE A STANDARD ACTION; ALL THOSE WITHIN A 60 FOOT RADIUS MUST SUCCEED ON A WILL SAVE OR FALL INSTANTLY UNDER EMLERANTOS' INFLUENCE AS THOUGH BY A DOMINATE PERSON SPELL (CASTER LEVEL 20TH).

THE OTHER KEEPERS ARE IMMUNE TO THIS EFFECT.

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE

RESISTANCE 10.

USING EMLERANTOS

Emlerantos, like many of the other Keepers, can be used as a mastermind or master villain kind of character, the driving force behind a plot. He has his fingers in many different pies, and is constantly seeking to expand his influence. He is currently focusing on the media, especially advertising.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAIN BY SIGHT.

SPELL RESISTANCE (EX): EMLERANTOS HAS SPELL RESISTANCE 20.

SPELLS (SP): EMLERANTOS CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. EMLERANTOS HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. EMLERANTOS IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DIPEL THE SUMMONED CREATURES.

Emlerantos stands seven feet tall and has huge leathery wings. He has huge hooked claws on his fingers and toes, and his voice is deceptively gentle. When in human form, Emlerantos usually appears as an attractive young man dressed in a business suit or as a priest.

Hes was one of the last to be recruited by Winkretaset into the Keepers. Winkretaset sought out Emlerantos because of his ability to manipulate and deceive mortals. He loves to corrupt the innocent and the pure. It is believed by some that he may have been involved with the persecution of the Knights Templar.

Emlerantos has the ability to manipulate human minds. His fingers are tipped with vicious claws and his skin is tough and resilient. His wings allow him to fly.

Quote: "What do you want? Maybe we can help each other out."

KUSORTHUSE

EVIL OUTSIDER

HIT DICE: 20D8+100 (205 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT., CLIMB 20 FT.

AC: 26 (-1 SIZE, +5 DEX, +12 NATURAL)

ATTACKS: BITE +25

DAMAGE: BITE 2D8+10 PLUS POISON

SIZE: LARGE

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: CHANGE REALITY, FEAR AURA, SPELLS

SPECIAL QUALITIES: DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE

RESISTANCE 10, READ MINDS, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +20, REF +12, WILL +20

ABILITIES: STR 35, DEX 24, CON 20, INT 18, WIS 20, CHA 18

SKILLS: BLUFF +18, CLIMB +14, CONCENTRATION +18, DIPLOMACY +15, HIDE +20, INTIMIDATE +14, KNOWLEDGE (ARCANE LORE) +25, LISTEN +12, SPELLCRAFT +25, SPOT +15

FEATS: IMPROVED INITIATIVE, IMPROVED TRIP

CHANGE REALITY (SP): AT WILL, KUSORTHUSE CAN WARP THE PERCEPTION OF ANY LIVING CREATURE THAT IT CAN SEE. THE TARGET OF THIS ABILITY MUST MAKE A WILL SAVE (DC 25) OR SUFFER AS THOUGH UNDER THE EFFECT OF A PHANTASMAL KILLER SPELL, AS HIS MIND PERCEIVES THE MOST HORRIBLE THING IT CAN IMAGINE. OTHER KEEPERS ARE IMMUNE TO KUSORTHUSE'S REALITY-WARPING POWER.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, KUSORTHUSE RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, KUSORTHUSE IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COM-PULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

POISON (EX): KUSORTHUSE HAS A POISONOUS BITE WHICH DOES 2D8 POINTS OF STRENGTH DAMAGE (PRIMARY AND SECONDARY), WITH A FORT SAVE OF DC28.

READ MIND (SP): KUSORTHUSE CAN READ MINDS AT

USING KUSORTHUSE

Kusorthuse is best used as a master villain-style enemy, the mastermind behind the plot. He feels the best way to rule and control people is through fear, and anyone who would threaten that - either by making his victims more afraid of them than Kusorthuse, or by helping them overcome their fears - would find themselves a target of Kusorthuse.



LOLOROETH

WILL, AS THOUGH HE WERE CASTING THE *READ MIND* SPELL.

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX): KUSORTHUSE HAS SPELL RESISTANCE 20.

SPELLS (SP): KUSORTHUSE CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. KUSORTHUSE HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. KUSORTHUSE IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

This Keeper looks like a huge demonic wolf spider. All of his eyes glow an evil red and when he moves he makes a horrifying skittering noise. He has no human form.

Kusorthuse approached Winkretaset to join with the Keepers, wanting to expand his web of influence and power.

Fear is like fine wine to Kusorthuse - something to be cultivated and savored. With the popularity of horror movies, Kusorthuse has taken an interest in them. He is trying to find out what it is about humanity that causes them to seek out opportunities to be scared, yet they do all they can to ensure that they are not afraid and feel safe.

Kusorthuse's favorite tactic is to search an opponent's mind to discover what they most fear or other beliefs which affect their behavior, then make his opponent think that they have acted against that belief or behavior. For example, if he encountered someone who had a code against killing, he would make them think that they had killed someone, usually an innocent bystander.

Quote: *"Nothing to fear but fear itself? You have no idea how true that is...."*



EVIL OUTSIDER

HIT DICE: 20D8+100 (220 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT.

AC: 22 (-1 SIZE, +5 DEX, +8 NATURAL)

ATTACKS: 2 TENTACLES +22

DAMAGE: TENTACLE 2D6+10

SIZE: LARGE

FACE/REACH: 5 FT. BY 5 FT. / 20 FT.

SPECIAL ATTACKS: FEAR AURA, SPELLS, SUMMON LIGHTNING

SPECIAL QUALITIES: DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS, SUMMON STORM

SAVES: FORT +20, REF +12, WILL +20

ABILITIES: STR 30, DEX 20, CON 20, INT 28, WIS 25, CHA 18

SKILLS: BLUFF +12, CONCENTRATION +22, CRAFT (CHEMICAL) +20, DIPLOMACY +10, HIDE +12, INTIMIDATE +19, KNOWLEDGE (ARCANE LORE) +23, LISTEN +12, SPELLCRAFT +25, SPOT +12

FEATS: IMPROVED GRAB, IMPROVED INITIATIVE

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, LOLOROETH RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A *FEAR* SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, LOLOROETH IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX): LOLOROETH HAS SPELL RESISTANCE 20.

SPELLS (SP): LOLOROETH CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. LOLOROETH HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. LOLOROETH IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

SUMMON LIGHTNING (SP):

LOLOROETH CAN USE THE SPELL-LIKE ABILITY TO CALL *LIGHTNING STORM* (AS THE SPELL) ONCE PER DAY.

SUMMON STORM (SP): ANY NUMBER OF TIMES PER DAY, LOLOROETH CAN CONTROL WEATHER AS A 20TH LEVEL DRUID.

Loloroeth is surrounded by constantly swirling hot fetid wind. His skin looks like shredded black leather and he has no feet or hands, his limbs ending instead in masses of tentacles. This demon has no known human form.

He joined with Winkretaset and the other Keepers for one simple reason – to increase his personal power. If confronted with a situation where he would have to betray one of the other Keepers in order for his own plans to succeed, Loloroeth would not hesitate to do so.

His mood is as mercurial and changeable as the weather in Michigan, and he is concerned with only one thing - personal power. He can control the weather and is especially adept at summoning and controlling storms and lightning. Loloroeth will summon a storm or otherwise adversely effect the weather around him if forced into a physical confrontation, and use the storm itself as a weapon, striking his opponents with lightning, knocking them off their feet with gusts of wind, and so on.

Quote: “When it rains, it pours. Haven’t you always found troubles to be like that?”

USING LOLOROETH

Any character who can manipulate the weather might be considered an enemy by Loloroeth, regardless of the source of the character’s powers. He cares little for the Thaumaturgia, and will not make an extra effort to target them should they begin to interfere in his plans.

MIRANTHAEA

EVIL OUTSIDER

HIT DICE: 20D8+100 (212 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT., FLY 90 FT. (AVERAGE)

AC: 26 (-1 SIZE, +5 DEX, +12 NATURAL)

ATTACKS: 2 CLAWS +26, BITE +14

DAMAGE: CLAW 1D6+5, BITE 1D4+5

SIZE: LARGE

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: FEAR AURA, PHEROMONES, SPELLS

SPECIAL QUALITIES: DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +18, REF +15, WILL +22

ABILITIES: STR 20, DEX 25, CON 20, INT 28, WIS 25, CHA 25

SKILLS: BLUFF +30, CONCENTRATION +19, CRAFT (CHEMICAL) +20, DIPLOMACY +30, HIDE +12, INTIMIDATE +24, KNOWLEDGE (ARCANE LORE) +23, LISTEN +15, SENSE MOTIVE +25, SPELLCRAFT +18, SPOT +15

FEATS: ARCHAIC WEAPON PROFICIENCY, IMPROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY, WEAPON FINESSE (CLAWS)

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, MIRANTHAEA HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, MIRANTHAEA RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A *FEAR* SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, MIRANTHAEA IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

PEROMONES (EX): THE VERY AIR AROUND MIRANTHAEA IS LADEN WITH THE SCENT OF DESIRE. SHE IS THE EPITOME OF FORBIDDEN LUST, AND AS SUCH SHE CAN CHARM LIVING CREATURES TO HER WILL. ONCE PER ROUND, SHE CAN CAST A WIDENED *MASS CHARM MONSTER* (FORT SAVE DC27) AS A SORCERER OF 20TH LEVEL. CREATURES WHO DO NOT NEED TO BREATHE OR WHO ARE IMMUNE TO POISON ARE IMMUNE TO THIS EFFECT.

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAIN BY SIGHT.

SPELL RESISTANCE (EX): MIRANTHAEA HAS SPELL RESISTANCE 20.

SPELLS (SP): MIRANTHAEA CASTS SPELLS AS A MAGE OF 20TH LEVEL. SHE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP):

ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO



USING MIRANTHAEA

Miranthaea wants to come to Earth for something, but what it is, she isn't telling. She has been involved in a huge number of schemes, and her followers range from corporate executives to prostitutes to people in the cosmetics and fashion industry. If there is something going on involving beauty and sex, there's a good chance that she might be behind it.

SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. MIRANTHAEA HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. MIRANTHAEA IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

Miranthaea is demonically beautiful with long black tresses and huge bat-like wings. Her skin is a soft golden-brown color and her eyes are a blue so dark it could almost be black. Her sharp pointed teeth are a brilliant white and her canines can extend to an inch in length. Miranthaea's hands and feet are tipped with razor sharp claws, both sets of which are retractable. She tends to wear nothing but jewelry, believing it is a shame to hide her charms underneath clothing.

In her human form she appears either male or female, but regardless of the gender, the body is extremely good looking and seductive, and dressed appropriately. His/her hands have somewhat pointed fingernails and slightly prominent canine teeth. One look from her can arouse any man or woman.

No one knows why Miranthaea joined the Keepers, not even the other Keepers. It is for that reason she is perhaps the most trusted – and distrusted – amongst the Keepers. She has always existed on the fringes of the society of the Realm of Chaos, following her own path, making alliances that have no obvious advantage to her. She is considered an enigma to the rest of the Keepers.

Miranthaea is manipulative, seductive, and delights in all the various pleasures of the flesh. Given the choice between brute force and guile to get her way, she will almost always choose guile, and use her powers to get people

to do what she wants and needs them to.

Unlike many of the Keepers, she holds only a mild dislike of the Thaumaturgia, and she shows no interest in conquering Earth's dimension.

While in either her human or demonic form she exudes pheromones capable of arousing creatures of any sex and the air around her smells of lust. She can use these pheromones, in conjunction with her skills speaking to people, to manipulate them into doing what she wants them to do.

Quote: *"Nobody is ever a stranger, just a lover you haven't met yet."*

NORENTAR

EVIL OUTSIDER

HIT DICE: 20D8+140 (200 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT.

AC: 23 (+5 DEX, +8 NATURAL)

ATTACKS: SLAM +24

DAMAGE: SLAM 1D8+10

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: FEAR AURA, SPELLS, WARP MIND

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS, VOICES IN YOUR HEAD

SAVES: FORT +18, REF +15, WILL +22

ABILITIES: STR 25, DEX 25, CON 25, INT 24, WIS 25, CHA 22

SKILLS: BLUFF +30, CONCENTRATION +19, CRAFT (CHEMICAL) +20, DIPLOMACY +30, HIDE +12, INTIMIDATE +24, KNOWLEDGE (ARCANE LORE) +23, LISTEN +15, SENSE MOTIVE +25, SPELLCRAFT +18, SPOT +15

FEATS: ARCHAIC WEAPON PROFICIENCY, IMPROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY

ALTERNATE FORM (SU): LIKE

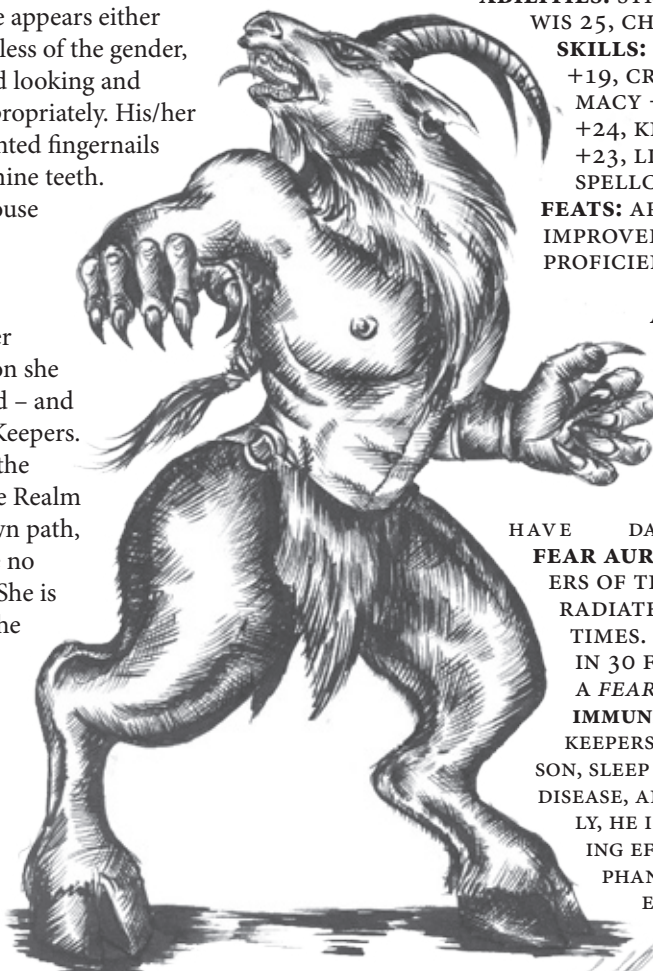
MOST OF THE KEEPERS, NORENTAR HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, NORENTAR RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, NORENTAR IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.



SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX): NORENTAR HAS SPELL RESISTANCE 20.

SPELLS (SP): NORENTAR CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. NORENTAR HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. NORENTAR IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

VOICES IN YOUR HEAD (SU): NORENTAR CAN READ MINDS AT WILL, AS THOUGH HE WERE CASTING THE READ MIND SPELL.

WARP MIND (SP): NORENTAR CAN CAST INSANITY AS A 20TH LEVEL SORCERER AT WILL.

In his true form, this demon has an extremely muscular human body, save for his goat legs and a goat's head. His mouth is filled with rows of razor-sharp teeth. Norentar's eyes glow swirling red and his voice causes goosebumps and terrifying chills to run through any mortal that hears it.

In his human form, Norentar is filthy and unkempt with wild eyes.

Norentar was one of the most active Keepers on Earth, being the "Devil" that dark witches worshipped, before Thaumaturgia put the Kandris Seal in place. When that happened, he lost much of his power base, and has had to work very hard to regain it. He was one of the first Keepers to join up with Winkretaset, and his appearance is one of the few that is commonly recognized by humanity in general, though they might not know Norentar's true nature.

Norentar has the ability to manipulate the deepest recesses of a person's mind to cause insanity. Norentar hates the Thaumaturgia on many different levels, and any player character who is a member is sure to become the target of his wrath. He will rarely go after the player directly, preferring to start off by going after friends, relatives and loved ones. He will slowly ruin their lives one by one, driving them crazy through either the use of his powers, or through the sheer weight of the problems he creates for them.

USING NORENTAR

Like most of the other Keepers, Norentar was designed to be a challenge for a character group, but not in a direct conflict. He will often start his plans on Earth in or around sites with concentrations of insane people, such as asylums and mental health wards in hospitals. He also tends to initially draw his followers from amongst their ranks, then twist them to meet his needs and to follow his orders. His goal is often create instability within organizations, then take them over either directly, or through one of his followers.

Quote: "Perhaps you aren't exactly thinking straight."

QUIZETRACALE

EVIL OUTSIDER

HIT DICE: 20D8+140 (245 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT.

AC: 28 (-1 SIZE, +5 DEX, +14 NATURAL)

ATTACKS: SWORD +33, GORE +20

DAMAGE: SWORD 3D6+17, GORE 1D10+12

SIZE: LARGE

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: FEAR AURA, SPELLS, TAINT WOUND

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +26, REF +20, WILL +16

ABILITIES: STR 35, DEX 25, CON 25, INT 24, WIS 25, CHA 22

SKILLS: CONCENTRATION +10, HIDE +8, INTIMIDATE +28, KNOWLEDGE (ARCANE LORE) +12, LISTEN +10, SPELLCRAFT +15, SPOT +10

FEATS: ARCHAIC WEAPON PROFICIENCY, CLEAVE, EXOTIC WEAPON PROFICIENCY (WHIP), GREAT CLEAVE, IMPROVED INITIATIVE, POWER ATTACK, SIMPLE WEAPON PROFICIENCY, SUNDER, WEAPON FOCUS (GREATSWORD)

DEMONFANG: DEMONFANG IS QUIZETRACALE'S +5 ADAMANTINE GREATSWORD. IT IS A LARGE WEAPON AND HAS THE FOLLOWING ABILITIES: GHOST TOUCH, KEEN, MIGHTY CLEAVING, AND UNHOLY.

TAINT WOUND (EX): ANY CREATURE WOUNDED BY DEMONFANG MUST SUCCEED AT A FORT SAVE (DC20) OR ITS WOUND WILL BECOME CHAOS TAINED.

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, QUIZETRACALE HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, QUIZETRACALE RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, QUIZETRACALE IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX): QUIZETRACALE HAS SPELL RESISTANCE 20.

SPELLS (SP): QUIZETRACALE CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER

TO THE BEST OF THEIR ABILITY. QUIZETRACALE HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. QUIZETRACALE IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

In his natural form, Quizetracale stands seven feet tall, extremely muscular man with a bull's head. He tends to wear only a leather loin cloth and leather straps to hold his weapons. Quizetracale can appear in any human form, but prefer those of large, muscular men.

Recruited by Winkretaset, Quizetracale is perhaps the most frustrated of the Keepers. Being able to manipulate people into starting wars isn't as much fun as wading in amongst the warriors, swinging a sword and lopping off human heads with a single blow.

Quizetracale is a brawler through and through, and would prefer to wade into a situation with his sword swinging than talking things out. His hatred of the Thaumaturgia is due not only to their thwarting of his plans to conquer Earth, but to the fact they "cheat" and use magic to fight him from a distance.

Seven feet tall and wearing nothing but a loin cloth



and a couple of leather straps, this demon is the strongest and the most skilled fighter of all the Keepers. His bull head is ideal for headbutting opponents. Quizetracale loves to fight and brawl, and bears a huge two-handed sword named Demonfang. He has the ability to Taint any wound he sees, regardless of how, or who, caused the wound.

Quote: "I have yet to find a worthy opponent."

SERTATHROS

EVIL OUTSIDER

HIT DICE: 20D8+140 (215 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT.

AC: 24 (-1 SIZE, +5 DEX, +10 NATURAL)

ATTACKS: BITE +25

DAMAGE: BITE 2D6+5 PLUS POISON

SIZE: LARGE

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: FEAR AURA, POISONOUS SECRETIONS, POISONOUS BITE, SPELLS, SUMMON SNAKES

SPECIAL QUALITIES: ALTERNATE FORM, CONTROL SNAKES, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +22, REF +24, WILL +20

ABILITIES: STR 30, DEX 25, CON 25, INT 24, WIS 22, CHA 20

SKILLS: CONCENTRATION +20, CRAFT (CHEMICAL) +15, HIDE +20, INTIMIDATE +20, KNOWLEDGE (ARCANE LORE) +24, LISTEN +22, MOVE SILENTLY +20, SPELLCRAFT +25, SPOT +20

FEATS: ARCHAIC WEAPON PROFICIENCY, DODGE, IMPROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, SERTATHROS HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

CONTROL SNAKES (EX): AS LORD OF THE SERPENTS, SERTATHROS CAN COMMAND ALL TYPES OF SNAKE AT WILL. TREAT THIS AS AN ANIMAL FRIENDSHIP SPELL THAT ONLY WORKS ON SNAKES. ADDITIONALLY, NO SNAKE WILL EVER ATTACK OR ATTEMPT TO HARM SERTATHROS.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, SERTATHROS RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, SERTATHROS IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COM-PULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

POISONOUS BITE (EX): SERTATHROS HAS A POISONOUS BITE WHICH DOES 2D8 POINTS OF CONSTITUTION DAMAGE (PRIMARY AND SECONDARY), WITH A FORT SAVE OF DC25.

POISONOUS SECRETIONS (EX): SERTATHROS' SKIN CONSTANTLY OOZES A STEADY STREAM OF TOXIC VENOM. ANYONE TOUCHING HIM WITH BARE SKIN (INCLUDING THE BARE-HANDED ATTACKS OF MARTIAL ARTISTS) RISKS BEING

USING QUIZETRACALE

Anyone who shows any kind of fighting prowess, especially if they use a sword, is a potential target for Quizetracale's attention. If the character manages to defeat him, fair fight or not, Quizetracale will immediately seek to destroy them. He won't use any sneaky tactics and will go after the character directly. If the character cannot or will not answer his challenges, Quizetracale will turn his attention to those around the character and begin a campaign to methodically destroy them, preferably killing them, but otherwise seriously injuring them would suit Quizetracale just fine.

Quizetracale delights in fighting, and his plans and plots often involve vast amounts of conflict and fighting, often for its own sake. His followers include many mercenaries and those who profit from war, such as arms dealers.

POISONED UNLESS THEY SUCCEED IN A FORTITUDE SAVE (DC 16). SHOULD THEY FAIL, THEY WILL INSTANTLY SUFFER 1D6 POINTS OF CONSTITUTION DAMAGE. EVERY HOUR THEREAFTER, THEY MUST MAKE ANOTHER FORTITUDE SAVE AT DC20 OR TAKE 1D6 MORE POINTS OF CON DAMAGE.

RESISTANCES (EX):

ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.

SENSE CHAOS (EX):

ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX):

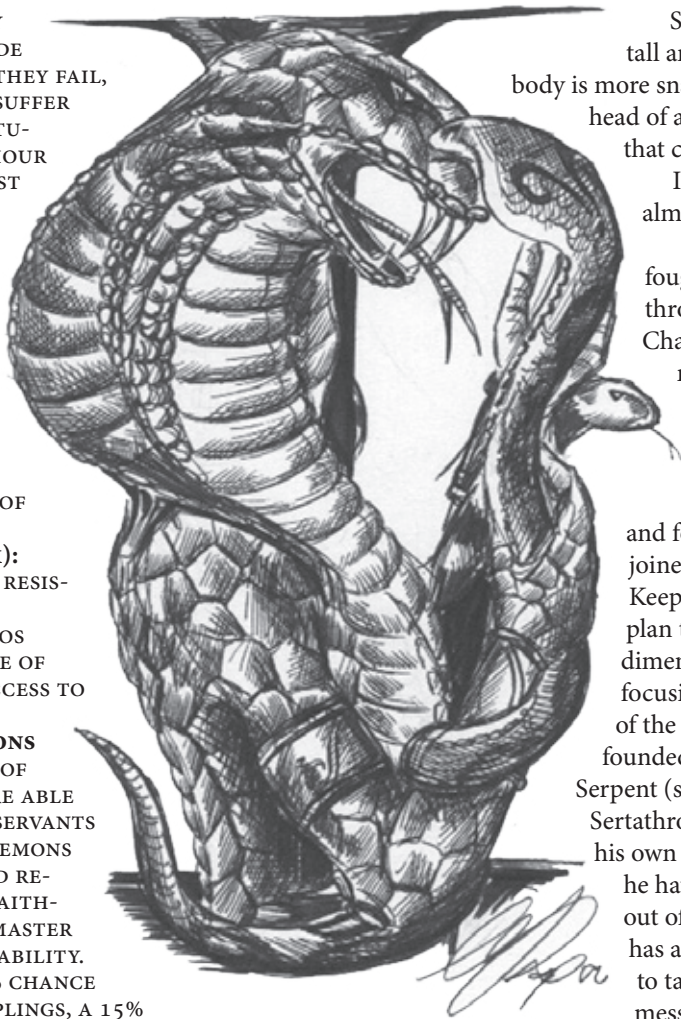
SERTATHROS HAS SPELL RESISTANCE 20.

SPELLS (SP): SERTATHROS CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP):

ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. SERTATHROS HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. SERTATHROS IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

SUMMON SNAKES (SU): ONCE PER HOUR, HE CAN CALL FORTH 2D10+2 SMALL VIPERS, 1D10+1 MEDIUM VIPERS, 1D4 LARGE VIPERS, AND 1D4 GIANT CONSTRICTOR SNAKES AS A STANDARD ACTION. THESE CREATURES ARRIVE IN 1D4 ROUNDS AND SERVE SERTATHROS FOR UP TO 1 HOUR.



Sertathros stands about nine feet tall and weighs over 700 pounds. His body is more snakelike than human, with the head of a king cobra with poisoned fangs that can extend to over six inches.

In human form, he has tough, almost scaly skin, and snakelike eyes.

Sertathros, the Serpent Demon, fought and schemed his way up through the ranks of demons in the Chaos dimension. He is one of the most secretive of all the Keepers, tending to keep to himself and pursue his own agendas.

Dissatisfied with his lot, he sought out others of a like mind and found Winkretaset. Sertathros joined with him in forming the Keepers of the Broken Circle and their plan to invade and conquer Earth's dimension. Sertathros is currently focusing his attentions on the breaking of the Kandris Seal. To this end he founded a group called the Order of the Serpent (see page 85).

Sertathros is secretive and prefers to follow his own agendas. Like the other Keepers, he hates the Thaumaturgia and will go out of his way to harass them. He also has a very bad temper, and is known to take out his displeasure on the messenger.

He can control and summon snakes of any kind and take their forms. He can recreate the venom of any kind of serpent and excrete it through his skin. Like all Keepers, he has the ability to take on a human form.

Quote: "Sometimes you don't hear the rattle."

WINKRETASET

EVIL OUTSIDER

HIT DICE: 20D8+140 (185 HP)

INITIATIVE: +10 (+6 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT.

AC: 26 (+6 DEX, +10 NATURAL)

ATTACKS: SLAM +20

DAMAGE: SLAM 1D6+6

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: CONTROL THOUGHTS, FEAR AURA, MIND BLAST, SPELLS

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, LOCATE MIND, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS, THOUGHT PROBE

SAVES: FORT +22, REF +24, WILL +20

ABILITIES: STR 22, DEX 27, CON 25, INT 30, WIS 30, CHA 20

SKILLS: CONCENTRATION +25, CRAFT (CHEMICAL) +19, HIDE +20, INTIMIDATE +20, KNOWLEDGE (ARCANE LORE) +30, KNOWLEDGE (TACTICS) +20, LISTEN +22, SLEIGHT OF HAND +15, SPELLCRAFT +30, SPOT

USING SERTATHROS

As with all the Keepers, meeting Sertathros face to face is a Very Bad Thing. He is designed to be a threat to a group of high-level heroes, and to be an almost unstoppable foe to everyone else. If the players are to encounter Sertathros, he will not be alone. He will have countless snakes (ranging from 100' long asps to tiny garter snakes), a legion or two of Chaos imps, implings, and demons (major and minor).

An easy way to introduce Sertathros into a campaign would be to have the players encounter the Order of the Serpent. This group of fanatics who would willingly die for their cause will create no end of problems for the heroes.

+20

FEATS: ARCHAIC WEAPON PROFICIENCY, IMPROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY

ALTERNATE FORM (SU):

LIKE MOST OF THE KEEPERS, WINKRETASET HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

CONTROL THOUGHTS (SU):

WINKRETASET CAN CAST THE DOMINATE SPELL AT WILL.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, WINKRETASET RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, WINKRETASET IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

LOCATE MIND (SU): WINKRETASET CAN CAST A WIDENED LOCATE CREATURE SPELL AT WILL.

MIND BLAST (SP): WINKRETASET CAN UNLEASH BLAST OF PURE MENTAL ENERGY AS A STANDARD ACTION. IT FUNCTIONS EXACTLY LIKE THE SYMBOL OF PAIN SPELL.

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE RESISTANCE 10.



SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX):

WINKRETASET HAS SPELL RESISTANCE 20.

SPELLS (SP): WINKRETASET CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP):

ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. WINKRETASET HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON.

WINKRETASET IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

THOUGHT PROBE (SU):

WINKRETASET CAN READ MINDS AT WILL, AS THOUGH HE WERE CASTING A HEIGHTENED READ MIND SPELL.

At just under six feet tall, he is one of the least terrifying of the demons in appearance only.

His skin is the color of dried blood and he looks like a "typical" demon, with horns, and forked tail, and so on.

In his human form, he appears as an ancient old man in academic clothes.

Winkretaset is the driving force behind the Keepers of the Broken Circle. He was the first to discover the existence of other dimensions and wanted to capitalize on it. Through blackmail, threats, and rewards (both promised and given), he worked his way into a position that would allow him to gain access to a dimensional portal. When he was ready, he contacted other Chaos demons he felt would easily controlled by him and who would suit his plan.

His overall plan, which the other Keepers are unaware of, is to have the rest of the Keepers do most of the work to take over Earth's dimension, then use his powers and knowledge to take control of it from the others, leaving himself in charge.

Winkretaset is ambitious and ruthless in the pursuit of his goal - the conquest of Earth. He considers the Thaumaturgia to be the only stumbling block in his way and he hates them with a passion.

Winkretaset's powers lie not in his physical attributes, but in his mental powers. He also knows the true names of all the other Keepers, though they are not aware of that fact. His knowledge base is vast, and he is an expert in the

USING WINKRETASET

When operating on Earth, either directly or indirectly through his followers, Winkretaset usually attempts to take over organizations that have influence and power over people. He is believed to have taken control of chiefs of police, heads of charities, and gang leaders. Winkretaset will use them to achieve his goals, and if they are discovered or exposed, he abandons them to their fate.

If the Thaumaturgia interferes in his plans, or the plans of the other Keepers, Winkretaset takes it as a personal insult. Should he or his followers encounter a member of the Thaumaturgia, they will immediately attack and attempt to capture the character for questioning and torture. Should the character escape, he will find himself the target of a campaign of mental attacks and psychic assaults designed to break down his defenses and destroy his mind.

occult and demonology.

Quote: "Your prodigious strength is impressive, but it is useless if you don't know how to use it. Let me show you a small example of what I mean...."

ZERKANTOS

EVIL OUTSIDER

HIT DICE: 20D8+140 (198 HP)

INITIATIVE: +9 (+5 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT., FLY 90 FT. (AVERAGE)

AC: 28 (+5 DEX, +5 NATURAL, +8 MAGIC ROBES)

ATTACKS: SLAM +18

DAMAGE: SLAM 1D6+7

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: FEAR AURA, SPELLS, WAKING NIGHTMARES

SPECIAL QUALITIES: ALTERNATE FORM, DAMAGE REDUCTION 10/MAGIC, DARKVISION, IMMUNITIES, MIND PROBE, COLD RESISTANCE 10, FIRE RESISTANCE 10, SENSE CHAOS, SUMMON LESSER DEMONS

SAVES: FORT +18, REF +18, WILL +25

ABILITIES: STR 25, DEX 25, CON 25, INT 26, WIS 25, CHA 20

SKILLS: CONCENTRATION +25, CRAFT (CHEMICAL) +15, HIDE +20, INTIMIDATE +30, KNOWLEDGE (ARCANE LORE) +20, LISTEN +26, SEARCH +19, SPELL-CRAFT +20, SPOT +20

FEATS: ARCHAIC WEAPON PROFICIENCY, FRIGHTFUL PRESENCE, IMPROVED INITIATIVE, SIMPLE WEAPON PROFICIENCY

ALTERNATE FORM (SU): LIKE MOST OF THE KEEPERS, ZERKANTOS HAS THE ABILITY TO INSTANTLY CHANGE FROM HIS HIDEOUS DEMONIC FORM TO A MORE PLEASING HUMAN SHAPE, AT WILL.

DARKVISION (EX): ALL DEMONS HAVE DARKVISION TO 60 FEET.

FEAR AURA (SU): LIKE ALL THE KEEPERS OF THE BROKEN CIRCLE, ZERKANTOS RADIATES AN AURA OF FEAR AT ALL TIMES. ANYONE APPROACHING WITHIN 30 FEET OF HIM IS AFFECTED AS BY A FEAR SPELL (WILL SAVE DC18).

IMMUNITIES (EX): LIKE THE OTHER KEEPERS, ZERKANTOS IS IMMUNE TO POISON, SLEEP EFFECTS, PARALYSIS, STUNNING, DISEASE, AND DEATH EFFECTS. ADDITIONALLY, HE IS IMMUNE TO ALL MIND-AFFECTING EFFECTS (CHARMS, COMPULSIONS, PHANTASMS, PATTERNS, AND MORALE EFFECTS).

MIND PROBE (SU): ZERKANTOS CAN READ MINDS AT WILL, AS THOUGH HE WERE CASTING A HEIGHTENED READ MIND SPELL.

RESISTANCES (EX): ALL THE KEEPERS HAVE COLD AND FIRE

USING ZERKANTOS

Introducing Zerkantos into a campaign can be done in many ways, such as the players or their characters' DNPC's are plagued with horrific nightmares. The players discover that the nightmares are being induced and they track the source down to followers of Zerkantos.

RESISTANCE 10.

SENSE CHAOS (EX): ALL OF THE KEEPERS CAN AUTOMATICALLY DETECT THE PRESENCE OF CHAOS TAINT BY SIGHT.

SPELL RESISTANCE (EX): ZERKANTOS HAS SPELL RESISTANCE 20.

SPELLS (SP): ZERKANTOS CASTS SPELLS AS A MAGE OF 20TH LEVEL. HE HAS ACCESS TO ALL CHAOS SPELLS.

SUMMON LESSER DEMONS (SP): ALL THE KEEPERS OF THE BROKEN CIRCLE ARE ABLE TO SUMMON DEMONIC SERVANTS TO ASSIST THEM. THE DEMONS APPEAR INSTANTLY, AND REMAIN FOR ONE HOUR, FAITHFULLY SERVING THEIR MASTER TO THE BEST OF THEIR ABILITY. ZERKANTOS HAS A 20% CHANCE OF SUMMONING 2-8 IMPLINGS, A 15% CHANCE OF SUMMONING 1-6 IMPS, A 10% CHANCE OF SUMMONING 1-2 LESSER DEMONS, AND A 5% CHANCE OF SUMMONING 1 GREATER DEMON. ZERKANTOS IS CONSIDERED A 20TH LEVEL SPELLCASTER FOR PURPOSES OF CONCENTRATION CHECKS AND ATTEMPTS TO DISPEL THE SUMMONED CREATURES.

WAKING NIGHTMARES (SU): AGAINST SLEEPING FOES, ZERKANTOS CAN CAST THE NIGHTMARE SPELL AT WILL. AGAINST WAKING FOES, HE CAN CAST THE PHANTASMAL KILLER SPELL AS A STANDARD ACTION.

This Keeper is a dark and brooding figure, like some grim reaper out of a John Carpenter movie. He wears long black robes and a hooded cloak that hides his features. The only part of his body that is seen is his gaunt hands, with their pale white skin and black hooked claws. He also seems to know exactly what everyone is afraid of, and doesn't hesitate to use it against them.

In his human form Zerkantos looks different to everyone, appearing very similar to someone the person fears (or feared in the past), and leaves everyone feeling extremely uneasy. In this form, he has no shadow.

Zerkantos was approached by Winkretaset to join the Keepers of the Broken Circle when it was formed millennia ago. Only Winkretaset knows the reason why, but Zerkantos has used his association with the other Keepers to his benefit.

Zerkantos is manipulative, sadistic, and enjoys tormenting anyone weaker than he is. He sees fear as the perfect weapon with which to control people.

Zerkantos has the ability to invade and influence people's



dreams, usually for the worst, by creating debilitating nightmares. He also has the ability to cause people to see their nightmares while they are awake and make them think they are coming true. He digs deep into the psyche of a potential victim, looking for what they are most afraid of, then uses the information to create nightmares. Zerkantos is also patient, willing to wait for the perfect opportunity to attack an enemy, and he is known to take weeks, even years, in those attacks, starting off with mild bad dreams and gradually increasing their intensity and terror until his target breaks.

Quote: "Whoever told you that your dreams couldn't hurt you was lying."

FOLLOWERS OF THE KEEPERS

Followers of the Keepers of the Broken Circle come from all walks of life. Some of them know the nature of the beings they serve. Others haven't a clue, and are unaware of the danger they are in.

NICHOLAS DAIN

CHARISMATIC 10 / MAGE 10, CR20; MEDIUM HUMAN MALE; HD 20D6+40, HP: 112; INIT: +7; SPD: 30; DEF: 21 (FLATFOOTED: 18, TOUCH: 21); ATK: +12/+7 MELEE, +13/+8 RANGED; ACTION POINTS: 235; OCCUPATION: CRIMINAL; ALLEGIANCE: THE KEEPERS; SV: FORT +12, REF +13 WILL +16; REP: +12; STR 15, DEX 17, CON 15, INT 21, WIS 18, CHA 20

TAINT POOL: 97

TALENTS: CHARM (FEMALES), FAVOR, CAPTIVATE, FAST TALK, COORDINATE, ARCANES SKILLS, ARCANES SPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, MAXIMIZE SPELL

CHAOS TAINT: FRIGHTFUL PRESENCE

FEATS: ALERTNESS, DECEPTIVE, DODGE, WINDFALL X2, GREAT FORTITUDE, CONFIDENT, IMPROVED INITIATIVE, EDUCATED (+2 ON TWO KNOWLEDGE SKILLS), IRON WILL, LIGHTNING REFLEXES, FRIGHTFUL PRESENCE, SIMPLE WEAPON PROFICIENCY, RENOWN, TRUSTWORTHY, PERSONAL FIREARMS PROFICIENCY,

SPELL FOCUS (ENCHANTMENT), GREATER SPELL FOCUS (ENCHANTMENT)

SKILLS: BLUFF +27, CONCENTRATION +14, CRAFT (CHEMICAL) +11, DECIPHER SCRIPT +11, DIPLOMACY +29, GAMBLE +26, GATHER INFORMATION +27, INTIMIDATE +29, KNOWLEDGE (ARCANES LORE) +25, KNOWLEDGE (BEHAVIORAL SCIENCES) +15, KNOWLEDGE (STREETWISE) +26, LISTEN +10, PERFORM (ACT) +25, PERFORM (STANDUP) +15, RESEARCH +11, SLEIGHT OF HAND +15, SPELLCRAFT +27, SPOT +10

EQUIPMENT: ENCHANTED CLOTHING +4 AC

SPILLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPILLS/DAY, 5 SECOND-LEVEL SPILLS/DAY, 4 THIRD-LEVEL SPILLS/DAY, 4 FOURTH-LEVEL SPILLS/DAY, 3 FIFTH-LEVEL SPILLS/DAY

CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAINT, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE, SUMMON IMPLING, TAINT OF CHAOS

FIRST-LEVEL: CAUSE FEAR, CHANGE SELF, CORRUPT SOUL, MAGE ARMOR, RAY OF FATIGUE, SHIELD, SLEEP
SECOND-LEVEL: BLUR, ENHANCE ABILITY, RESIST ENERGY, SEE INVISIBILITY

THIRD-LEVEL: DISPLACEMENT, HASTE, HOLD PERSON, SLOW, TAINT WOUND

FOURTH-LEVEL: ARCANES EYE, BESTOW CURSE, CHAOS BONDS, CONFUSION, FEAR,

FIFTH-LEVEL: HOLD MONSTER

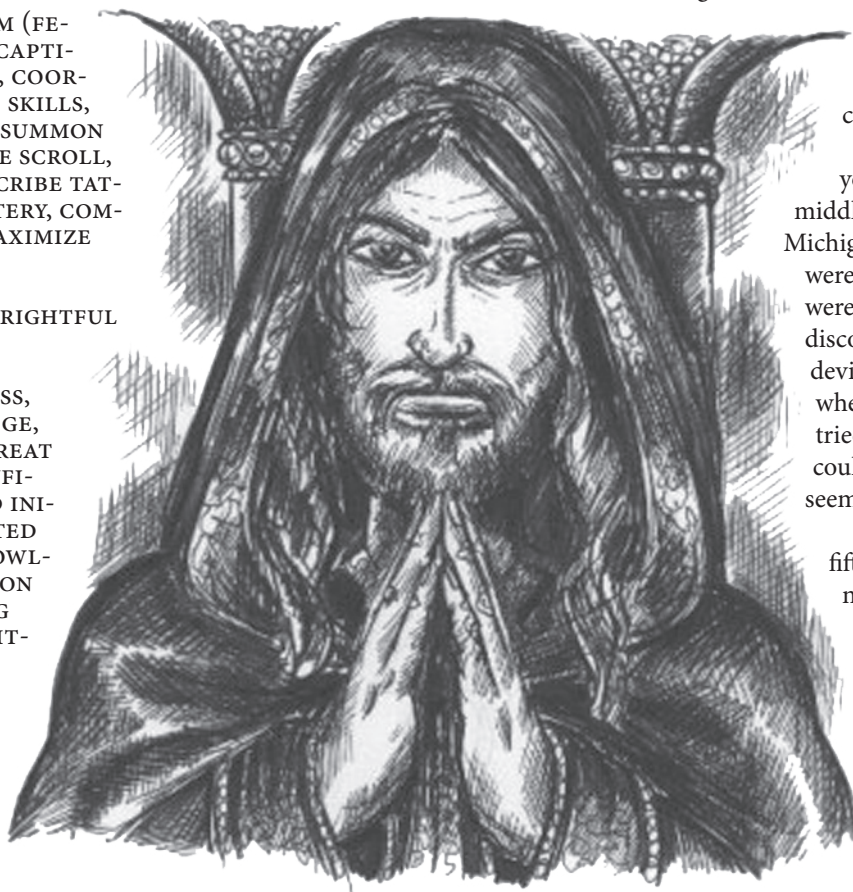
Dain is 6' tall and weighs 190 pounds, with shoulder length wavy brown hair and a full beard. He is almost angelic in appearance. Only a close look at his blue eyes might reveal the malevolence hiding behind them.

He normally wears designer suits, but wears long black robes when working with Darkwitch and the other

initiates who are involved in the magical aspect of the cult.

Dain was the youngest son of a middle class family in Michigan. His parents were very religious and were horrified when they discovered books about devil worship in his room when he was eleven. They tried everything they could to "cure" him, and it seemed to work.

When Dain turned fifteen he started to notice that he could influence groups of people, getting them to do what he wanted them to just by talking to them. Soon he became the most popular kid in school,



USING NICHOLAS DAIN

Dain is always on the lookout for people for people he can convert to his cause. His favorite targets are those who fit the profile of being vulnerable to joining a cult (lonely, disaffected, low self-esteem and a need to belong), and he particularly seeks out those interested in the occult. If the person has potential as a mage, Dain will pay special attention to the person and use his powers to help sway them and get them to join up.

Having Dain become involved with one of the player characters' friends or loved ones could be an excellent way to introduce Chaos into an existing campaign, especially if the campaign is not a mystically-based one.

As an enemy, Dain could be particularly nasty. He would use his powers to turn the city against a known hero, utilize his contacts and the members of the Children of Light, to use their positions of influence to cause whatever hardship they could, up to and including exposing a character's secret identity.

manipulating everyone around him, including the teachers.

He really liked the control he had over those people, and wanted to see exactly how far he could take it. Dain didn't want to get into politics as that would draw too much attention to himself. In the school library he found a book about Charles Manson and what he had done. At that moment he decided he wanted to start a cult and call it the Children of Light.

He waited until graduation then began to enact his plan. Within two years he had acquired several acres of land outside the campaign city (a donation from one of his devout) and his followers numbered close to 50.

At the end of the second year he was approached by a man, calling himself Anderson, who offered to make Dain even more powerful, if only he would agree to work with him. Dain, being suspicious and cautious, talked to the man for a while, but insisted on proof of the man's claims. He got more than he expected.

The man introduced him to the power of Chaos and to the Keepers. Dain immediately swore allegiance to the Keepers in return for their magic and the promises of more power. Since then, he has dramatically increased the size of his cult's holdings and membership is over 300, scattered around the country.

His most recent success has been the seduction of Alexa Harper into his "family". He was told about her by Anderson, and that her father was a member of the Thaumaturgia. Dain set about charming her and seducing her into the cult, has been grooming her for the task of assassinating her own.

Dain is extremely determined and his overconfidence and megalomania are kept in check only by his almost fanatically devotion to the Keepers. He is very careful to portray himself in a kind and gentle manner, especially to his "family". More than anything, he wants to control people and has a terrible temper when his plans are thwarted.

He loves to manipulate people, and will say (and

promise) anything if it will get him what he wants. The only promises and oaths he will ever keep are those he made to the Keepers.

Dain doesn't like to involve himself with the dirty work of fighting when he has followers to do it. He will stand back and stay out of the fight for as long as he can. If he has the opportunity, he will attempt to control his opponents using his paranormally enhanced powers of persuasion. He will attempt to turn those he controls against their comrades, especially in a combat situation, or convince them that it is in their best interest not to attack him – that they are, in fact, on the same side.

Dain's powers are a combination of parahuman and magical abilities. He owns and wears enchanted clothing that provides him with protection from most attacks.

Quote: *"Friends, why do you want to fight me? Just listen to what I have to say, and you may change your minds."*

DARK MAGE

The write up you see here for the Dark Mage is just one version of Sir Hughe Albertson. *Steam, Savants and the Kandris Seal* has more information about him, and another possible incarnation of this follower of the Keepers of the Broken Circle.

SMART 5 / CHARISMATIC 5 / MAGE 10; MEDIUM HUMAN MALE; HD 20D6; HP 70; INIT +8; SPD 30; DEF: 23 (FLATFOOTED: 19 TOUCH: 23); ATK: +9/+4 MELEE +13/+8 RANGED; ACTION POINTS: 235; OCCUPATION: DILETTANTE; ALLEGIANCE: THE KEEPERS; SV FORT +9 REF +13 WILL +18; REP: +7; STR 10, DEX 18, CON 10, INT 20, WIS 21, CHA 15.

TALENTS: EXPLOIT WEAKNESS, PLAN, TRICK, FAST TALK, DAZZLE, TAUNT, ARCANES SKILLS, ARCANES SPELLS, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MASTERY, COMBAT CASTING, SPELL MASTERY, MAXIMIZE SPELL

FEATS: CONFIDENT, DECEPTIVE, DODGE, EDUCATED (ARCANES LORE & THEOLOGY), FRIGHTFUL PRESENCE, GREAT FORTITUDE, IMPROVED INITIATIVE, IRON WILL, LIGHTNING REFLEXES, LOW PROFILE, PERSONAL FIREARMS PROFICIENCY, SIMPLE WEAPON PROFICIENCY, STUDIOUS, TRUSTWORTHY, EMPOWER SPELL, HEIGHTENED SPELL

SKILLS: BLUFF +24, CONCENTRATION +15, CRAFT (CHEMICAL) +25, CRAFT (PHARMACEUTICAL) +25, DECIPHER SCRIPT +20, DIPLOMACY +16, DISGUISE +14, GAMBLE +16, GATHER INFORMATION +16, HIDE +8, INTIMIDATE +22, KNOWLEDGE (ARCANES LORE) +30, KNOWLEDGE (CURRENT EVENTS) +15, KNOWLEDGE (STREETWISE) +15, KNOWLEDGE (THEOLOGY) +30, READ/WRITE FRENCH, READ/WRITE GREEK, READ/WRITE HEBREW, READ/WRITE LATIN, RESEARCH +20, SEARCH +15, SPEAK FRENCH, SPEAK GREEK, SPEAK HEBREW, SPEAK LATIN, SPELLCRAFT +17,

CHAOS TAINT: SPELL RESISTANCE, TAINT OF CHAOS

EQUIPMENT: BLACK ROBES, RITUAL DAGGER +2,

RITUAL CHALICE, DERRINGER .45 PISTOL

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 5 SECOND-LEVEL SPELLS/DAY, 4 THIRD-LEVEL SPELLS/DAY, 4 FOURTH-LEVEL SPELLS/DAY, 3 FIFTH-LEVEL SPELLS/DAY

CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAIN, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE, SUMMON IMPLING*, TAIN OF CHAOS*

FIRST-LEVEL: CORRUPT SOUL*, ERASE, KYDON'S PROTECTIVE SHIELD, MAGIC MISSILE, RAY OF FATIGUE, SHIELD, SUMMON IMP*, TOUCH OF FATIGUE*

SECOND-LEVEL: DARKVISION, ENHANCE ABILITY, WEAKNESS*, WEB, WITHER*

THIRD-LEVEL: DISPEL MAGIC, HOLD PERSON, LIGHTNING BOLT, SUMMON MINOR CHAOS DEMON*, TAIN WOUND*

FOURTH-LEVEL: ANIMATE DEAD*, BIND SPIRIT, CHAOS BONDS*, DEATH WATCH, SHIELD OF CHAOS*

FIFTH-LEVEL: DEVOUR SOUL*, MARK OF CHAOS*, SUMMON MAJOR CHAOS DEMON*, TOXIC FOG

The Dark Mage was a weasel-like man with stringy black hair and dark piercing eyes. Standing at 5' 2" and 140 pounds, he wore billowing black robes with a hooded cloak. The cloak was embroidered with mystical symbols of varying types, some of which were recognizable as being associated with the Keepers.

Sir Hughe Albertson was born to an influential British family and from an early age demonstrated a profound capability for cruelty. He regularly tortured animals on his family's estate and delighted in the pain he could inflict. As he got older, he began to expand his interests to people.

In an effort to deal with him, his parents sent him away to school. There he fell in with a group of young noblemen who were interested in the darker side of life.

They formed a club called the Black Raven Society and met regularly in rooms at one of the more disreputable gaming hells in London.

One night one of the members brought a friend who claimed to be a warlock to their meeting. The idea of doing the forbidden excited the others, and soon they were playing at dark sorcery.

Sir Hughe, on the other hand, took it all seriously. He found he was able to actually get results when he cast the spells. He began to study and research on his own, getting deeper and deeper into the occult. As he progressed in his studies and experiments, he became far more brutal in his pursuits.

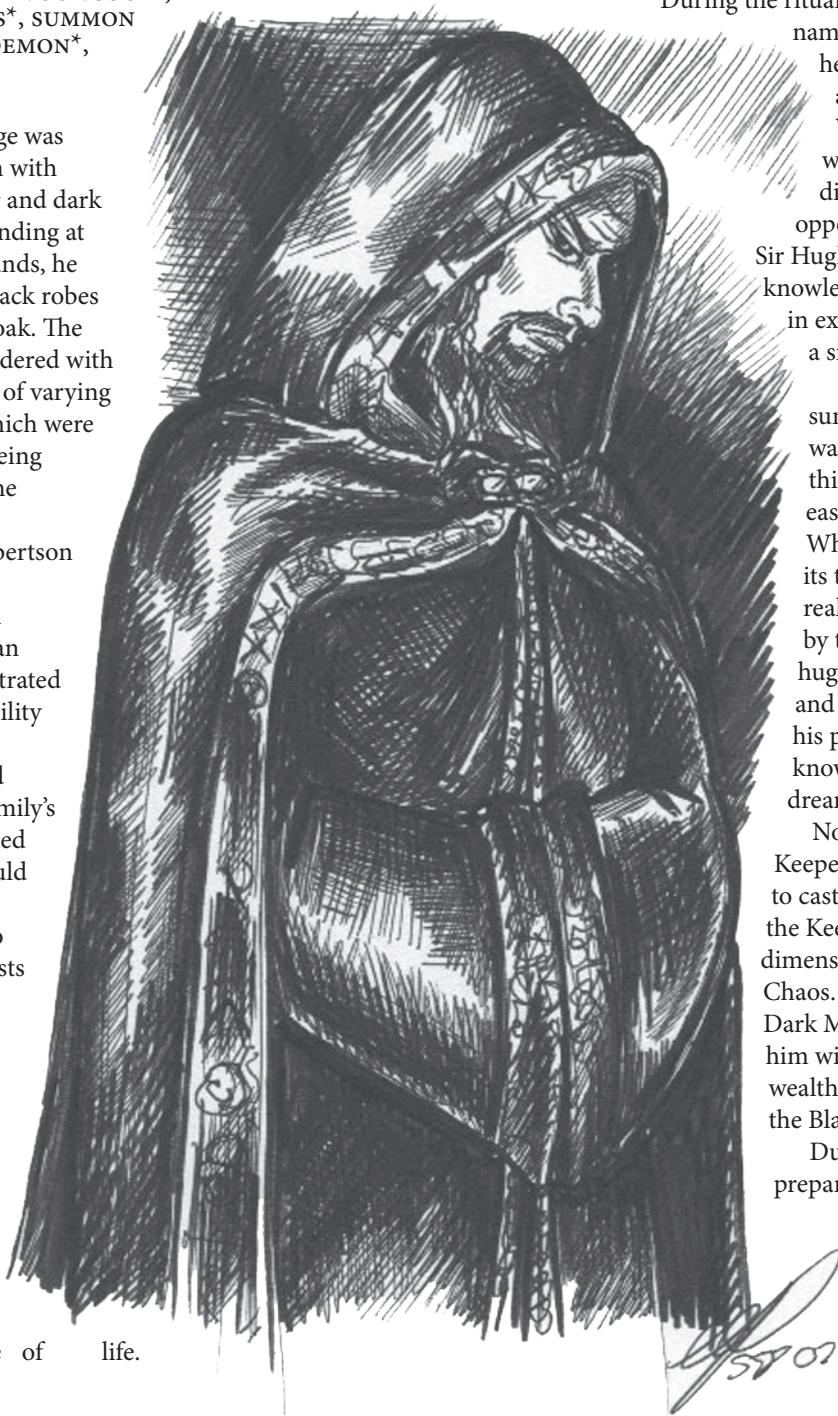
One of the books he discovered was a tome on demon summoning. Seizing the opportunity for more power, he began preparations to perform the ritual and cast the spell. He didn't prepare well enough.

During the ritual he mispronounced the name of the minor demon he wanted to summon, and instead contacted Winkretaset. The Keeper, while annoyed at the disturbance, leapt at the opportunity. He offered Sir Hughe all the power and knowledge he could ever want, in exchange for his loyalty and a simple favor.

Not knowing he hadn't summoned the demon he wanted, Sir Hughe agreed, thinking that he would easily be able to control it. When Winkretaset revealed its true form Sir Hughe realized his mistake, but by then it was too late. A huge bolt of Chaos hit him and tainted him, boosting his power level and granting knowledge he had never dreamed of.

Now a willing servant of the Keepers, he began preparations to cast a spell that would allow the Keepers to enter Earth's dimension from the Realm of Chaos. Taking the name of The Dark Mage, he seduced men like him with promises of power and wealth and initiated them into the Black Raven Society.

During his research and preparations over the next five years he discovered a small island off the coast of Scotland where the dimensional barrier between Earth



and the Realm of Chaos were weak. He moved his base of operations there, slaughtering everyone on the island. Sir Hughe used their deaths to fuel the spells cast to hide his actions from the Thaumaturgia.

When the ritual was about to begin, he dropped the concealing spell and diverted the magical power to creating the gate. In the battle with the Thaumaturgia that ensued, the Dark Mage disappeared. He is believed to be dead and hasn't been seen since then.

The Dark Mage was cold, calculating and ruthless. He was dedicated to furthering the goals of the Keepers as well as increasing his own personal power. He viewed people only in how useful they will be to him, and was more than willing to sacrifice a "friend" if need be.

He knew about the existence of the Thaumaturgia, but viewed them with disdain. The Dark Mage was overconfident and more than a touch egomaniacal.

The Dark Mage preferred to send in his flunkies first, and attack his opponents from range with devastating attacks. He maintained very little in the way of defenses. The Dark Mage showed no mercy to opponents, and cared little for innocents who might get injured in the confrontation.

In combat his first attacks would be aimed at any mage or person with magical/mystical items, with anyone involved with the Thaumaturgia being his preference.

If it seemed to him that he might not succeed (or win the confrontation) the Dark Mage would cast his most devastating spell and in the confusion teleport away. He would not go out of his way to help any of his flunkies. He was a devout practitioner of the tenet "survival of the fittest".

If the Dark Mage did indeed survive the Sandover Siege, then it may have been because of a contingency spell he cast before beginning the ritual, teleporting him away to a secret place of safety and allowing him to escape.

Quote: *"Insignificant whelp. Let me show you what true power is."*

DARKWITCH

SMART 5 / MAGE 7, CR12; MEDIUM HUMAN FEMALE; HD: 12D6+24, HP: 74; INIT: +5; SPD: 30; DEF: 17 (FLATFOOTED: 16, TOUCH: 17); ATK: +5 MELEE, +6 RANGED; ACTION POINTS: 115; OCCUPATION: ACADEMIC; ALLEGIANCE: THE KEEPERS; SV FORT +9, REF +6 WILL +12; REP: +5; STR 10, DEX 13, CON 15, INT 20, WIS 15, CHA 15

TAINT POOL: 25

TALENTS: EXPLOIT WEAKNESS, PLAN, TRICK, ARCANESKILLS, ARCANESPELLS, SUMMON FAMILIAR, SCRIBE SCROLL, BREW POTION, SCRIBE TATTOO, SPELL MAS-

USING THE DARK MAGE

Old enemies thought dead and defeated are a staple of heroic literature, and the Dark Mage could be used in such a manner. If the player characters are involved with the Thaumaturgia in some way, he could be introduced into the game through one of the two adventures seeds: "Sandover Revisited" or "The Dark Mage Returns", both on page 122.

If the characters are not part of the Thaumaturgia, the Dark Mage could be introduced as a "regular" villain, and the characters can encounter the Thaumaturgia as they arrive at the scene of the final battle the same time as the characters do.

TERY, COMBAT CASTING, MAXIMIZE SPELL

FEATS: WINDFALL X1, GREAT FORTITUDE, IMPROVED INITIATIVE, EDUCATED (+2 ON ARCANESKILLS, THEOLOGY), IRON WILL, LIGHTNING REFLEXES, SIMPLE WEAPON PROFICIENCY, EMPOWER SPELL, ENLARGE SPELL, EXTEND SPELL, HEIGHTEN SPELL

SKILLS: BLUFF +7, COMPUTER USE +15, CONCENTRATION +14, CRAFT (CHEMICAL) +11, DECIPHER SCRIPT +15, DIPLOMACY +11, INVESTIGATE +17, KNOWLEDGE (ARCANESKILLS) +15, KNOWLEDGE (BEHAVIORAL SCIENCES) +10, KNOWLEDGE (BUSINESS) +10, KNOWLEDGE (HISTORY) +16, KNOWLEDGE (POPULAR CULTURE) +15, KNOWLEDGE (STREETWISE) +15, KNOWLEDGE (THEOLOGY) +16, LISTEN +7, PERFORM (ACT) +7, RESEARCH +15, SEARCH +15, SPELLCRAFT +17, SPOT +7

CHAOS TAINT: TAINT OF CHAOS

POWERS: DARKNESS PROJECTION (RANK 6), ENERGY BLAST (DARKNESS) AREA EFFECT (RANK 6), FLIGHT (RANK 3), FORCE FIELD (RANK 5)

EQUIPMENT: NECKLACE, CLOTHES

SPELLS: 4 CANTRIPS/DAY; 6 FIRST-LEVEL SPELLS/DAY, 4 SECOND-LEVEL SPELLS/DAY, 3 THIRD-LEVEL SPELLS/DAY, 2 FOURTH-LEVEL SPELLS/DAY

CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAINT, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE, SUMMON IMPLING*, TAINT OF CHAOS*

FIRST-LEVEL: ERASE, KYDON'S PROTECTIVE SHIELD, MAGIC MISSILE, RAY OF FATIGUE, SHIELD

SECOND-LEVEL: DARKVISION, ENHANCE ABILITY, SMOKE LUNGS, WEAKNESS*, WEB

THIRD-LEVEL: DISPEL MAGIC, HOLD PERSON, LIGHTNING BOLT, TAINT WOUND*

FOURTH-LEVEL: BIND SPIRIT, CHAOS BONDS*, DEATH WATCH

Alexa Harper is a strikingly beautiful young woman with long blonde hair and dark blue eyes. She tends to wear casual clothes when not operating as Darkwitch, and wears a simple silver pentacle around her neck on a delicate silver chain. The necklace was a gift from Nicholas, and she never willingly takes it off. Her costume is a simple skintight black body suit, billowing cape, and a belt around her waist.

She grew up in New York City with her mother. She never knew her father, and her mother would never talk about him. Her mother was a social worker and worked long hours, leaving Alexa to her own devices. When Alexa was thirteen, she became interested in the occult after reading some fantasy fiction novels in the school library, and she began to dabble with a variety of how to books. Somehow Alexa *knew* the spells were supposed to work, but was disappointed when they never did. This didn't

discourage her and she kept on trying.

When she was seventeen, Alexa was at one of her favorite occult shops when she met Nicholas Dain. He was dark and mysterious, and she could hardly believe that someone that gorgeous and older than her would even consider talking to her.

Alexa was thrilled that Nicholas was interested in her. He knew so much about magic, and everything he said made so much sense. Not only that, but he said that he would teach her real magic! He said that her mother would never be able to understand or even begin to appreciate what she could do. And he was right.

Alexa's mother was extremely concerned about the people Alexa was hanging around with. She tried to convince Alexa to stay away from Nicholas. The talking turned to arguing, the arguing to full-blown verbal war.

Alexa ran away from home to live with Nicholas, and Nicholas brought her to where his other students lived. They all appreciated what she could do, and they really liked her. They became her friends, and she'd do anything that Nicholas asked.

Nicholas taught her about many things, but most of all about the group called the Thaumaturgia. These evil mages were trying to destroy the Earth and enslave all its peoples for their own corrupt pleasures. Nicholas said that they have to be stopped, and was Alexa's duty to protect humanity from them.

One of the worst of the Thaumaturgia was a mage that went by the name "Eldritch". He alone was responsible for the deaths of hundred of innocent people. Nicholas said that Alexa should call herself Darkwitch and hunt this man down.

Nicholas also said that Alexa didn't need to find her father, and that if her father had really wanted to be involved in her life, he would have been there. Alexa didn't really want to believe that, and she felt guilty when she tried to learn about her father's whereabouts.

Alexa has been completely brainwashed by Nicholas and indoctrinated into the Children of Light, the cult he founded and is the leader of. She will do anything that Nicholas asks her to do, and has been taught to hate the Thaumaturgia. Alexa has no idea of the true nature of the coven, or that it is actually the Keepers who are committing the heinous acts which

USING DARKWITCH

In an existing campaign, the introduction of Darkwitch in the game could serve as a way to make the characters aware of the existence of Chaos. Darkwitch truly believes she is a hero, but with the influence of Brother Nicholas (see page 79), she could be doing things that are at odds with being a hero.

Alternately, she could be introduced as a villain through her association with the Children of Light., but the player characters can see that her behavior is at odds with what they've been told.

Darkwitch would hunt any of the player characters if she believed they were involved with the Thaumaturgia, if they were a threat to the Children of Light., or if

Brother Nicholas said that they were an enemy. She would go out of her way to make them her target in a fight, and would do everything in her power to disrupt their lives.

Nicholas claims the Thaumaturgia is doing.

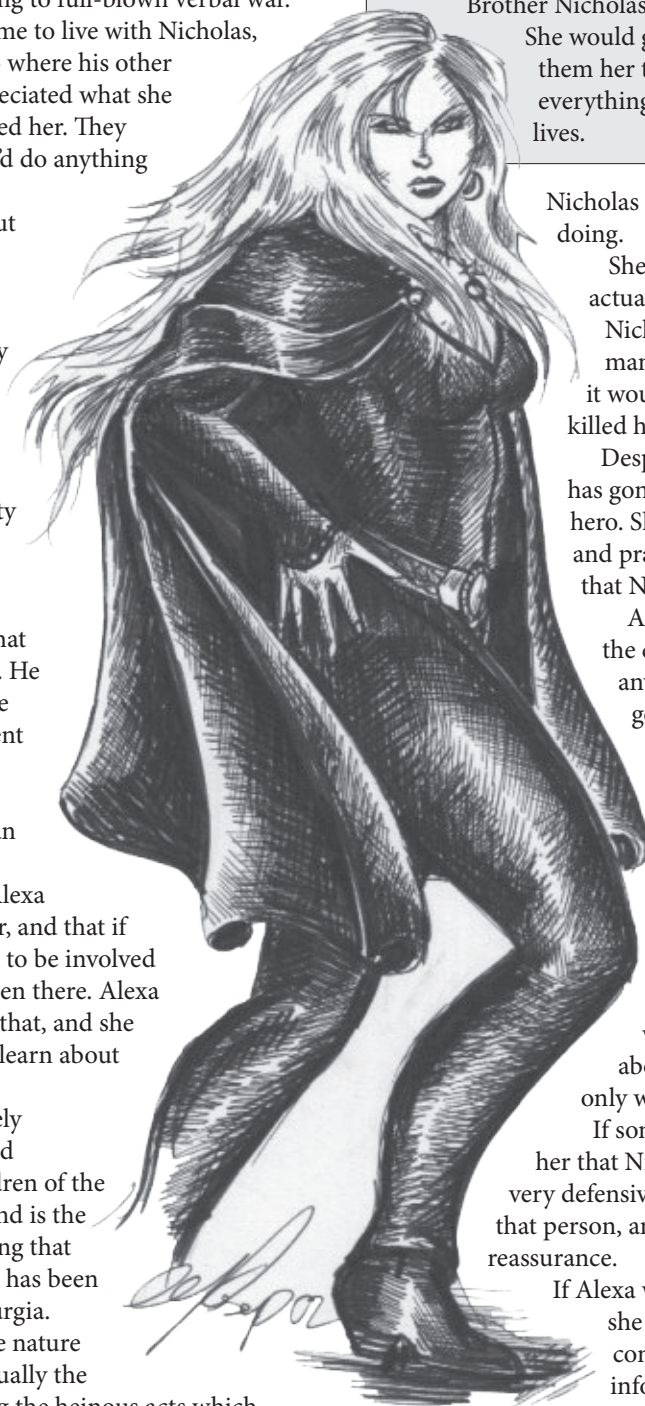
She also has no idea that Eldritch is actually Nathan Phillips, her father. Nicholas and Nathan crossed paths many years ago and Nicholas thinks it would be poetic justice that Alexa killed her father.

Despite the brainwashing that she has gone through, Alexa is at heart a hero. She is generally kind and loving, and practically worships the ground that Nicholas walks on.

Alexa is firmly in the grip of the cult mentality, and believes anything that Nicholas tells her as gospel. She truly believes that the Thaumaturgia is the scourge of mankind, and that she and Nicholas' other students must stop at nothing to defeat them. Alexa sometimes finds herself wondering the ruthlessness that she is supposed to show the Thaumaturgia is necessary, but whenever she talks to Nicholas about it, he helps her realize it's the only way.

If someone was to try and convince her that Nicholas is wrong, she will become very defensive. If pressed, she will lash out at that person, and then try to flee to Nicholas for reassurance.

If Alexa was ever to discover the truth, she will be devastated. She would confront Nicholas with the information, which would make her Nicholas' enemy, as he would not



want to risk her using the knowledge she has against him.

Darkwitch sees herself as a hero, and she will act accordingly. She will do her best to protect innocents and will try not to seriously injure any opponent she faces. The exception to this is the Thaumaturgia. If she knows any of them are present, they will be her targets of choice, and she will not stop until she has defeated them. Alexa doesn't like to kill, but if a member of the Thaumaturgia dies, that's one less monster to deal with.

Darkwitch prefers ranged combat to hand-to-hand.

If possible, Darkwitch will deal with opponents individually if she is on her own. She will try and separate them from the rest of their team or group, or pick off the ones that go off on their own.

She will only summon her Impling if she knows she's going to be going into a dangerous situation and she has the time to prepare. Darkwitch has summoned the Impling only twice, and her Chaos-Taint pool is at 25 points.

Quote: *"Time to pay for your crimes, Thaumaturgian scum!"*

CHAOS CREATURES

IMPLING

HIT DICE: 2D8+8 (15 HP)

INITIATIVE: +7 (+3 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT., FLY 50 FT.

AC: 15 (+3 DEX, +2 NATURAL)

ATTACKS: 2 CLAWS +3

DAMAGE: CLAWS 1D4

SIZE: TINY



FACE/REACH: 5 FT. BY 5 FT. / 0 FT.

SPECIAL QUALITIES: REGENERATION 1, SCENT

SAVES: FORT +4, REF +7, WILL +2

ABILITIES: STR 10, DEX 17, CON 13, INT 7, WIS 8, CHA 10

SKILLS: HIDE +12, MOVE SILENTLY +10, SEARCH +4

FEATS: IMPROVED INITIATIVE

REGENERATION: A CHAOS IMPLING IS VERY DIFFICULT TO KILL. MOST TYPES OF DAMAGE ARE TREATED AS SUBDUAL DAMAGE, WHICH AUTOMATICALLY HEALS 1 POINT PER ROUND. FIRE, COLD, AND ACID DAMAGE IS CONSIDERED NORMAL DAMAGE AGAINST AN IMPLING.

Chaos implings have bat-like wings and claws on their hands and feet. Generally their tough hide is dark in color, ranging from black to dark red and brown (like the color of dried blood). Their eyes are almost universally solid black or red.

There is also a rumor that there are pale blue-skinned implings, living in remote corners of the Realm of Chaos, that are immune to the effects of Holy and White magic.

The impling is on the bottom of the hierarchy (and the food chain) in the Realm of Chaos, and they are the most plentiful creature in the Realm. It will prey upon anything weaker than it is or scavenge for whatever it can find to eat.

In the Realm of Chaos, the rule of the day is survival of the fittest. They will do whatever is necessary to survive, even betray their loved ones. When in Earth's dimension, it usually bound into the service of the mage who summoned it, so it generally has little or no choice as to what it does. It will, however, take every opportunity it can to pervert and twist the orders of its master and attempt to escape. The very last thing it wants is to return to the Realm of Chaos.

Chaos implings are small and very agile, with sharp claws, tough skin, heal quickly, powerful legs designed for leaping, and have a keen sense of smell. Alone, the impling rarely attacks outright, preferring to ambush its target by leaping out from behind cover or swooping down from above. However, in the Realm of Chaos, it is not unusual to see packs of implings scouring the countryside, attacking anything that they find that might be weaker than they are.

USING CHAOS IMPLINGS

Chaos Implings are the most common being found in the Realm of Chaos, and are often used to fetch and carry objects and as menial labor - if they aren't being eaten. They are also the most common Chaos creature summoned to Earth by followers of the Keepers.

CHAOS IMP

HIT DICE: 6D8+24 (44 HP)

INITIATIVE: +7 (+3 DEX, +4 IMPROVED INITIATIVE)

SPEED: 30 FT., LEAP 40 FT.

AC: 18 (+3 DEX, +5 NATURAL)

ATTACKS: 2 CLAWS +8

DAMAGE: CLAWS 1D6+3

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL QUALITIES: REGENERATION 1, SCENT

SAVES: FORT +7, REF +7, WILL +3
ABILITIES: STR 16, DEX 17, CON 18, INT 10, WIS 10, CHA 10
SKILLS: HIDE +9, MOVE SILENTLY +10, SEARCH +6
FEATS: IMPROVED INITIATIVE
REGENERATION: A CHAOS IMP IS VERY DIFFICULT TO KILL. MOST TYPES OF DAMAGE ARE TREATED AS SUBDUAL DAMAGE, WHICH AUTOMATICALLY HEALS 1 POINT PER ROUND. FIRE, COLD, AND ACID DAMAGE IS CONSIDERED NORMAL DAMAGE AGAINST AN IMP.

Chaos imps vary widely in appearance, though all are obviously demonic. Their skin color ranges from black to crimson, some are solid colors while others are mottled, striped or spotted. Like the implings, their eyes are usually solid black or red.

The imp is one step up from the impling and will take pains to demonstrate it when there are implings present, otherwise there is very little difference in their behavior.

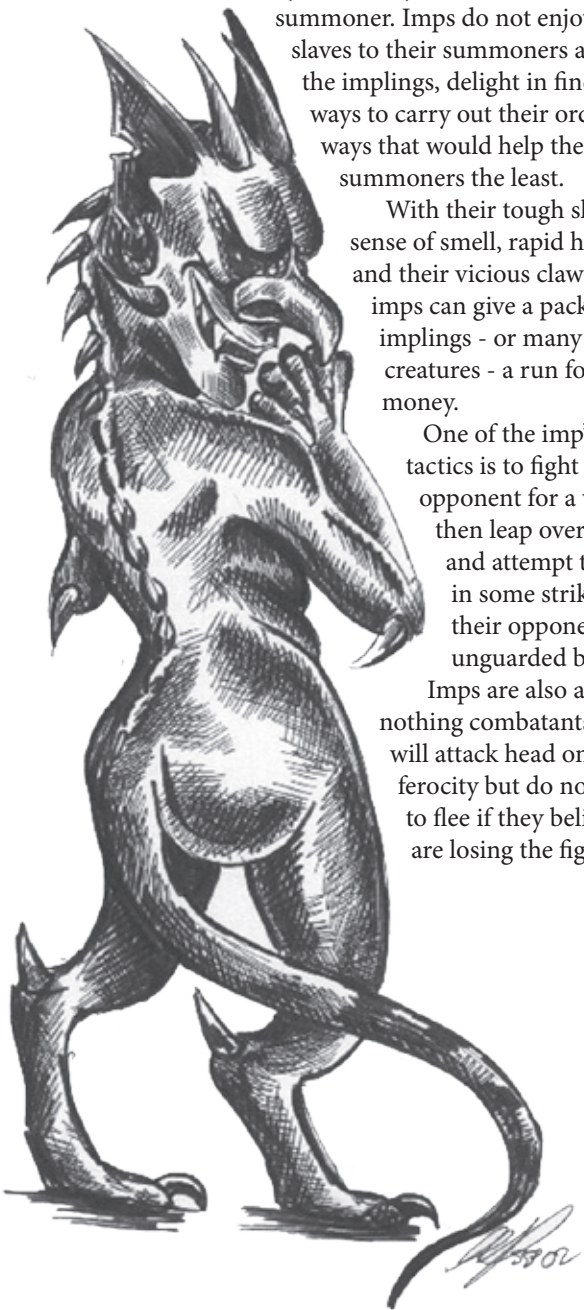
Imps spend their lives picking on and eating implings, and trying to avoid being picked on and eaten by creatures more powerful than they are. When summoned to Earth's dimension,

they must obey the commands of their summoner. Imps do not enjoy being slaves to their summoners and, like the implings, delight in finding ways to carry out their orders in ways that would help their summoners the least.

With their tough skin, keen sense of smell, rapid healing and their vicious claws, Chaos imps can give a pack of implings - or many other creatures - a run for their money.

One of the imp's favorite tactics is to fight an opponent for a while, then leap over them and attempt to get in some strikes at their opponent's unguarded back.

Imps are also all-or-nothing combatants. They will attack head on with ferocity but do not hesitate to flee if they believe they are losing the fight.



USING CHAOS IMPS

Chaos Imps are the second most common being found in the Realm of Chaos, and are also often summoned by to Earth.

It is believed by some that eating the flesh of a Chaos Imp will protect the eater from the negative effects (i.e. the Chaos Taint) associated with the use of Chaos magic.

OTHER GROUPS

ORDER OF THE SERPENT

ORIGIN & GOALS

The Order of the Serpent (or Hebi Shu-Gumi as they are known) is a mysterious religious cult that operates out of the Far East, centered in Japan. Little is known of this group outside of those in the mystical community or others who have had the misfortune of encountering them.

They are unique in that their philosophy is a combination of Norse mythology and eastern beliefs, making for a very weird combination. Their goal is to bring on the end of the world by "freeing the Tail from the Mouth of the Serpent", which is based on the Norse myth of Ragnarok, which foretells the end of the universe when the World Serpent is able to free his tail from his mouth, along with many other nasty things happening along the way.

The Order has put a heavy eastern spin on this myth, changing the serpent to a more Asiatic dragon (their symbol is an oriental dragon about to bite its tail - or just having released it) and borrowing a lot of Zen philosophy and incorporating it into their own belief systems. This weird combination is no accident though. It was very deliberate.

The Keeper known as Sertathros has created the Order Of The Serpent to be his agents on Earth and aid him and the Keepers in destroying the Kandris Seal. He decided that a combination of the Norse myth and the discipline and mysticism of eastern religions was the combination that he needed to attract followers who would fanatically carry out his orders and help to unleash Chaos on Earth.

THE PLAN

Sertathros' plan is really quite simple: gain enough followers and then drain their life energy to create enough Chaos energy to break the Kandris Seal. Sertathros (always appearing in the guise of the Serpent, has taught the

“priests” the rituals needed to drain the life energy from it’s members, collect this energy, and then turn into Chaos energy that Sertathros hopes to use to break the Seal.

First, the Order will recruit members from cities all around the world, but focusing mainly on the Pacific Rim countries where their cultures already have a slight Asian flavor to them. The West Coast of the United States is an exceptional recruiting ground due to the high concentration of New Age philosophies and disenchanted people are seeking answers and enlightenment.

Once these people are members of the Order (and all ties with the outside world severed), they undergo a ritual designed to turn them into Initiates. This ritual basically drains the life energy from them and transforms them into an Initiate, the front line troops used by the Order to fight against its enemies and to forcibly acquire members who have special abilities that the Order can use. The Initiates are all identical, cloned from an original source. They are very good fighters against ordinary people but most heroes won’t have too many difficulties against them.

In order to further their goals, Sertathros has given the “priests” the ability to locate individuals who are very susceptible to becoming Chaos-tainted. These individuals will be used as the “collectors” of the energy that the priests drain from members when they are turned into Initiates. When these individuals are acquired by the Order, the priests perform a ritual that turns them into energy collectors. The life energy taken from those transformed into initiates is then channeled into the collectors, who then convert it into Chaos energy.

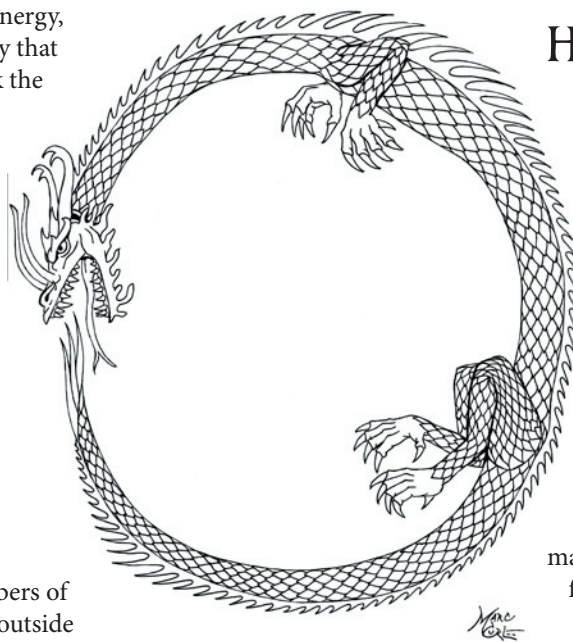
The collectors tend to become wildly uncontrollable when the energy builds up so the Order keeps them confined to prison-style cells where they can be monitored and only the priests (who can keep them under control) have actual contact with them.

Once they have accumulated enough collectors, Sertathros will instruct his priests to begin the ritual to combine all the energies from the collectors and channel it to him where he can use it against the Seal.

Sertathros has a good idea how the current Earth society works and directs his priests to purchase large properties on the outskirts of major urban centers and has compounds built where the priests can perform the necessary rituals and keep an eye on the Collectors so they can be controlled.

The somewhat-isolated location also allows them control over who comes and goes within the compounds and also reduces the likelihood of intruders getting into the compound. The Order is not ignorant of the outside world and will be aware of any blatantly organized attempts to

investigate them.



HOW TO USE THE ORDER

The Order of the Serpent is very closely tied in to Chaos and the Keepers. In a campaign that does not involve Chaos, their combination of eastern martial arts and the rampant nihilism associated with Ragnarok can make them an appealing addition.

The simplest modification to the Order is to remove the Chaos elements from them and simply make their goal to “remove the Tail from the Serpent”, meaning unleash a catastrophic event on the Earth designed to kill as many people as possible. This simple change should

allow the Order to be easily dropped into an existing campaign.

Also, they make those friends and family of the PC’s look a little more enticing for the devious GM. What if player character’s loved one becomes disillusioned and decides that the Order provides them with the answers they are seeking? This could be the point where the true goals of the Order are revealed to the heroes as the threat they could truly become.

If the Order becomes a major player in your campaign, the final confrontation between the heroes and Sertathros should be a tense affair with Priests feverishly trying to complete the ritual while wave after wave of Initiates attack the PC’s.

ORDER OF THE SERPENT PRIEST

DEDICATED3 / ACOLYTE2, CR5; MEDIUM HUMAN MALE; HD 5D6, HP: 27; INIT: +4; SPD: 30; DEF: 13 (FLATFOOTED: 13, TOUCH: 13); ATK: +3 MELEE, +3 RANGED; ACTION POINTS: 33; OCCUPATION: CRIMINAL; ALLEGIANCE: THE KEEPERS; SV: FORT +5, REF: +1, WILL +8; REP: +0; STR 10, DEX 10, CON 10, INT 12, WIS 12, CHA 15

TAINT POOL: 75

TALENTS: EMPATHY, INTUITION, DIVINE SKILLS, DIVINE SPELLS

FEATS: ALERTNESS, IMPROVED INITIATIVE, BRAWL, IRON WILL, LOW PROFILE, SIMPLE WEAPON PROFICIENCY

CHAOS TAINT: NATURAL WEAPON (BITE) POISON (1D3 WIS (PRIMARY), 1D3 TAINT USE POINTS (SECONDARY))
CREATE INITIATE, CREATE COLLECTOR

SKILLS: CONCENTRATION +5, KNOWLEDGE (ARCANE LORE) +6, KNOWLEDGE (BEHAVIORAL SCIENCES) +6, KNOWLEDGE (STREETWISE) +7, KNOWLEDGE (THEOLOGY) +7, LISTEN +9, PROFESSION +6, SENSE MOTIVE +7, SPELLCRAFT +8

SPELLS: 4 CANTRIPS/DAY; 3 FIRST-LEVEL SPELLS/DAY
CANTRIPS: DANCING LIGHTS, DAZE, DETECT CHAOS TAINT, DETECT MAGICAL AURA, EMBER'S KISS, LIGHT, MAGE HAND, MENDING, MESSAGE, PERFECT RECALL, RESISTANCE
FIRST-LEVEL: CHARGE COLLECTOR

As you may have well noticed, the Priests have little to no offensive capabilities, relying instead on throwing waves of initiates at anyone who opposes them and slipping out during the confusion. Chances are that they will be carry a gun or some sort of other offensive weapon that they can use to handle normals, but superpowered people they tend to run away from. The priests are the main minions of Sertathros, performing the rituals and ordering the Initiates around to perform various tasks. Priests come from all walks of life with the only common factor being that they have an aptitude for magic and are hungry for the power that Sertathros can give them.

ORDER OF THE SERPENT INITIATES

BROKEN CIRCLE TAINTED CONSTRUCT

HIT DICE: 5D10+10 (35 HP)

INITIATIVE: +2 (+2 DEX)

SPEED: 30 FT.

AC: 14 (+2 DEX, +2 NATURAL)

ATTACKS: BASH +7

DAMAGE: BASH 1D8+2

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: SOUL STRIKE

SAVES: FORT +5, REF +4, WILL +3

ABILITIES: STR 15, DEX 15, CON 13, INT 10, WIS 15, CHA 15

SKILLS: HIDE +8, MOVE SILENTLY +10, SEARCH +6, TUMBLE +8

SOUL STRIKE: AN INITIATE OF THE ORDER OF THE SERPENT CAN FIRE A BOLT OF PURE CHAOS ENERGY FROM ITS HANDS. THIS BLAST REQUIRES A REF SAVE (DC15) TO AVOID, AND DOES 6D6 POINTS OF DAMAGE TO ANY LIVING TARGET. HOWEVER, THE INITIATE CANNOT USE THIS ATTACK ON ANY CREATURE THAT ANY INITIATE HAS TOUCHED IN THE LAST 24 HOURS.

NEW INCANTATION

CREATE INITIATE

TRANSMUTATION

SKILL CHECK: KNOWLEDGE (ARCANE LORE) DC 31, 6 SUCCESSES; **FAILURE:** TWO CONSECUTIVE FAILED SKILL CHECKS; **COMPONENTS:** V, S, M, SC; **CASTING TIME:** 70 MINUTES (MINIMUM); **RANGE:** TOUCH; **TARGET:** HELPLESS CREATURE TOUCHED; **DURATION:** PERMANENT; **SAVING THROW:** FORTITUDE NEGATES (DC 17 + CASTER'S CHA MODIFIER) AND SEE TEXT; **SPELL RESISTANCE:** YES

THE VICTIM OF THIS SPELL IS TRANSFORMED INTO AN ORDER OF THE SERPENT INITIATE.

MATERIAL COMPONENT: TAINTING BLADE, SYMBOLS OF THE ORDER OF THE SERPENT, AND SERPENT VENOMS (TOTAL PURCHASE DC 20).

SECONDARY CASTERS: 2 REQUIRED (NOT INCLUDING THE PRIMARY CASTER).

FAILURE: REVERSAL ON ALL SECONDARY CASTERS, USING THE SAME SAVING THROW DC.

Initiates are the unlucky souls who do not manage to get away from the Order when they are first recruited. Using the *Create Initiate* incantation, a priest will drain out all the life essence from that person, channel it into a collector, and the end result is an initiate: a sexless being of Chaos that has assumed human form.

Normally, Initiates wear garb just like that of a ninja, except in a wide variety of dull colors (red, black, brown, green). They are the cannon fodder of the Order, sacrificed by the dozens to achieve the aims of Sertrathos. When deployed by the priests, they are usually sent in groups of five, seven, thirteen, or in larger groups designed to outnumber expected foes two to one

If an Initiate is reduced to 0 hp or lower, or takes enough non-lethal damage to be rendered unconscious, the Initiate will simply dissolve in a puff of black smoke.

COLLECTORS

Collectors store the life essence that has been converted into Chaos essence by the priests and will be used by the priests and Sertathros when the time comes to try and open the Kandris Seal.

TYPE: WONDROUS ITEM (MAGIC); **CASTER LEVEL:** 11TH; **PURCHASE DC:** 39; **WEIGHT:** 100 LBS.

A Collector can be destroyed by a successful casting of the Purify spell. When a Collector is destroyed, the life energy trapped in it is returned to the people it was stolen from, reversing the Create Initiate invocation. Initiates returned to normal this way have no memories of what happened to them, but are Tainted. Their Taint Pool consists of 5x their Wisdom score in Taint Use Points. Their Taint Pool can be eliminated as normal.

NEW INCANTATION

CREATE COLLECTOR

TRANSMUTATION

SKILL CHECK: KNOWLEDGE (ARCANE LORE) DC 31, 6 SUCCESSES; **FAILURE:** TWO CONSECUTIVE FAILED SKILL CHECKS; **COMPONENTS:** V, S, M, SC; **CASTING TIME:** 70 MINUTES (MINIMUM); **RANGE:** TOUCH; **TARGET:** HELPLESS CREATURE TOUCHED; **DURATION:** PERMANENT; **SAVING THROW:** FORTITUDE NEGATES (DC 17 + CASTER'S CHA MODIFIER) AND SEE TEXT; **SPELL RESISTANCE:** YES

THE VICTIM OF THIS SPELL IS TRANSFORMED INTO AN ORDER OF THE SERPENT COLLECTOR. HE BECOMES EFFECTIVE AN INANIMATE, MAGICAL (TAINED) OBJECT. **MATERIAL COMPONENT:** TAINTING BLADE, SYMBOLS OF THE ORDER OF THE SERPENT, AND SERPENT VENOMS (TOTAL PURCHASE DC 20).

SECONDARY CASTERS: 2 REQUIRED (NOT INCLUDING THE PRIMARY CASTER).

FAILURE: REVERSAL ON ALL SECONDARY CASTERS, USING THE SAME SAVING THROW DC.

USING CHAOS TO CREATE NON-MAGICAL CHARACTERS

As mentioned earlier in this chapter, exposure to Chaos can be used as a means to bestow powers or activating latent potential. Here are two examples: Claw, a two-bit thug who found a Chaos-tainted artifact, and the Misfits, a group of people who gained powers through exposure to a piece of material from the Chaos dimension.

CLAW

STRONG 5 / MARTIAL ARTIST 3, CR8; MEDIUM HUMAN MALE, HD: 8D8+16, HP: 57; INIT: +4; SPD: 30; DEF: 19 (FLAT-FOOTED: 15, TOUCH: 19); ATK: +12/+7 MELEE, +12/+7 RANGED; ACTION POINTS: 61; OCCUPATION: CRIMINAL; ALLEGIANCE: THE KEEPERS; SV: FORT +6, REF +10, WILL +2; REP: +1; STR 19, DEX 19, CON 15, INT 10, WIS 11, CHA 15

TAINT POOL: 25

TALENTS: MELEE SMASH, IMPROVED MELEE SMASH, ADVANCED MELEE SMASH, LIVING WEAPON, FLYING KICK, IRON FIST, FLURRY OF BLOWS

FEATS: DODGE, LIGHTNING REFLEXES, DEFENSIVE MARTIAL ARTS, COMBAT MARTIAL ARTS, IMPROVED COMBAT MARTIAL ARTS, ADVANCED COMBAT MARTIAL ARTS, SIMPLE WEAPON PROFICIENCY, PERSONAL FIREARMS PROFICIENCY, VEHICLE EXPERT

CHAOS TAINT: INCREASED STRENGTH (+5)

SKILLS: BALANCE +8, DRIVE +9, GAMBLE +5, HIDE +9, JUMP +7, KNOWLEDGE (STREETWISE) +6, MOVE SILENTLY +9

NOTES: UNARMED DAMAGE: 1D6+4

EQUIPMENT: GAUNTLETS OF KRALITH

Claw is 5' 7" tall with

GAUNTLETS OF KRALITH

These gauntlets once belonged to a Tainted sorcerer whose excesses of torture and abuse made the Marquis de Sade look gentle in comparison. No one knows if he made them or was given them by one of the Keepers or their agent, but he was never seen without them. The gauntlets disappeared after his death at the hands of the Thaumaturgia.

The gauntlets count as a +2 weapon for purposes of damage and enchantment, and do 1d8 slashing damage. They provide the wearer with a 4 Natural bonus to AC, and Regeneration/1. As with all Chaos Taint powered artifacts, the gauntlets can be detected by Detect Chaos.

TYPE: WONDROUS ITEM (MAGIC); **CASTER LEVEL:** 5TH; **PURCHASE DC:** 33; **WEIGHT:** 5 LBS.

stringy brown hair and brown eyes. He wears black leather pants, a black t-shirt and black domino mask he made out of an old t-shirt.

Manny Wills grew up on the streets of New York City. By the age of twelve all the local police knew him by sight. He was in and out of Juvenile Detention and went through foster

homes like revolving doors. He wanted to be a important and powerful, but was going nowhere fast. Manny could never find the "big score" he was always talking about.

That was until he happened to walk onto the scene of a gunfight. He didn't know who was involved, but both sides ended up killing each other off. One of the cars was a BMW, and the trunk was open. Manny could hear the sirens coming, but he thought that if he could rip something off from the scene before the cops got there, he might be able to make some money. He grabbed the really fancy box out of the trunk and ran.

When Manny got to his hideout, he opened the box and swore in disgust. He had thought he might have gotten a bunch of jewelry that he could fence, or maybe even some drugs or cash, but there was just a pair of beat-up looking metal gloves.

When he slipped them on to see what they looked like, he felt



power go flowing through him like a good hit. When his eyes cleared, the gloves weren't dull and battered anymore, but shiny silver and looked like something out of a movie.

Manny realized he felt different now that he had the gauntlets on, and he really liked the way he felt. He took a swing at his beat up chair and nearly tore it in half. He had just found his "big score".

He knew that whoever it was he had stolen the gauntlets from would probably want them back, but they'd have to find him first. Manny left New York and moved to the campaign city.

Claw hasn't done very much and hasn't developed a reputation on the streets yet. He's waiting for the perfect moment to use his newfound powers to make a name for himself. He is also unaware that Nicholas Dain knows who and where he is. They had arranged for the purchase of the gauntlets from a thief who had stolen them from a private collection and were about to complete the transaction when a drug dealer and his thugs attacked them, thinking they were dealing drugs on his turf.

Claw is a two-bit hood with delusions of grandeur. He's cocky, conniving and arrogant and wants to be "Mr. Big", nor does he care who he has to hurt to get there. Manny would kill his own mother if it would get him ahead.

He knows that someone out there knows the gauntlets are missing, but he believes that they won't be able to find him. If they do, well, he'll just show them he knows how to use them.

Manny has no idea what the source of the gauntlet's powers is, nor what it's doing to him. He sees them as his big chance to get what he wants and he won't give them up easily.

The Gauntlets of Kralith give Manny increased physical abilities as well as a hand to hand killing attack. Any wound caused by the claws have the chance to become chaos-tainted.

Claw loves to take whatever opportunities he can to get the upper hand in a fight. He has no qualms about attacking from behind or using innocent bystanders as shields or hostages. He also doesn't care if he kills anyone.

Manny also hates Hispanics, seeing them as one of the reasons a white guy like him can't get anywhere. He will target any Hispanic he sees, and will sometimes go out of his way to injure or harass them.

Quote: *"I'm gonna gut you like a fish."*

USING CLAW

Claw is an ideal way to introduce Chaos into a low level game. If a player character or a NPC close to the PC is involved with gangs, he could hear about Claw through the grapevine, or see Claw in action. If the character is in a position of power, or close to someone in a position of power in the gang hierarchy, Claw might get close to them in an effort to use them as a stepping stone, or he could consider the character a rival to be eliminated.

THE MISFITS

UNCLE SAM'S LAB

The Thaumaturgia are not the only ones aware of the existence of Chaos in this dimension. A long-running secret US governmental operation known as Project Lamplighter had been studying ways to access the dimension and harness its energy as a source of power for machinery and weapons. Project Lamplighter had some success but more often than not met with spectacular failure (see write up for Shroud/Haven).

Approximately 5 years ago Project Lamplighter achieved two successes. They had found a way to open a small temporary gate to the Chaos dimension and had managed to obtain a fragment of Chaos and turn it into a small universal power supply that could supply energy to devices without being hooked up to it. (Imagine if your desk lamp didn't have to be plugged into the wall socket anymore.) However, the energy proved to be quite powerful and somewhat unstable, often injuring those working with it by inflicting strange burns and causing unknown injuries to workers. Project Lamplighter was far from willing to share this with the rest of the world, so it remained an secret of the Project.

With the ability to open these temporary gates, Project Lamplighter decided the next step was to send human test subjects into the other dimension in order to observe the effects of Chaos energy on humans. Covertly, Project Lamplighter intensely recruited individuals who they felt would remain loyal to the cause and was willing to serve the Project. Of the original 16 test subjects, only two survived their trip "into the lamp." The two were former Air Force pilot Kerry Bulke and a Marine named Graham Featherstone. They returned from their time inside the gate "unscathed" but having been granted parahuman abilities by whatever energies they were exposed to while inside the gate.

It was about this same time that a group of covert-ops agents encountered resistance during an attempt to "retrieve" a Chaos-tainted artifact from the private collection of a crime lord calling himself Haven. During this mission, they arrived to find that the artifact was in fact in the process of being stolen by two other individuals. During the resulting struggle, the two individuals and the covert-ops agents became exposed to the artifact, resulting in the death of the agents but the two would-be thieves survived. The Project quickly pulled some strings and had them apprehended by a US-based parahuman group.

Michelle Yi Fat and Hector Velacruz were given two options: spend the rest of their lives incarcerated at the Pacific Northwest Parahuman Detention Facility outside the city of St. Augustine

The city of St. Augustine is a fictional city in Oregon, USA, where present day Winchester Bay is located. The GM can replace the Pacific Northwest Parahuman Detention Facility with a prison from his campaign world.

in Oregon for murdering federal agents during the commission of a felony crime, or volunteer to join Project Lamplighter. Not much of a choice, really. With two new reluctant teammates, the new group got the nickname of The Misfits due to the make up of the group.

Bulke, code-named Vector, had the ability to move many times faster than a human could, and could surround himself with a strange energy field that allowed him to pass through solid objects while running. Featherstone, an accomplished martial artist, became Gargoyle due to his now rock-solid physical structure and a strange energy field enveloped him when he activated his ability to grow in size. Observers swore that they could see the faint outline of what looked like a gargoyle, so the name stuck.

The two newer members had already acquired nicknames during their illustrious career as high-tech thieves for hire. Fat had been given the nickname Slideways for her ability to “slide” in and out of buildings undetected using a variety of gadgets of her own invention to circumvent security systems and defeat traps set out for them. Her partner (and lover) Velacruz had the nickname Reno from his hometown of Reno, Nevada. With Reno as her bodyguard, Slideways had built up a lucrative theft-for-hire business. Exposure to the Chaos-tainted artifact had affected them in dramatic fashion. Slideways’s ability to create gadgets increased dramatically while Reno had gained immense physical strength along with the ability to create a sort of shock wave effect by striking the ground in front of him.

With the backing of Project Lamplighter, the group started training together to form a cohesive unit. The Misfits became a covertly sanctioned group with police powers similar to that of a US Marshal, investigating strange phenomenon and trying to further the research of Project Lamplighter.

Although they were unwilling participants at the beginning, Slideways and Reno soon came to enjoy the thrill of the operations that The Misfits participated in. Vector and Gargoyle were fiercely patriotic and never questioned what it was they were doing, but the former criminals had some reservations about the kinds

of things they were being asked to do. Knowing that their protests would either fall upon deaf ears or result in their lifetime incarceration, they decided to “get with the program” and allowed The Misfits to become the closely bonded group that they needed to be.

USING THE MISFITS

Much like the Dragon Hunters, The Misfits try to operate below public perception, preferring to get things done by stealth and measured amounts of force as needed. With substantial governmental resources at their disposal, they are able to get things done with little fanfare, often escaping the ever-watchful eyes of both the Keepers and the Thaumaturgia.

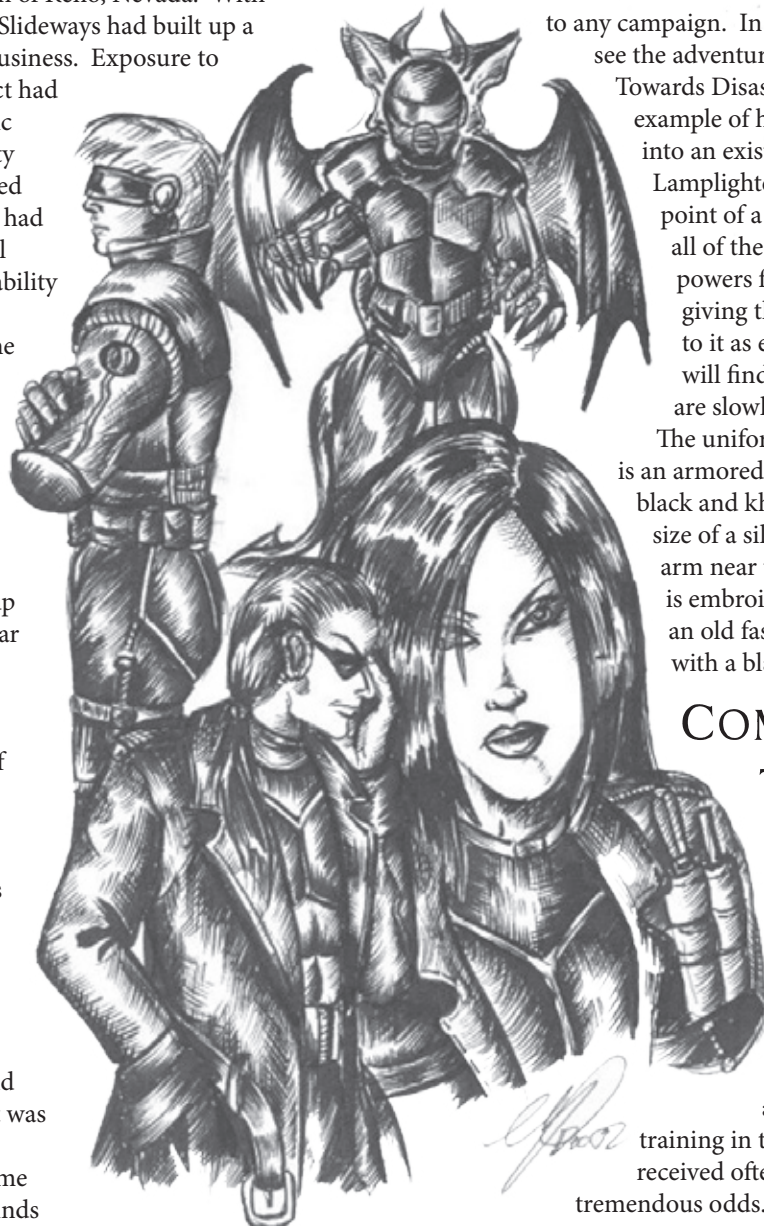
The Misfits represent a government that has a stake in the battle between the Keepers and the Thaumaturgia but also that wants to be on the winning side no matter how it ends up. Their agenda is quite different from that of either group and that can sometimes cause severe conflicts between the three.

The Misfits can be introduced in several ways to any campaign. In the Adventures Section see the adventure entitled “Speeding Towards Disaster” on page 111 for an example of how to introduce them into an existing campaign. Project Lamplighter could also be the focal point of a campaign with most or all of the characters getting their powers from “entering the lamp”, giving the campaign a tragic feel to it as eventually the characters will find out that their powers are slowly killing them.

The uniform worn by the Misfits is an armored bodysuit in shades of black and khaki, with a patch the size of a silver dollar on the left arm near the shoulder. The patch is embroidered with the picture of an old fashioned hurricane lamp with a black flame burning inside.

COMBAT TACTICS

Realizing that their success lay in their ability to conduct missions in an effective manner, the Misfits have practiced long and hard to coordinate their actions. The military training in tactics that they have received often lets them overcome tremendous odds.



They always use the intelligence sources available to them to attempt to scout the opposition so they know what they will be facing. Once in battle they formulate a game plan. Typically they will use the following tactics:

If they know an opponent has mental powers, they will focus on eliminating that target first

If they are facing ranged attacks, Vector will be sent to nullify the attack with the support of Slideways

Reno will always engage the target with the greatest apparent physical strength or defenses while Gargoyle will act as support where needed

Against ground-based opponents, Reno will unleash his Shock Wave attack, quickly followed by Vector engaging anyone exhibiting ranged attack capabilities. Slideways' gadget pool gives them ultimate flexibility.

VECTOR

STRONG HERO 5 / SOLDIER 7, CR12; MEDIUM HUMAN MALE; HD: 5D8+7D10+24, HP: 82; INIT: +21; SPD: 480; DEF: 38 (FLATFOOTED: 23, TOUCH: 32); ATK: +12/+7 MELEE, +22/+17 RANGED; ACTION POINTS: 115; OCCUPATION: MILITARY; ALLEGIANCE: THE KEEPERS; SV FORT +9, REF +20, WILL +3; REP: +2; STR 15, DEX 21, CON 15, INT 10, WIS 10, CHA 15

TAINT POOL: 80

TALENTS: EXTREME EFFORT, IMPROVED EXTREME EFFORT, ADVANCED EXTREME EFFORT, WEAPON FOCUS, WEAPON SPECIALIZATION, TACTICAL AID, IMPROVED CRITICAL, IMPROVED REACTION

FEATS: ARCHAIC WEAPONS PROFICIENCY, COMBAT REFLEXES, IMPROVED INITIATIVE, LIGHTNING REFLEXES, SIMPLE WEAPON PROFICIENCY, AIRCRAFT OPERATION X2, COMBAT REFLEXES, PERSONAL FIREARMS PROFICIENCY, ADVANCED FIREARMS PROFICIENCY

CHAOS TAINT: TAINT OF CHAOS

SUPER-FEATS: SUPER DEXTERITY (RANK 4)

POWERS: INTANGIBLE (8 RANKS), SUPER SPEED (4 RANKS)

EQUIPMENT: MISFIT UNIFORM (+6 AC), COMBAT GLOVES (USE STATS FOR BRASS KNUCKLES), PROFESSIONAL-GRADE MICRO RADIO TRANSCEIVER

SKILLS: CLIMB +7, CRAFT (ELECTRONIC) +4, JUMP +5, KNOWLEDGE (TACTICS) +4, NAVIGATE +18, PILOT +28, REPAIR +10, SURVIVAL +5

Vector usually wears the full Misfit armored suit, with the top open to expose his blonde hair. Standing 5'10" and weighing about 170 lbs. He doesn't stand out in a crowd when out of uniform. When not on a mission, he tends to wear conservative casual clothing.

Kerry Bulke grew up with his mother in a trailer park in rural Georgia. His father left when he was a baby so Kerry grew up with a mother who did whatever it took to survive. She worked three, sometimes four, jobs to provide Kerry with a decent life.

His mother told him that getting a good education was the key to him getting out of this situation, something his mother couldn't do. Once Kerry attended school, he pursued his studies with vigor, never failing to impress his teachers.

When the time came for him to attend high school his teachers helped him get a scholarship to attend a very prestigious private high school in Atlanta. His mother, over protests by Kerry that he didn't want to leave her alone like his father had done to them, made Kerry accept the scholarship. So Kerry packed up his possessions and moved to the Peachtree Polytechnical Collegiate.

Although he did receive a lot of ribbing about his background (he was nicknamed "The Moonshine Junction Flash") he was quickly accepted once they found out he was the hardest worker in the bunch. Although he wasn't the best student there, he didn't embarrass himself.

Just before graduation a recruiting officer from the Navy came to speak about the opportunities that existed working for Uncle Sam. After a lengthy talk with the recruiter, Kerry decided that the Navy was his meal ticket and joined after graduation, using the Montgomery G.I. bill to go to university.

After a few years his enthusiasm and newfound ambition started to rub some people the wrong way. Not to be deterred Kerry pursued his goals even harder, sending a large chunk of his paycheck to his mother every month. It was this drive and determination that caused Project Lamplighter to notice him.

Bound by his fierce sense of duty and patriotism he agreed to join the Project and became the Misfit known as Vector. He thought he was prepared for what would happen. Boy, was he wrong.

Hundreds of hours of intense testing, pushing his mind and body to their limits. That, he could understand, and even enjoyed to some extent. If he had known what the Lamp would have done to him, he might have reconsidered.

The pain was incredible. He felt as if he was being torn apart molecule by molecule, and it took him a week to recover from the pain. And the nightmares. They're gone now, but they were so bad he would wake up screaming. He still doesn't remember what they were, but he tells himself that it was worth it, if it makes him more able to defend his country.

Vector is a soldier, through and through. He will follow whatever orders given to him from his superiors, never pausing long enough to consider the true impact of his actions as his patriotism blinds him to some of the missions they are performing. He has never forgotten where he came from but his involvement with Project Lamplighter and his exposure to the taint of Chaos has brought some profound attitude changes and he has all but abandoned contact with his mother. He is very close to becoming completely tainted as he fears losing his powers and uses them whenever the mission dictates it.

Able to run at almost 180 mph, Vector is quite difficult to hit and can cover a lot of ground before opponents realize he's after them. He can deflect all ranged attacks made at him, as well as run over any surface, including water. Vector also has the ability to hyper-agitate his molecules while he is running, making him insubstantial.

Vector has been outfitted with Impact Armor for protection during his move through and move-by attacks, as well as a pair of gloves that increase the damage he

does when punching a target. He also wears body armor as well as a communications headset that allows him to communicate with the other Misfits as well as their “handler” or the director of their current mission.

In an attack coordinated with his teammates, he is usually sent to deal with other opponents with ranged attacks or known mental powers.

Quote: “You always forget just how fast I am, don’t you?”

GARGOYLE

STRONG 5 / SOLDIER 7, CR12; LARGE HUMAN MALE; HD: 5D8+7D10+24, HP: 106; INIT: +4; SPD: 30; DEF: 25 (FLAT-FOOTED: 23, TOUCH: 19); ATK: +15/+10 MELEE, +12/+7 RANGED; ACTION POINTS: 115; OCCUPATION: MILITARY; ALLEGIANCE: THE KEEPERS; SV FORT +11, REF +7, WILL +3; REP: +2; STR 21, DEX 15, CON 15, INT 13, WIS 10, CHA 15

TAINT POOL: 75

TALENTS: MELEE SMASH, IMPROVED MELEE SMASH, ADVANCED MELEE SMASH, WEAPON FOCUS, WEAPON SPECIALIZATION, TACTICAL AID, IMPROVED CRITICAL, IMPROVED REACTION

FEATS: ARCHAIC WEAPONS PROFICIENCY, COMBAT REFLEXES, GREAT FORTITUDE, COMBAT MARTIAL ARTS, IMPROVED COMBAT MARTIAL ARTS, ADVANCED COMBAT MARTIAL ARTS, SIMPLE WEAPON PROFICIENCY, COMBAT REFLEXES, PERSONAL FIREARMS PROFICIENCY, ADVANCED FIREARMS PROFICIENCY

CHAOS TAINT: TAINT OF CHAOS

SUPER-FEATS: SUPER STRENGTH (RANK 3)

POWERS: BODY ARMOR (RANK 13), GROWTH (RANK 10) – FLAW: ALWAYS ON

EQUIPMENT: MISFIT UNIFORM (+6 AC), PROFESSIONAL-GRADE MICRO RADIO TRANSCEIVER

SKILLS: CRAFT (MECHANICAL) +6, DEMOLITIONS +17, DRIVE +17, KNOWLEDGE (STREETWISE) +7, KNOWLEDGE (TACTICS) +4, MOVE SILENTLY +7, REPAIR +11, TUMBLE +5

Gargoyle wears the full Misfit armored suit, including headcover. Standing 6’0 and weighing 170, he has quite a lean appearance to himself. Like Vector he wears conservative casual clothing when not on a mission.

Garrett Featherstone grew up in a world of privilege and threw it all away to become closer to his mother. Garrett’s father was a very wealthy businessman who had made his money as part of a syndicate who would front money to bioengineering firms and reap the profits from patents and sales of those technologies. One of the most successful black businessmen in North America, Garrett’s father was very ambitious and wanted to be accepted for what he had done in the business world, not as an “Uncle Tom” as many of his more jealous black associates called him.

Garrett’s father told him that his mother had died shortly after childbirth. Raised by an assortment of nannies, he always felt that something was missing in his life. All that changed shortly before he graduated from the exclusive Ivy League prep school his father had sent him to.

One day he was sitting in his room studying for a math test when there was a knock on his door. The housemother

was at his door telling him he had a visitor. Puzzled by this unannounced visitor Garrett went downstairs to find a woman standing there claiming to be his mother!

He sat there dumbfounded as this woman explained who she was and what had happened. As a secretary at his father’s company when it first started up she had conducted a torrid affair with his father, resulting in her becoming pregnant. His father had promised to look after both of them, but once she had given birth to the child he unceremoniously dumped her. He said she wasn’t fit to raise his son and used his newfound wealth and power to block all her attempts to claim maternity or stay in contact with them.

Stunned by this revelation he decided to take her with him to confront his father. During the trip home, he found that a lot of his personality traits seem to have come from his mother Tilly. But it was the meeting with his father that really shook him.

His father admitted everything during a very angry tirade at both of them. He was so incensed at Tilly showing up that he told Garrett to choose between the two of them. Disgusted by his father’s actions he chose to throw everything away and join his mother, who seemed ready to accept him despite what his father had done.

His father arranged to have him expelled for “curfew violations” just before graduation. Upon returning to school after this incident he found all his stuff packed up into boxes along with a note explaining the reasons for his expulsion. Undaunted, Garrett simply grabbed his stuff. Luckily he had kept a emergency supply of cash in his room. He bought a bus ticket to his mother’s hometown and set off to start things over.

With his father blocking his attempts to get into colleges across the US, Garrett was quickly running out of options. His mother, while working a steady job, was not making enough to support both of them. Garrett decided to enroll in the ROTC program as a way to get his education paid for and start a life as far away from his father as possible.

During boot-camp he discovered that he had a natural talent for martial arts, which caused him to quickly rise within the ranks. Little did he know that during genetic testing done to all recruits Garrett had tested positive for the presence of the parahuman gene.

Eventually he was asked to join Project Lamplighter. Liking the military and his chances for a long-term career, Garrett had no objections to becoming part of the project. He was introduced to Kerry Bulke and they both were “thrown into the lamp”.

As it was with Kerry, Garrett’s experience in the Lamp was hellish – excruciating pain and debilitating nightmares for approximately a month afterwards. Despite what he had experienced, he enjoyed the newfound powers he had and totally threw himself into the new team. He became a nonsense member of the group, much like Vector.

Just like Vector, Gargoyle is also a dedicated soldier. However, he has recently started to question some of the work they have been doing and worried about what effect the use of their powers is having upon them. He stays in contact with his mother as much as he can, given the very

low profile that the group leads, as a way to stay grounded. He tries to be efficient and as detached about their actions but at some point he may raise questions about their effectiveness.

Like Reno, Gargoyle is quite good in combat but is not as strong as Reno. He prefers to use his martial arts skills unless he's facing a stronger opponent. He will then use his growth to try and come on even ground with him. His combination of size and martial arts skills make him a formidable hand-to-hand opponent.

Quote: "I do what needs to be done."

SLIDEWAYS & RENO

SLIDEWAYS

SMART3 / FIELD SCIENTIST9; CR12; MEDIUM HUMAN FEMALE; HD: 12D6+24, HP: 65; INIT: +2; SPD: 30; DEF: 16 (FLATFOOTED: 14, TOUCH: 16); ATK: +5 MELEE, +7 RANGED; ACTION POINTS: 125; OCCUPATION: TECHNICIAN; ALLEGIANCE: THE KEEPERS; SV FORT +6, REF +7, WILL +7; REP: +1; STR 10, DEX 14, CON 13, INT 21, WIS 14, CHA 13

TAINT POOL: 75

TALENTS: PLAN, TRICK, SMART DEFENSE, SCIENTIFIC IMPROVISATION, SKILL MASTERY, MINOR BREAKTHROUGH, SMART SURVIVAL, SMART WEAPON, MAJOR BREAKTHROUGH

FEATS: CAUTIOUS, LOW PROFILE, DEFENSIVE MARTIAL ARTS, COMBAT MARTIAL ARTS, IMPROVED COMBAT MARTIAL ARTS, SIMPLE WEAPON PROFICIENCY, GEARHEAD, PERSONAL FIREARMS PROFICIENCY, ADVANCED FIREARMS PROFICIENCY, EXOTIC FIREARMS PROFICIENCY, VEHICLE EXPERT

SKILLS: CLIMB +5, COMPUTER USE +23, CRAFT (CHEMICAL) +11, CRAFT (ELECTRONIC) +11, DECIPHER SCRIPT +15, DEMOLITIONS +22, DISABLE DEVICE +22, DRIVE +14, HIDE +7, KNOWLEDGE (EARTH & LIFE SCIENCES) +11, KNOWLEDGE (PHYSICAL SCIENCES) +11, KNOWLEDGE (STREETWISE) +15, KNOWLEDGE (TECHNOLOGY) +16, MOVE SILENTLY +7, REPAIR +21, RESEARCH +15, SEARCH +15, SLEIGHT OF HAND +7,

EQUIPMENT: CONCEALABLE VEST, MASTERWORK MECHANIC'S KIT, MASTERWORK ELECTRICIAN'S KIT, MASTERWORK LOCKPICK SET

If the GM has access to *Steam, Savants, and the Kamdris Seal*, he could easily use the Savant advanced character class to duplicate Slideways' chaos-powered gadget pool.

RENO

STRONG 5 / SOLDIER 7, CR12; MEDIUM HUMAN MALE; HD: 5D8+7D10+36, HP: 91; DEF: 25 (FLATFOOTED: 23, TOUCH: 19); ATK: +15/+10 MELEE, +12/+7 RANGED; ACTION POINTS: 115; OCCUPATION: CRIMINAL; ALLEGIANCE: THE KEEPERS; SV FORT +12, REF +7, WILL +3; REP: +2; STR 21, DEX 15, CON 16, INT 10, WIS 10, CHA 12

TAINT POOL: 70

TALENTS: IGNORE HARDNESS, IMPROVED IGNORE HARD-

NESS, ADVANCED IGNORE HARDNESS, WEAPON FOCUS, WEAPON SPECIALIZATION, TACTICAL AID, IMPROVED CRITICAL, IMPROVED REACTION

FEATS: ARCHAIC WEAPONS PROFICIENCY, COMBAT REFLEXES, GREAT FORTITUDE, BRAWL, IMPROVED BRAWL, SIMPLE WEAPON PROFICIENCY, COMBAT REFLEXES, PERSONAL FIREARMS PROFICIENCY, ADVANCED FIREARMS PROFICIENCY

CHAOS TAINT: TAINT OF CHAOS

SUPER-FEATS: SUPER STRENGTH (RANK 4)

POWERS: BODY ARMOR (RANK 9), ENERGY BLAST (RANK 4) – ADVANTAGE: CONE, SUPER JUMP (RANK 1)

EQUIPMENT: MISFIT UNIFORM (+6 AC), PROFESSIONAL-GRADE MICRO RADIO TRANSCEIVER

SKILLS: CLIMB +10, DRIVE +10, INTIMIDATE +9, JUMP +10, KNOWLEDGE (STREETWISE) +11, KNOWLEDGE (TACTICS) +3, SURVIVAL +8, TREAT INJURY +3, TUMBLE +7

Reno stands about 6' 6", weighing in at about 240 lbs. He is of Latino decent and wears his long black hair tied back in a pony tail. He prefers to wear sun glasses (modified to be his closed radio link) and a long trenchcoat overtop of his uniform. Reno doesn't cover his face like Vector and Gargoyle do.

Slideways is a petite, attractive oriental woman. She wears a vest that contains all sorts of gadgets and tools over her Misfits uniform. Much like Reno, Slideways keeps her face open, wearing only their radio headsets.

Michelle Yi Fat grew up in Las Vegas, Nevada where her father and mother worked in various casinos as dealers and support staff. As the only child of immigrants from Hong Kong, she spent many an evening alone in their apartment as her parents worked the late shift or even double shifts to try and earn enough money to bring the rest of their family to America. However, her father was always trying one get rich quick scheme after another and they never were able to save any extra money.

Michelle discovered that she had an aptitude for science early on, doing odd-jobs around the neighborhood to earn enough money to buy do-it yourself kits that she would see advertised in Scientific American and Popular Mechanics. During high school her talents blossomed under the tutelage of her high school science teachers, who encouraged her gift for invention and creation. It was also during this time that she discovered her gift could be quite lucrative.

Starved for attention by parents who were too busy working to notice, she eventually fell in with one of the toughest gangs in Las Vegas. When they learned that Michelle had the knack for creating gadgets, they put her to work creating incendiary devices and modifying firearms to make them more effective. Flattered by the attention and blinded by all the money rolling in, Michelle moved out of her parent's apartment and got herself a workshop where she started inventing things for sale to the underworld.

By the time she was 21, Yi Fat had expanded her business to include theft-for-hire. During a routine

transaction with a representative of the St. Augustine crime lord known as Haven, she was approached to work exclusively for him. Knowing her skill as an inventor, he provided her with money and facilities, along with a bodyguard, one Hector “Reno” Velacruz. As the two worked closely together, stealing items from locations around the world using her brains and Velacruz’s brawn, the two eventually became lovers. They earned a reputation as a modern-day Bonnie and Clyde, doing whatever it took to get the job done.

Velacruz was a former street gang member from Reno, Nevada (hence the nickname) who had worked his way up through the ranks of the gang until Haven came along and made him a better offer. An integral part of Haven’s “advance team”, Reno often checked out leads under the direction of Haven’s inner circle of associates. Reno was basically the muscle to make sure that various individuals toed the party line and held up their end of bargains they had made with Haven. When Haven recruited Fat he asked Reno to protect her and assist her any way that he could. It was Reno that gave her the nickname “Slideways” for her ability to use her skills at creating gadgets to allow them to slip in and out of high-security buildings and steal the objects Haven wanted.

The turning point in their lives was when they encountered a Project Lamplighter covert-ops team and became exposed to an ancient artifact infused with Chaos energy. Reno found that his physical strength had increased dramatically along with being granted some strange powers that filled him with tremendous energy, a feeling that he enjoyed. Slideways found that her skill at creating gadgets had increased and that she could now see things in a totally different light. Problems that seemed difficult now were very simple for her to solve.

But they had bigger problems. Project Lamplighter was not about to let them go and Haven seemed to be very indifferent about their fate. Convinced that Haven had hung them out to dry they decided that it was better for them to work for the project, instead of languishing in prison. They think that eventually they will be able to escape from Project Lamplighter and plan to go after Haven for what they perceive to be his betrayal after all they had done for him.

While Reno and Slideways are reluctant participants in the Lamplighter Project, their experiences with the Misfits have led them to be loyal to the team -- a fact that surprises them.

Slideways is deeply in love with Reno, and it is that love, along with her insatiable curiosity about technology that got her into trouble with the law.

Reno loves to use his powers and is known as an undisciplined brawler. He recently discovered he loves Slideways, though neither one of them are willing to admit it to the other, or to anyone else for that matter.

Exposure to the “Lamp” gave Reno and Slideways different powers. Reno gained strength, physical durability and the ability to create a shock wave effect, which he often creates by striking the ground with his fist.

Slideways’ intelligence increased to far beyond human normal, and gained the ability to tap into the source of the

Lamp’s power and create gadgets which are powered by it.

In combat situations, Reno continues to perform his bodyguard function for Slideways if required. Slideways, if possible, does as much research about the potential targets as possible and makes sure she has gadgets which will deal specifically with their opponent’s weaknesses, if known. Otherwise, both follow the tactics as described in the Combat Tactics information listed above in the group description of the Misfits.

Quote: “Reno, I need three point two more seconds to complete this task. Keep him busy.” “Gotcha, Slideways. Let’s see how he likes this...”

CHAPTER THREE THE REST OF THE WORLD

IN CHAPTER THREE, ALL TEXT IN SMALL CAPS IS CONSIDERED TO BE OPEN GAME CONTENT, IN ACCORDANCE WITH THE OGL.

In the Kandris Seal, magic is a rare but powerful force. Magic is returning to the world, sometimes in rather spectacular ways. Some places in the world reputed to have mystical properties are starting to actually show results.

Whether or not the public believes in magic is up to the GM. This book was written with the premise that mages can be just as powerful as parahumans, but only those with the talent can use it. Whether the person is born with the talent or is granted it by some higher power or magical “radiation accident”, is up to the GM and the player to decide during character creation. However, people do not necessarily need to have the talent to use magical items. For example, the Thaumaturgic Ritual Dagger can be used as a weapon by a normal against a Chaos-being, but it would not grant them the ability to cast spells.

RUNNING ADVENTURES

The Kandris Seal can easily be inserted into an existing campaign or used as the basis for a new one. It can also be used in a variety of campaign styles.

CYBERPUNK

In a world where technology is so dominant, Chaos could be some force that has invaded the Net, and is using the network to do its dirty work, infecting systems and

even people’s cyberimplants. The Thaumaturgia could be a group of technical wizards (whether or not they use magic is up to the GM) out to stop them.

COMEDY

To use the Kandris Seal in this genre would take a lot of work. The Keepers and their followers would have to be bumbling idiots. The author believes that demons that trying to take over the world generally isn’t a very amusing subject.

DARK & GRITTY

The information in this book can easily be used in a street-level campaign, be it heroic, superheroic, or idealistic. For heroic-style games, the character levels of the NPC’s presented here can be reduced, or the magic can be run through items. It is possible that the Keepers of the Broken Circle might form associations with the mob. Some of these partnerships might include providing muscle, or a cut in the various vice trades, such as drugs or prostitution.

The Children of Light would be an ideal method of drawing the heroes into the dark side of magic and the occult.

FANTASY

Change guns to bows, skyscrapers to mountains, and there isn't much else you need to alter to use the Kandris Seal in a fantasy setting. Any game where evil can be defined as a power unto itself can use the Kandris Seal.

FOUR COLOR

The long running battle between the Thaumaturgia and the Keepers of the Broken Circle is easily done in the standard four color tradition of comics. With the Thaumaturgia as the forces of good and the Keepers as the forces of evil, the lines between black and white can easily be drawn.

The "Forces of Evil" that so commonly bring together heroes in this genre could be the Order of the Serpent or another group controlled by the Keepers.

GOLDEN AGE

Some reduction of power levels may be required, and most of the magical abilities and spells can be run as elaborate lengthy multi-person rituals or artifacts. Ancient oriental masters (and their students) fighting against the evil sorcerers would be the order of the day.

HORROR

This genre is ideal for using The Kandris Seal. With a couple of minor adjustments, the heroes could find themselves surrounded by Lovecraftian-style horror. The Keepers can be used very much like Cthulhu and the other Elder Gods. Make the descriptions of the characters

and creatures darker, more menacing, and emphasize supernatural horror of the creatures from the Realm of Chaos, and you've got it made.

MARTIAL ARTS

Using the Kandris Seal with a martial arts theme may not be easily accomplished. If chi is used as the basis for powers, then Chaos could be negative chi, or a form thereof. Should the GM wish to use this genre, then the Order of the Serpent would provide an excellent long-term enemy for the heroes.

"PLAINCLOTHES"

The Dragon Hunters can be an example of this kind of campaign: normal people with extraordinary abilities. They may or may not have powers of their own, or their abilities can come through high tech or magical devices.

PULP

The settings for The Kandris Seal in a cinematic-style campaign would be fantastic. Picture Indiana Jones hiding behind a pillar as the cultists are about to cast the spell to open a gate and bring a demon through. See *Capers*, *Cliffhangers* and *the Kandris Seal* for more information about how to run a Kandris Seal/Pulp Hero game.

SCIENCE FICTION & SPACE OPERA

Using the Bedwyr and the Maylor, it is possible to run a science fiction or space opera campaign. Chaos can also be used as the dark side of a powerful force that binds the universe together.

SUPER AGENTS

The Kandris Seal can be used in a Super Agents game in a variety of ways. Members of government agencies can be sent to deal with threats caused by the Keepers. Another method is to create a campaign similar in tone to the Misfits (described in the previous chapter), where the heroes are sent by a secret branch of the government to investigate paranormal activities. These agents could be normals with technological or mystical foci, parahumans in their own right, or have gotten their powers through some other means (like the Misfits did). They might not even be aware of the true nature of their powers, let alone what they are up against.

If the players are to be agents, they could



be members of the Dragon Hunters, armed with magical weapons and spells to aid in their battle against the forces of Chaos.

WESTERN

It will take a little more effort to use this book in a Western Hero setting. Consider making the Keepers powerful evil spirits, or bring in Oriental influences.

STEAMPUNK

In an age that never was, filled with radium-powered flying machines, clockwork automata, and steam-driven computers, the world teeters on the edge of chaos. The enlightened scientific mind battles against ancient superstition and ignorance, and the souls of all mankind hang in the balance! See *Steam*, *Savants*, and *the Kandris Seal* for information about running a Kandris Seal game in the Victorian Era.

USING THE KANDRIS SEAL...

...IN AN EXISTING CAMPAIGN

For purposes of *The Kandris Seal*, Chaos is a quasi-magical force. In worlds where magic does not exist, it can be chi, or possibly some kind of other unusual energy.

The Keepers of the Broken Circle and the Thaumaturgia can be introduced to the heroes in a variety of ways. A new player character or NPC can join or come in contact with the group. The adventure "Something in the Sewers" would be an excellent way to introduce the PC's to Chaos. Other ideas listed later in this book among the campaign and adventure ideas could also be used, with a bit of customization.

...AS A BASIS FOR A CAMPAIGN

The Heroes are all Mages The PC's can all be mages, who may or may not be members of the Thaumaturgia. Perhaps they are all apprentices or journeyman members of the order, or a member of the Thaumaturgia approached them and asked for their help. In the latter case, a long term story arc could be the Thaumaturgia's attempt to recruit the PC's.

Almost all of the adventures and adventure seeds listed later in this book would be appropriate for this campaign type and easily used, with modifications made for power levels.

Chaos- or Seal-based Heroes:

The heroes could have all gotten their powers through contact with either a fragment of Chaos, like the Misfits, or a part of the Kandris Seal, just as John Smith did. These heroes may not be aware of how they got their powers, or the effect it will have on them. Perhaps they were all normal people who were kidnapped by members of the Black Cabal and were to be part of a ritual sacrifice, but the ritual was interrupted, and all that energy had to go somewhere...

Parahumans or Foci Users: The heroes have learned there is "Something in the Sewers", or Vector of the Misfits has arrived in their city and is going crazy. Perhaps they were approached by a mage who is member of the Thaumaturgia asking for help, or they discovered an item that is Chaos-tainted. Or perhaps



even worse, one of the PC's or a favorite NPC has become tainted, and they have to find a cure.

Mixed: Members of the hero group could be a combination of all of the above types of heroes. How the characters get together and learned what they know could be explored through character backgrounds, or they could all be working on solving one of the scenarios included in this book.

Dragon Hunters: The heroes can be members of the Dragon Hunters. They could be a brand-new team under the guidance of Dr. Anthony, or an experienced group of adventurers recruited to do battle against the Keepers. As a rule, members of the Dragon Hunters rarely work with outsiders. If they do, their true motives are rarely revealed.

THE MAYLOR

The Maylor and the Bedwyr are an example of what can happen to a world that has been taken over by Chaos. The planet inhabited by the Bedwyr is a frightening sight – he landscape looks like something out of an Escheresque nightmare. The entire population is subjugated into slavery and only those with the ability to use magic have any hope of freedom, however limited.

HISTORY

Centuries ago, in a star system on the opposite end of the Milky Way galaxy, a society rich in magic flourished on a planet that was mostly covered with water. Magic was so common, in fact, that it was used very much as technology is on modern day Earth.

A young mage, named Bedwyr, was one of the most promising students their society had seen in generations, but he had one flaw. He was greedy for power, and was willing to go to any length to obtain it. This included contacting dark powers using forbidden rites. Bedwyr thought he was contacting a minor demon that he sought to bind and control. Instead, he got Winkretaset. The Keeper quickly took advantage of the overconfident mage and soon had him completely under his control.

Through Bedwyr, the Keepers began to take over the Maylor society, gathering around Bedwyr a group of fanatically loyal followers. These followers quickly grew in numbers and in strength, and soon became a force to be reckoned with. The ruling council of their society was gravely concerned at Bedwyr's sudden rise to power, and attempted to determine its source. They discovered too late what he had done, and Bedwyr and his followers staged a coup and took over. In the weeks and months that followed, blood ran in the streets as Bedwyr's zealots murdered anyone who did

not join their cause.

A group of mages, who went into hiding shortly before the coup, worked frantically for a weapon with which to fight Bedwyr's power, which was growing exponentially. They quickly came to the conclusion that their society as they had known it was doomed, and the best they could do was to gather up those who they trusted and find some way to leave the planet.

These mages, who became known in the Maylor legends as "zien-Anook", developed a spell that would transport them to a neighboring planet and to relative safety until they could find some way to fight Bedwyr.

As Bedwyr's forces were closing in, the zien-Anook gathered together all the mages who had not been subverted by Bedwyr, as well as all the members of group that was dedicated to technomancy, a newly discovered school of magic on their world. The spell to transport them to their new home was completed just as Bedwyr's forces battered down the doors to their final hiding place.

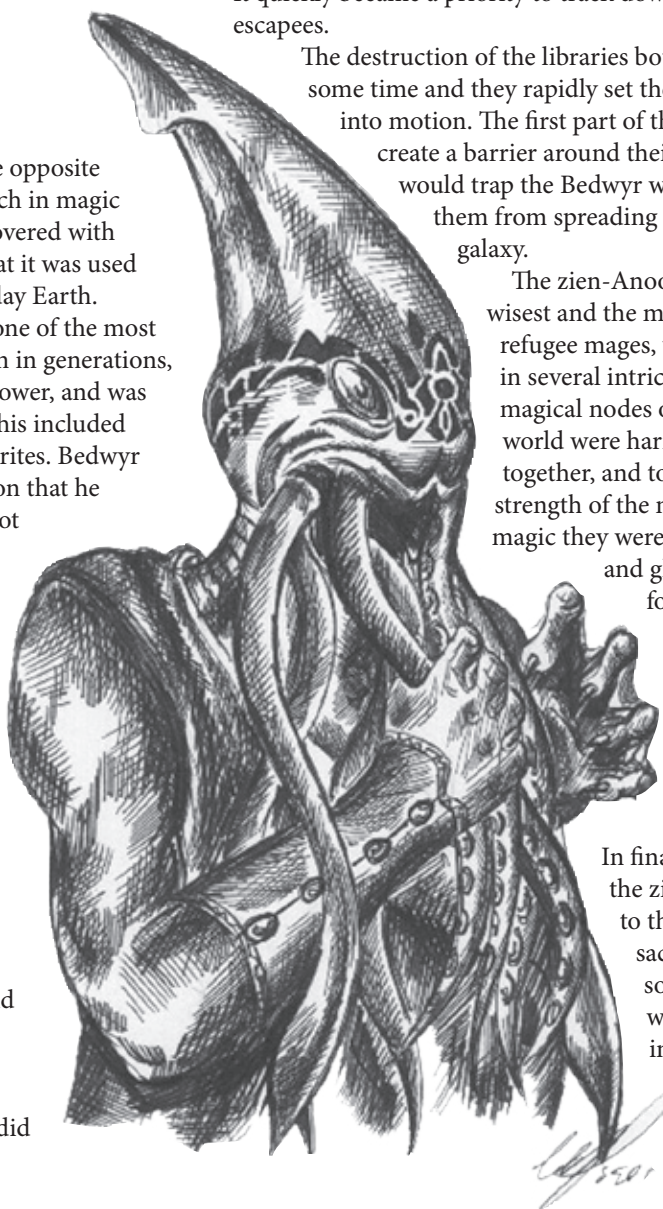
Bedwyr and the Keepers raged at the escape of the mages, and the rage turned to fury when it was discovered that the mages had destroyed their libraries and all the working records of the spells the mages had used to escape. It quickly became a priority to track down and destroy the escapees.

The destruction of the libraries bought the refugees some time and they rapidly set their two-part plan into motion. The first part of their plan was to create a barrier around their solar system that would trap the Bedwyr within, preventing them from spreading through the galaxy.

The zien-Anook, who were the wisest and the most powerful of the refugee mages, worked the spell in several intricate stages. All the magical nodes on their new home world were harnessed and linked together, and to reinforce the strength of the nodes and of the magic they were to cast, the runes and glyphs needed

for the spell were bound into the planet itself. This binding would provide power for the spell as long as the planet existed.

In final act of the ritual the zien-Anook, down to the very last one, sacrificed themselves so their spirits would be bound into the "Veil". This act brought the Veil to life and gave it the



ability to react and adapt to anything that Bedwyr and his followers might try in future generations.

The second part of the plan was a complete restructuring of their society. They learned early on that magic alone could not defeat the Bedwyr, as the mage and his followers came to be known. The remaining mages combined magic, the native life forms of the planet, plus the growing field of technomancy to create a society built on biotechnology, and dedicated to the destruction of the Bedwyr.

The Maylor, or “those who were freed”, have waged a war with the Bedwyr since that time, developing technology that is equal in power to what the Bedwyr can do with their Chaos-tainted magic. With the death of the zien-Anook, they lost much of their history, even the fact that they were once the same race – both have changed in appearance from their basic genetic stock due to their divergent cultures, and the Maylor no longer have mages in their society.

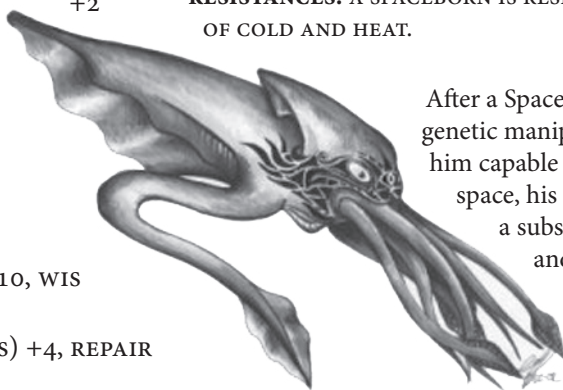
The Maylor know nothing about Chaos and have never heard of the Keepers of the Broken Circle. The only experiences that they remember regarding magic are with the Bedwyr. To the Maylor, only the Bedwyr can use magic, making any and all magic, and most especially mages, evil and therefore it must be destroyed.

Most Maylor technology is geared towards war, especially a group known as the “spaceborn”. The spaceborn are a group of rare individuals who are born with the unique ability to link with the sentient spaceships the Maylor have bred. These ships act as the Special Forces of the Maylor military, conducting hit and run operations, scouting and otherwise harassing the Bedwyr ships.

While the Maylor have developed an egalitarian society, the spaceborn (and their immediate families) instantly become worldwide celebrities. The families are looked after by the government and the spaceborn are put into a specially enhanced program of training. The spaceborn also undergo genetic manipulation to make it possible for them to withstand the rigors of space without spacesuits.

TYPICAL MAYLOR

HIT DICE: 1D8+1 (5 HP)
INITIATIVE: +1 (+1 DEX)
SPEED: 30 FT.
AC: 12 (+1 DEX, +1 DEF)
ATTACKS: 4 TENTACLES +7 MELEE; +2 RANGED
DAMAGE: TENTACLE 1D4+6; OR BY WEAPON
SIZE: MEDIUM
FACE/REACH: 5 FT. BY 5 FT. / 5 FT.
SPECIAL ATTACKS: IMPROVED GRAB
SAVES: FORT +2, REF +1, WILL +1
ABILITIES: STR 22, DEX 13, CON 12, INT 10, WIS 12, CHA 10
SKILLS: CLIMB +4, KNOWLEDGE (TACTICS) +4, REPAIR +4



FEATS: SIMPLE WEAPONS PROFICIENCY, PERSONAL FIREARMS PROFICIENCY

IMPROVED GRAB: TO USE THIS ABILITY, THE MAYLOR MUST HIT A SMALL-SIZE OR SMALLER OPPONENT WITH A TENTACLE.

The Maylor are hairless, humanoid squid-like beings with pale gray-green variegated skin that has a slightly metallic sheen. They have no outward evidence of gender as all indicators are retractable or hidden behind folds or flaps of skin. As they age, they record their accomplishments in the form of tattoos on their heads, stating at just above the eye ridges and working back towards the base of the skull.

They are fanatical enemies of the Bedwyr, and will ignore all other enemies if the Bedwyr are present.

SPACEBORN

HIT DICE: 4D8+8 (22 HP)
INITIATIVE: +2 (+2 DEX)
SPEED: 30 FT.
AC: 17 (+2 DEX, +5 NATURAL)
ATTACKS: 4 TENTACLES +3 MELEE; +4 RANGED
DAMAGE: TENTACLE 1D4+6; OR BY WEAPON
SIZE: MEDIUM
FACE/REACH: 5 FT. BY 5 FT. / 5 FT.
SPECIAL ATTACKS: IMPROVED GRAB
SPECIAL QUALITIES: IMMUNITIES, COLD RESISTANCE 5, HEAT RESISTANCE 5
SAVES: FORT +3, REF +3, WILL +4
ABILITIES: STR 13, DEX 15, CON 15, INT 13, WIS 15, CHA 12
SKILLS: COMPUTER USE +6, DRIVE +7, KNOWLEDGE (PHYSICAL SCIENCES) +6, KNOWLEDGE (TACTICS) +6, NAVIGATE, +6, PILOT +10
FEATS: SIMPLE WEAPONS PROFICIENCY, PERSONAL FIREARMS PROFICIENCY, VEHICLE EXPERT, VEHICLE DODGE, AIRCRAFT OPERATION (SPACECRAFT)

IMPROVED GRAB: TO USE THIS ABILITY, THE MAYLOR MUST HIT A SMALL-SIZE OR SMALLER OPPONENT WITH A TENTACLE.

IMMUNITIES: DOES NOT BREATHE, EAT, OR SLEEP, AND CAN SURVIVE IN THE DEPTHS OF SPACE. A SPACEBORN IS IMMUNE TO SLEEP EFFECTS.

RESISTANCES: A SPACEBORN IS RESISTANT TO THE EFFECTS OF COLD AND HEAT.

After a Spaceborn undergoes the genetic manipulation that makes him capable of withstanding outer space, his body is covered with a substance that strengthens and toughens his skin, changing his

appearance to that of featureless metallic matte silver.

It is important to note that the Spaceborn consider themselves and their ships to be a single being, often referring to the ship as their “other”.

SPACEBORN SHIP

Spaceborn ships speak only Maylor, and do so only through their telepathic abilities with their Spaceborn pilot and other Spaceborn ships and pilots.

They average 32 feet in length and 20 feet in height, and are approximately ovoid in shape. The average Spaceborn ship weighs approximately 11,000 lbs.

SPECIES TRAITS

SPACEBORN SHIPS HAVE THE FOLLOWING TRAITS:

ALL-AROUND VISION (EX): A CREATURE WITH ALL-AROUND VISION CAN LOOK IN ANY DIRECTION, BESTOWING A +4 RACIAL BONUS ON SPOT AND SEARCH CHECKS. OPPONENTS GAIN NO FLANKING BONUSES WHEN ATTACKING THE CREATURE.

ALIEN MIND (EX): CREATURES WITH AN ALIEN MIND HAVE AN INTELLIGENCE THAT IS COMPLETELY ALIEN TO ALL CREATURES EXCEPT OTHER SPACEBORN (PILOTS AND SHIPS). THIS GRANTS THE CREATURE TWO BENEFITS: FIRST, IT GAINS AN ABILITY SIMILAR TO THE ROGUE ABILITY SLIPPERY MIND, EXCEPT THAT THE CREATURE GAINS A SECOND SAVE AGAINST ANY MIND-AFFECTING SPELL OR EFFECT, NOT JUST ENCHANTMENTS; SECOND, ANY CREATURE ATTEMPTING TO CONTACT OR READ AN ALIEN MINDED CREATURE’S (EXCEPT OTHER SPACEBORN) MIND DIRECTLY MUST SUCCEED ON A WILL SAVE OR BE STUNNED FOR 1 ROUND. THE WILL SAVE IS WISDOM-BASED.

DARKVISION (EX): THE SPACEBORN SHIP GAINS DARKVISION OUT TO A RANGE OF 120 FEET. DARKVISION IS BLACK AND WHITE ONLY, BUT IS OTHERWISE THE SAME AS NORMAL SIGHT.

ENERGY RESISTANCE (EX): A SPACEBORN SHIP GAINS COLD

RESISTANCE 20 AND FIRE RESISTANCE 20.

FLIGHT (EX): A CREATURE WITH THIS ABILITY CAN CEASE OR RESUME FLIGHT AS A FREE ACTION.

IMMUNITIES (EX): DOES NOT BREATHE, EAT, OR SLEEP, AND CAN SURVIVE IN THE DEPTHS OF SPACE. A SPACEBORN IS IMMUNE TO SLEEP EFFECTS.

LASER BLAST (SP): ONCE PER ROUND A SPACEBORN SHIP WITH LASER BLAST MAY FIRE A BLAST OF MAGICAL FORCE AT THE ENEMY. THIS BLAST TAKES THE APPEARANCE OF A BALL OF BLUEGREEN ENERGY THAT SLAMS INTO OPPONENTS. THIS BLAST HAS A RANGE OF 120 FEET AND EXPLODES IN A 10-FOOT RADIUS. ALL BEINGS IN THE EXPLOSIVE RADIUS OF THIS ATTACK TAKE 3D8 X 5 POINTS OF FORCE DAMAGE.

PACK ATTACK (EX): CREATURES WITH THIS ABILITY COORDINATE THEIR ATTACKS. IF TWO CREATURES FLANK THE SAME OPPONENT, THEY HAVE A +4 FLANKING BONUS ON ATTACKS INSTEAD OF THE USUAL +2.

RADIATION RESISTANCE (EX): A SPACEBORN SHIP GAINS A +8 SPECIES BONUS ON SAVED TO RESIST ANY KIND OF RADIATION POISONING.

VACUUM SURVIVAL (EX): A SPACEBORN SHIP DOESN’T NEED TO BREATHE AT ALL. IT CAN EXIST IN ZERO-ATMOSPHERE ENVIRONMENTS. IT ALSO CAN CREATE A BREATHABLE ATMOSPHERE INSIDE ITSELF FOR ITS PILOT AND ANY PASSENGERS IT CARRIES.

SPACEBORN SHIP: CR 8; HUGE ABERRATION; HD 10D8; HP 53; MAS 27; INIT +11 (+7 DEX, +4 IMPROVED INITIATIVE); SPD 2 FT., FLY 130 FT. (PERFECT); DEFENSE 35, TOUCH 35, FLAT-FOOTED 28; BAB +7; GRAP +8; ATK +7 RANGED (3D8X5 FORCE, LASER BLAST); FULL ATK +7 RANGED (3D8X5 FORCE, LASER BLAST); FS 15 FT. BY 15 FT.; REACH 10 FT.; SQ ALL-AROUND VISION, ALIEN MIND, DARKVISION, ENERGY RESISTANCE, FLIGHT, LASER BLAST, RADIATION RESISTANCE, VACCUM SURVIVAL; AL SPACEBORN; SV FORT +8, REF +7, WILL +1; AP 0; REP +0; STR 20, DEX 24, CON 27, INT

10, WIS 12, CHA 11.

SKILLS: HIDE +2¹, LISTEN +3, NAVIGATE +7, SEARCH +3, SPOT +6.

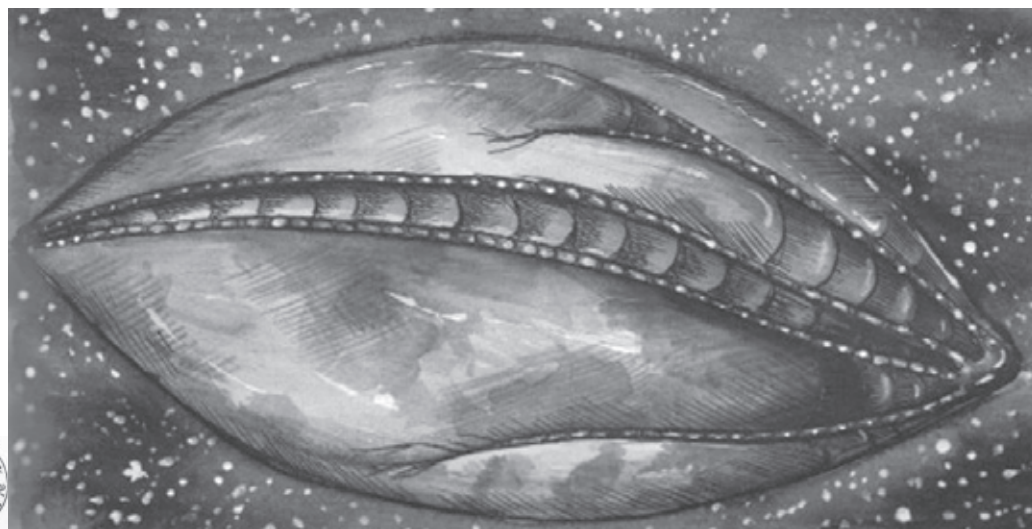
FEATS: ALERTNESS, BLIND-FIGHT, COMBAT REFLEXES, HOVER, IMPROVED INITIATIVE, ZERO-G TRAINING.

POSSESSIONS: NONE.

ADVANCEMENT:

11–20 HD (GARGANTUAN), 21–30 HD (COLOSSAL)

¹INCLUDES SIZE



A Spaceborn ship is a living entity, created from biology-based technology, and is slightly ovoid in shape. Its outer shell is covered in a material similar to that used on the Spaceborn, but stronger. The interior of the ship contains a number of cavities with specific purposes, such as a bridge, a cabin for the pilot, and a small armory.

The pilot and his ship are in a symbiotic relationship, effectively making them one being. The pilot and the ship can communicate telepathically, and emotions can be transmitted along that link, such as happiness or pain. Long term separation of the pilot and ship will cause both beings pain and severe emotional unrest, eventually resulting in insanity and death.

SAMPLE MAYLOR WEAPONS

PARTICLE PISTOL

This weapon fires beams of hyper-accelerated particles and has two settings: a lethal setting and a stun setting. On a successful hit, the stun setting deals 1d6 points of electricity damage, and the target must make a Fortitude saving throw (DC 15) or be stunned for 1d4 rounds. The pistol itself looks like a stylized egg with a handle, and the beams of energy that it shoots are bright red.



NEURAL OVERLOAD NET

This grenade-like object, when activated, encases the target in a webbing that shoots a mild current through the target, causing all muscles to contract randomly and painfully. The webbing is slightly elastic in nature and is a pale blue.

STUN GRENADE

Developed by the Maylor military for use in close quarters combat, this grenade is designed to do damage only to beings that are Chaos-Tainted. The grenade looks like a small matte black cylinder with a pale green button. When it explodes, it gives off a bright yellow energy.



SAMPLE MAYLOR TECHNOLOGY

COMBAT ARMOR

This armor consists of a fine mesh over which dense metal plates have been attached. The color of the armor varies, but members of the same unit tend to have similar patterns.

In addition to normal protection, the Maylor Combat Armor also generates a force field to protect its wearer against attacks from Chaos-tainted creatures. It grants a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by Chaos-tainted creatures.

When the field is activated, it appears as a shimmering, pale blue aura around the armor.

BEDWYR MAGIC SENSOR

This small hand-held device acts like a Detect Chaos spell. It is approximately the size of a cellular phone and has a large display screen.

TYPE: WONDROUS ITEM (MAGIC); CASTER LEVEL: --; PURCHASE DC: 36; WEIGHT: 1 LB.

BEDWYR MAGIC TRACKER

This is a hand held device, about the size of a small cellular phone, and acts like a Locate Object spell, except it can only locate sources of Chaos.

WEAPON	DAMAGE	CRITICAL	DAMAGE TYPE	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION
MAYLOR PARTICLE PISTOL	2D8 OR 1D6	20	ELECTRICITY	40 FT.	MED	3 LB.	30	ILLEGAL (+4)

WEAPON	DAMAGE	CRITICAL	DAMAGE TYPE	BURST RADIUS	REFLEX DC	RANGE INCREMENT	SIZE	WEIGHT	PURCHASE DC	RESTRICTION
NEURAL OVERLOAD NET	—	—	—	5 FT.	15	10 FT.	SMALL	2 LB.	30	ILLEGAL (+4)
MAYLOR STUN GRENADE	1D6	—	ELECTRICITY	20 FT.	15	10 FT.	TINY	1 LB.	30	ILLEGAL (+4)

ARMOR	TYPE	EQUIPMENT BONUS	NONPROF. BONUS	MAXIMUM DEX BONUS	ARMOR PENALTY	SPEED (30 FT.)	WEIGHT	PURCHASE DC	RESTRICTION
MAYLOR COMBAT ARMOR	TACTICAL	+8	+3	+1	-6	20	20 LB.	30	ILLEGAL (+4)

PROTECTIVE DOME GENERATOR

This backpack-style device can generate a protective dome around the carrier of the generator. Except for its shape, the dome is just like a Wall of Force spell which has a duration of 5 minutes. Because it uses so much energy, the generator can only be used once per day.

MAYLOR HEALING MACHINE

This large, bulky device is used by the Maylor Military to heal soldiers injured by Chaos-based attacks. To use, the injured soldier is placed into a cocoon-like pod. The healing process takes approximately one hour, and the machine is capable of healing two people per day.

This wondrous device acts as Heal Chaos Wound spell. The healing process takes approximately 1 hour, and the machine is capable of healing up to two people per day.

THE BEDWYR

When the Maylor escaped their home planet, the Bedwyr society turned the emphasis of the civilization towards the merging of science and magic. Their goal is to wipe out the Maylor and in doing so, destroy the barrier that is keeping them confined to their star system. Once they can move beyond their solar system, they intend to conquer and enslave all worlds they encounter, and destroy those they cannot.

All members of their race are Chaos-tainted and fanatical followers of their society's beliefs. They have no idea of what Chaos is or who the Keepers really are.

As a whole, the Bedwyr are a highly magical race and see mages as the highest form of life. Technology that is not magic-based is seen as inferior and those who use it nothing more than animals.

TYPICAL BEDWYR MAGE

HIT DICE: 1D6 (3 HP)

INITIATIVE: +0

SPEED: 30 FT.

AC: 11 (+1 DEF)

ATTACKS: 4 TENTACLES +1 MELEE; +1 RANGED

DAMAGE: TENTACLE 1D4; OR BY WEAPON

SIZE: MEDIUM

FACE/REACH: 5 FT. BY 5 FT. / 5 FT.

SPECIAL ATTACKS: IMPROVED GRAB, ARCANE SPELLS

SAVES: FORT +1, REF +1, WILL +1

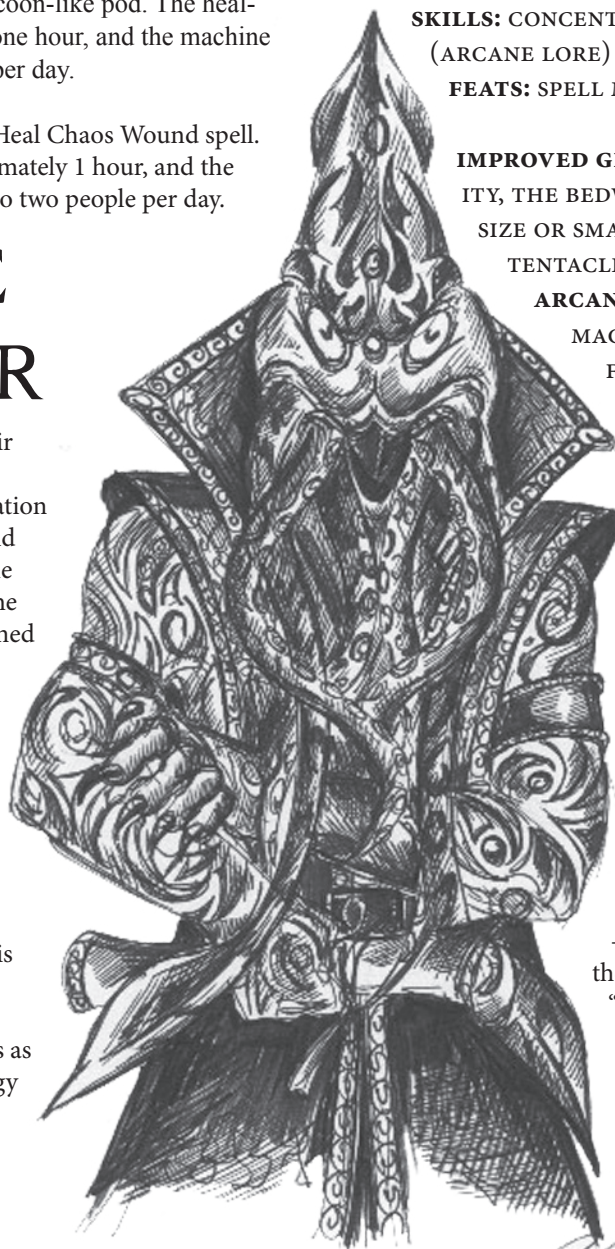
ABILITIES: STR 10, DEX 10, CON 10, INT 12, WIS 12, CHA 10

SKILLS: CONCENTRATION +4, KNOWLEDGE (ARCANE LORE) +5, SPELLCRAFT +5

FEATS: SPELL MASTERY

IMPROVED GRAB: TO USE THIS ABILITY, THE BEDWYR MUST HIT A SMALL-SIZE OR SMALLER OPPONENT WITH A TENTACLE.

ARCANE SPELLS: THE BEDWYR MAGE CAN CAST SPELLS AS A FIRST-LEVEL MAGE.



USING THE MAYLOR AND THE BEDWYR

If the GM is using the Bedwyr and the Maylor in their campaign, the Maylor would make very close allies for the Thaumaturgia — once they overcome their belief that all magic is “Bedwyr”. They have centuries of experience in warfare against the Bedwyr, though it is geared towards combat in outer space and defenses, mainly on a planetary scale.

It would be difficult to translate their

technology to Earth-based equivalents, or to build it with modern technology, but a Craft (Electronic) roll with appropriate penalties should be able to do it.

To use the Maylor and the Bedwyr in an Earth-based campaign they have to be able to cross the Veil. For example, one of the spaceborn was in her first battle against the Bedwyr and was hit by a prototype weapon. The Bedwyr believed the weapon would create the equivalent of a temporary, miniature black hole that would utterly destroy the target if hit. Instead, the weapon created a wormhole and transported her ship to a sector of space near Earth. The Bedwyr noticed a disruption of the Veil, and while they do not know what really happened, they suspect it might have something to do with their weapon. They are studying the weapon far more closely, and if they discover that it can be used as a transportation device, they will use it to escape their solar system and spread throughout the galaxy.

Another example would be to assume that there is a weakness in the Veil, and the Maylor and Bedwyr are sometimes able to force their way through it and out into the rest of the galaxy.

One of the best ways to show the heroes what a world that has been taken over by Chaos is like, should they say “it can’t be that bad” is to take them to the Bedwyr home world. Any amount of time spent there ought to ensure that the heroes know exactly what is at stake if the battle against the Keepers is lost.

DIMENSIONAL TRAVEL

For the purposes of The Kandris Seal, interdimensional travel is difficult at best. The Seal itself is geared to the Keepers specifically and prevents them from entering Earth’s dimension from any dimension, not just the Realm of Chaos.

There are gates that exist between Earth and other dimensions. These can be either permanent or temporary. The adventure Bloodsport (see page 116) features an open permanent gate as well as the beings that live in that alternate dimension.

MYSTICAL PLACES BECKWITH CASTLE

Owned by Sir Reginald Beckwith, this 17th century Scottish castle was dismantled and moved and reconstructed stone by stone to the campaign city. Beckwith wanted to recreate the castle as authentically as possible, even going so far as to duplicate the dungeons.

Beckwith Castle stands in the midst of large, walled

grounds. The grounds are meticulously landscaped and were opened to the public ten years ago as a botanical garden. The castle itself is a private residence and not open to the public.

Michael Beckwith, the great-great-grandson of Sir Reginald, was a member of the Thaumaturgia. Upon his death, the castle passed into the hands of society, who continue to use the castle as a chapter house and the headquarters of the Dragon Hunters.

The castle is considered to be one of the most mystically active man-made locations in the world. The stone used to originally construct the castle was from a quarry that was (unknown to the people at the time) an old magical node. The properties of the stone turned the castle into a huge mystical magnet of sorts, attracting all manner of spirits and other beings.

When the castle was in Scotland, it was believed to be haunted by no less than fifty ghosts and spirits. The move doesn’t seem to have reduced that number in the slightest. In fact, it appears that everything moved with the castle. The castle was also built upon an ancient Indian burial ground. Those spirits are not quiet, but it appears a kind of truce has been forged.

As mentioned above, there are many ghosts and spirits that inhabit Beckwith Castle. Below are a few of them:

MacGregar: He was a worker at the castle when it was originally being built. He was one of the overseers and died of old age in the castle years after its completion. MacGregar’s ghost first appeared in 1705 when a neighboring lord damaged the castle after an attack. Since then, repairs on the castle seem to get done by themselves. MacGregar is a gruff old man who loves the castle like a captain loves his ship.

The Young Lovers: An unidentified couple seen embracing and kissing in a variety of places through the castle. They appear to be wearing Victorian-style clothing.

The Beast: An extremely dangerous spirit, it manifests in the dungeons during the week surrounding the new moon. Its origin is unknown and has existed in the castle since its initial construction.

The Moat Monster: A serpent-like spirit that inhabits the moat of the castle. Dr. Anthony is known to refer to it as George.

Baby: While this ghost has never been seen, its cries can be heard in and around the North Tower.

Eyes Like Water: A wise woman who was the last person to be buried in the burial ground upon which the castle is built. She appears both in the castle and the grounds, usually watching people. It is said that she has spoken to Dr. Anthony.

War Eagle: An Indian warrior who doesn’t know he’s dead, and isn’t really aware of what is going on around him. He goes about the motions that he did in life, and sometimes the animals he hunts and the warriors he fights can also be seen in the castle.

If the GM wishes to create more ghosts and spirits who walk the corridors of the castle or haunt the gardens, he can draw upon the standard ghost stories and alleged hauntings that can be found in any number of books on the market and in the library. The castle was



reconstructed on top of an ancient Native American burial ground, opening the door to the possibility of creatures from their myths and legends to appear in the castle.

security systems.

SECTIONS OF THE CASTLE

The North Tower is not part of the outer wall, but part of the main building itself. It is rumored to be the site of intense poltergeist activity. Flickering lights can sometimes be seen in the windows of the top floor, which has been closed off for years. The nursery was located here, but children haven't been housed in it for over fifty years.

The Great Library of Beckwith Castle is known for its huge collection of rare and unique books. It contains many first editions, unedited proofs and other valuable tomes. There are several smaller areas leading off the main room. These collections are rumored to contain copies of some of the greatest occult works ever written.

The Main Hall is huge, with a large dais at one end. This room has been used in the past for all kinds of things, ranging from a courtroom, to a feast hall, to a ballroom.

The moat which circles the castle is an exact reproduction of the one that existed around the castle while it was in Scotland. It is filled with fresh water and currently has a variety of marine plants living in it.

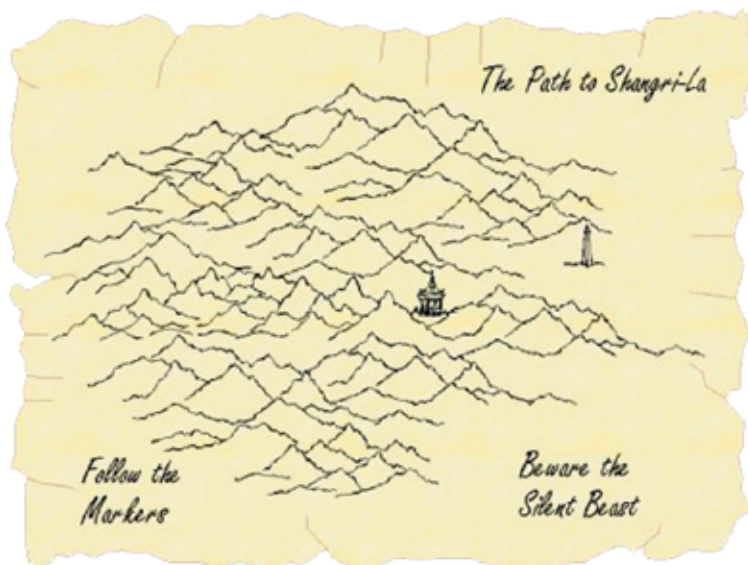
Visitors to the botanical gardens enter through the west gatehouse. This is a smaller version of the east one, and was originally constructed as an entrance and exit point to the farmlands surrounding the castle. People entering the castle proper only use the west gatehouse. Both buildings have been fitted with state of the art

SHANGRI-LA

This hidden city is believed to be located somewhere in the Himalayas in a valley hidden by mist. Very few people who seek it ever find it, and the only person who ever returned to tell the tale of actually discovering it is John Smith.

Shangri-La can be anything the GM desires, from a city of enlightenment, to a savage land filled with prehistoric creatures.

Suggested Reading/Viewing: *Lost Horizon* by James Hilton, *The Lost World* by Sir Arthur Conan Doyle.



OTHER PEOPLE

The Thaumaturgia and the Keepers of the Broken Circle are not the only people involved with Chaos. There are several others, some of whom don't really know what they've gotten themselves into.

SHROUD

STRONG 5 / SMART 4 / MARTIAL ARTIST 7, CR16; HUMAN MEDIUM MALE; HD: 12D8+4D6+48, HP: 113; INIT: +3; SPD: 30; DEF: 21 (FLATFOOTED: 18, TOUCH: 21); ATK: +20/+15/+10 MELEE, +18/+18/+13/+8 FLURRY OF BLOWS, +17/+12/+7 RANGED; UNARMED DAM: 1D8 +6; ACTION POINTS: 163; OCCUPATION: ACADEMIC; ALLEGIANCE: NEUTRAL; SV FORT +9, REF +1, WILL +8; REP +4; STR 22, DEX 16, CON 16, INT 12, WIS 13, CHA 12

TALENTS: IGNORE HARDNESS, IMPROVED IGNORE HARDNESS, ADVANCED IGNORE HARDNESS, EXPLOIT WEAKNESS, PLAN, LIVING WEAPON, FLYING KICK, IRON FIST, FLURRY OF BLOWS

FEATS: ACROBATIC, BLIND-FIGHT, COMBAT REFLEXES, LIGHTNING REFLEXES, DEFENSIVE MARTIAL ARTS, COMBAT THROW, IMPROVED COMBAT THROW, COMBAT MARTIAL ARTS, IMPROVED COMBAT MARTIAL ARTS, SIMPLE WEAPON PROFICIENCY, STEALTHY, TRACK

CHAOS TAINT: NONE

SUPER-FEATS: SUPER STRENGTH (RANK 2)

SUPER ADVANTAGES: LONGEVITY (3 RANKS)

SUPER FLAWS: ENEMY (OTHER ELEMENTALS; LARGE GROUP), MULTIPLE PERSONALITIES (2 RANKS), OVERCONFIDENT (2 RANKS)

POWERS: DARKNESS PROJECTION (5 RANKS), DRAIN (DAMAGE DRAINED HEALS

SHROUD; 2 RANKS), ENERGY BLAST (DARKNESS; 6 RANKS), FLIGHT (2 RANKS), FORCE FIELD (5 RANKS), IMMUNITY (COLD & HEAT, 1 RANKS), LIFE SUPPORT (1 RANK), REGENERATION (2 RANKS)

SKILLS: CRAFT (CHEMICAL) +9, DECIPHER SCRIPT +10, FORGERY +9, HIDE +13, JUMP +11, KNOWLEDGE (ARCANE LORE) +9, KNOWLEDGE (HISTORY) +10, KNOWLEDGE (STREETWISE) +9, KNOWLEDGE (THEOLOGY) +9, MOVE SILENTLY +14, RESEARCH +9, SLEIGHT OF HAND +7, SPELL-CRAFT +7

Throughout history it has been thought that there were four basic elements. Legend had it that these elements were what held the world together, keeping everything in balance. Chaos also had an influence on this balance, manifesting itself in the form of a force known as The Void.

In the time before recorded history, these five forces would manifest themselves in the form of elementals, one each for earth, wind, fire, water, and the Void. These forces constantly battled with each other, unwittingly helping to maintain balance and keep Chaos from overrunning this universe.

In order to exert their influence upon the world, the elements often had to manifest themselves in a humanoid form so that they could blend in with the populace to continue with their never-ending battle against one another. The enigmatic villain known as Shroud was a rare occurrence: the binding of one of the elemental forces to a human host.

Very powerful magic practitioners could sometimes manage to bind one of the elementals to a human host, but only for a very short period of time (usually long enough for the elemental to do their bidding and then ultimately destroy them). But one mage succeeded in binding himself permanently (or so he thought) to the Void. An unknown Arabic magic user had uncovered a series of ancient scrolls that outlined rituals designed to summon and then bind an elemental to the caster. This mage used the scrolls to try and gain the power of the Void for himself. It worked...partially.

This combined entity lived for a thousand years, fighting battles against other manifestations of the elements. However, the human side of this entity started to realize how much the power of The Void was



corrupting him but he could find no way to reverse the process. Resigning himself to an eternity of inner turmoil, the Void elemental withdrew from the battles of the elements to virtual isolation.

That was until the advent of the modern day “superhero”. When parahumans first appeared in the city where the Void elemental was residing the human side saw this as an opportunity to redeem himself for many of the evil deeds he had committed over the past millennium. The elemental side of the entity saw this as an opportunity to pick up where it left off in the great cosmic battle. The two were able to come to a consensus as to their actions (for the time being) and they created the identity of Shroud.

The dual nature of this incarnation of the Void is what has led to the confusion surrounding the actions of Shroud over the years. The two parts of the entity were constantly struggling with each other for control, with the elemental part winning more and more frequently. When the human part was in control Shroud would perform great acts of bravery, rescuing accident victims and apprehending (or sometimes outright killing) other parahuman villains. But when the elemental side took over, Shroud would be the toughest opponent any one could hope to face: ruthless, uncaring and not afraid to use the full range of powers

USING SHROUD

Shroud is very much a wild card. In a new campaign, or one in which the GM wishes to introduce The Kandris Seal, the characters could be approached by Shroud (when the sorcerer is dominant). He could offer to be their sponsor, or asking for their help. The next time the characters encounter Shroud, the elemental could be dominant, and would be hostile or completely indifferent to the characters, or possibly even not know them. The characters would encounter Shroud a third time, and he’s back to the way he was when they first met him.

Alternately, the characters could encounter Shroud through his actions, and be forced to deal with him as a villain, or observe Shroud in combat with one of the other Prime Elementals, leaving the characters to wonder just what the heck is going on.

Shroud might hunt a character for any number of reasons, depending upon which personality is dominant. As the elemental, Shroud is as equally likely to simply ignore the existence of the characters as he is to go after them for some infraction. The exception to this rule would be if one of the characters exhibited what could be defined as elemental-style powers (i.e. flame based or water based powers).

The sorcerer personality is more interested in finding some way to separate himself from the elemental, or finding some way to eliminate the elemental’s consciousness from their shared body. If Shroud believes the characters can help him with this, he will seek their assistance (either with or without their knowledge of what is actually going on). If the characters have the means to help him but they refuse, he will seek to do whatever it takes to get it.

In the world of The Kandris Seal, there are two types of elementals: Prime Elementals, consisting of Earth, Air, Fire, Water and Void; and Lesser Elementals, such as Flame, Fog, Stone and Darkness.

Prime Elementals consider themselves to be superior, and spend most of their time seeking out and battling the other Prime Elementals in the search for supremacy. Lesser elementals are usually the ones summoned and controlled by mages, and it is these elementals that make up what mages believe is the world of elementals and their hierarchy. Lesser elementals will rarely go through the effort to dissuade the mages of that notion, unless it is to the elemental’s advantage to do so.

available to it.

As Shroud, the Void Elemental is the dominant personality. He is utterly ruthless, concerned only with himself and the war between the elementals. He doesn’t care who he hurts, or what he destroys, as long as his goal is accomplished. In fact, the Void elemental delights in cruelty, and most of the heinous acts attributed to Shroud are due to the Void elemental’s influence.

When the sorcerer’s personality is dominant, there is a completely different attitude. The sorcerer is horrified by what he has seen and been forced to participate in over the centuries, and when the media report “good” deeds done by Shroud, they are usually done by the sorcerer.

Shroud has the ability to manipulate Void elemental energy to create an elemental blast, steal a target’s health and endurance and create a force field. He can also create an area of darkness that is impervious to all sight, and lower the temperature of an area around himself by up to 40 degrees during which time his endurance and ability to withstand pain can be increased. Finally, Shroud can fly.

Shroud is overconfident and believes that he can do anything. The fact that the elemental has managed to survive in this form for centuries has not helped disabuse him of this notion. When the elemental is dominant, he will use his powers indiscriminately, usually lowering the surrounding temperature and stealing people’s strength and adding it to his own physical abilities. All of the powers

HAVEN & SHROUD

In the universe in which the author’s games are played, Shroud has been an enigmatic presence in the campaign city for almost thirty years, confusing all observers. The actions of the elemental side of the Void entity did not escape the notice of other manifestations of the other elemental forces. Shroud’s career as a parahuman antihero was about to come to a dramatic end.

During an encounter with the fire elemental, the Void was losing quite badly. With the entity gravely injured and very weak, the human side was able to overcome the elemental side just long enough to beg the fire elemental to destroy them so he could be finally separated from the Void after all these centuries.

used in this form appear as a black warping of space.

When the sorcerer is in control, he is far more thoughtful and tends to think more about what he should do than wade into the middle of things.

When the elemental is dominant, Shroud dresses in long, flowing robes with a deep hood, completely hiding his face. The robes sometimes seem to move on their own. When the sorcerer is dominant, Shroud wears Arabian-style clothing of modern fashion. In either form, Shroud is close to seven feet tall, and weighs about 350 pounds.

Quote: "You really think you can stop me with that? You've got to be kidding."

HAVEN

STRONG 5 / SMART 5 / MARTIAL ARTIST 9, CR19; HUMAN MEDIUM MALE; HD: 14D8+5D6+57, HP: 132; INIT: +3; SPD: 30; DEF: 23 (FLAT-FOOTED: 18, TOUCH: 23); ATK: +22/+17/+12 MELEE, +20/+20/+15/+10 FLURRY OF BLOWS, +19/+14/+9 RANGED; UNARMED DAM: 1D10 +6; ACTION POINTS: 163; OCCUPATION: ACADEMIC; ALLEGIANCE: NEUTRAL; SV FORT +10, REF +10, WILL +10; REP +4; STR 22, DEX 16, CON 16, INT 12, WIS 13, CHA 12

TALENTS: IGNORE HARDNESS, IMPROVED IGNORE HARDNESS, ADVANCED IGNORE HARDNESS, EXPLOIT WEAKNESS, PLAN, TRICK, LIVING WEAPON, FLYING KICK, IRON FIST, FLURRY OF BLOWS

FEATS: ACROBATIC, BLIND-FIGHT, COMBAT REFLEXES, IRON WILL, LIGHTNING REFLEXES, DEFENSIVE MARTIAL ARTS, COMBAT THROW, IMPROVED COMBAT THROW, COMBAT MARTIAL ARTS, IMPROVED COMBAT MARTIAL ARTS, ADVANCED COMBAT MARTIAL ARTS, SIMPLE WEAPON PROFICIENCY, STEALTHY, TRACK

CHAOS TAIN: NONE

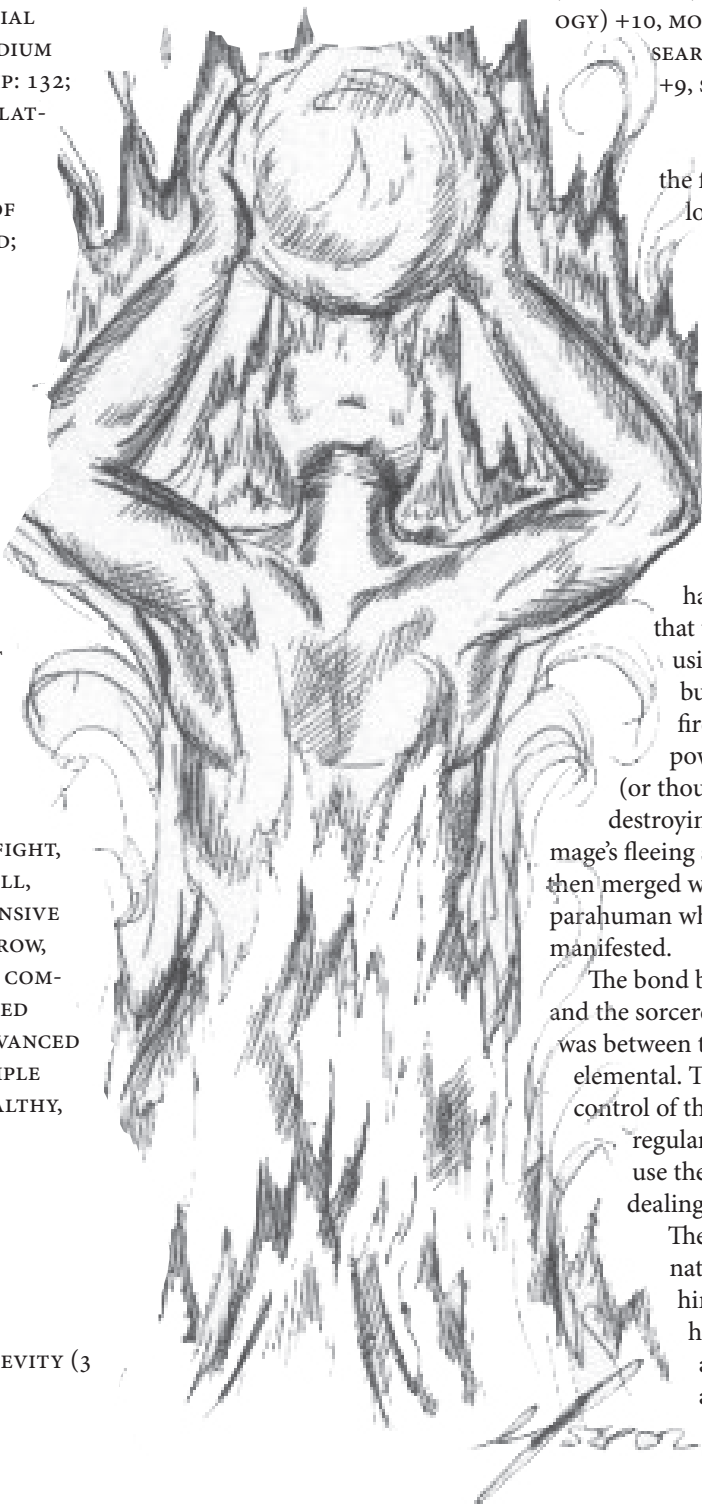
SUPER-FEATS: SUPER STRENGTH (RANK 2)

SUPER ADVANTAGES: LONGEVITY (3 RANKS)

SUPER FLAWS: ENEMY (OTHER ELEMENTALS; LARGE GROUP), MULTIPLE PERSONALITIES (2 RANKS), OVERCONFIDENT (2 RANKS)

POWERS: ASTRAL PROJECTION (1 RANK), ELEMENTAL SHEATH (2 RANKS), FLIGHT (2 RANKS), FLAME CONTROL (6 RANKS), FLAME PROJECTION (6 RANKS), FLASH ATTACK (3 RANKS), FORCE FIELD (5 RANKS), IMMUNITY (COLD & HEAT, 1 RANK), INFRARED VISION (1 RANK), LIFE SUPPORT (1 RANK), REGENERATION (2 RANKS)

SKILLS: CRAFT (CHEMICAL) +10, DECIPHER SCRIPT +11, FORGERY +10, HIDE +15, JUMP +13, KNOWLEDGE (ARCANE LORE) +10, KNOWLEDGE (HISTORY) +11, KNOWLEDGE (STREETWISE) +10, KNOWLEDGE (THEOLOGY) +10, MOVE SILENTLY +16, RESEARCH +10, SLEIGHT OF HAND +9, SPELLCRAFT +8



During an encounter with the fire elemental, the Void was losing quite badly. With the entity gravely injured and very weak, the human side was able to overcome the elemental side just long enough to beg the fire elemental to destroy them so he could be finally separated from the Void after all these centuries.

The fire elemental had other ideas. The body that the fire elemental has been using was almost completely burnt out (literally). The fire elemental wanted the power that the sorcerer had (or thought he had), so rather than destroying Shroud, it captured the mage's fleeing spirit, bonded it to its own, then merged with the body of a young parahuman whose flame powers had just manifested.

The bond between the fire elemental and the sorcerer is not as strong as it was between the sorcerer and the Void elemental. The sorcerer is able to take control of their shared body on a regular basis, and has begun to use the name Haven in all his dealings.

The sorcerer believes that the nature of Chaos may lead to him finding a way to freeing himself from the elementals, and this has lead him to try and accumulate as many

Chaos-tainted artifacts as he can find to study them.

He also no longer wants to participate in the elemental wars, so he had a containment room built in which he locks his body when he is travelling astrally. The elemental does not know the password to open the door, and Haven's employees have been told that under no circumstances are they to let him out of the containment chamber, even if he claims to be dying, if he doesn't give them the password.

The elemental is absolutely furious with this turn of events and has been brooding and plotting for three years, waiting for its chance to get back at the sorcerer.

Haven is wanted by the police department in connection with a series of fires he has caused, some of which have lead to the deaths of several innocent people.

Haven is very much an introvert, more concerned with gathering magical artifacts (so he can free himself) than with parahuman politics. This is not to say that Haven will not act as a hero (or villain) if the circumstances require it.

The character of Haven is actually the second incarnation of the mage who had been bonded with the Void elemental. If the GM wishes to have Shroud and Haven coexist, ignore all references to the mage, and replace the magic related skills with those the young fire-based paranormal had before the Fire elemental took over his body.

If the GM is planning on having Haven and Shroud coexist, he can use the following background as his origin story:

John Abillard was a nervous and slightly neurotic young man with a fascination for fire. His juvenile record was filled with arson-related crimes, and the local police believed it was only a matter of time before he got himself – or others – killed. John owned a radio scanner that could monitor the frequencies the fire department used, and one night he heard a report about a huge fire down on the waterfront.

When John arrived, he was thrilled by the size of the blaze. There were already four fire trucks there, and another three were on their way. He wanted to get closer, so he sneaked around the back of the nearby buildings. Behind a warehouse he found the smoldering body of a middle-aged woman.

John approached the corpse, and let out a scream of fear when it stood up and began to shamle towards him. He turned to try and flee but it was too late. He felt a hot, burning had on his shoulder, and the last thing he heard before his body was surrounded by flames was "Your body belongs to me now..."

That was three years ago, and the being that was John Abillard no longer exists. The Fire elemental of Earth's dimension inhabits John's body. The elemental was surprised at how long its current host body has lasted, as the stresses on it tends to consume the body after just a few months or less. The elemental believes that it may be due to the fact that its current host may have had latent paranormal genes, making it able to better withstand the powers that it possesses.

In any event, the elemental does not care one way or the other. It can always find another host....

When the elemental is in control, Haven acts very much like a petulant, pyromaniacal child. It very much wants to get its own way, and will throw temper tantrums that could lead to entire city blocks burning down.

As the Fire elemental, Haven has a variety of fire-based powers. He can use fires to observe remote areas, able to see and hear what is going on. Haven can also manipulate flames to attack and blind his opponents, create a protective field around himself, fly, and to heal himself.

When the mage personality is dominant, he has the ability to travel astrally. The fire elemental cannot access this ability, and is not aware that the ability exists.

Haven will avoid combat if possible, but will not hesitate to act if need be. He prefers to act from the background, hiring mercenaries or manipulating other people into obtaining what he wants or needs. Haven appears as a young man, approximately six feet tall and weighing 230 pounds, with brilliant red hair, freckles and hazel eyes. As a rule, Haven does not wear a costume. When the Fire Elemental is dominant, it usually surrounds its body with flames that obscure its features. When the mage is dominant, he generally wears regular clothing except when in combat situations, when he activates the elemental powers.

Quote: Mage: *"Please, don't make me hurt you."*
Elemental: *"You burn pretty!"*

USING HAVEN

If the GM has the player characters involved with organized crime and the criminal underworld, or in a non-mystical game, Haven can be introduced into the game as someone who has moved in and started to take over.

In a mystical game, the player characters may be asked by Haven to retrieve a mystical artifact for him, or perhaps be set up as a distraction while he obtains an artifact he desires for his experiments. He might also take an interest in the player characters if they possess or otherwise come into contact with a Chaos-tainted object of power.

Due to his ties to the Fire elemental, Haven would likely show an interest in any character whose powers are defined as being of an elemental nature. The more powerful the character, the more likely Haven is to take an interest in him, or consider him to be a threat. The same can be said of mages or beings involved with Chaos.

RYSKE & GAINÉ

Ryske and Gaine are a pair of paranormal investigators, and an unlikely pair they are. They are known throughout the paranormal and occult community for their work.

RYSKE

TOUGH 5 / DAREDEVIL 10, CR15; HUMAN MEDIUM FEMALE; HD: 5D10+10D8+45; HP: 158; INIT: +3; SPD: 30; DEF: 21 (FLATFOOTED: 18, TOUCH: 21); ATK: +13/+8 MELEE, +11/+6 RANGED; ACTION POINTS: 161; OCCUPATION: DILETTANTE; ALLEGIANCE: THE THAUMATURGIA; SV FORT +16, REF +9, WILL +5; REP: +5; STR 21, DEX 16, CON 18, INT 12, WIS 12, CHA 12

TALENTS: REMAIN CONSCIOUS, ROBUST, SECOND WIND, FEARLESS, NIP-UP, ACTION BOOST, ADRENALINE RUSH, DELAY DAMAGE, DAMAGE THRESHOLD

FEATS: ACROBATIC, ENDURANCE, GREAT FORTITUDE, BRAWL, IMPROVED BRAWL, KNOCKOUT PUNCH, IMPROVED KNOCKOUT PUNCH, STREETFIGHTING, LIGHTNING REFLEXES, SIMPLE WEAPON PROFICIENCY, SURFACE VEHICLE OPERATION X1

SUPER-FEATS: SUPER STRENGTH (RANK 3)

SUPER FLAWS: ANGRY (2 RANKS), OVERCONFIDENT (2 RANKS), STRANGE APPEARANCE (2 RANKS)

SUPER ADVANTAGES: HARD TO KILL (5 RANKS), LUCK (5 RANKS)

POWERS: BODY ARMOR (10 RANKS), NATURAL WEAPONRY (5 RANKS), REGENERATION (2 RANKS)

SKILLS: BALANCE +11, CLIMB +13, CONCENTRATION +10, CRAFT (MECHANICAL) +7, DRIVE +11, HIDE +10,

INTIMIDATE +8, JUMP +11, KNOWLEDGE (ARCANE LORE) +4, KNOWLEDGE (STREETWISE) +9, MOVE SILENTLY +10, SPOT +9, TUMBLE +13

Catharine van Ryske is the great great granddaughter of Callisto van Ryske and grew up in the lap of luxury. As an only child, almost all of her whims were satisfied and she became quite a party animal.

When she was 19 she got in with the wrong crowd. Her nights were filled with lots of booze and drugs. She took too much one night and passed out. When she woke up she found herself chained down inside a pentagram and about to become the sacrifice to a minor chaos demon.

That's when Dr. Thomas Gaine, famed "monster-hunter" showed up and hell broke loose. Gaine interrupted the ritual and it caused the cultists to lose control of the powers they had summoned. The demon, summoned but without a physical body and not wanting to return to the Realm of Chaos, merged with the closest being it could find – Catharine. Too weak from the effort to merge with Catharine's body, it was unable to take control and its personality was lost forever.

Since that night she has worked with Gaine in his quest to research and combat paranormal threats to humanity. When not hunting down paranormal creatures, she

picks up jobs as a bouncer or bodyguard. She doesn't care too much who she works for, as long as she's not asked to do anything illegal. Ryske has also learned some mechanics from Gaine, as she's usually the one to fix the "mundane" things, like the car.

Ryske has since changed one set of wild ways for another. She knew the stories about her ancestor, but always thought they were just that. Meeting Gaine and what happened to her has changed her outlook. With her new powers, she shows very little regard for her own safety.

In Gaine she believes she found the only true friend



USING RYSKE

Ryske can be introduced into any campaign through either the player characters' secret identities - she's working as a bouncer at a club or bar they go to - or the characters can come across Ryske (and Gaine) as they're investigating an event or location.

Ryske is unlikely to be hunting a heroic character, unless the character is responsible for injuring Gaine in some way, or the character becomes the target of one of Ryske and Gaine's investigations. If the situation does occur, she will do whatever it takes to get the character, often with complete disregard for her own safety.

she has ever known, and she can become enraged if he is injured. He is the only person she truly cares about, and will take great risks to ensure his safety.

Ryske is very much a brawler and has a smart-ass attitude. She will taunt her enemies into fighting her. She will dive into the midst of any fight, walk into rooms without checking first, relying on her demon-powered abilities to keep herself out of trouble.

When she was merged with the demon, she suddenly gained all kinds of combat skills, and so far she has yet to come across a weapon she has not been able to use without skill.

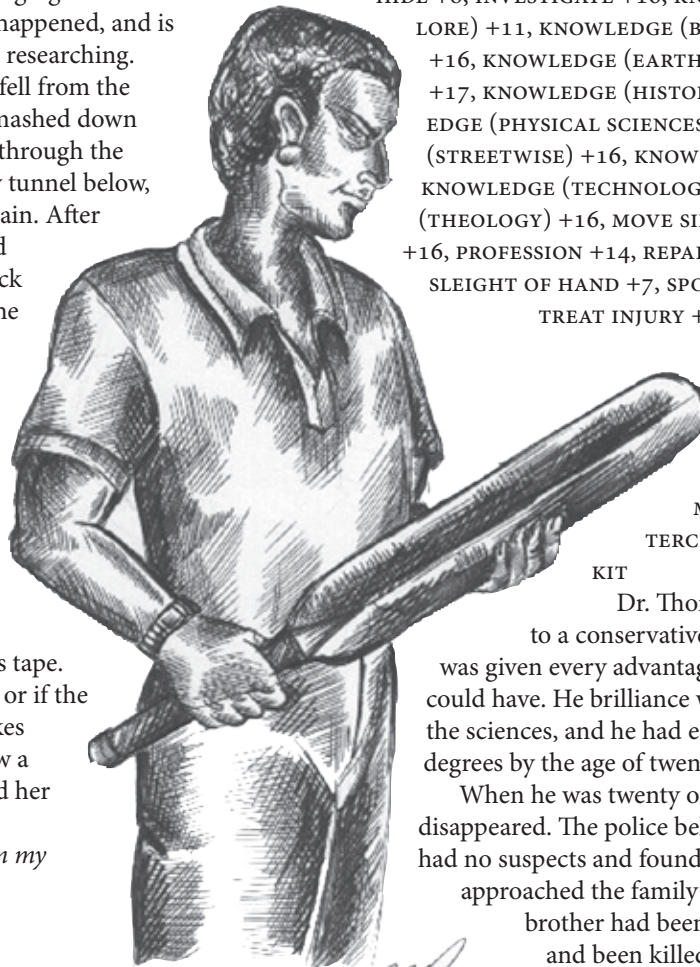
An unusual note is that Ryske does not appear to be Chaos-tainted because of the merging with the demon. It is unknown why this happened, and is one of the things which Gaine is researching.

Rumors say that Ryske once fell from the thirtieth floor of a skyscraper, smashed down through a Greyhound tour bus, through the street and down into the subway tunnel below, and barely missing a speeding train. After a few seconds, she got up, dusted herself off, and went running back up to the top floor to continue the fight.

Ryske stands at 6'4" and 205 pounds — all of it muscle. She has waist length thick red hair and hazel eyes. She can usually be found wearing jeans or leather pants, a t-shirt, cowboy boots and a black denim duster or leather bomber jacket, which is usually patched with duct or electrician's tape.

When her powers are active, or if the demon has control, her body takes on a demonic aura, her eyes glow a brilliant red, she grows fangs and her hair moves of its own accord.

Quote: "You got ectoplasm on my duster. Now I'm really pissed off."



Gaine

SMART HERO 8 / FIELD SCIENTIST 10, CR18; MEDIUM HUMAN MALE, INIT: +7; SPD: 30; DEF: 19 (FLATFOOTED 16, TOUCH 19); ATK: +9/+4 MELEE, +12/+7 RANGED; ACTION POINTS: 206; OCCUPATION: TECHNICIAN; ALLEGIANCE: THE THAUMATURGIA; SV FORT +7, REF +10, WILL +13; REP: +6; STR 10, DEX 17, CON 10, INT 22, WIS 18, CHA 18

TALENTS: SAVANT – ELECTRONIC, SAVANT – MECHANICAL, SAVANT – DEMOLITIONS, SAVANT -- DISABLE DEVICE, SMART DEFENSE, SCIENTIFIC IMPROVISATION, MINOR BREAK-THROUGH, SMART SURVIVAL, SMART WEAPON, MAJOR BREAKTHROUGH

FEATS: BUILDER (+2 ON TWO CRAFT SKILLS), CAUTIOUS, WINDFALL X2, IMPROVED INITIATIVE, EDUCATED (+2 ON TWO KNOWLEDGE SKILLS), IRON WILL, STUDIOUS, SIMPLE WEAPON PROFICIENCY, TRACK, GEARHEAD, PERSONAL FIRE-ARMS PROFICIENCY, ADVANCED FIREARMS PROFICIENCY, EXOTIC FIREARMS PROFICIENCY, VEHICLE EXPERT, VEHICLE DODGE

SKILLS: BLUFF +7, COMPUTER USE +18, CRAFT (CHEMICAL) +12, CRAFT (ELECTRONIC) +24, CRAFT (MECHANICAL) +24, DECIPHER SCRIPT +16, DEMOLITIONS +26, DISABLE DEVICE +26, DISGUISE +8, DRIVE +15, FORGERY +16, HIDE +8, INVESTIGATE +16, KNOWLEDGE (ARCANE LORE) +11, KNOWLEDGE (BEHAVIORAL SCIENCES) +16, KNOWLEDGE (EARTH & LIFE SCIENCES) +17, KNOWLEDGE (HISTORY) +16, KNOWLEDGE (PHYSICAL SCIENCES) +17, KNOWLEDGE (STREETWISE) +16, KNOWLEDGE (TACTICS) +16, KNOWLEDGE (TECHNOLOGY) +16, KNOWLEDGE (THEOLOGY) +16, MOVE SILENTLY +7, NAVIGATE +16, PROFESSION +14, REPAIR +9, RESEARCH +16, SLEIGHT OF HAND +7, SPOT +4, SURVIVAL +8, TREAT INJURY +8

EQUIPMENT: CONCEALABLE VEST, PARANORMAL SCANNER, MASTERCRAFT MECHANIC'S KIT, MASTERCRAFT ELECTRICIAN'S KIT

Dr. Thomas Gaine was born to a conservative British family and was given every advantage that a child prodigy could have. He brilliance was funneled towards the sciences, and he had earned seven university degrees by the age of twenty.

When he was twenty-one, his younger brother disappeared. The police believed foul play but had no suspects and found no body. A "psychic" approached the family and told them that his brother had been taken by "monsters" and been killed by them. Gaine was intrigued by the idea, and when the police refused to follow that avenue

USING THOMAS GAINÉ

Gainé's life as an investigator of the supernatural has led him to travel in many different circles, though he is not always well respected by those he meets. If the player characters have any interest in the supernatural, it is possible for them to meet Gainé at a symposium or other meeting or lecture. If the character actually has powers that could be ascribed to the supernatural (for example, the character is (or is believed to be) a ghost or other kind of spirit), Gainé might learn about the character and want to investigate him.

The player characters might also meet Gainé through an encounter with Ryske — where Ryske goes (and gets into trouble), Gainé usually follows and helps bail her out.

of investigation, he picked up the cause.

Since then he has made a name for himself in the supernatural and paranormal communities in a variety of cases, most notably the capture of the creatures that had murdered his brother as well as dozens of other young men and women over the years.

Joining forces with Catherine van Ryske wasn't planned, and at first Gainé was rather annoyed at her "interference", but she has proven to him to be an invaluable partner.

Gainé is intensely curious about everything scientific, and believes that everything can be categorized and recorded, even something as ephemeral as magic. He is unwilling to take things just on faith, and needs to have and see the answers in front of him. His pursuit of the supernatural and paranormal has gotten him into countless dangerous situations. He has very little regard for his own safety once he gets caught up in the situation, though he will deny it.

Gainé tries to go into any situation as prepared as possible and is very cautious when investigating the supernatural. Gainé will have at his disposal a variety of gadgets to deal with the supernatural, and in most cases will attempt to capture rather than kill his opponent. His body armor is a skintight suit that can be worn under normal clothing, and the scanner he has is built into a bracer which fits onto his left forearm. Gainé has been known in the past to connect many of the gadgets he creates to this bracer and use its targeting capabilities.

Dr. Thomas Gainé is a very attractive man of African descent in his mid to late forties and in excellent physical condition. He stands at 5' 10" tall and weighs 180 pounds, with short dark hair and brown eyes.

Quote: *"Ryske, I don't think it would be such a good idea to 'punch his lights out'. Ryske...?"*

SCENARIOS

Below you will find a variety of scenario ideas that the GM can use to introduce the information found in *The Kandris Seal* to the players and into their existing campaigns.

SPEEDING TOWARDS DISASTER

PLOT SUMMARY

The government, especially in the world of covert intelligence and so-called "black ops", operates on a need-to-know basis. In the case of the Misfits, the government doesn't think they need to know what effect their powers are having on them.

As mentioned earlier, Gargoyle suspects that their powers are changing them and not for the better. He is seeing indications that his own personality is changing, becoming darker, and it concerns him. Unfortunately, he feels that he can't talk to anyone about it.

Vector, on the other hand, has no idea that there is anything wrong. Nor does he know that he is on the verge of becoming completely Chaos-tainted. That was until an anonymous package arrived for him at his home.

In that package were copies of top secret and classified files. One file was about him, and documented everything about him, including a detailed report on his change in personality since being exposed to the Lamp. Seeing that concerned him, but what got his attention the most was the file about the Project itself.

The file contained a list of the thirty men who had gone into the Lamp and had died either immediately, went crazy and killed themselves, or had to be hunted down because they couldn't be controlled. The scientists knew about the nature of the Lamp, and that it would eventually turn the Misfits into either physical or mental monsters. Their solution: the Misfits, down to a man, were to be terminated if any of them succumbed to the "Chaos Taint".

What made Vector even more irate was the notes in the file saying that efforts to control or remove the Taint were not going to be pursued because it might "endanger the viability of the test subjects effectiveness in the field". It was also indicated that under no circumstances were the Misfits to be allowed to come into contact with an organization known as the Thaumaturgia.

Vector called in every favor he had and discovered who the Thaumaturgia were, and that they knew how to remove the Chaos Taint from a person. He also learned that a Thaumaturgian Chapter House was located in the campaign city.

The scenario begins with Vector having gone AWOL, leaving his teammates behind in an attempt to contact the Thaumaturgia. The Misfits are sent after him to bring him in, but Gargoyle, as second in command, was informed

that dead was more preferable than alive.

Before the rest of the Misfits were to leave, the package that Vector received arrived in Gargoyle's hands (Vector used the last of his favors to make sure the data got to him.) He was appalled by what he read, and it more than confirmed his fears.

He told the Misfits only part of what he had learned — that if they didn't get to Vector before anyone else did, that they would all be killed. Gargoyle also implied that when the mission was complete, they might not be reporting back to base immediately.

VECTOR'S ARRIVAL

The heroes should get involved in the first confrontation between Vector and the rest of the Misfits. They might be on patrol, or they may just happen to be nearby when it occurs.

The Misfits will tell the heroes not to get involved and will not engage them in combat unless they are attacked. If the heroes decide to help and attack Vector, Reno and Gargoyle will turn on the heroes while Slideways will continue to attempt to capture Vector without harming him. During the entire battle, Vector pleads with his teammates to let him go, and that they are all in danger and he knows who can help them.

Unfortunately for the Misfits (and perhaps the heroes as well), Vector should manage to escape by creating a diversion and head directly for the Chapter House, intending to beg for sanctuary and help.

If Vector is unable to escape, he will attempt to kill himself before he is too far gone to be saved. He will attack his old teammates and/or the PC's if they are present, choosing the one he believes would be most likely able to kill (or at least fatally wound) him.

Should Vector escape and the Misfits are capable, they will follow Vector to the Chapter House. Gargoyle, more convinced than ever that they are truly in danger from their powers, will attempt to convince Reno and Slideways that Vector is right, and the government screwed them over.

Reno and Slideways should be easy to convince, as they didn't like being drafted into the Misfits, and will go along with Gargoyle's plans to get all of them help.

WHAT ELSE COULD GO WRONG?

Vector is on the verge of becoming completely Chaos-tainted. If the GM is feeling particularly cruel, he can have the conversion happen during the combat, or shortly thereafter. When this happens, Vector will become a monstrous creature with 110 Taint Pool points. The points from the Chaos Taint Pool can be used to give Vector new powers, all of which are Chaos-tainted. Also, any damage caused by Vector can become chaos-tainted, through the power Taint Wound, which the GM should give him.

If Vector does become completely Tainted, rather than going to the Chapter House looking for help, he will go there and attack, trying to kill anyone there and destroy the

building. When this happens, Gargoyle knows that the rest of the team is doomed, and they will do everything in their power to take Vector down, and will ask the Thaumaturgia for sanctuary afterwards.

WHAT HAPPENS NOW?

It depends on who the heroes are. If they are involved with the Thaumaturgia, they might be asked to help the Misfits. Should one of the heroes have governmental contacts (as a hero), he might be asked to help bring the Misfits in, being told that they are armed, dangerous, and completely crazy.

In any event, a special forces team from the nearest military base will arrive at the Chapter House, armed to the teeth and equipped to handle the supposed threat the Misfits present. The military has authorized the special forces team to use deadly force and to do whatever it takes to take the Misfits down.

The members of the Thaumaturgia will not surrender the Misfits. One of the society members present at the Chapter House is a priest and informs the leader of the strike team that the Misfits have claimed sanctuary in the private church that is inside the building, and that he will not allow the military to remove the Misfits.

What happens beyond this is up to the GM, and should be based on what the situation is at that point. If the PC's manage to find a way to diffuse the situation, they will gain an ally in the members of the Chapter House and the Misfits, but will likely have made an enemy of Project Lamplighter.

If the Misfits leave the Chapter House for any reason, the strike force will attack immediately, regardless of any agreements that had been reached. If the strike force is asked or forced to leave, they will do so but will take up hidden positions and remain for 48 hours, hoping the Misfits might leave.

If after the 48 hours the Misfits have not left the Chapter House, the strike force will attempt to infiltrate the building and kill the Misfits. Should this occur, all members of the Thaumaturgia in the city will appear to defend it. If one of the PC's are a member, or if the PC's are on good terms with the society, they will be asked to come and help.

THERE'S SOMETHING IN THE SEWERS

PLOT SUMMARY

This adventure can be used as an introduction for the heroes to Chaos, and is suitable for groups of non-mages.

Homeless people in the campaign city have been disappearing, especially those who live in the subway tunnels. Talk among the witnesses (those not too terrified to talk about it) is of some kind of monster prowling the tunnels and back alleys. The creature attacks silently, often grabbing the hapless man or woman before they can even

scream.

The police are hesitant to state there is a serial killer on the loose, and the press has just started to splash stories about the deaths on the front pages of all the newspapers in the campaign city.

BACKGROUND

A mage tried a spell that would have given him the powers of a minor demon. Unfortunately for him, the spell went awry. Instead, the mage ended up being merged with a Chaos Imp, and the imp's mind has taken over.

Unfortunately for the imp, the process is not complete, so he is not able to use his magic. There is a ritual that the demon knows which will complete the transformation and allow him to remain in Earth's dimension. To maintain the control he has over the body currently, he must consume human flesh every 24 hours or suffer intense pain.

The imp has been preying upon the homeless that live in the subway tunnels and the back alleys in the downtown core and will continue to do so until he is ready to perform the ritual.

GETTING THE PLAYERS INVOLVED

Heroes with police or media contacts, or those with contacts in street community, could hear about the people disappearing and the corpses being found with missing parts. Some of the corpses recovered by the police have evidence of toothmarks on some bones, and the wounds inflicted on the body resemble claw marks.

Anyone capable of detecting Chaos might pick something up when they are waiting for their subway train. A DNPC could come across a body, or could even have been a victim.

WHAT THE POLICE HAVE

The victims are of varying ages and ethnic backgrounds, with the only common link being they are homeless. All the bodies were mutilated. There are toothmarks on some of the bones, and all of them are missing parts. The parts vary, but usually most (if not all) of the internal organs are gone, and in all cases the victim's heart is missing.

DNA testing reveals strange results. The tests show that the attacker is human, but there are several unusual markers in the DNA strand. Some hair samples found at some of the scenes are unusual, with mainly human characteristics but not quite human.

WHAT THE STREET KNOWS

Whatever the creature is, it is only active on the streets after the sun has gone down. It keeps to the back alleys and away from well-lit areas. In the subway tunnels it is active at any hour during the day.

Witnesses have said there is a rancid, wet fur smell

whenever the creature is present. The creature stands around six feet tall and is absolutely terrifying to look at. No two descriptions of the creature are alike, except to say that it is horrendous.

WHAT HAPPENS NEXT

The creature will kill two more homeless people in the next couple of days. The third day after the heroes become aware of the situation, the body of the teenage daughter of a prominent local business man is found — or rather, the top half of her is. This story will scream across the front page of all the local newspapers, television and radio stations. The police will be under fire from the public about it, and when the deaths of the homeless people are revealed in the news, the story will have hit the fan.

If the heroes are an established group in the city and are known for fighting crime and involving themselves in the welfare of the city, there is a chance that the public will turn on them too, demanding to know how they could have let something like this happen.

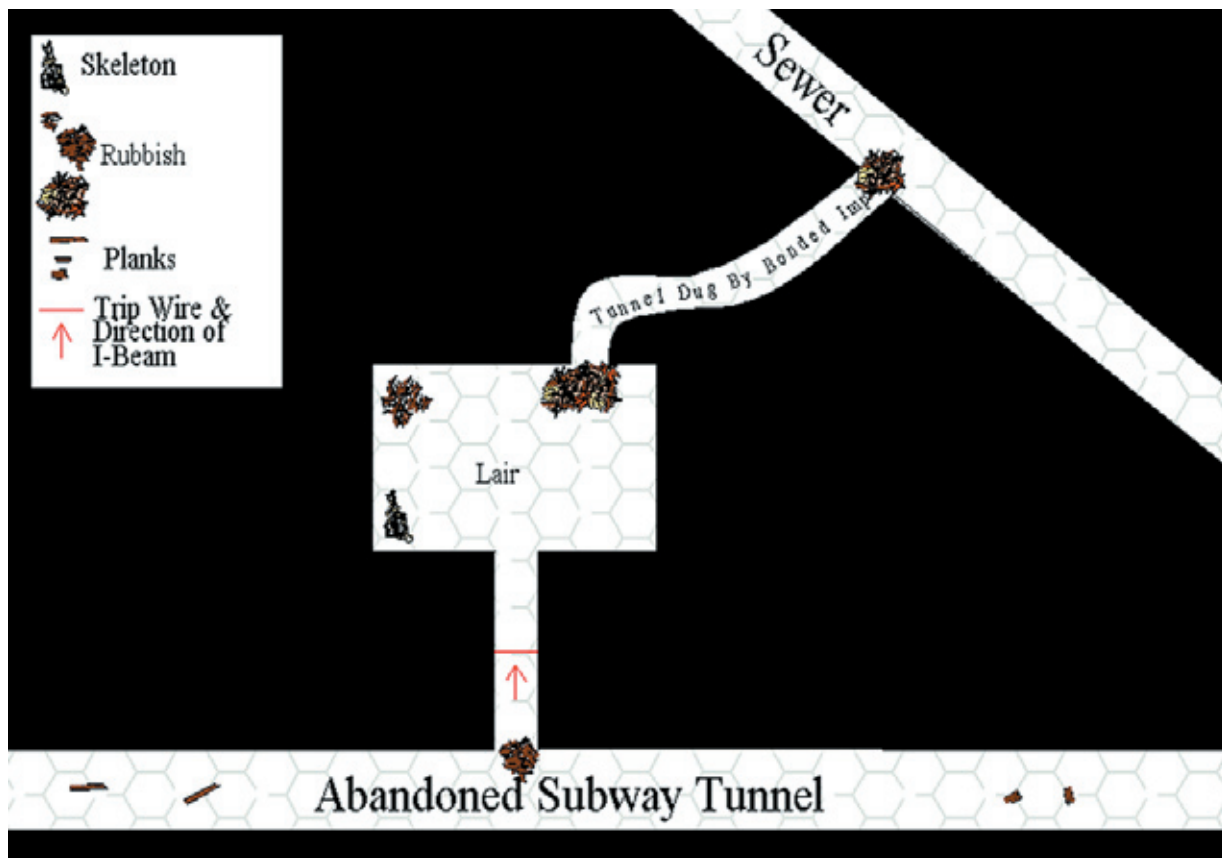
FINDING THE CREATURE

The heroes have a choice. They can either go down into the sewers and subway tunnels looking for the creature or they can try and find it while it's hunting on the surface. The creature is overconfident of its abilities, especially since the only humans it has come across has been the mage that summoned it and the homeless people it has been feeding on. It is very likely to range far from the opening through which it emerges onto the surface, and will do nothing to hide itself after it has killed its "prey". The heroes' street contacts can tell them that the creature was last seen about a block west of the one of the major banks downtown, in an area known as a "safe" place for the homeless to sleep.

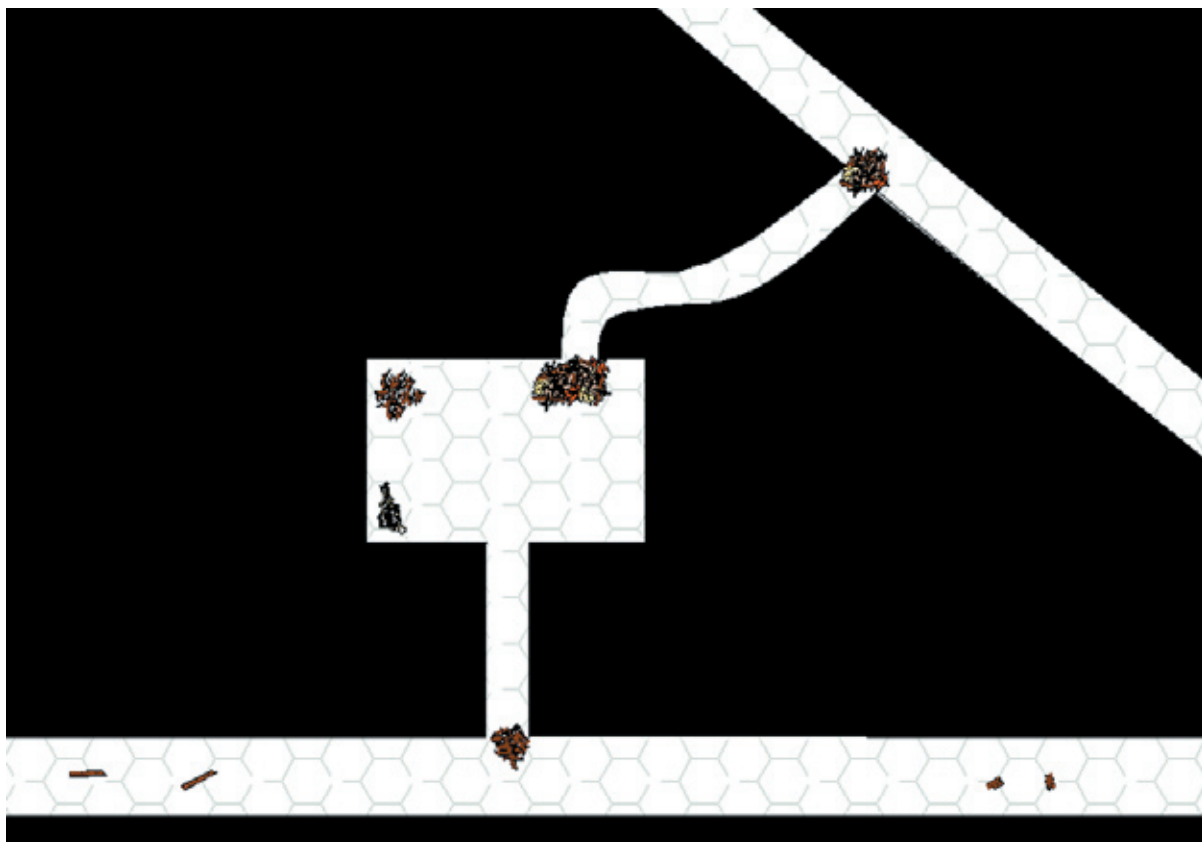
If the heroes go to investigate the locations of the other deaths, there is a chance they might find hair and/or fiber samples from the creature. Analysis will reveal that the hair is humanlike, but any genetic testing will reveal significant gene marker differences and distortions, as if a virus or some other agent were attacking the DNA and changing it. The fiber samples will show traces of blood (all from victims) and signs of mold, mildew, and concrete dust. Also, any characters able to detect Chaos, or even demons, may be able to pick up lingering traces at the scene of the crime, and will most definitely detect it on the hair samples.

If the heroes go to the police about the case, providing they are on good terms with them, they might discover the above information as well as the results of the testing on the evidence they found.

The police autopsy reports state that the toothmarks are consistent with that of a feline, perhaps a housecat, but much larger. The coroner estimates that if it was indeed a cat, the creature would have to be approximately six to seven feet long. In addition to hair samples, saliva and skin samples were found and tested, the results being similar to those of the hair samples. If the heroes get access to the police evidence, the skin and saliva and hair samples will



GM's Map
Players' Map



also detect as Chaos-tainted.

The heroes should be able to discover where all of the known victims were found. Those that were in the subway tunnels and not found by the authorities may be discovered through street or homeless people contacts or a Knowledge (Streetwise) roll, modified by the GM as he sees fit.

If the heroes want a copy of the maps or blueprints of the subway system and the sewers, they won't be able to get it easily. For security purposes, these things are not kept on record at city hall. The heroes will have to get them through other contacts, such as employees of the department of records, the planning commission or even maintenance workers in the subway and sewer systems.

There is also a chance that the heroes will encounter the creature when they are investigating either the area where it was last seen or the subway tunnels. The creature will attack, trying to gain surprise by leaping upon the heroes from above. Given a choice of targets, the creature will go after anyone it can recognize as being a member of the Thaumaturgia. If during combat it realizes that it is losing, it will flee as quickly as possible if the opportunity exists. It will take a more or less direct route to its lair. If cornered and unable to flee, it will fight to the death. For it, death would be a far better thing than being sent back to the Realm of Chaos or to be under the control of a human. If defeated but not dead, it will attempt to provoke the heroes into killing it. Failing that, it will attempt to kill itself.

If the creature successfully escapes from the heroes and is not tracked back to its lair it might consider relocating to somewhere else in the tunnel system. It is currently living in a dead end tunnel in the abandoned system constructed and used to build the original subway tunnels. It has found entrances into the sewer system nearby, and has taken few steps to hide or defend its lair. It has only one token trap set up - a spiked steel i-beam (DC 15 to disarm). If the trip wire is triggered, the beam will swing down and do 5d6 damage to anyone in the entrance their lair. The trip wire can be detected with a regular PER roll.

EPILOGUE

Did the heroes manage to capture the creature and keep it from killing itself? If they did, it will be a most uncooperative prisoner and will attempt to escape and/or kill itself at every opportunity.

If the heroes contacted the Thaumaturgia, the society will most certainly want to take possession of the creature, and will aid anyone injured and/or Tainted by it.

Did the heroes discover what the creature

really is? If so, what are they going to do about it? Throw it away? Bury it somewhere? Destroy it? Give it to the Thaumaturgia? Put it on display?

Did the heroes end up killing the creature? What are they going to do with the body?

Are the heroes going to tell the police what they found and/or did? Will they tell the Thaumaturgia?

What about the media? If they discover the heroes became involved, reporters will be all over them like flies on poop.

If this was the heroes' first encounter with Chaos, the Thaumaturgia will take notice of the heroes. While they may not approach the heroes immediately, the society will certainly keep an eye on them. If one of the heroes is a mage, that character will most likely be the first person the society approaches when they feel the time is right.

BONDED IMP

HIT DICE: 12D8+52 (100 HP)

INITIATIVE: +6 (+2 DEX, +4 IMPROVED INITIATIVE)

SPEED: 40 FT., CLIMB 20 FT.

AC: 21 (-1 SIZE, +2 DEX, +10 NATURAL)

ATTACKS: 2 CLAWS +15, BITE +12

DAMAGE: CLAWS 2D6+8, BITE 1D6+8

SIZE: LARGE

FACE/REACH: 5 FT. BY 5 FT. / 10 FT.

SPECIAL ATTACKS: FEAR

SPECIAL QUALITIES: DAMAGE REDUCTION 10/MAGIC, IMMUNITIES, COLD RESISTANCE 10, FIRE RESISTANCE 10, DARKVISION

SAVES: FORT +12, REF +9, WILL +13

ABILITIES: STR 24, DEX 15, CON 19, INT 10, WIS 20, CHA 15

SKILLS: HIDE +13, KNOWLEDGE (ARCANE LORE) +10, LISTEN +17, MOVE SILENTLY +13, SURVIVAL +16

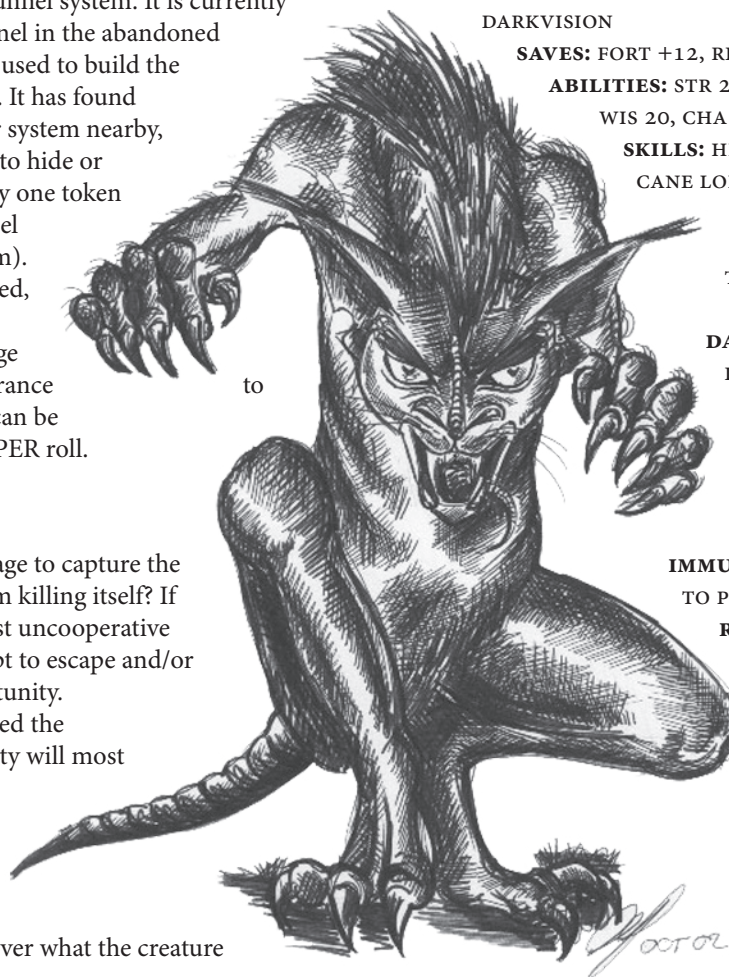
FEATS: IMPROVED INITIATIVE, TRACKING

DARKVISION: AN IMP HAS DARKVISION TO 60 FEET.

FEAR: A CREATURE HIT BY THE IMP'S CLAWS MUST SUCCEED AT A WILL SAVE (DC 15) OR FLEE IN TERROR FOR 1D6 ROUNDS.

IMMUNITIES: AN IMP IS IMMUNE TO POISON AND ELECTRICITY.

RESISTANCES: IMPS HAVE COLD AND FIRE RESISTANCE 10.



BLOODSPORT

PLOT OVERVIEW

This adventure itself doesn't deal with the Thaumaturgia or the Keepers of the Broken Circle, but it is an ideal way to introduce a group of heroes who are Dragon Hunters to their job. "Bloodsport" is intended for gritty campaign in which death occurs, not necessarily on a regular basis, but is a definite risk. This adventure is not designed for use in a four-color campaign.

Chun Lao, an Asian business magnate, runs an illegal fighting circuit, and has come into the possession of what appears to be a dinosaur. He purchased the creature from a big game hunter by the name of Mackenzie Black, and he is making an absolute fortune on the fights.

This creature is actually a being from an alternate dimension. Deep in a series of caves in a national park, there is a permanent gate between Earth's dimension and a dimension where dinosaurs have evolved sentience. The adventure will take them to the gate and possibly into the other dimension.

THE BRIEFING

Dr. Anthony will gather the team together in her office shortly after they have been assembled. She has the following information:

Chun Lao: A very wealthy businessman who has relocated to Los Angeles from Hong Kong in the past year. He has extensive connections to the Asian gangs that are starting to grow in size and influence in this city.

Chun Lao runs an underground fighting circuit, where the combatants fight until one gives up, is incapacitated or dead. Mr. Lao has become quite wealthy running this operation, raking in vast amounts of money from gambling, the sale of DVDs, and the broadcast of it on secured satellite networks.

Dr. Anthony has high quality video footage of what appears to be a fight between two men in a very large fighting ring of some sort. Cheering can be heard and glimpses of a fairly large crowd can be seen. A fence of what appears to be very solid Plexiglas or some other transparent material surrounded the men and they were fighting what appeared to be a no-holds-barred type of fight. The men fight each other quite ferociously, exhibiting a number of different martial art styles and pit fighting tactics, the loser falling to the ground after a series of blows to the head. It is impossible to tell from the footage if the man who fell is unconscious or dead.

Dr. Anthony will play a second set of footage. Before she plays it, she

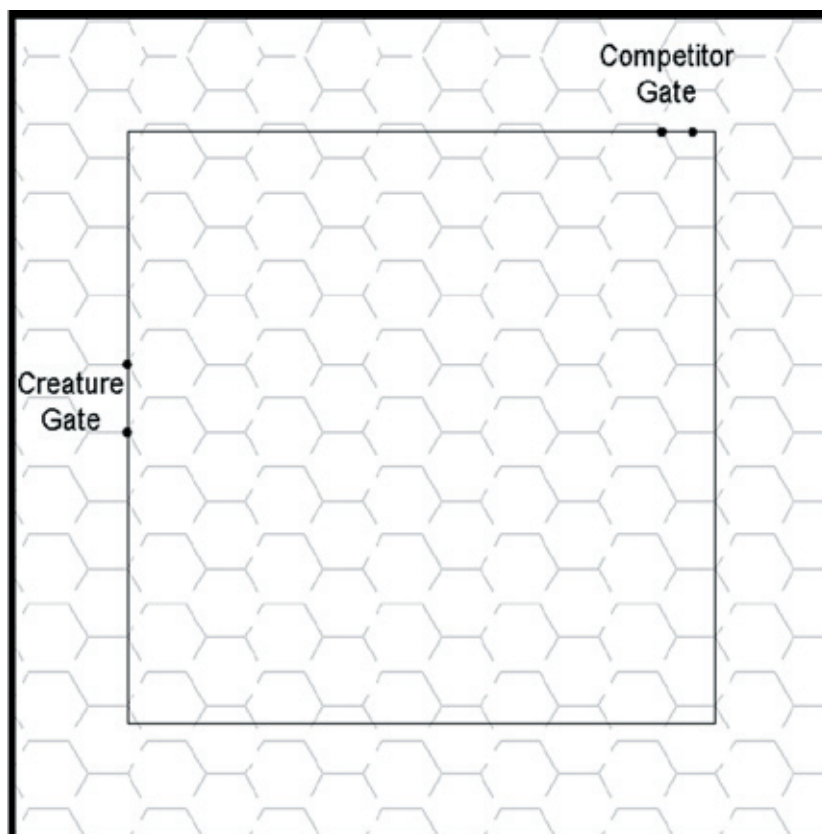
will mention that it appears that Mr. Lao has come into possession of an animal that appears remarkably similar to a deinonychus (the dinosaur the velociraptors from Jurassic Park were based on), and instruct the heroes to watch the footage very carefully. The footage shows three men attempting to subdue the creature with a net and several spears. As the men got closer the creature appeared to relax slightly, then suddenly lashed out at the one closest to it. Grabbing a spear from the now disabled combatant, the deinonychus turned around and impaled another man with the spear.

She will fast-forward the video to a specific spot. The deinonychus now had the last man in its arms, holding it above its head. As the man screamed out in pain, the deinonychus held him out in front of it and simply bit the man in two. A great roar erupted from the crowd and the video footage then stopped with a close up on the face of the creature. It seemed to be happy.

The creature has shown signs of intelligence and has defeated a group of five men with ease, using their weapons against them, and finishing each off in the same dramatic flourish. Her sources are certain the deinonychus is not a paranormal, so they need to find out exactly what it is, and where it came from.

Dr. Anthony has secured enough tickets for the heroes to go to the next fight, which is set for the next evening. They are to go and watch the fight, then try to find out what the creature is and where he got it. If need be, she has information on Lao which may make him a bit more cooperative in dealing with them.

From the footage that the heroes have seen, they will know that the event is a black-tie affair, and should dress accordingly. If any of the players have obvious weapons



(such as guns) they will be advised to leave them behind, unless they can come up with a legitimate reason for them to be carrying them.

THE FIGHT

The heroes should have no problems getting into the event. Everyone entering is checked for weapons with a metal detector. Anyone who has a gun will be required to leave it at the door. The hero will be given a tag to retrieve it, and they will get their weapon back when they leave — providing they don't leave in the middle of a fight.

The rules of the fights are explained to the heroes: the only weapons the fighters are allowed to bring into the cage are the weapons they are given. Fighters caught doing so are immediately disqualified and will forfeit the fight. There will be a dozen fights on the match, most of which will be to incapacitation or submission. The only death match that evening is the main event.

At this point the characters are told where their seats are, but are not escorted to them. If the heroes wish to look around a bit, it would be easy for them to do so within the confines of the arena. Trying to get backstage or into other areas will require skill and a bit of luck.

The fights are brutal and the crowd is loud, with a lot of betting going on. The main event is announced, and the crowd goes absolutely wild. Two men armed with machetes and spears enter the cage and are locked in. A large covered cage on wheels is dragged to one side of the enclosure and a gate is opened. Almost immediately afterwards the covered cage is opened and the creature leaps out, its roar easily heard over the crowd.

The fighting goes on for a while and one of the men is killed when the creature takes away the man's spear and thrusts it through stomach. The crowd cheers. The other man pulls a grenade out from inside his clothing and throws it at the creature. The creature is blown back against the bars of the enclosure by the explosion and slumps to the ground, obviously dead.

There is a sudden silence, replaced by shouts, catcalls, and loud boos of displeasure. The man in the enclosure is dragged away and the announcer comes on, stating that the man has been disqualified, all house bets are off and all money will be returned.

GETTING THE INFORMATION

To find out where Lao got the creature, they will have to speak to Lao himself. He is watching the fight from his private box. Lao will not divulge where he got the creature unless he is persuaded to talk by the heroes either through a good story, or by the threat of exposure of the information in the file Dr. Anthony has.

Lao purchased the deinonychus from Mackenzie Black, a big game hunter. Lao has no idea where Black found it, but he does know how to contact Black.

FINDING BLACK

Black is currently in Toronto, Ontario, Canada. The

heroes will be able to get plane tickets there on the next flight if they ask Dr. Anthony. He has an apartment there under the name of Norbert Tenker. Black is on vacation right now, as his sale of the creature netted him several million dollars.

Black learned about the deinonychus from a rumor he had heard. A spelunker was exploring a little known series of caves recently revealed by a landslide in a remote section of the national park and claimed to have seen a deinonychus. Normally that would have been written off, but the man had photographs of footprints and a very fuzzy one of the creature itself.

Black investigated it himself, discovered it was the truth, then set about to capture one of the creatures. He paid off the park rangers and several other officials, captured the creature and then sold it to the highest bidder.

As with Lao, Black will not willingly divulge where he obtained the dinosaur. He will have to be tricked into revealing the information, forced to reveal it, or have it taken from his mind through telepathy.

INVESTIGATING THE CAVES

The caves are in a very remote part of the park, and getting there is difficult. As the heroes get close, it is possible they might see signs of the deinonychus, such as footprints or where they butchered animals.

Getting to the site in the caves will take some effort, though it is not overly difficult. Black won't be able to help them with that as he never went into the caves proper — he caught the deinonychus outside. Once inside, tracks can be found of the deinonychus moving in and out of the caves, leading to a long tunnel going down. At some point in the tunnel, any of the heroes who are sensitive to magic may be able to detect when they walked through the gate into the other dimension. The gate itself is well hidden, and the markings on it blend almost completely into the walls. The gate is a permanently open two-way gate that opens into an underground tunnel almost indistinguishable to the one the heroes are currently in.

The far end of the tunnel opens up from behind a lot of plant cover into a valley that is obviously tropical. The tracks continue off through the undergrowth, and the observant hero would be able to detect a new trail being worn into the ground.

If the heroes decide to explore immediately, and/or make a lot of noise, they will come across a party of six deinonychus similar to the one they saw at Lao's. The deinonychus will immediately attack if they are aware of the heroes.

If the heroes surrender or are captured, they will be taken to the deinonychus camp, where they will be taken before their leader. The Dinosaur leader looks like a tyrannosaurus rex — a giant, toothsome reptile standing 8 meters tall and weighing at least 6000 kg. He is naked except for an elaborate headdress made out of some unidentifiable leather, colorful stones, and enormous feathers (the symbol of his authority... as if his great size and strength wasn't symbol enough!).

The heroes also have the opportunity to encounter any and all dinosaurs, as well as sabertooth tigers and any other creature the GM desires that would have lived during and just after the age of the dinosaurs on Earth.

It might be possible for the heroes to communicate with the dinosaurs through simple hand gestures, or through the use of the the tongues or comprehend languages spells talent, either as a spell, innate power or focus. The most important part will be to convince the dinosaurs that the heroes are intelligent and not a two-legged meal.

WHAT'S GOING ON

The deinonychus hunters were looking for new territory, wandered into a forbidden area and discovered the tunnel. They followed it out and found the national park beyond, filled with a ready food supply. They have started hunting the area on a regular basis, and are preparing to start a colony there. The hunters have no idea they are traveling through a gate to Earth's dimension. Their culture and technology is at a Stone Age level, and they believe strongly in magic and spirits. Any heroes demonstrating obvious powers, or using any kind of modern equipment, in front of the dinosaurs may find themselves either revered or hated, or the object of the dinosaurs' hunts.

EPILOGUE

How this adventure ends is up to both the players and the GM. Will the gate be left open? If it is shut down or closed off, will another gate to that world open up, or does another one already exist? What if they have already started a colony and a female has laid eggs, hidden carefully somewhere else in the park?

Another mystery is who built the gate. Was it built by ancient Native American shamans? By travelers from another world?

HUNTER DINOSAUR

HIT DICE: 4D10+12 (34 HP)

INITIATIVE: +2 (+2 DEX)

SPEED: 60 FT.

AC: 16 (-1 SIZE, +2 DEX, +5 NATURAL)

ATTACKS: RAKE +6 MELEE, 2 CLAWS +1 MELEE, BITE +1 MELEE

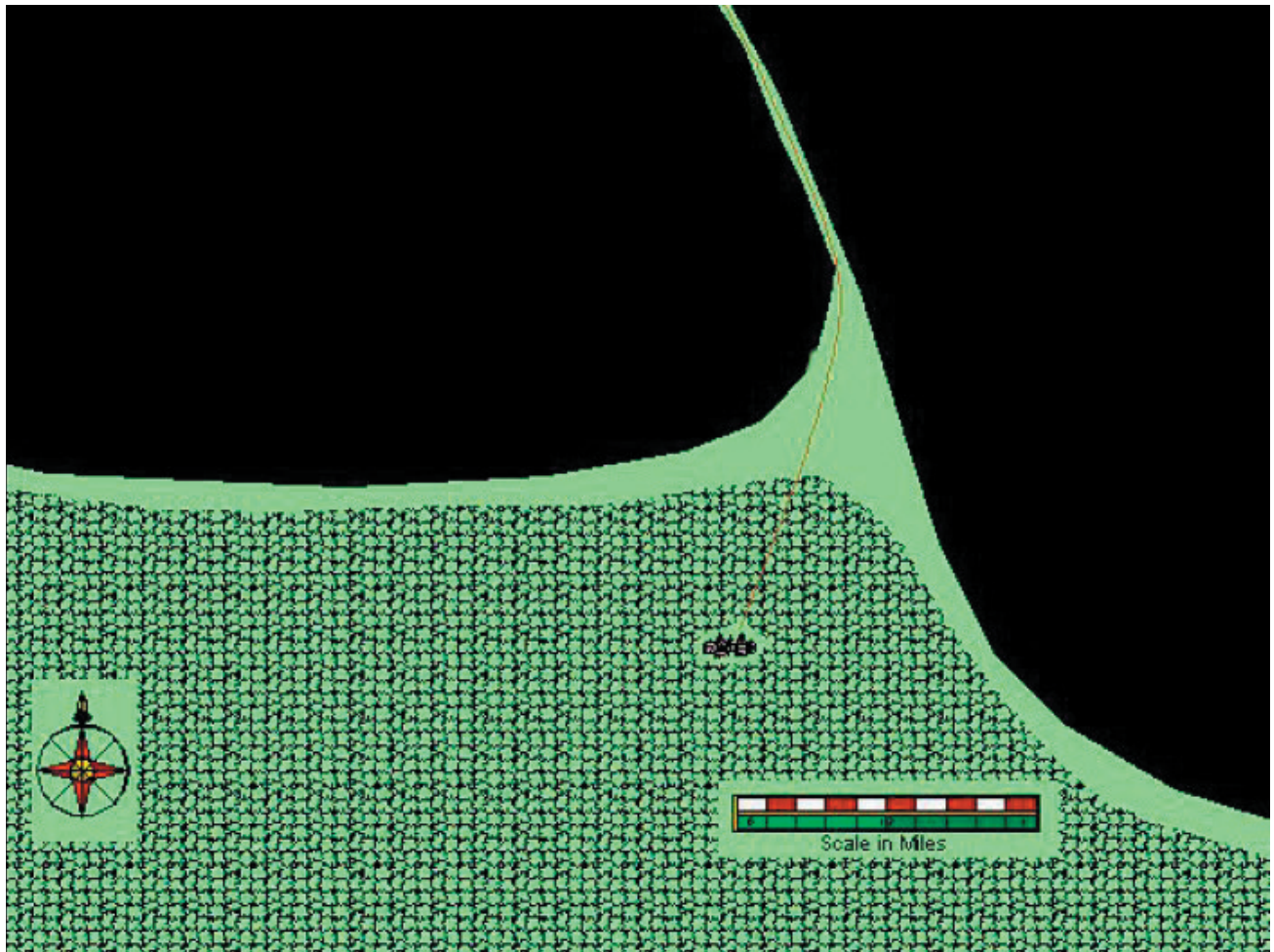
DAMAGE: RAKE 2D6+4, CLAW 1D3+2, BITE 2D4+2

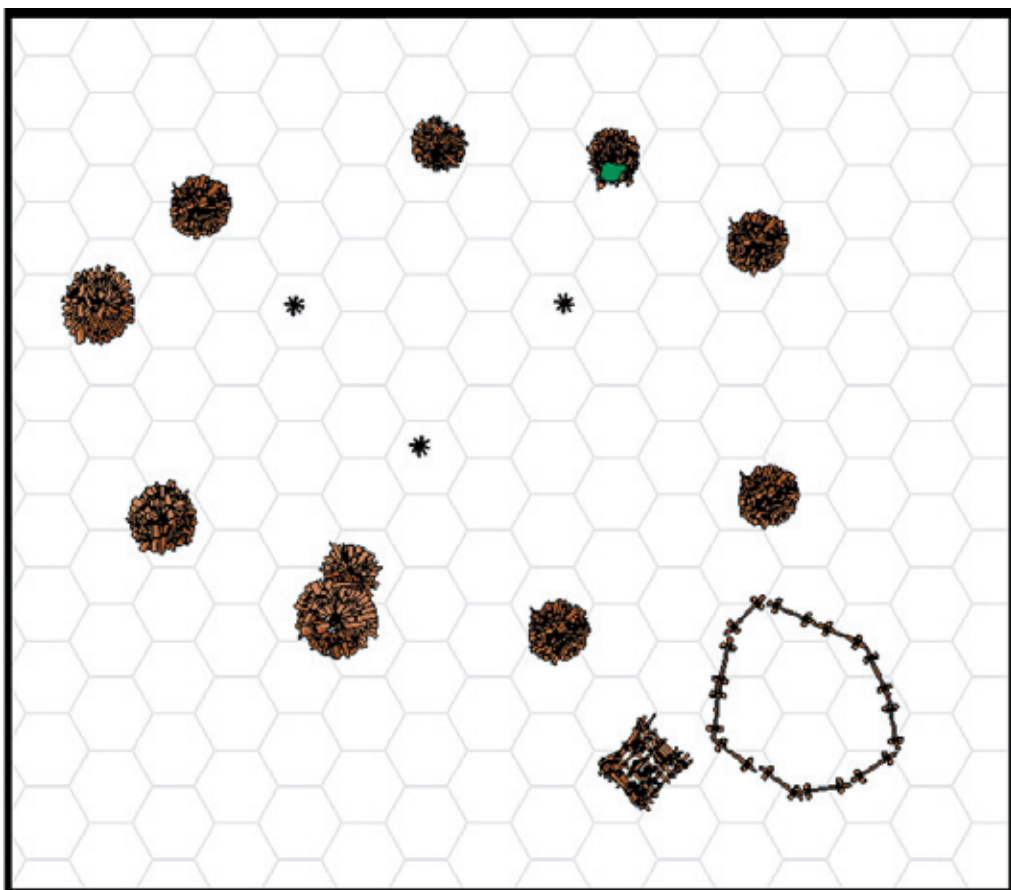
SIZE: LARGE

FACE/REACH: 5 FT. BY 5 FT. / 10 FT.

SPECIAL QUALITIES: SCENT

SAVES: FORT +7, REF +6, WILL +2





The Dinosaurs' Village - GM's Map
The Dinosaurs' Village - Players' Map



ABILITIES: STR 19, DEX 15, CON 17, INT 12, WIS 10, CHA 10
SKILLS: HIDE +7, JUMP +13, LISTEN +11, MOVE SILENTLY +5, SPOT +11, SURVIVAL +9
FEATS: SIMPLE WEAPON PROFICIENCY, TRACKING

LEADER DINOSAUR

HIT DICE: 18D10+72 (171 HP)
INITIATIVE: +1 (+1 DEX)
SPEED: 40 FT.
AC: 14 (-2 SIZE, +1 DEX, +5 NATURAL)
ATTACKS: BITE +20 MELEE
DAMAGE: BITE 5D8+13
SIZE: HUGE
FACE/REACH: 10 FT. BY 10 FT. / 15 FT.
SPECIAL ATTACKS: IMPROVED GRAB, SWALLOW WHOLE
SPECIAL QUALITIES: SCENT
SAVES: FORT +15, REF +12, WILL +8
ABILITIES: STR 28, DEX 18, CON 24, INT 12, WIS 10, CHA 15
SKILLS: LISTEN +10, MOVE SILENTLY +10, SPOT +10, SURVIVAL +15
FEATS: SIMPLE WEAPON PROFICIENCY, TRACKING,

IMPROVED GRAB: TO USE THIS ABILITY, THE DINOSAUR MUST HIT A MEDIUM-SIZE OR SMALLER OPPONENT WITH ITS BITE ATTACK. IF IT GETS HOLD, IT CAN TRY TO SWALLOW ITS FOE.
SWALLOW WHOLE: A DINOSAUR LEADER CAN TRY TO SWALLOW A MEDIUM-SIZE OR SMALLER OPPONENT BY MAKING A SUCCESSFUL GRAPPLE CHECK. THE SWALLOWED CREATURE TAKES 2D8+8 POINTS OF CRUSHING DAMAGE PER ROUND PLUS 8 POINTS OF ACID DAMAGE FROM THE DINOSAUR LEADER'S GIZZARD. A SWALLOWED CREATURE CAN CUT ITS WAY OUT BY USING CLAWS OR A SMALL OR TINY SLASHING WEAPON TO DEAL 25 POINTS OF

DAMAGE TO THE GIZZARD (AC 20). ONCE THE CREATURE EXITS, MUSCULAR ACTION CLOSES THE WHOLE; ANOTHER SWALLOWED OPPONENT MUST AGAIN CUT ITS OWN WAY OUT.

DINOSAUR SHAMAN

When Bloodsport was originally designed, the dinosaur shamans didn't actually have any magical powers. If the GM wishes them to have supernatural abilities, he can add them as he desires.

HIT DICE: 16D10+112 (200 HP)
INITIATIVE: -1 (-1 DEX)
SPEED: 30 FT.
AC: 18 (-2 SIZE, -1 DEX, +11 NATURAL)
ATTACKS: GORE +15 MELEE
DAMAGE: GORE 2D8+7
SIZE: HUGE
FACE/REACH: 10 FT. BY 20 FT. / 10 FT.
SPECIAL ATTACKS: CHARGE FOR DOUBLE DAMAGE, TRAMPLE
SPECIAL QUALITIES: SCENT
SAVES: FORT +17, REF +9, WILL +6
ABILITIES: STR 20, DEX 9, CON 25, INT 15, WIS 15, CHA 17
SKILLS: LISTEN +11, MOVE SILENTLY +5, SPOT +11, SURVIVAL +9
FEATS: SIMPLE WEAPON PROFICIENCY

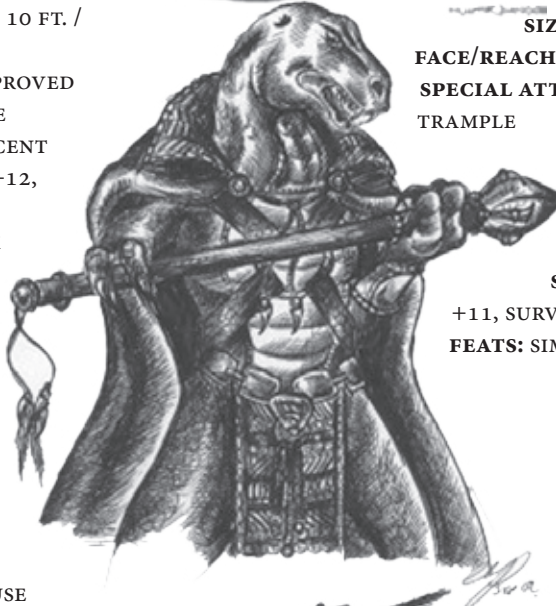
FINDERS, KEEPERS...

PLOT OVERVIEW

This is a scenario involving a Chaos-tainted artifact. An artifact was stolen while en route to a museum in the campaign city. It was supposed to be the feature item at a new exhibit that is opening in a couple of days, and without it the exhibition cannot open. The artifact, known as the Eye of Motzlitcal, is a piece of dark crystal the size of a man's fist. It is engraved on one side with a stylized eye, and on the other series of Mayan-style hieroglyphs. Experts state that while these hieroglyphic appear similar to Mayan, they are not and the linguists are still attempting to translate them.

THE PLOT THICKENS

There were two other thefts of artifacts in the past month from private collectors. Joshua Petersen, a wealthy industrialist, had a rare book



stolen from his collection, and Monica Parker, an elderly widow of an archaeologist, had an ancient Egyptian scarab stolen from the collection she was about to donate to the museum.

WHAT'S GOING ON?

Adam Hespler, one of the curators at the museum assigned to work on the exhibition, arranged for the artifact to be stolen. He is secretly a member of the Black Cabal, and Nicholas Dain told him that the Cabal needed the Eye.

Dain knows the Eye has magical properties that would be useful to the Keepers and he wanted to present it to them as an offering.

The Keepers want to use the Eye of Motzlital to spy upon the Thaumaturgic Council of Elders. They want to place the Eye, cloaked under a number of spells, either in the home of one of the Council members, or in the one of the major Chapter Houses.

The book stolen from Joshua Petersen is actually a long forgotten tome containing clues to the location of a magical treatise with spells that can be used to greatly increase the power of any magical artifact they are cast upon.

The scarab which Monica Parker owned was also a magical artifact. It bestows upon the wearer the ability to become invisible and undetectable to all non-technological observation, including magic.

The amulet was stolen so that the Keepers' agents on Earth could use it, and so that it could be studied so the Keepers could reproduce its powers. The theft of the book is self-explanatory.

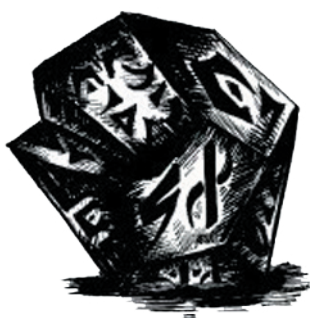
SOLVING THE PROBLEM

Hespler hired some low-rent thugs to steal the items off the truck, taking care not to tell them what it was they were stealing. By getting them to steal not just the Eye but some other items as well he is hoping to hide the true reason of the theft. Hespler will arrange for the other items to be sold via the black market.

The thugs don't know what it is they stole, but they're not smart enough to keep their mouths shut about the "geeky guy who hired us to steal a bunch of boxes." Characters with Knowledge (Streetwise) or other street-level contacts should be able to obtain information about the theft and track down the thugs. Characters with connections to the art, archaeology or the black market will hear about the stolen objects being offered up for sale.

COMPLICATIONS

No matter how or where the characters get their information, it all eventually points to Hespler. When confronted, Hespler will deny any involvement in the theft. If "leaned on" hard enough, he will own up to it and arrange a meeting the next day and offer to return the items to the characters.



Of course, Hespler has no intentions of returning the items. He is aware of how valuable they are to Dain. He will tell Dain that the characters are snooping around and Dain will arrange to have the characters ambushed at the meeting by cult members, 3 per character. If it looks like the characters would go through the cultists like a warm knife through butter, feel free to have Dain and Darkwitch accompany the cultists.

The cultists will try to overwhelm the characters by sheer numbers and also unleash some nasty spells against them. Some of the cultists will be armed with more conventional weapons, and these weapons can be tailored to go against known weaknesses of the characters (if such exist and can be obtained by Dain).

Dain will stay back and not confront the characters but Darkwitch will jump front and center, especially if Dain has told them they are tools of the Thaumaturgia. The goal of the combat is to prevent the characters from stopping Dain from giving the Eye to the Keepers. If things look rough, Dain will grab Darkwitch and leave the cultists to fend for themselves.

EPILOGUE

If the characters win the fight, one of the cultists will break and tell them that Brother Nicholas has the Eye. This will lead the heroes to confront Dain again (or for the first time in a lower-powered game). Dain and Darkwitch will pull no punches against the characters in their attempts to hold onto the Eye, although Darkwitch will not intentionally try to kill anyone. Dain's reputation with the Keepers is starting to wane after some failures and the Eye is might be his last chance to get back into their "good graces".

Should Dain (and Darkwitch) escape the characters, Dain will be sure to remind them of their failure through taunting letters and subtle rumors to ensure that the characters never forget. The Eye will then be passed onto the Keepers who decide that Dain is still useful to them.

Should the characters win, two things have happened: they have gained themselves a very powerful enemy, and the Eye can be returned to the appropriate authorities. Dain will not forget what has happened and will make it a personal goal to destroy the characters.

If Dain fails, he will find himself stripped of the powers granted by the Keepers and hunted by the Children of Light and other servants of the demons. He will lay the blame for his failure completely on the heroes and will make it his life's work to destroy them.

THE EYE OF MOTZLITAL

This eye has several functions that are spell-like. The following spell-like functions of the eye can each be used any number of times per day.

Peer at the World: A character can use the eye to see over virtually any distance, as with the spell Greater Scrying (Will DC 16 negates).

Reach the World: Any offensive spell of up to 5th level can function reliably through the eye.

ADVENTURE SEEDS

Treasure Hunt: Rumors of a treasure trove of huge gemstones are circulating through a variety of communities, especially amongst criminals. Maps supposedly exist showing where this windfall is located, but no one has been able to find it. What's really happening? The Keepers are trying to motivate people through greed to find the Seal and remove the gemstones from it, thus destroying the Seal and letting them into Earth's dimension.

Shangri-La: John Smith was one of the few men who have returned from Shangri-La. In his interviews he talked briefly about the Eden-like qualities of Shangri-La and (more importantly) how he wished he had never left. For some reason Smith has decided not to return to the one place he felt completely at peace. However, Smith still has the adventurer spirit inside him and might be persuaded to lead an expedition to return to Shangri-La. Smith's memory of its location is rather fuzzy but he is confident that his luck won't run out on him should he choose to return.

Recruiting Drive: In this scenario (aimed more at mages and magic wielders), the current campaign city does not have a Thaumaturgia chapter house or Athenaeum library. The Thaumaturgia try to recruit members of the community to help them establish these institutions in the campaign city. This is also a perfect opportunity for the Keepers to try and infiltrate both groups.

Civil War: Should the GM wish to shake up the magical world in his or her campaign, this adventure seed is perfect. A group of hard-line Thaumaturgian members, led by council member Vithya Singh, feel that the cause would be better served by going after the Keepers instead of remaining in the background. This creates a rift within the organization and Singh starts recruiting members to join her group. This sets up the possibility of a civil war within the Thaumaturgia, with all members being forced to choose sides. The result will be Singh's group starting to make very public displays of power against the Keepers while the remaining Thaumaturgia members try to cover up what Singh has done. All the while the Keepers take note of what is going on. Victory for Chaos now seems much closer...

Scavenger Hunt: Someone has gone to a good deal of effort to create a mystical scavenger hunt. Mages, treasure hunters, heroes and villains from around the globe are participating. The main prize? A sliver of Chaos itself...

Race Against Time: The heroes learn about the existence of a recently discovered powerful Chaos-tainted artifact, and one that the Keepers will most certainly want. It's a race against time to get find the artifact before the

Keepers do.

Sandover Revisited: After the Sandover Siege, all of the Dark Mage's belongings disappeared, including his spell books. The Thaumaturgia has learned that someone may have found them, and might be preparing to cast the spell that will break the Seal and let the Keepers into our dimension!

The Dark Mage Returns: The Dark Mage disappeared and was presumed dead after the Sandover Siege. Now, someone calling themselves the Dark Mage is causing havoc all over North America. If this the original Dark Mage, where has he been for over 150 years?

Join the Family: Nicholas Dain is in town looking for new recruits. He's turned his eyes towards one of the heroes' DNPCs, or perhaps one of the heroes themselves.

Planetfall: A small Bedwyr scoutship has crash landed on Earth and crashed somewhere in the Himalayas. Its engines exploded in the atmosphere and the fragment of Chaos used to power its engines and weapons broke into three pieces. The Thaumaturgia has one and the Keepers have another. Who has the third piece?

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For centuries, a war has been fought in secret, hidden away from the public and covered up by powerful organizations. Our enemy is a race of demons from beyond the dimensional barrier that surrounds Earth. They seek to warp the world, to taint it with their magic, and through that taint, control it.

We are the Thaumaturgia, their greatest foe. The founder of our Order knew of the danger these demons posed to our world, for they were already here, working their evil and slowly taking over our world. He gathered around him powerful mages and created the Kandris Seal, an artifact that forced the demons back into their own dimension and keeps them out to this day.

The war has expanded beyond us now, with new powers entering the arena. Paranormals are being recruited or created by the demons and their followers, and it is starting to tip the balance in their favor. We must do as they have and start looking beyond our numbers to find allies. If we cannot tell them the truth about the war, then at least we can point them in the right direction.

The Kandris Seal can be used as an independent campaign setting, or incorporated into an existing campaign world. It contains everything GMs and players need to run adventures in the world of The Kandris Seal:

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