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## ADVENTURE TOOLKIT: ORGANIZATIONS BOOK 2

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# AMETHYST LECTION

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VED QAYAT

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### USING THIS BOOK

As for the first book, this is designed with the goal of making something that facilitates running and preparing for a game session. Gamemasters often have a few ideas about what they want to do and exploring those ideas is fun. However, going through the long process of writing up all the NPC opponents and putting teams together can feel too much like work. Writing up the major villains is enjoyable, but the henchmen and lackies less so. That's what this book is for. Hopefully you can use this book to save some time while making up a scenario, or use the NPCs here to beef up another module you own, or put together a quick ad hoc encounter when you need something on the fly. The book is structured so that you can run encounters directly from it. You can keep track of hit points, initiative, and spells in either the margins of the character write-ups or by using the control sheet.

This books draws on material from other Second World Simulations products; many of the rules needed, however, can be downloaded for free from the Second World Simulations website.

Since this book is designed as a PDF it spreads information across a greater number of pages. This should make it easier to print out the sections you want to use or make extra copies of the most relevant bits.

## THE AMETHYST LEGION

**Organization Skill:** Concentration

About a century ago Lord Trespass fought a war against the agiat (see pg. XX) in Skanda Harbor. As the war progressed the agiat retreated to the Bronze Wall, near the Amethyst Gate. There they took root, fortifying themselves in the lush vegetation that grows from water pouring down the metal face of the wall. Trespass studied his military history, so he marshaled his forces and struck at the center of the agiat lines hoping to separate their force into two groups then destroy them piecemeal. The Fifth Legion led his drive to the Bronze Wall. The spearhead thrust turned into a catastrophic failure. Suffering from a constant string of losses, the agiat had replaced their commander with a bright young officer. He wouldn't survive the war (Trespass hunted him down and had him killed) but he saw his position and knew his enemy. When the Fifth Legion drove he gave way. When the third and parts of the fourth legion followed into the open gap he collapsed his wings. Trespass withdrew the third and fourth legions as quickly as possible but that left the Fifth in the midst of the enemy with the Bronze Wall at their backs. With nowhere to go they dug in and sent a force into the Amethyst Gate.

This led to a bloody, drawn out battle in the tunnels of the Bronze Wall. In order to get in the Fifth used both magic and stealth, even going so far as to climb the wall and open a few of the shuttered windows. They could not fight as an army there; each group had to go it alone separated from the main force and the kind of fighting for which they had trained. It turned into an all out gang war, a massive cage match where you could never be certain that you cleared the terrain behind you, where you could never feel secure and where your reach extended no further than the next corner. But they took the gates and moved the survivors of the Fifth inside the wall. The agiat wouldn't let this stand. They couldn't allow the Fifth to sit at their back like this. So they moved into the wall as well and the entire horrid, confusing battle, like a vertical Stalingrad, turned up a notch. The Fifth survived this, bloody but unbowed, and the damage they caused proved mortal.

Following this, Trespass changed the name of the Fifth to the Amethyst Legion, after the gate they had taken. To go with the honor he gave each legionnaire a medal made of amethyst and shaped like a key. In later wars (well, not that much later, within 18 months in fact; Trespass bores easily) Trespass called on the Amethyst Legion when he needed special work done. They had demonstrated their ability to operate alone and behind enemy lines in dire circumstances. As their legend grew the entrance requirements increased; the Ved Qayat fight better than most but only their very best wear the amethyst key. The forces of Lord Trespass typically refer to them either as the Amethyst Legion, the Keys, or simply the Legion (since Trespass has again reorganized, this time to a more standard division/regiment/battalion format).

The Keys now serve as the forward scouting arm of Lord Trespass. One can find them hundreds (and occasionally even thousands) of miles from Trespass's front lines. They operate alone and in hostile territory, typically under cover but sometimes more public when enemy armies are distant. This means that players will probably encounter the Keys first. Key teams (like a special forces group, SEAL team, or Special Air Services group) are typically fairly small, the size of a platoon. They run covert operations such as artifact retrieval, training insurgents (called a cadre mission), supporting a local official or noble amenable to Lord Trespass, assassination, reconnaissance, extraction, and sabotage. When Trespass sends them to pave the way for the regular army they also move to secure key locations such as forts, towers, and bridges. Canny players should recognize that if they discover a Legion team securing a well-defended border outpost this likely means that Trespass will move through that area shortly. When the Keys just want to establish a base of operations they typically target somewhere abandoned, poorly manned, or out of the way.

Their role allows you to include the Keys in almost any scenario. For example, the Keys may have the same interest in a dungeon as the players. They might seek out a source of evil or uncontrolled power hidden in a dungeon. They might want the artifact, horde of magical loot, or ancient tome rumor places at a site. Trespass might task them with killing someone the players are protecting, or extracting someone well versed in knowledge he that he needs. Kidnapping an artificer and someone the artificer loves has proven to be a moderately effective method of increasing his access to magic items (for his troops typically). You can also drop them into an existing scenario or module to increase the level; this is a good way to bring a scenario up to the levels of your players. Simply photocopy a couple of the control sheets from the back and construct a handful of encounters to either drop into a room or replace some of the existing encounters. By combining some Legion members with existing traps or magic items (or even existing enemies) you can increase encounter levels enough to provide a challenge. Another technique, though one that requires more work, is to move a Legion team into a site that the players have previously cleared; after all, the place is safe now and most dungeons tend to be in out of the way places. This works particularly well if your players are, shall we say, less than observant and left a fair bit of treasure or encounters behind. Armed with knowledge of the layout they'll feel more comfortable in the location; specifically, they'll be able to make informed decisions about which way to go and so on (and this rewards them for making maps the first time through). This can generate a very tactical scenario. When doing this change around some of the traps but not all of them. After all, the Legion Team should realize that the old traps work just fine against the majority of the population, just not the people that came through their dungeon before. Finally, the Legion operates alone when forward of friendly lines. This means that they have a great deal of latitude in choosing

their course of action. They have more freedom than most Ved Qayat. Occasionally a team goes rogue and pursues their own course of action. Sometimes a team goes rogue and starts trying to help the locals defend against possible incursions by Trespass. He hates them most of all.

### **SKANDA HARBOR**

When describing the Forge what you do, at best, is pick out a few landmarks and features; you tell explorers to avoid this and that. Occasionally you might suggest a place to visit but never to stay because no one can stay long in the chaos of the Forge. And nothing can match the sights you see there.

Lord Trespass once made his home in the Forge and, naturally, chose a forbidding corner; this is called Skanda Harbor. A great bronze wall seals Skanda Harbor from the ravages of the storms that sweep across the deeps of the Forge. To First and Second Worlders the term, harbor, may seem a bit of a misnomer. Skanda Harbor has more in common with a vast rift or cavern. But the Forge operates differently. To picture the harbor imagine a vast wall of stone. Carve a 240 mile wide hole into this wall then extend the hole perhaps ten times that distance deep. Vast caverns, tributaries really, lead off from the harbor, some dozens of miles in diameter. But the harbor is not like an earthbound cavern. In the harbor gravity pulls outward, towards the walls of the cave. This means you can walk completely around the circumference of the cavern walls. Generally gravity operates by pulling one towards the stone of the walls. Near the mouth of the harbor this differs though; there gravity pulls the same direction as that of the harbor wall nearest to where you are. This means that if you manage to pass through the Bronze Wall you will find yourself on the edge of a cliff overlooking the deep Forge. Modern scholars of the Forge call this vast field of stone K-0 (or K-naught).

You can climb down K-0 and, from your perspective, someone standing on the opposite lip of the opening could climb “up” their cliff (though to them it would feel as if they were climbing down). Regardless, if you find yourself outside the harbor and braving the perils of K-0’s face you must climb what feels like upward to you to reach the harbor. At least this has the advantage that it makes clear what direction you should travel. Ledges and narrow paths crisscross the face of K-0 and you’ll find many caves and tunnels as you explore. If you should fall from K-0 you accelerate as if falling in the regular world. Of course, it’s not the falling that hurts; it’s the landing. If fortunate, you may fall away from the cliff altogether and plummet into the deep Forge. However, storms and gales plague the face of K-0 and one of these can easily blow you back into the cliff face. If you happen to hit a ledge you suffer full falling damage; if you instead just bounce along the wall you take half falling damage. Assume a 50% chance of either being blown into the cliff or blown out into the deep Forge. Eventually, as you get far enough away from K-0 the gravity effect dwindles and you’ll just float. There’s enough atmosphere that you

can both breath and propel yourself awkwardly by waving your arms but you’d best have some other means of travel otherwise you’ll simply have to hope that you eventually run into something.

More than a few mistake the interior of Skanda Harbor for Hell. Heat bakes the basalt landscape and volcanoes dot its surface. Jets of flame shoot up from the volcanoes and collect in the sky forming a river of fire that runs along the central shaft of the harbor and down most of the tributaries. The river of fire washes up against the Bronze Wall where it spreads in a sort of bay. You see, there’s a simple order to the elements: earth, the heaviest substance and source of all gravity resides at the bottom, then water pools on the earth and air fills the space over them; fire doesn’t fall at all. It rises. But once the flames reach the center of the cavern they can’t rise any further without actually descending. So the fire just pools in the central river and runs down through the tributaries, likely flowing out into the deep Forge at some point. So much fire and so much power in a place this chaotic naturally draws in elemental creatures. Fire elementals and even the occasional salamander or Efreet find themselves emerging from the river of flame. Unfortunately for the elementals and salamanders this isn’t a safe place to be; move too far in one direction and gravity picks you up and drops you to the jagged walls of the harbor. This creates a freakish sort of shooting star as elementals plummet to their death from the river of flame. Larger or luckier creatures may survive the fall then rampage across the landscape.

The landscape itself is harsh but survivable. Deep magma vents force ground water up into hot springs and a few large protrusions from the walls create bridges of a sort across the harbor. Water condenses on the cooler stone of these bridges and drips to the nearest point along the cavern wall, creating a constant rainfall. In these, the tropics of the harbor, vegetation flourishes creating alien jungles. There’s enough of an ecosystem here to sustain the inhabitants of the harbor. Entire civilizations have flourished and died here. Trespass still rules a large chunk of real estate though his fortress has since moved into the Second World.

### **THE BRONZE WALL**

Like a vast lid, the Bronze Wall seals Skanda Harbor from the rest of the Forge. The wall spreads some 240 miles in diameter, and runes cover both the inside and outside. As the name indicates, the wall has a bronze-like appearance. The interior catwalks and tunnels of the wall are typically made from this material though inhabitants over the eons have added to the internal structure using more mundane stuff. Eight huge gates, each made of a different gem-like material, rest at the compass points around the edge of the wall.

Each gate has a primary entrance where it meets with the land. A long slender stairway leads up into the wall itself where one comes to another gate; this one much larger and circular. One can open these from within the wall; they were likely constructed to allow passage for flying ships

or creatures.

The material of the wall is almost impervious to harm though artifact level swords can scratch it. The sea of flame washes up against the interior side of the wall. It spreads out here to cover roughly an eighty kilometer circle in the wall's middle. Despite the intense heat of this inferno, the wall itself remains cool to the touch. In fact, away from the flame condensation constantly forms on the inside of the wall causing it to run with small rivulets of water. This makes the areas near the base of the wall somewhat fertile and you can find more vegetation there than in most regions of Skanda Harbor.

Tunnels catacomb the interior of the wall, granting access to the vast machineries that operate the gates and providing interior routes from one gate to another. This makes the wall itself equivalent to a 240 mile diameter labyrinth, albeit one easy to escape. In many places shuttered windows, made of the same material as the rest of the wall, open to the outside, either looking in to the harbor or out to the Forge. When near the gates you can use windows to talk with those who desire passage. The windows are simple devices consisting of a hinged metal shutter and a sliding latch. While practically impervious just like the rest of the wall they're not very secure. All one needs is a method of sliding the bolt back which one can do with an Open Locks check (DC 25). Some of the shutters actually have been destroyed or removed in the distant past; often someone else has replaced the missing shutter but always with inferior materials. The wall itself is impervious to magic that damages or transforms. However, it offers no shielding against teleportation or incorporeal travel and the seams around the edges of the shuttered windows, and even the gates themselves, allow easy passage to someone in gaseous form.

While the wall remains one of the most secure fortifications against direct assault in the three worlds, securing the entirety of it is a Herculean task. The wall is roughly three hundred feet thick and covers an expanse of approximately 45,000 square miles; this provides a wealth of options for infiltrators. Even worse, over the eons innumerable creatures and persons have taken up residence in the network of access tunnels and machinery chambers. Naturally many have died or left on their own but even then they've left behind traps and goods. The edges of the wall typically remain a bit more safe since the occasional warlord or wizard moves in, cleans the place up, and takes residence for a time. But the central portions of the wall could have chambers that haven't been explored since before the two worlds sprung from the Forge. Thus, in some ways the wall itself is like a cyclopean dungeon filled with a strange mix of alien and post-modern machinery. Even the central portion of the wall, miles away

## THE GATES

Amethyst  
Opal  
Ruby  
Sapphire  
Amber  
Jade  
Diamond  
Turquoise

from any of the gates, has gargantuan chambers of machinery smoothly driving towards some unknown process. You can place pretty much anything you like within the wall; ancient creatures that existed before this world or even previous worlds could be trapped here, perhaps in stasis or as undead wandering the catacombs until the end of time.

Near the center of the wall gravity lightens as the competing pulls from the edges of Skanda Harbor neutralize each other. This effect is typically more useful than dangerous since it makes movement more convenient and one has plenty of handholds and protrusions to exploit within the wall. The actual zero gravity effect only occurs within a five mile radius of the center. Beyond that radius the effective gravity gradually increases, beginning at roughly .1 gravity and eventually reaching full gravity once you're within 20 miles of the edge. The drop-off in gravity occurs non-linearly and even somewhat arbitrarily. If designing a scenario involving exploration of the wall the best idea is to simply assign different levels of the "dungeon" a general gravity level.

## POSITIONS

### AMETHYST KEY

DC: 20

IP Cost: 5

Commitment: 2

External Access Cost: 25 ip

Once you've proven yourself to the legion they give you a small key to represent your entrance into their ranks. Most legionnaires also wear much cooler uniforms and hats. The second best feature of joining the legion (after the cool uniform) is the plentiful access to quality magic and psionic items and a few fairly unique favors. Once you've entered the Keys rank distinctions tend to disappear; these are the best of the best and everyone has their place in the organization. Even the newbies have already proven themselves.

**Roleplaying Access:** It's pretty unlikely that any good, or even neutral, group would join the Keys; but of course that might not be an issue with your players. The Keys favor wardens highly so any warden gets a +5 circumstance bonus to the request check to gain the position. They also need wizards badly so a wizard may add a bonus equal to the highest level spell they can cast to the check. They'd like to have a cleric for the abilities clerics possess but Trespass is wary of alien powers. The Keys need forward bases so if a player group manages to establish an outpost (taking over a fortress, village, or county would be ideal) that's secure, close to important target areas, and not so close that it sticks out the keys might admit them. This should probably involve a scenario for at least level six characters.

### STANDARD EQUIPMENT

Initial network uplink with your coordinator and team members.

### FAVORS

Fighter Retraining (+0)

Communications Link (+5)

Insertion/Extraction Zone (+0)  
 Deep Supply (+5)  
 Network Uplink (+0)

## EQUIPMENT

Psionic Tattoo, Psi6 (+5)  
 Arms and Armor, Wiz9 (+0)  
 Rings, Wiz12 (-5)  
 Universal Item, Psi9 (+0)

## NEW FAVORS

### COMMUNICATIONS LINK

**Skill:** Concentration

**DC:** 15

**Use Cost:** 2 stress

**Request Time:** 1 hour

**Implementation Time:** 10 minutes

**Duration:** 3 hours

**Access Cost:** 10 ip

With this favor you set up a mindlink (as the psion manifestation) between you and up to 8 other people or creatures. You also have a mindlink with the Coordinator for your forward team who maintains the link from home base while you go on your mission. The mindlink allows simple, sub-vocalized communication but you cannot share sense data through it. Ultimately, setting up these sorts of links is the primary duty of the Coordinator, thus the low use cost and easy request check for the favor. Ved Qayat going on a mission almost always have one of these active. Given the availability of the Network Uplink the communications link is typically reserved for ad hoc missions or those involving outside help.

### NETWORK UPLINK

**Skill:** Concentration

**DC:** 25

**Use Cost:** 12 ip

**Request Time:** 1 hour

**Implementation Time:** a few rounds

**Duration:** permanent

**Access Cost:** 50 ip

A vastly improved version of the communications link, this links you into the psychic network formed by the Amethyst Legion Coordinators. This allows you to permanently mindlink a group of ten people; the Coordinator also becomes a member of this mindlink (the eleventh member). This creates a sort of mental radio channel for communicating with your teammates. You may only communicate with people on the same plane using the uplink. All Keys automatically receive a Network Uplink for free when admitted to the Legion; this is sustained by their team coordinator. How much would you pay for this now? 20,000 gp, 50,000 gp? But wait, it gets even better. Not only do you gain a constant channel to all your teammates but the Coordinator typically also has a channel with the remainder of your forward team, giving you another 30 people who are just one step away in the commu-

nication cycle. And that's not all; your Coordinator is part of a regiment of 10 Coordinators, each with their own forward teams and each consisting of 40 members. Moreover, this higher level channel is maintained by the Legion's Master Coordinator who sustains 1 to 4 such channels, each with 10 to 15 Field Coordinators. Each such channel represents one battalion and the entire legion should consist of perhaps one to four battalions (making for roughly 400 to 2,400 total troops depending on battalion size and how many battalions you want to allow in your game). You can get all this for the low price of 12 ip (12,000 gp if not using influence points); even better, your team can share the cost so if there are 10 of you each can simply chip in about 1,200 gp to get this effect; you still need to make the influence check and everything you say through the uplink may be subject to monitoring for better service.

Needless to say, this feature alone makes the Legion one of the most dangerous military units on the planet. They can coordinate actions and strategies across an incredibly broad front. The possible uses of this ability stagger the imagination; within a few minutes you can get the answer to almost any question simply by placing some members of the network in research locations or granting them access to scholars. Want to recite a poem to impress the barmaid? Simply send a request through the network. Many of these requests should cost influence stress as well since I'm sure you know how annoying it is to have someone constantly calling you on the phone and asking for advice.

### INSERTION/EXTRACTION ZONE

**Skill:** Concentration

**DC:** 20

**Use Cost:** 4 stress

**Request Time:** 1 hour

**Implementation Time:** 10 minutes

**Access Cost:** 50 ip

This is why walls don't mean much in fantasy settings. Many forward teams on important assignments have a Master level Nomad on staff; however, even forward teams without Master Nomads can call one in (this adds 1d6 hours to the implementation time, more if you want him to recover full power points). The master comes on site and prepares for the insertion. To do this he first collects as much data as possible regarding the insertion point. Typically the insertion team already has this or can provide it. For instance, they may establish a persistent *sense link* between the Nomad and a scout, then send the scout to the location (typically invisible) to provide sense data information. Remote Viewing also works well though that only allows scrying of people or creatures so a crystal ball or magical form of scrying actually works a bit better. After gathering the information the Nomad does his stuff. For a standard request he'll have a full allotment of 79 power points; if he had to teleport in or recently use *remote viewing* dock him the appropriate cost. You can have him rest to recover power points first. The Nomad starts with establishing an **extended** navigation

anchor (using the manifestation, *anchored navigation*) at the base camp (cost 9). He then teleports himself and 550 pounds of people and/or materials to the insertion point (cost 9); 550 pounds will typically cover two Medium-size creatures plus their equipment and one Medium-size creature is roughly equivalent to two Small creatures. The first teleport is the most dangerous since this is when you need to make the percentile roll for teleporting. If this fails and the people involved survive and know it failed the Nomad will try again. Once at an adequate location the Nomad establishes another Anchored Location there, **extending** the power (cost 9). The Nomad can now ferry people back and forth between the base camp and the insertion point by spending 9 points for each trip in each direction. Each trip carries 2 people. Recall that teleports to anchored locations suffer no failure chance and that the Nomad may telepathically communicate with anyone within 60 feet of the anchored location. Assuming nothing goes wrong with the die rolls inserting four people costs 54 power points and anchors the base camp and insertion point for 22 hours. It costs 18 additional points to insert 2 more people. After the initial insertion the nomad typically rests to recover his psion points for the day. This will make extraction more easy. If the mission will be an extended one, the nomad may stay on-site at a cost of 1 additional stress per day; each day he'll teleport to the insertion/extraction point with two bodyguards and re-establish the navigation anchor, both there and at the base camp (cost 36). This means that after the first day he'll typically have 43 power points available during the initial 8-10 hours of each following day, enough to pull 4 people out of the extraction zone without waiting.

Extraction works nicely here as well since the team merely needs to make their way back to within 60 feet of the navigation anchor then they can communicate telepathically with the Nomad. If they can schedule a complete mission time of less than 22 hours but greater than 8 hours (or time a later extraction more precisely) the Nomad can have a full supply of 79 points for extraction, allowing him to pull 4 round trips, or eight Medium-size creatures, or 2,200 pounds of material out of the extraction zone. On later days he'll also have access to this larger amount of power so long as the extraction occurs roughly eight hours after he re-establishes the anchors. Timing this right (which is typically pretty easy via the network uplink) aids when performing hostage retrieval or kidnappings; note though that when kidnapping someone the away team typically has to knock the victim unconscious in order to prevent them from getting a saving throw against the teleport.

## **DEEP SUPPLY**

**Skill:** Concentration

**DC:** 20

**Use Cost:** 3 stress

**Request Time:** 1d6 hours

**Implementation Time:** item acquisition time + 24 hours

**Access Cost:** 30 ip

With this favor you pass off some items you've recovered to headquarters and they return it (typically via teleportation) to Lord Trespass' fortress at the Fire Concord. There psions *identify* the item and assign it a preliminary value. You may then use this value plus any other value you have on account to request magic or psionic items using the equipment rules for your position. After the request goes through someone delivers the items back to your forward outpost for your use. This is essentially just an extension of the standard equipment rules but one that allows you to acquire equipment while in the field. The Legion makes sure this ability is available to their members since maintaining lines of supply is a central feature of effective warfare. The high access cost of this favor represents the cost to establish the network. You must use this within a main camp and the camp should be platoon sized or larger (though special missions receive special treatment).

## **SOME NAMES**

You know how it works. The players beat up a bunch of bad guys and one of them ain't dead yet so they decide to interrogate her. The first question out of their mouth is then "what's your name?" as if you have nothing better to do than name generic thug #7 in your scenario writeup. Well, it does help to be able to refer to the NPC by a name once the players have trimmed them down to a reasonable number so here is a list of typical and not so typical names to help smooth the process.

**Ved Qayat:** *Male:* Adir, Arin, Eimen, Barak, Benson, Harb, Hidir, Majid, Matar, Rafik, Etan, Gian, Lan, Kenan; *Female:* Adiva, Aliah, Cemal, Aya, Bhara, Carmel, Katia, Jobina, Gidona, Dima, Galilah, Haqikah, Klizare, Lunah, Maja, Sadira, Sania, Maidel, Lior, Nirel, Ozara, Perah

**Minotaurs:** Trusk, Golantha, Tyle, Red Javan, Taurus, Dah 'nalein, Oroon, Falinisk, Gruldor, Hahshayl, Nos Lysan, Mantassa, Thane, Grave Dohrvykos

**Agiat:** *Male:* Serguis, Asen, Dragan, Kirill, Iaryi, Chocimir, Matyas, Oral, Stannes, Todor, Ulrik, Zivon; *Female:* Karmiti, Naqi, Tekla, Ona, Vibeke, Marna, Leda, Astrid, Danifa, Asta

## **STRATEGIES**

The main over-arching strategy of the Ved Qayat forward team is stick and move. They lead attack using the mobility of their front-line troops and scouts to take down the high vulnerability, high effect targets of their enemy. This means they go after lightly armored spellcasters. As a rule they make sure to hit each target they put down at least once with a solid blow (i.e. cause a total of ten points of damage to any downed opponent). They will do this even when threatened by someone else. The ajiviks particularly, and the gatekeepers to a lesser extent, focus their attention on striking at their opponents' weapons, shields, and armor. With Great Sunder the ajiviks can tear up a target's equipment. Generally, once the forward team has managed to put down the wizards and sorcerers they'll prepare to retreat.

It's likely that they've taken more serious damage from the opposition fighters but if they can retreat and repair they'll have the advantage. If things proceed well they might stick around to cause more weapon and armor damage or take out divine spellcasters. For target priority fighters and rogues go near the end (fighters typically falling behind rogues slightly). These strategies make the forward team a brutal opponent since player groups can expect to lose people and stuff instead of just taking damage. With this in mind you may wish to keep the team size down and limit their ability to launch an assault.

**Network Channel:** The entire legion maintains permanent communication with each other through a chain of mind-links. Note the vast impact this has on the way a forward team fights and cooperates. Players will have serious problems assaulting an Amethyst Legion base and taking out the team members piecemeal. Moreover, the rest of the forward team will likely have a good idea of the players' strategies and abilities since the team members update others during a fight.

**Assault:** All assaults begin with recon. Support personnel will buff the intruder team as much as possible. Typically this involves *bull's strength*, *endurance*, *cat's grace*, and *invisibility* cast by legion manticores and agiat wizards. If they have enough information regarding the target a psionic may begin with *remote viewing* before sending the intruders. The intruder team initially just watches the target location, typically moving around the perimeter to check it from all sides and looking for any other possible entrances (the sewers are always nice). This can last up to about three hours. For aboveground targets they'll look for sewer access first, which might take another hour, or climb an exterior wall and look for roof or window access. They will enter just to see if they can get inside, but won't explore. While this happens lower ranking coordinators may canvas the area asking questions about the targets and their abilities. Nomads can use *object reading* on objects the targets held previously. Through these means the forward team attempts to customize their efforts to match their targets.

For the actual assault the team starts fresh and fully charged. They'll load up the ajivik with Bull's Strength in order to help them take out hard items and put Endurance and Cat's Grace on the gatekeepers since they'll likely be in the middle of the enemy. Intruder teams move to cover the alternate access points like the roof and sewer; then the team strikes as a whole. They'll have a pre-planned set of egress routes in case the mission goes bad or they accomplish their preliminary goals.

**Hasty Assault:** For a hasty assault the team lacks time for proper recon. Under these circumstances they resort to what they call roving recon; they'll prep their intruder scouts with *invisibility* then send them in a few minutes ahead of the rest of the team. Standard buffing spells come next then *biofeedbacks* and *improved biofeedbacks*. Since hasty assaults are almost always important missions they'll use tattoos unless

they have reason to think the mission is pretty safe. Those with *combat prescience* load it up as soon as the intruders make first contact; this means that they'll lose it if too much time passes between first contact and contact of the main body. Hasty assaults wind up being most dangerous for the intruders since there's a pretty decent chance they'll end up fighting the enemy alone for a time while waiting for the rest of the team to come to their assistance.

**Meeting Engagement:** Forward teams are cautious. During a meeting engagement begin with *haste*, always, then move to other defensive spells and abilities for the casters while the intruders and gatekeepers move next to enemy spellcasters (to interdict spell casting). The forward team will likely even run (using their superior mobility) in order to buy some time to load up their powers. They have no qualms about retreating but they also hate to leave wizards standing, so they may hang around a bit longer if they can put one down. If they need to make time for a retreat leave the gatekeepers and anchorites as a rear guard while the rest of the team pulls back. The gatekeepers and anchorites can catch up easily.

**Defend:** Generally, setting up for defend missions feels like writing a module. However, assume here the forward team knows an attack is coming and wants to prepare. Trespass prefers to have all coordinators, nomads, and agiat wizards out of the area if possible during a defense; they're too vital to lose. He does this by getting them transported back to base (if possible); at least one nomad leaves a navigation anchor behind though. The manticores and front line troops remain after eating all the buffing magic they possibly can from those going to the rear. Intruders generally move out of the site during a defend action. They take up overwatch positions in the surrounding terrain, either other buildings or under a rock. Of course, they'll be invisible as well. They just provide recon, telling those inside when and what to expect. If it looks like the entire attacking force has entered the forward team location the intruders collapse back on the site attempting to close off escape or take out those high priority targets they love so much.

## SITUATIONS

Most stories are pretty simple, get some money, take some land, nail the kingdom that stole your supermodel. The scenario hooks start with a simple situation and try to provide enough information to give a head start on the scenario design. A complications section is added so that you can make the scenario a bit more distinct.

### THE LOST TEAM

A forward team established a normal base of operations in the area recently but after moving in they were infected. Something found its way into their psychic link and drove the entire team crazy; the higher level connection managed to resist and shut down the link but the team itself went completely over the edge. A number of those killed became ghosts or other forms of undead and continue to haunt their

former base. The survivors (probably the toughest team members) now scavenge the ruins of their former base and make occasional forays to the surrounding area. Perhaps the team recovered some corrupting artifact and that led to the entire catastrophe. The players could even be hired by other Ved Qayat to investigate the disappearance. This one can work well with the map of a keep or other building you have from another product and start plopping down forward team members with undead templates added to them.

**Complications:** 1) The crazy people aren't nuts at all. Something did get into their psychic link and it took some of them over. This led to a battle between those controlled by the outside force and those who resisted the corruption. You can implement even this in two ways; the invaders won and the ghosts of the others still haunt the building (somewhat ineffectually) but they'll look to the players for help. Alternately, the clean Qayat won but the outside force kept those it corrupted alive in some in-between state. Moreover, the outside force managed to make it so that no one can leave the building. 2) The insanity is all a sham to cover the defection of parts of a forward team. Perhaps the team got an order to perform a Code Mons (see page 9) but enough members balked at such wanton slaughter that they mutinied. In this case the forward team might now make an excellent ally for the players and will likely need some help if Trespass comes to hunt them down. As an alternative, they mutinied but not for any noble reason; the mutiny leader simply wanted to set up her own little empire. She then had to slaughter the loyalists. 3) Oddly enough, when the players enter the site they see an awful lot of bodies, much more than they'd expect from a forward team. In fact it looks as if two forward teams fought it out at the site. Then they notice that some of the corpses look like exact twins... Perhaps it's just the result of someone mistakenly putting a mirror of opposition on a wandering monster table, or experiments at the site may have drawn in the physical manifestation of their dream selves, or selves from a mirror universe (goatees optional), or some mad mass cloning then replacement attempt.

## THE REPLACEMENTS [GENERIC SITUATION]

Simply take a module with humanoid critters that you already own (ideally one that's too low a level for your group) and systematically replace each of the encounters with portions of the forward team. This helps extend the shelf life of a module; you might even be able to re-use it in a later campaign as originally written. You could also take the same module that you ran at an earlier point and move an entire forward team into the now-cleared ruins then set up for a second run through the thing. The combination of familiarity and different encounters will make the scenario feel more real for the players. Most importantly, you don't need to make up new maps.

**Complications:** 1) Monsters never really die; they simply turn into something more powerful. The group takes over an abandoned fortress, one the players cleared previously; but

the ghosts of the old monsters remain, perhaps influencing the new group. 2) Scavenging has its rewards. Player character parties can be notorious for leaving behind valuable items because they didn't search hard enough. The forward team simply makes a habit of moving through dungeons cleared out by adventurers and looking for any loot they missed. This allows you bolster the strength of the forward team and, at the same time, give the players another shot at getting the stuff they missed from the dungeon (though they might never know that it should have already belonged to them). 3) For a really dirty trick leave all the rumors regarding a module the same. However, the former controllers of the place allied with Trespass and have moved out, letting the Qayat forward team take their place. This could surprise the players a bit but also give them a hint about the background events in your campaign.

## THE BEST HIDING PLACE

Well, perhaps that's a bit mistaken but if you're looking for a forward base where you won't get bothered much why not strike up a deal with the local bad guys to hide out at the bottom of their dungeon or fortress. The forward team can even do this with regular monsters so long as they have a route around the creatures and set up some traps or security zones. This certainly keeps the locals out of the picture but may actually draw player characters.

**Complications:** 1) The allies let the Qayat in but don't let them out. You can use this to tone down or alter an adventure by having the normal inhabitants of the module fight it out with the Qayat hidden deep inside their fortress. The players then discover as they move through the scenario that the creatures there have already had a fight. 2) The Qayat simply take over. They provide advice and direction to their allies, including recon information. This can help explain why the locals see a sudden increase in activity form a formerly inconsequential tribe of humanoids. 3) The Qayat actually link up with the inhabitants of a dungeon to perform the Ardasz Process (see below) on them. Any of the complications from that situation can give the scenario a very different texture.

## THE ARDASZ PROCESS

As an experiment a high ranking coordinator (Ardasz dal' Ghaniyah) takes a forward team into a town well behind the front lines (in fact as far from them as possible). He bolsters this team with other coordinators, hand picked and trained for mental manipulation. They then proceed to subtly alter the memories of the inhabitants, occasionally using other powers for more direct control. With enough memory modification done in an internally consistent way Ardasz hopes to sway the town enough for complete control. His team goes about this in a step-by-step process, starting with mild changes to push the town towards neutrality, then towards favoring the Qayat, then towards alliance, and finally towards complete control. Part of the experiment involves determining when they've pushed the limits too far. The townsfolk may ap-



pear strange. For the most part they aren't mind-controlled; instead they simply remember things differently. They might start talking about some great wrong the New Yorkers or the Empire committed against them long ago. Even the players might come to believe this if they pop in and out of the town between adventures. After all, they don't know what happened here twenty years ago. Ultimately the process is probably too costly and slow to be of real use but Ardasz may find other applications for it.

**Complications:** Dream Wardens will warn you that screwing around in someone's brain ain't always a good idea. The brain's a delicate piece of machinery and, even worse, it can tap into primal forces. 1) The reconstructions could generate a resonance in the town, sort of a cultural ricochet where the tiny inconsistencies between the altered memories and original memories build up and feed off the other people in the town to such an extent that the entire populace simply goes over the edge. 2) A similar process could lead to the entire town losing touch with reality to such an extent that it shifts everything within the town limits to the dream state (or a plane of dreams if using another setting). All that's left is a couple hundred foot hole in the ground. The players could either be there when it happens or come back only to find a pit and then seek out the missing village. 3) Perhaps Ardasz's plan fails from the very start; there's simply no way you can make those kinds of changes and leave the victim's mind intact. However, outsiders seize the opportunity to move into the vacant shells of the town's former inhabitants. With their minds damaged by the Ardasz Process the townsfolk cannot resist this intrusion and demons or spirits or psychic parasites or Wadkin Roa make their move. The intruders have their own plan you see; they've waited for this and when they take over they play along with Ardasz, doing what he wants and what he expects but this is all just a setup for something more horrible.

## CODE MONS

Occasionally Trespass calls in the Keys to perform a very special, and very intense mission. He needs his most ruthless forward teams for this and typically the missions are kept entirely in the black; no other teams know that they've occurred. Trespass requires all this secrecy because even the Ved Qayat might quail at a Code Mons. Not too often Trespass' clairsentients inform him of a grave danger that they can pin down to a single village or large building. Typically this danger involves a person who may later come to cause Trespass grave harm. When Trespass receives this warning he calls in one of his black teams, the kind that doesn't mind doing bloody work. He then sends them to the target location, has them surround the target area, then move inwards, systematically killing and destroying everything in their path.

For an adventure this will probably work best if the Qayat descend on a large building and the players happen to be inside (or perhaps outside but find out about the assault). This turns the scenario into either a bloody room to room battle or

a tense stealth operation with the players attempting to pick off Qayat as they spread through the building. Remember that the Qayat cannot group up too much since they need to make sure that no one gets out alive. If targeted against a village try to keep it small. The Qayat could reasonably surround a village so long as it fell entirely within a 400 foot radius. At that size they will spread out to cover roughly a 2,400 foot circumference. Since this often occurs at night they'll separate into twenty teams of two, each with roughly a 120 foot distance separating them. While they cannot directly see each other they can see practically everything in between them and they can communicate via the uplink. They'll then tighten the circle, collapsing on the center of the target town and killing everything they find. If the village is too complex or has too many buildings each team will split in two with one member staying at the outside edge to hold the perimeter while the other members move in towards the center of the town to eliminate everyone they find. If using a village as the target try to find a map with lots of buildings. Most village maps you find in adventures or elsewhere should fit pretty easily within a 400 foot radius. Even given space and lots of buildings putting players at the center of a contracting circle of Amethyst Keys can result in a lot of dead characters. Your main worry is that the players break into the open and end up facing all the Qayat at once instead of trying to whittle the Keys down piecemeal.

**Complications:** 1) Trespass might not have called the mission at all; perhaps the team leader holds a grudge against someone in the target zone or wants to recover something from the area for his own use. 2) The Qayat could actually do some good. A person in the target zone might already have turned to necromancy or some darker art. A demon or other creature of dread power might have taken control of one of the citizens; evil artifacts could do likewise. 3) Or, for a good beer and peanuts philosophical debate, the players might discover that a child in the target zone will grow to become a horrid and powerful wizard. Note though that normally the Qayat do not have any idea what or who is the target of the Code Mons; no one does in fact. Divinations just aren't that precise. If you'd like to explore a complication you might also want to provide a means for discovering the cause of the divination.

Finally, the Qayat involved in a Code Mons typically hunt those who escape the Code (if they know about them) stringently. After all, those are the ones most likely to be the actual cause of the divination. The poetry of the Code Mons actually making the divination true isn't completely lost on Trespass. However, you might not want to put the players that high on Trespass' hit list; if so have them start outside the target region and then move inside. The Qayat will attempt to neutralize them but won't feel the need to hunt them down since they couldn't have been part of the target.

## GANG WAR

When infiltrating a city forward teams rapidly seek out allies. Since forward teams pack a lot of punch they can actually

make their own allies. One way to accomplish this is to hook up with one criminal organization in a city, typically one that's pretty powerful but not really powerful, then help them to eliminate their competition. This secures the alliance and makes the gang they linked up with more powerful. This can turn out bloody but they have alternatives to mere killing and the Keys use them. The process for a gang war comes out fairly standard; ultimately the twists will give any war its particular flavor. Begin with establishing a home base for the Qayat; this might be different from their normal base since they're "going to the mattresses." After doing this the Qayat start with recon; this may involve kidnappings but not if they think they can get at the enemy boss early. If they can get at the boss they'll interrogate in order to sow some chaos and hopefully factionalize the survivors. They leave the standard negotiations to their allies since the allies are the ones who can offer the survivors of the war a place in the new order.

**Complications:** 1) The Qayat could get control of someone the target gang boss loves early in the war. The gang boss thus becomes ineffective and some of his guild members come looking for outside help. 2) The target gang, pushed to the wall by attacks, resorts to desperate measures to get itself out of trouble. It might cut a deal with demons, aliens (this can be an opportunity to introduce some pretty weird elements from other d20 products), or another power group within the city; broadening the scope of the conflict. 3) The city populace, stricken with fear, calls on an authoritarian group to put a stop to the gang violence. A group of paladins might answer the call or just a regular group of vigilantes. They institute martial law and clamp down on all activities; perhaps setting up checkpoints and requiring all people to have papers on them at all times within the city.

## GOALS

When thinking about the goals for an organization start at the top and work down. What does Lord Trespass want? Once you answer that question figure out what he needs the Amethyst Legion to do in order to accomplish his big goals. Since the Legion fulfills a particular role in his grand scheme their goals will be different from the goals of other branches. Some samples: Lord Trespass appears to want control of the Northeast. Perhaps it's more complicated than that though. Perhaps his expansion is really just a cover for something else. Trespass might want control of Montreal and be satisfied with that. Montreal would give him control of the river and the Mountains of Glass. The grain trade passes largely through Montreal and this would give him a lever against Europe as well as the Central Empire. Alternately, his goals could be wildly different. Perhaps he expands in the Second World in order to provide troops and resources for a war in the Forge. In this case he'd likely want to gain control of the humanoid tribes in the region; he might expand far enough to engulf their camps and provide a haven for orc and goblin refugees; from these groups he could build up the bulk of his shock troops for war back home.

On the other hand, control of a great city such as New York would appeal to any megalomaniac. To control New York he'll need to take it over of course, and that means he'll need to move his troops down towards it. However, New York has an awful lot of powerful people in it. He'll need allies to take a city with that many high level characters, allies from within. He'll also need a plan to secure the city from counterattack. Thus, he'll eventually want to have border forts in Connecticut to prepare for a full assault, and past New York in Pennsylvania and New Jersey to act as a buffer between his strongly controlled areas and possible reprisals from the west or the south.

This gives three over-arching strategies:

- 1) Gradual push of forces from Nova Scotia down through Maine, New Hampshire, Massachusetts, Vermont, and Connecticut.
- 2) Securing forward bases for the holding of New York against potential counter-attack.
- 3) Political maneuvering within New York to secure allies amongst the power groups there.

## DEPLOYMENT

A full Legion forward team consists of a Grade 4 Coordinator plus 40 troops. These troops can come in pretty much any combination though the legion favors a variety of role-fulfillers. If possible, they'll include a Grade 4 Nomad for maneuver functions but not all forward teams can manage that; Trespass holds some Grade 4 Nomads in reserve to support those forward teams light on mobility (or the newer teams). Once you've joined the Legion you're out of the normal rank structure. Seldom, if ever, does a Legion commander advance to command a large army. They're too valuable where they are. To reinforce this attitude and camaraderie the legion drops traditional rank insignia. All are equal in the Legion; you follow the boss's orders because someone has to direct and some people have more experience but even the Grade 4 warrants know that their troops are just them at an earlier age and thus deserve the respect their talents earn. When constructing a forward team assign the team as a whole roughly XX challenge points then use those points to purchase the team members. For smaller actions a team may split in two; with twenty Legionnaires going to one location and the other half going elsewhere.

## AMETHYST LEGION CHARACTERS

The following NPC types are members of the Amethyst Legion. The Legion consists of elite Qayat and monsters so their attributes will be higher than normal for their race; they're still not as good as a typical player character though. The NPC descriptions don't italicize the spell names. Long lists in italics can be difficult to read. However, elsewhere spell names generally will be italicized.

Legion Intruders, Scout	WO Grade 1 Ved Qayat Monk 3/Rogue 3 Medium-Size Humanoid	WO Grade 2 Ved Qayat Monk 4/Rogue 4 Medium-Size Humanoid	WO Grade 3 Ved Qayat Monk 5/Rogue 5 Medium-Size Humanoid
<b>Hit Dice:</b>	3d8+3d6 (28 hp)	4d8+4d6 (36 hp)	5d8+5d6 (44 hp)
<b>Initiative:</b>	+2 (+2 Dex)	+3 (+3 Dex)	+4 (+4 Dex)
<b>Speed:</b>	40 ft.	40 ft.	40 ft.
<b>AC:</b>	20 (+4 armor, +2 natural, +2 Dex, +2 Wis)	21 (+4 armor, +2 natural, +3 Dex, +2 Wis)	26 (+6 armor, +3 natural, +4 Dex, +2 Wis, +1 Monk)
<b>Attacks:</b>	Kama +5 (1d6; 20/x2) or unarmed +4 (1d6; 20/x2)	Kama +7/+2 (1d6+1; 20/x2) or unarmed +6 (1d8; 20/x2)	Kama +11/+6 (1d6+1; 20/x2) or unarmed +6/+3 (1d8; 20/x2)
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (3/day); evasion; Deflect Arrows feat; still mind; sneak attack +2d6; uncanny dodge (Lvl 3)	Unarmed Strike; stunning attack (4/day); evasion; Deflect Arrows feat; still mind; slow fall (20 ft.); sneak attack +2d6; uncanny dodge (Lvl 4)	Unarmed Strike; stunning attack (5/day); evasion; Deflect Arrows feat; still mind; slow fall (20 ft.); purity of body; sneak attack +3d6; uncanny dodge (Lvl 5)
<b>Saves:</b>	Fort +4, Ref +8, Will +6	Fort +5, Ref +11, Will +7	Fort +5, Ref +12, Will +7
<b>Abilities:</b>	Str 10, Dex 15, Con 10, Int 10, Wis 14, Cha 10	Str 10, Dex 16, Con 10, Int 10, Wis 14, Cha 10	Str 10, Dex 18, Con 10, Int 10, Wis 14, Cha 10
<b>Skills:</b>	Balance +6, Climb +4, Concentration +4, Gather Information +4, Hide +16, Jump +4, Listen +10, Move Silently +16, Search +4, Spot +15, Tumble +6	Balance +7, Climb +4, Concentration +5, Gather Information +4, Hide +20, Jump +4, Listen +13, Move Silently +20, Search +4, Spot +18, Tumble +17	Balance +8, Climb +4, Concentration +5, Gather Information +4, Hide +24, Jump +4, Listen +16, Move Silently +24, Search +4, Spot +21, Tumble +18
<b>Feats:</b>	Alertness, <b>Dodge</b> , Second Forging	Alertness, <b>Dodge</b> , Second Forging	Alertness, <b>Dodge</b> , Second Forging (Enhanced), Weapon Finesse (Kama)
<b>Challenge Rating:</b>	5	7	9
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	Eyes of the Eagle, Boots and Cloak of Elvenkind, MW Kama, (Second Forging), Tattoo (Animal Affinity, Str)	Eyes of the Eagle, Boots and Cloak of Elvenkind, +1 Kama, Skin of Nimbleness, (Second Forging), Tattoo (Animal Affinity, Str)	Eyes of the Eagle, Boots and Cloak of Elvenkind, +1 Kama, Skin of Nimbleness, Gloves of Dexterity +2, (Third Forging), Tattoo (Animal Affinity, Str)

## LEGION INTRUDERS

**Description:** Legion intruders fulfill several roles for the Keys. They provide the forward scouting arm prior to a battle. They open the doors so that the heavy hitters can get inside. And they prowling the tactical field picking off targets of importance. Because the intruders must work separated from the rest of the legion they form their own small community, only really trusting their partner.

**Tactics:** Legion intruders almost always operate in teams of two with one a scouting specialist and one a mechanic. They've standardized this process so that they each have different skill and feat sets and slightly different attributes (that is, your talents determine whether you go into the mechanics or the scouts). When the fight finally happens the team separates and moves into the thick of the enemy. They prioritize attacking arcane spellcasters, druids, general divine spellcasters, then providing flanking bonuses for the main force. They generally do not target leaders who don't cast spells since those guys are pretty hard to take down. When

doing mage-patrol they attempt to place themselves on either side of the target spellcaster so that they both get flanking bonuses against him and perhaps can threaten other nearby spellcasters as well. They'll focus on one mage instead of splitting their efforts between two mages. They'll also freely move through a spellcaster's threatened area since they don't worry much about the attacks of opportunity mages launch; the intruder will bother to Tumble though if doing so doesn't slow them down much.

Initiative	HP	Notes

# ORGANIZATIONS BOOK I

Legion Intruders, Mechanic	WO Grade 1	WO Grade 2	WO Grade 3
	Ved Qayat Monk 3/Rogue 3 Medium-Size Humanoid	Ved Qayat Monk 4/Rogue 4 Medium-Size Humanoid	Ved Qayat Monk 5/Rogue 5 Medium-Size Humanoid
<b>Hit Dice:</b>	3d8+3d6 (28 hp)	4d8+4d6 (36 hp)	5d8+5d6 (44 hp)
<b>Initiative:</b>	+2 (+2 Dex)	+3 (+3 Dex)	+3 (+3 Dex)
<b>Speed:</b>	40 ft.	40 ft.	40 ft.
<b>AC:</b>	19 (+4 armor, +2 natural, +2 Dex, +1 Wis)	19 (+4 armor, +2 natural, +2 Dex, +1 Wis)	23 (+6 armor, +3 natural, +2 Dex, +1 Wis, +1 Monk)
<b>Attacks:</b>	Kama +5 (1d6; 20/x2) or unarmed +4 (1d6; 20/x2)	Kama +7/+2 (1d6+1; 20/x2) or unarmed +6 (1d8; 20/x2)	Kama +10/+5 (1d6+1; 20/x2) or unarmed +6/+3 (1d8; 20/x2)
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (3/day); evasion; Deflect Arrows feat; still mind; sneak attack +2d6; uncanny dodge (Lvl 3)	Unarmed Strike; stunning attack (4/day); evasion; Deflect Arrows feat; still mind; slow fall (20 ft.); sneak attack +2d6; uncanny dodge (Lvl 4)	Unarmed Strike; stunning attack (5/day); evasion; Deflect Arrows feat; still mind; slow fall (20 ft.); purity of body; sneak attack +3d6; uncanny dodge (Lvl 5)
<b>Saves:</b>	Fort +4, Ref +8, Will +5	Fort +5, Ref +11, Will +6	Fort +5, Ref +11, Will +6
<b>Abilities:</b>	Str 10, Dex 15, Con 10, Int 12, Wis 12, Cha 10	Str 10, Dex 16, Con 10, Int 12, Wis 12, Cha 10	Str 10, Dex 16, Con 10, Int 12, Wis 12, Cha 10
<b>Skills:</b>	Balance +6, Climb +14, Concentration +4, Disable Device +10, Hide +8, Jump +34, Listen +3, Move Silently +8, Open Lock +10, Search +10, Spot +3, Tumble +6	Balance +7, Climb +17, Concentration +4, Disable Device +12, Hide +11, Jump +35, Listen +3, Move Silently +11, Open Lock +13, Search +12, Spot +3, Tumble +17	Balance +7, Climb +20, Concentration +4, Disable Device +15, Hide +21, Jump +35, Listen +3, Move Silently +11, Open Lock +16, Search +25, Spot +13, Tumble +17
<b>Feats:</b>	Skill Focus (Search), <b>Dodge</b> , Second Forging	Skill Focus (Search), <b>Dodge</b> , Second Forging	Skill Focus (Search), <b>Dodge</b> , Second Forging (Enhanced), Weapon Finesse (Kama)
<b>Challenge Rating:</b>	5	7	9
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	MW Thieves' Tools, MW Kama, Ring of Climbing, Ring of Jumping, Tattoo (Animal Affinity, Str)	MW Thieves' Tools, +1 Kama, Ring of Climbing, Ring of Jumping, Skin of Nimbleness, Tattoo (Animal Affinity, Str)	MW Thieves' Tools, +1 Kama, Ring of Climbing, Ring of Jumping, Skin of Nimbleness, Cloak of Elvenkind, Third Eye (Aware), Tattoo (Animal Affinity, Str)

Initiative	HP	Notes

Initiative	HP	Notes

Legion Gatekeepers	WO Grade 1 Ved Qayat Monk 3/Fighter 3 Medium-Size Humanoid	WO Grade 2 Ved Qayat Monk 3/Fighter 5 Medium-Size Humanoid	WO Grade 3 Ved Qayat Monk 3/Fighter 7 Medium-Size Humanoid
<b>Hit Dice:</b>	3d8+3d10+6 (40 hp)	3d8+5d10+6 (51 hp)	3d8+7d10+6 (62 hp)
<b>Initiative:</b>	+1 (+1 Dex)	+2 (+2 Dex)	+2 (+2 Dex)
<b>Speed:</b>	80 ft.	80 ft.	80 ft.
<b>AC:</b>	18 (+4 armor, +2 natural, +1 Dex, +1 Wis)	20 (+4 armor, +2 natural, +2 Dex, +1 Wis, +1 Deflection)	23 (+6 armor, +3 natural, +2 Dex, +1 Wis, +1 Deflection)
<b>Attacks:</b>	Greatsword +9 (2d6+4; 19-20/x2) or Composite Longbow +7 (1d8; 20/x3)	Greatsword +11/+6 (2d6+6; 19-20/x2) or Composite Longbow +11/+6 (1d8+1; 20/x3)	Greatsword +14/+9 (2d6+7; 19-20/x2) or Composite Longbow +13/+8 (1d8+1; 20/x3)
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (3/day); evasion; Deflect Arrows; still mind	Unarmed Strike; stunning attack (3/day); evasion; Deflect Arrows; still mind	Unarmed Strike; stunning attack (3/day); evasion; Deflect Arrows; still mind
<b>Saves:</b>	Fort +8, Ref +5, Will +5	Fort +9, Ref +6, Will +5	Fort +11, Ref +8, Will +9
<b>Abilities:</b>	Str 14, Dex 13, Con 12, Int 8, Wis 12, Cha 10	Str 14, Dex 14, Con 12, Int 8, Wis 12, Cha 10	Str 16, Dex 14, Con 12, Int 8, Wis 12, Cha 10
<b>Skills:</b>	Climb +3, Concentration +7, Hide +4, Jump +13, Listen +7, Move Silently +4, Swim +3	Climb +4, Concentration +7, Hide +5, Jump +14, Listen +7, Move Silently +5, Swim +3	Climb +6, Concentration +7, Hide +5, Jump +15, Listen +7, Move Silently +5, Swim +5
<b>Feats:</b>	<b>Dodge</b> , <b>Mobility</b> , Second Forging, <b>Spring Attack</b> , Weapon Focus (Greatsword)	<b>Dodge</b> , <b>Mobility</b> , Second Forging, <b>Spring Attack</b> , Weapon Focus (Greatsword); Weapon Specialization (Greatsword)	<b>Dodge</b> , Second Forging (Enhanced), <b>Mobility</b> , <b>Power Attack</b> , <b>Spring Attack</b> , <b>Sunder</b> , Weapon Focus (Greatsword); Weapon Specialization (Greatsword)
<b>Challenge Rating:</b>	6	8	10
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	MW Composite Longbow, +1 Greatsword, Boots of Striding and Springing	+1 Composite Longbow, +1 Greatsword, Boots of Striding and Springing; Ring of Protection +1; Tattoo (Animal Affinity, Str)	+1 Composite Longbow, +1 Greatsword, Boots of Striding and Springing; Ring of Protection +1; Gauntlets of Ogre Power +2; Cloak of Resistance +1

## LEGION GATEKEEPERS

**Description:** While a bit on the light side for a primary combatant the Gatekeepers provide the close fighting support and heavy hitting of the Legion while in the field. They're incredibly mobile for a fighter; combine this with the network uplink and they can move to support their comrades quickly and efficiently.

**Tactics:** When fighting against a larger, tougher opponent who they outnumber the gatekeepers make use of their Spring Attack ability to strike and move, typically they attempt to keep 40 feet of distance between themselves and their target when doing this, relying on mobility to protect them from attacks of opportunity. They freely accept attacks of opportunity if doing so keeps them away from full attacks, area effect spells and powers, or grants them access to wizards and other high value targets. Against creatures with area attacks they make sure to spread out, relying on their superior movement speed to move in, strike, then move out again. With their high movement speed they also leap fairly often but don't make a habit of it.

[illegible]

Legion Anchorite	WO Grade 1 Ved Qayat Monk 6 Medium-Size Humanoid	WO Grade 2 Ved Qayat Monk 8 Medium-Size Humanoid	WO Grade 3 Ved Qayat Monk 10 Medium-Size Humanoid
<b>Hit Dice:</b>	6d8 (31 hp)	8d8 (40 hp)	10d8+10 (59 hp)
<b>Initiative:</b>	+2 (+2 Dex)	+3 (+3 Dex)	+3 (+3 Dex)
<b>Speed:</b>	100 ft.	100 ft.	120 ft.
<b>AC:</b>	18 (+2 armor, +1 natural, +2 Dex, +2 Wis, +1 Monk)	19 (+2 armor, +1 natural, +3 Dex, +2 Wis, +1 Monk)	26 (+6 armor, +3 natural, +3 Dex, +2 Wis, +2 Monk)
<b>Attacks:</b>	Nunchaku +6 (1d6+1; 20/x2) or unarmed +5/+2 (1d8+1; 20/x2)	Nunchaku +8/+3 (1d6+2; 20/x2) or unarmed +7/+4 (1d10+1; 20/x2)	Unarmed +9/+6/+3 (1d10+2; 20/x2)
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (6/day, DC 15); evasion; Deflect Arrows; still mind; slow fall (30 ft.); purity of body; Improved Trip	Unarmed Strike; stunning attack (8/day, DC 16); evasion; Deflect Arrows; still mind; slow fall (50 ft.); purity of body; Improved Trip; wholeness of body; leap of the clouds	Unarmed Strike; stunning attack (10/day, DC 17); improved evasion; Deflect Arrows; still mind; slow fall (50 ft.); purity of body; Improved Trip; wholeness of body; leap of the clouds; Ki strike (+1)
<b>Saves:</b>	Fort +5, Ref +7, Will +7	Fort +6, Ref +8, Will +8	Fort +8, Ref +9, Will +9
<b>Abilities:</b>	Str 12, Dex 15, Con 10, Int 8, Wis 14, Cha 10	Str 12, Dex 16, Con 10, Int 8, Wis 14, Cha 10	Str 14, Dex 16, Con 12, Int 8, Wis 14, Cha 10
<b>Skills:</b>	Balance +5, Climb +2, Concentration +9, Hide +3, Jump +12, Listen +3, Move Silently +3, Swim +2, Tumble +21	Balance +8, Climb +2, Concentration +11, Hide +4, Jump +42, Listen +3, Move Silently +4, Swim +2, Tumble +24	Balance +8, Climb +3, Concentration +14, Hide +4, Jump +45, Listen +3, Move Silently +4, Swim +3, Tumble +26
<b>Feats:</b>	<b>Dodge, Mobility, Spring Attack</b>	<b>Dodge, Mobility, Spring Attack</b>	<b>Dodge, Mobility, Spring Attack, Second Forging (Enhanced)</b>
<b>Challenge Rating:</b>	6	8	10
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	Boots of Striding and Springing, Skin of Nimbleness; MW Nunchaku	Boots of Striding and Springing, Skin of Nimbleness; +1 Nunchaku; Ring of Jumping	(Third Forging), Boots of Striding and Springing, Skin of Nimbleness; Ring of Jumping; Gauntlets of Ogre Power (+2); Bracers of Health (+2)

## LEGION ANCHORITE

**Description:** Like the Gatekeepers, the Anchorites serve as a primary fighting arm of the Keys. They're even more mobile though, and also more vulnerable; these two abilities put them in a lot of danger since they can easily move into a hazardous area and not have the durability to weather the attacks they face there. Part of their Anchorite training glorifies this forward vulnerability as a sort of purification. They practice a sort of death-avoidance while still lacking any fear of death; reconciling this paradox is the primary koan of their discipline.

**Tactics:** Anchorite tactics are pretty much like those of the Gatekeepers. They move past opponents to strike at vulnerable targets. When doing this they make a habit of striking against downed targets, multiple times, in order to insure their removal. After taking out the high value targets permanently the entire force typically retreats to repair their

own damage and ready a second set of preparations. This might involve waiting a day so they can recover spells or psion points for the support units.

Initiative	HP	Notes

## AMETHYST LEGION

Legion Manticore	WO Grade 1 Ved Qayat Monk 1/Sorcerer 5 Medium-Size Humanoid	WO Grade 2 Ved Qayat Monk 1/Sorcerer 7 Medium-Size Humanoid	WO Grade 3 Ved Qayat Monk 1/Sorcerer 9 Medium-Size Humanoid
<b>Hit Dice:</b>	1d8+5d4 (21 hp)	1d8+7d4 (26 hp)	1d8+9d4+10 (41 hp)
<b>Initiative:</b>	+3 (+3 Dex)	+4 (+4 Dex)	+4 (+4 Dex)
<b>Speed:</b>	30 ft.	30 ft.	30 ft.
<b>AC:</b>	21 (+4 armor, +2 natural, +3 Dex, +1 Wis, +1 Deflection)	22 (+4 armor, +2 natural, +4 Dex, +1 Wis, +1 Deflection)	25 (+6 armor, +3 natural, +4 Dex, +1 Wis, +1 Deflection)
<b>Attacks:</b>	Nunchaku +3 (1d6; 20/x2), Light Crossbow +6 (1d8; 19-20/x2) or Ray +5	Nunchaku +4 (1d6; 20/x2), Light Crossbow +8 (1d8; 19-20/x2) or Ray +7	Nunchaku +5 (1d6; 20/x2), Light Crossbow +9 (1d8; 19-20/x2) or Ray +9
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (1/day); evasion	Unarmed Strike; stunning attack (1/day); evasion	Unarmed Strike; stunning attack (1/day); evasion
<b>Saves:</b>	Fort +4, Ref +7, Will +7	Fort +5, Ref +9, Will +8	Fort +5, Ref +9, Will +8
<b>Abilities:</b>	Str 10, Dex 16, Con 10, Int 8, Wis 10, Cha 15	Str 10, Dex 18, Con 10, Int 8, Wis 10, Cha 16	Str 10, Dex 18, Con 12, Int 8, Wis 10, Cha 18
<b>Skills:</b>	Concentration +4, Hide +5, Listen +4, Spellcraft +4	Concentration +5, Hide +6, Listen +4, Spellcraft +5	Concentration +7, Hide +6, Listen +4, Spellcraft +6
<b>Feats:</b>	Second Forging, <b>Point Blank Shot</b> , <b>Precise Shot</b>	Second Forging, <b>Point Blank Shot</b> , <b>Precise Shot</b>	Second Forging (enhanced), <b>Point Blank Shot</b> , <b>Precise Shot</b> , Weapon Focus (Ray)
<b>Challenge Rating:</b>	6	8	10
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	MW Nunchaku, MW Light Crossbow, Ring of Protection +1, Cloak of Resistance +1	MW Nunchaku, MW Light Crossbow, Ring of Protection +1, Cloak of Resistance +1, Gloves of Dexterity (+2)	MW Nunchaku, MW Light Crossbow, Ring of Protection +1, Gloves of Dexterity (+2), Cloak of Charisma (+2), 4 packets of diamond dust (for stoneskin), Bracers of Health (+2)
<b>Level 0 Spells:</b>	(6) Ray of frost, disrupt undead, detect magic, flare, light, read magic	(6) Ray of frost, disrupt undead, detect magic, flare, light, read magic, daze	(6) Ray of frost, disrupt undead, detect magic, flare, light, read magic, daze, mending
<b>Level 1 Spells:</b>	(7) Magic missile, sleep, shield, identify	(7) Magic missile, sleep, shield, identify, ray of enfeeblement	(7) Magic missile, sleep, shield, identify, ray of enfeeblement
<b>Level 2 Spells:</b>	(5) Acid arrow, endurance	(7) Acid arrow, endurance, bull's strength	(7) Acid arrow, endurance, bull's strength, invisibility
<b>Level 3 Spells:</b>		(5) fireball, haste	(7) Fireball, haste, slow
<b>Level 4 Spells:</b>			(5) Stoneskin, enervation

### LEGION MANTICORE

**Description:** You don't need to look too hard at the Manticore to figure out their function. The name came some time back after an ally witnessed one of the battle sorcerers unleash a barrage of rays, acid arrows, and other attacks and commented that it was like a spell-casting manticore. The name stuck. The manticores can be the most cocky members of the legion, they lack the discipline of many years in monastic training and possess the fiery energy and dominating personality of a sorcerer.

**Tactics:** Rays provide a lot of bang for the buck if you can hit with them and the manticore typically can. They'll usually cast *endurance* on themselves early on (except for the Master level manticores) then devote one or two second level spells to supporting their team. In a fight they begin with *haste* on themselves

then start working from highest level spell on downward. They particularly like the *enervation* spell against enemy clerics, followed by enemy wizards. They expect the gatekeepers and anchorites to take wizards down but clerics are frequently slow and hard to hurt; by burning off their levels the manticore hopes to set the cleric up for a later takedown with standard damage.

Initiative	HP	Notes

# ORGANIZATIONS BOOK I

Legion Ajivik	WO Grade 1 Ved Qayat Monk 3/Psychic Warrior 3 Medium-Size Humanoid	WO Grade 2 Ved Qayat Monk 3/Psychic Warrior 5 Medium-Size Humanoid	WO Grade 3 Ved Qayat Monk 3/Psychic Warrior 7 Medium-Size Humanoid
<b>Hit Dice:</b>	6d8 (31 hp)	8d8 (40 hp)	10d8 (49 hp)
<b>Initiative:</b>	+3 (+3 Dex)	+3 (+3 Dex)	+3 (+3 Dex)
<b>Speed:</b>	40 ft.	40 ft.	40 ft.
<b>AC:</b>	20 (+4 armor, +2 natural, +3 Dex, +1 Wis, +1 Deflection)	21 (+4 armor, +2 natural, +3 Dex, +1 Wis, +1 Deflection, +1 insight)	24 (+6 armor, +3 natural, +3 Dex, +1 Wis, +1 Deflection, +1 insight)
<b>Attacks:</b>	Greatsword +8 (2d6+4; 19-20/x2) or unarmed +6 (1d6+2; 20/x2)	Greatsword +11 (2d6+7; 19-20/x2) or unarmed +9 (1d6+4; 20/x2)	Greatsword +14/+9 (2d6+8; 19-20/x2) or unarmed +11 (1d6+4; 20/x2)
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (3/day); evasion; Deflect Arrows; still mind	Unarmed Strike; stunning attack (3/day); evasion; Deflect Arrows; still mind	Unarmed Strike; stunning attack (3/day); evasion; Deflect Arrows; still mind
<b>Saves:</b>	Fort +6, Ref +6, Will +5	Fort +7, Ref +6, Will +5	Fort +8, Ref +7, Will +6
<b>Abilities:</b>	Str 15, Dex 16, Con 10, Int 8, Wis 12, Cha 10	Str 18, Dex 16, Con 10, Int 8, Wis 12, Cha 10	Str 18, Dex 16, Con 10, Int 8, Wis 12, Cha 10
<b>Skills:</b>	Climb +4, Concentration +4, Jump +6, Listen +7, Psicraft +1, Stabilize Self +1, Swim +4	Climb +6, Concentration +4, Jump +9, Listen +7, Psicraft +1, Stabilize Self +2, Swim +6	Climb +6, Concentration +4, Jump +40, Listen +7, Psicraft +1, Stabilize Self +3, Swim +6
<b>Feats:</b>	Second Forging, Weapon Focus (Greatsword), <b>Power Attack</b> , <b>Psionic Weapon</b> , <b>Sunder</b> , Inner Strength	Second Forging, Weapon Focus (Greatsword), <b>Power Attack</b> , <b>Psionic Weapon</b> , <b>Sunder</b> , <b>Great Sunder (r5)</b> , Inner Strength	Second Forging (enhanced), Weapon Focus (Greatsword), <b>Power Attack</b> , <b>Psionic Weapon</b> , <b>Sunder</b> , <b>Great Sunder (r5)</b> , Inner Strength, Weapon Specialization (Greatsword), <b>Mental Leap (r3)</b>
<b>Challenge Rating:</b>	6	8	10
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	+1 Greatsword, Ring of Protection +1	+1 Greatsword, Ring of Protection +1, gauntlets of ogre power (+2)	+2 Greatsword, Ring of Protection +1, gauntlets of ogre power (+2), Ring of Jumping
<b>Psion Points:</b>	5	9 (8 usually)	17 (11 usually)
<b>Attack Modes:</b>	Mind Thrust	Mind Thrust	Mind Thrust, Mind Blast
<b>Defense Modes:</b>	Empty Mind, Thought Shield	Empty Mind, Thought Shield	Empty Mind, Thought Shield
<b>Level 0 Psions:</b>	Valor, verve, burst	Valor, verve, burst	Valor, verve, burst
<b>Level 1 Psions:</b>	Biofeedback	Biofeedback, combat precognition*, call weaponry	Biofeedback, combat precognition*, call weaponry
<b>Level 2 Psions:</b>		Combat prescience	Combat prescience, vigilance
<b>Level 3 Psions:</b>			Improved biofeedback* (convert 8 points of damage per attack to subdual damage)

## LEGION AJIVIK

**Description:** Frankly, the ajivik is probably a better fighter than the gatekeeper; he does lack the mobility of the gatekeeper though. The ajivik favors big weapons and destroying his opponent's equipment. In deployments the commanders typically use gatekeepers and ajiviks interchangeably.

**Tactics:** First things first in a fight; take out the enemy's weapons and shields (and armor if you have a chance to hit it). In fact the ajivik will systematically move through a crowd destroying every weapon or item they can touch, letting their teammates handle

the damage dealing portion. This fits into the overall strategy of most teams where they strike at equipment and support personnel first, retreat and repair, then pursue. Your players will hate these guys. While **you** might think improved biofeedback is a waste of psion points considering that NPCs always die in fights anyway (and you'd be right) the Ved Qayat don't think this way and so they'll dump the points into the ability at the drop of a hat; that's just a price the GM needs to pay for verisimilitude. At least if they manage the quick-in/quick-out tactic you'll see some benefit from the power.



Coordinator	WO Grade 2 Ved Qayat Monk 1/Psion (Telepath) 7 Medium-Size Humanoid	WO Grade 3 Ved Qayat Monk 1/Psion (Telepath) 9 Medium-Size Humanoid	WO Grade 4 Ved Qayat Monk 1/Psion (Telepath) 11 Medium-Size Humanoid
<b>Hit Dice:</b>	1d8+5d4 (26 hp)	1d8+5d4 (31 hp)	1d8+7d4 (36 hp)
<b>Initiative:</b>	+1 (+1 Dex)	+1 (+1 Dex)	+1 (+1 Dex)
<b>Speed:</b>	30 ft.	30 ft.	30 ft., fly 90 ft. (good)
<b>AC:</b>	18 (+4 armor, +2 natural, +1 Dex, +1 Wis)	21 (+6 armor, +3 natural, +1 Dex, +1 Wis)	21 (+6 armor, +3 natural, +1 Dex, +1 Wis)
<b>Attacks:</b>	Nunchaku +4 (1d6; 20/x2) or unarmed +3 (1d6; 20/x2)	Nunchaku +5 (1d6+1; 20/x2) or unarmed +4 (1d6; 20/x2)	Nunchaku +6 (1d6+1; 20/x2) or unarmed +5 (1d6; 20/x2)
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (1/day); evasion	Unarmed Strike; stunning attack (1/day); evasion	Unarmed Strike; stunning attack (1/day); evasion
<b>Saves:</b>	Fort +4, Ref +5, Will +7	Fort +5, Ref +6, Will +8	Fort +5, Ref +6, Will +9
<b>Abilities:</b>	Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 18	Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 18	Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 19
<b>Skills:</b>	Bluff +13, Climb +4, Concentration +4, Diplomacy +11, Gather Information +11, Hide +5, Listen +4, Remote View +8, Sense Motive +17, Swim +4	Bluff +15 (+17), Climb +4, Concentration +4, Diplomacy +13 (+15), Gather Information +13, Hide +5, Listen +4, Remote View +10, Sense Motive +19, Swim +4	Bluff +17 (+19), Climb +4, Concentration +6, Diplomacy +15 (+17), Gather Information +13, Hide +5, Listen +4, Remote View +10, Sense Motive +19, Swim +4
<b>Feats:</b>	Second Forging, Psychoanalyst, <b>Psychic Inquisitor</b>	Second Forging (enhanced), Psychoanalyst, <b>Psychic Inquisitor Extend Power</b>	Second Forging (enhanced), Psychoanalyst, <b>Psychic Inquisitor, Extend Power, Persistent Power</b>
<b>Challenge Rating:</b>	8	10	12
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	MW Nunchaku, Psi Crystal (Liar), Psionatrix of Telepathy (+5 + <b>power level</b> ), Third Eye (Perceive), Cloak of Charisma +2	+1 Nunchaku, Psi Crystal (Liar), Psionatrix of Telepathy (+5 + <b>power level</b> ), Third Eye (Perceive), Cloak of Charisma +2, Ring of Protection +1	+1 Nunchaku, Psi Crystal (Liar), Psionatrix of Telepathy (+5 + <b>power level</b> ), Third Eye (Perceive), Cloak of Charisma +2, Ring of Protection +1, Torc of Psionic Might
<b>Psion Points:</b>	36	50	68
Attack Modes:	Mind Thrust, Ego Whip, Mind Blast, Id Insinuation	All	All
Defense Modes:	Empty Mind, Thought Shield, Tower of Iron Will, Intellect Fortress	Empty Mind, Thought Shield, Tower of Iron Will, Intellect Fortress	All
Level 0 Psions:	Missive, daze, burst, telepathic projection, detect psionics	Missive, daze, burst, telepathic projection, detect psionics, elfsight	Missive, daze, burst, telepathic projection, detect psionics*, elfsight*, far hand
Level 1 Psions:	Lesser mindlink, sense link, charm person, conceal thoughts	Lesser mindlink, sense link, charm person, conceal thoughts	Lesser mindlink, sense link, charm person, conceal thoughts*
Level 2 Psions:	Brain lock, inflict pain, body adjustment	Brain lock, inflict pain, body adjustment	Brain lock, inflict pain, body adjustment, detect thoughts*
Level 3 Psions:	Mindlink, lesser domination	Mindlink, lesser domination, fly	Mindlink, lesser domination, fly*
Level 4 Psions:		Domination, tailor memory	Domination, tailor memory, polymorph self
Level 5 Psions:			Mind probe, incarnate (asterisked powers have been incarnated)

Legion Nomad	WO Grade 2 Ved Qayat Monk 1/Psion (Nomad) 7 Medium-Size Humanoid	WO Grade 3 Ved Qayat Monk 1/Psion (Nomad) 9 Medium-Size Humanoid	WO Grade 4 Ved Qayat Monk 1/Psion (Nomad) 11 Medium-Size Humanoid
<b>Hit Dice:</b>	1d8+7d4 (26 hp)	1d8+9d4 (31 hp)	1d8+11d4 (36 hp)
<b>Initiative:</b>	+5 (+5 Dex)	+5 (+5 Dex)	+5 (+5 Dex)
<b>Speed:</b>	30 ft.	30 ft.	30 ft.
<b>AC:</b>	23 (+4 armor, +2 natural, +5 Dex, +2 Wis, +1 Deflection)	26 (+6 armor, +3 natural, +5 Dex, +2 Wis, +1 Deflection)	26 (+6 armor, +3 natural, +5 Dex, +2 Wis, +1 Deflection)
<b>Attacks:</b>	Nunchaku +9 (1d6+1; 20/x2) or unarmed +3 (1d6; 20/x2)	Nunchaku +10 (1d6+1; 20/x2) or unarmed +4 (1d6; 20/x2)	Nunchaku +11 (1d6+1; 20/x2) or unarmed +5 (1d6; 20/x2)
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (1/day); evasion	Unarmed Strike; stunning attack (1/day); evasion	Unarmed Strike; stunning attack (1/day); evasion
<b>Saves:</b>	Fort +4, Ref +12, Will +9	Fort +5, Ref +13, Will +10	Fort +5, Ref +13, Will +11
<b>Abilities:</b>	Str 10, Dex 20, Con 10, Int 8, Wis 14, Cha 10	Str 10, Dex 20, Con 10, Int 8, Wis 14, Cha 10	Str 10, Dex 21, Con 10, Int 8, Wis 14, Cha 10
<b>Skills:</b>	Climb +1, Concentration +11, Hide +7, Intuit Direction +3, Knowledge (Psionics) +0, Listen +6, Psicraft +4, Remote View +5, Stabilize Self +1, Swim +1	Climb +1, Concentration +13, Hide +7, Intuit Direction +3, Knowledge (Psionics) +0, Listen +6, Psicraft +6, Remote View +7, Stabilize Self +1, Swim +1	Climb +1, Concentration +13, Hide +7, Intuit Direction +3, Knowledge (Psionics) +0, Listen +6, Psicraft +6, Remote View +9, Stabilize Self +1, Swim +1
<b>Feats:</b>	Second Forging, Weapon Finesse (Nunchaku), <b>Power Penetration</b>	Second Forging (Enhanced), Weapon Finesse (Nunchaku), <b>Power Penetration</b> , Master Dorje	Second Forging (Enhanced), Weapon Finesse (Nunchaku), <b>Power Penetration</b> , <b>Extend Power</b> , Master Dorje
<b>Challenge Rating:</b>	8	10	12
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	+1 Nunchaku, Psi Crystal (Resolve), Ring of Protection +1, Gloves of Dexterity (+2)	+1 Nunchaku of Power Storing ( <i>time hop</i> ), Psi Crystal (Resolve), Ring of Protection +1, Gloves of Dexterity (+2), Dorje ( <i>Sense Link</i> , ML1, 30 uses)	+1 Nunchaku of Power Storing ( <i>time hop</i> ), Psi Crystal (Resolve), Ring of Protection +1, Gloves of Dexterity (+2), Dorje ( <i>Sense Link</i> , ML1, 30 uses), Dorje ( <i>Wall of Ectoplasm</i> , ML 7, 25 uses)
<b>Psion Points:</b>	36	61	79
Attack Modes:	Mind Thrust, Ego Whip, Mind Blast, Id Insinuation	All	All
Defense Modes:	Empty Mind, Thought Shield, Tower of Iron Will, Intellect Fortress	Empty Mind, Thought Shield, Tower of Iron Will, Intellect Fortress	All
Level 0 Psions:	Catfall, burst, missive, elfsight, inkling	Catfall, burst, missive, elfsight, inkling, my light	Catfall, burst, missive, elfsight, inkling, my light, know direction
Level 1 Psions:	Spider climb, empathic transfer, lesser body adjustment, object reading	Spider climb, empathic transfer, lesser body adjustment, object reading	Spider climb, empathic transfer, lesser body adjustment, object reading
Level 2 Psions:	Levitate, sensitivity to psychic impressions, clairsentience	Levitate, sensitivity to psychic impressions, clairsentience	Levitate, sensitivity to psychic impressions, clairsentience, body adjustment
Level 3 Psions:	Dimension slide, remote viewing	Dimension slide, remote viewing, time hop	Dimension slide, remote viewing, time hop
Level 4 Psions:		Dimension door, anchored navigation	Dimension door, inertial barrier, anchored navigation
Level 5 Psions:			Teleport, sending



# ORGANIZATIONS BOOK I

Legion Raider	WO Grade 2 Ved Qayat Monk 4/Fighter 2/Motion Warden 2 Medium-Size Humanoid	WO Grade 3 Ved Qayat Monk 4/Fighter 2/Motion Warden 4 Medium-Size Humanoid	WO Grade 4 Ved Qayat Monk 4/Fighter 2/Motion Warden 6 Medium-Size Humanoid
<b>Hit Dice:</b>	4d8+4d10+8 (52 hp)	4d8+6d10+10 (65 hp)	4d8+8d10+12 (78 hp)
<b>Initiative:</b>	+3 (+3 Dex)	+3 (+3 Dex)	+7 (+3 Dex, +4 Improved Initiative)
<b>Speed:</b>	40 ft.	40 ft.	40 ft.
<b>AC:</b>	20 (+4 armor, +2 natural, +3 Dex, +1 Wis)	23 (+6 armor, +3 natural, +3 Dex, +1 Wis)	25 (+6 armor, +3 natural, +3 Dex, +1 Wis, +2 deflection)
<b>Attacks:</b>	Greatsword +11/+6 (2d6+4; 19-20/x2), Composite Longbow +11/+6 (1d8+2; 20/x3), or unarmed +9/+4 (1d8+2; 20/x2)	Greatsword +14/+9 (2d6+5; 17-20/x2), Composite Longbow +13/+8 (1d8+3; 20/x3), or unarmed +11/+6 (1d8+2; 20/x2)	Greatsword +17/+12/+7 (2d6+6; 17-20/x2), Composite Longbow +15/+10/+5 (1d8+4; 20/x3), or unarmed +14/+9/+4 (1d8+3; 20/x2)
<b>Special Abilities:</b>	Unarmed Strike; stunning attack (4/day, DC 13); evasion; Deflect Arrows; still mind; slow fall (30 ft.)	Unarmed Strike; stunning attack (4/day, DC 13); evasion; Deflect Arrows; still mind; slow fall (30 ft.)	Unarmed Strike; stunning attack (4/day, DC 13); evasion; Deflect Arrows; still mind; slow fall (30 ft.)
<b>Saves:</b>	Fort +8, Ref +12, Will +5	Fort +9, Ref +13, Will +6	Fort +11, Ref +15, Will +8
<b>Abilities:</b>	Str 15, Dex 16, Con 12, Int 10, Wis 12, Cha 10	Str 15, Dex 16, Con 12, Int 10, Wis 12, Cha 10	Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 10
<b>Skills:</b>	Balance +11, Climb +6, Jump +10, Listen +6, Move Silently +5, Tumble +10	Balance +13, Climb +6, Jump +10, Listen +6, Move Silently +5, Tumble +12	Balance +15, Climb +7, Jump +13, Listen +6, Move Silently +5, Tumble +12
<b>Feats:</b>	Second Forging, <b>Run</b> , Lightning Reflexes, <b>Combat Reflexes</b> , Weapon Focus (Greatsword)	Second Forging (enhanced), <b>Run</b> , Lightning Reflexes, <b>Combat Reflexes</b> , Weapon Focus (Greatsword), Improved Critical (Greatsword)	Second Forging (enhanced), <b>Run</b> , Lightning Reflexes, <b>Combat Reflexes</b> , Weapon Focus (Greatsword), Improved Critical (Greatsword), Improved Initiative
<b>Bindings:</b>	5 MP: Lightning Move (2), Great Move (1)	7 MP: Lightning Move (2), Great Move (1), Freedom of Motion, Inertial Locking (1)	9 MP: Lightning Move (2), Great Move (1), Freedom of Motion, Inertial Locking (1), Lightning Attack (6), Air Walking (1)
<b>Challenge Rating:</b>	8	10	12
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil
<b>Possessions:</b>	+1 Greatsword, Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str), MW Mighty Composite Longbow +2	+2 Greatsword, Tattoo (Combat Prescience), Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str), +1 Mighty Composite Longbow +2	+2 Greatsword, +2 Ring of Protection, +1 Cloak of Resistance, Tattoo (Combat Prescience), Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str), +1 Mighty Composite Longbow +3

Initiative	HP	Notes

Initiative	HP	Notes

## LEGION RAIDER

**Description:** The raiders are all motion wardens. A description of how to use their abilities is included nearby but for a more complete description of the motion warden you should look at the Second World Sourcebook. Like all motion wardens these people are mobile. They can move a short distance as a free action using Lightning Move and even attack at any time using Lightning Attack. They can get almost anywhere and most of their abilities operate within an anti-magic field so, if you have a primary NPC of higher level (for instance a wizard or beholder) the raiders can be quite devastating with anti-magic support.

**Powers:** The Second World Sourcebook provides more details on how to use Motion Warden abilities. If you don't have that book simply allow them to use their full pool of momentum points during each battle (the number is indicated by MP in the Bindings row). You can also have them automatically replenish one momentum point per round for random activity; in the full rules they replenish momentum by getting hit and moving around but 1 MP per round works about the same. They must spend momentum to use many of their abilities. These costs are noted in parentheses. If no cost is given they can use the ability at will or the ability counts as always active.

## AIR WALKING (Ex)

**Action:** Standard Action

**Duration:** Permanent (D)

**Use Cost:** 2 MP

With this binding you can fix yourself at a given altitude and walk around at that altitude as if walking on the ground. Operating the ability takes a standard action, costing 2 momentum points; you may then move while inertial locked for at no further cost. You must stay at a fixed altitude when using this power normally but the altitude is measured above sea level; thus you could run off a cliff and remain at the same height indefinitely. With a little power you can also use air walking to effectively "walk" upwards through the air. "Walking" up air is more difficult; it costs 1 momentum point per round and allows you to move upwards as if climbing up a 45 degree slope; you move at half normal rate when doing this.

## FREEDOM OF MOTION (Ex)

This binding protects you from powers and effects that hinder your movement. You are constantly protected by a *freedom of movement* spell.

## GREAT MOVE (Ex)

**Action:** Free

**Use Cost:** 1 MP

This power doubles your movement speed for the round, adds a +10 competence bonus to Jump checks, and eliminates the normal height limit on jumping. If you run the *boots of striding and springing* as written in the third edition DMG eliminate the momentum cost for this power.

## INERTIAL LOCKING (Ex)

**Action:** Standard Action

**Duration:** Permanent (D)

**Use Cost:** 1 MP

You can use this power to "lock" yourself in a certain inertial state or at a potential energy value. There are several ways of using this effect. You can fix yourself rigidly to a location (making it very difficult to move you). This allows you to add your warden level to any Strength checks for resisting attempts to move you (such as Bull Rush).

Another way to use this ability is to lock yourself at a certain height off the ground. When done you will remain there as if you were standing on the ground. By using this effect to a limited extent you can slow down your velocity. This will allow you to act as if under the effects of a *feather fall* spell wherever you wish. Even better, this version of *feather fall* works for lateral motion as well; thus, if you're tossed off a speeding train you can slow down your impact velocity from that source as well. When used to slow falling the momentum cost is negligible since any momentum you spend can be replenished from the momentum you gain by falling.

## LIGHTNING ATTACK (Ex)

**Action:** Spontaneous

**Use Cost:** 6 MP

This binding allows you to make a standard melee attack as a Spontaneous action. Being a Spontaneous action you can even use this during someone else's action. Needless to say this can be extremely useful when fighting a spellcaster.

## LIGHTNING MOVE (Ex)

**Action:** Free

**Use Cost:** 2 MP

This is a quick flash of movement, allowing you to hop 20 feet very quickly as a free action. This provokes attacks of opportunity normally if moving through threatened areas. Double the momentum cost for each subsequent use in the same round.

**Tactics:** Raiders use Great Move to get around the battlefield to prime locations (such as the top of a fortress wall) and Lightning Move to cover short distances then follow with a full attack sequence. Grade 4 raiders try to place themselves near spellcasters so they can disrupt spellcasting using either opportunity attacks or Lightning Attacks. By using Great Leap and then Inertial Locking they can get to a vantage point; they can then follow up with Air Walking to maneuver above the battlefield. They'll use their psionic tattoos rather freely when fighting adventuring groups; this is one of those gamemastering tricks to boost bad guy power while keeping rewards within the guidelines.

Minotaur Power Fighter	Sergeant Minotaur Fighter 2 Large Monstrous Humanoid	Platoon Sergeant Minotaur Fighter 2/Axe Power Fighter 2 Large Monstrous Humanoid	Master Sergeant Minotaur Fighter 2/Axe Power Fighter 4 Large Monstrous Humanoid
<b>Hit Dice:</b>	6d8+2d10+16 (54 hp)	6d8+4d10+20 (69 hp)	6d8+6d10+24 (84 hp)
<b>Initiative:</b>	+0 (+0 Dex)	+0 (+0 Dex)	+0 (+0 Dex)
<b>Speed:</b>	30 ft.	30 ft.	30 ft.
<b>AC:</b>	19 (-1 size, +5 armor, +5 natural)	19 (-1 size, +5 armor, +5 natural)	20 (-1 size, +6 armor, +5 natural)
<b>Attacks:</b>	Huge Greataxe +14/+9 (2d8+7; 20/x3)	Huge Greataxe +17/+12 (2d8+8; 20/x3)	Huge Greataxe +19/+14/+9 (2d8+9; 19-20/x3)
<b>Face/Reach:</b>	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
<b>Special Abilities:</b>	Charge (4d6+6); scent; natural cunning	Charge (4d6+6); scent; natural cunning	Charge (4d6+6); scent; natural cunning
<b>Saves:</b>	Fort +9, Ref +5, Will +5	Fort +12, Ref +5, Will +7	Fort +13, Ref +6, Will +8
<b>Abilities:</b>	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8	Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8	Str 20, Dex 10, Con 15, Int 7, Wis 10, Cha 8
<b>Skills:</b>	Intimidate +7, Jump +5 (+6), Listen +8, Search +6, Spot +8	Intimidate +9, Jump +6 (+7), Listen +8, Search +6, Spot +8	Intimidate +11, Jump +6 (+7), Listen +8, Search +6, Spot +8
<b>Feats:</b>	Great Fortitude, <b>Power Attack</b> , <b>Cleave</b> , Weapon Focus (Huge Greataxe)	Great Fortitude, <b>Power Attack</b> , <b>Cleave</b> , Weapon Focus (Huge Greataxe), Iron Will	Great Fortitude, <b>Power Attack</b> , <b>Cleave</b> , Weapon Focus (Huge Greataxe), Iron Will
<b>Maneuvers:</b>		Armor Hack, Cut through Defenses	Beat Maneuver, Cut through Defenses, Armor Hack, Beheading
<b>Challenge Rating:</b>	6	8	10
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil	Chaotic Evil
<b>Possessions:</b>	+1 Huge Greataxe, +1 Chain Shirt, Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str)	Huge Greataxe, +1 Chain Shirt, Tattoo (Combat Prescience), Tattoo (Improved Biofeedback), Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str)	+1 Huge Keen Greataxe, +2 Chain Shirt, Tattoo (Combat Prescience), Tattoo (Improved Biofeedback), Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str), Tattoo (Metaphysical Weapon)

## MINOTAUR POWER FIGHTER

**Armor Hack (Ex):** With this two step combination you wind up to build some weapon velocity then make your second attack directly against the armor the target wears. They lose their armor bonus to armor class against this (but retain any shield or natural armor bonus). If this hits you cause double damage but subtract the hardness of the victim's armor from that damage. Split the remaining damage evenly between the victim's armor and their body.

**Beat Maneuver (Ex):** With this three step combination maneuver your first step requires a touch attack against the target; if you hit you make a contested Strength check. Success at the Strength check grants you a +5 maneuver bonus to hit to the second step and +10 maneuver bonus to the third step of the sequence.

**Beheading (Ex):** Sacrifice the first step of this variable length combination maneuver to increase the base critical threat range of your weapon to 18-20. Remember that weapon abilities like keen operate off the base critical range of a weapon.

**Cut through Defenses (Ex):** When you choose to attack a target they must decide whether or not they want to defend using their shield and/or expertise. If they choose not to then they lose any

shield or expertise bonus to armor class they might have. If they choose to use their equipment then, when you make your attack, check see if it would have hit were it not for the shield or expertise bonus. If so then you automatically hit their shield first (if they have one) or weapon second. Resolve this as a damaging attack against the item. On the off chance that you cause enough damage to both punch through the damage resistance and hit points of the item any leftover damage carries through to the target or next item in line.

**Description:** The power fighter is all about smashing through an opponent's defenses. He's a large, burly minotaur and doesn't look or act all that different from the Ravager. However, the power fighter manages to squeeze a bit of finesse out of the axe and can seem almost graceful as a result.

**Tactics:** When attempting to damage an opponent the Master Sergeant will typically just go with the Beat Maneuver. Otherwise power fighters favor ripping up the victim's armor to set up for a return battle at a later time. By the time the power fighter, ajivik, and others finish with a group they should have no weapons, no shields, no armor, and no spellcasters; on the upside the enemy fighters may have taken little to no actual damage.

Minotaur Ravager	Sergeant Minotaur Fighter 2  Large Monstrous Humanoid	Platoon Sergeant Minotaur Fighter 2/Feral Ravager 2  Large Monstrous Humanoid	Master Sergeant Minotaur Fighter 2/Feral Ravager 4  Large Monstrous Humanoid
<b>Hit Dice:</b>	6d8+2d10+16 (54 hp)	6d8+4d10+33 (82 hp)	6d8+6d10+39 (99 hp)
<b>Initiative:</b>	+0 (+0 Dex)	+0 (+0 Dex)	+0 (+0 Dex)
<b>Speed:</b>	30 ft.	30 ft.	30 ft.
<b>AC:</b>	19 (-1 size, +5 armor, +5 natural)	19 (-1 size, +5 armor, +5 natural)	20 (-1 size, +6 armor, +5 natural)
<b>Attacks:</b>	Huge Greataxe +14/+9 (2d8+7; 20/x3)	Huge Greataxe +16/+11 (2d8+7; 20/x3)	Huge Greataxe +19/+14/+9 (2d8+9; 20/x3)
<b>Face/Reach:</b>	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
<b>Special Abilities:</b>	Charge (4d6+6); scent; natural cunning	Charge (4d6+7); scent; natural cunning; Lord of the Domain	Charge (4d6+7); scent; natural cunning; Lord of the Domain; Massive Cleave; Rage 1/day (as barbarian)
<b>Saves:</b>	Fort +9, Ref +5, Will +5	Fort +13, Ref +5, Will +7	Fort +14, Ref +6, Will +8
<b>Abilities:</b>	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8	Str 19, Dex 10, Con 16, Int 7, Wis 10, Cha 8	Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8
<b>Skills:</b>	Climb +4 (+5), Intimidate +5, Jump +7 (+8), Listen +8, Search +6, Spot +8, Swim +5*	Climb +4 (+5), Intimidate +7, Jump +7 (+8), Listen +8, Search +6, Spot +8, Swim +5*	Climb +4 (+5), Intimidate +9, Jump +7 (+8), Listen +8, Search +6, Spot +8, Swim +5*
<b>Feats:</b>	Great Fortitude, <b>Power Attack</b> , <b>Cleave</b> , Weapon Focus (Huge Greataxe)	Great Fortitude, <b>Power Attack</b> , <b>Cleave</b> , <b>Great Cleave</b> , Weapon Focus (Huge Greataxe), Toughness, Iron Will	Great Fortitude, <b>Power Attack</b> , <b>Cleave</b> , <b>Great Cleave</b> , Weapon Focus (Huge Greataxe), Toughness, Iron Will
<b>Challenge Rating:</b>	6	8	10
<b>Alignment:</b>	Chaotic Evil	Chaotic Evil	Chaotic Evil
<b>Possessions:</b>	+1 Huge Greataxe, +1 Chain Shirt, Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str)	+1 Huge Greataxe, +1 Chain Shirt, Tattoo (Body Adjustment), Tattoo (Improved Biofeedback), Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str)	+2 Huge Greataxe, +2 Chain Shirt, Tattoo (Body Adjustment), Tattoo (Improved Biofeedback), Tattoo (Lesser Body Adjustment x2), Tattoo (Animal Affinity, Str), Tattoo (Dimension Slide)

## MINOTAUR RAVAGER

**Lord of the Domain (Ex):** Whenever the feral ravager makes a successful attack of opportunity against an opponent moving inside his threatened area he and the opponent must make an opposed Strength check; each receives a +4 bonus to the check for each size category over Medium-size or -4 for each size category below Medium-size. If the check succeeds the opponent is forced back five feet into the square he just left and his movement ends.

**Massive Cleave (Ex):** You may make a five foot step before making a Cleave or Great Cleave attack.

**Description:** Like the power fighter the ravager is simply a large and dangerous minotaur. The ravager is more of a minotaur barbarian though and likes to leave a trail of bodies where he fights. Coordinators frequently have to reign the Ravagers in to keep them nearby (and thus providing

protection). They obey since Lord Trespass **really** hates to lose Coordinators.

**Tactics:** He'll activate the *biofeedback* ability pretty early to keep him fresh for a later fight and use the *dimension slide* to get to a good location or out of a bad location. When protecting a Coordinator they'll stick close by and use their extensive reach and Lord of the Domain to keep people from getting close to their ward.

Kaylvas Armored Beasts	Armored Gorgon Large Outsider	Armored Tiger Large Outsider	Armored Brown Bear Large Outsider
<b>Hit Dice:</b>	8d10+24 (68 hp)	6d8+18 (45 hp)	6d8+24 (51 hp)
<b>Initiative:</b>	+8 (+4 Improved Initiative, +4 haste)	+6 (+2 Dex, +4 haste)	+5 (+1 Dex, +4 haste)
<b>Speed:</b>	40 ft.	50 ft.	50 ft.
<b>AC:</b>	28 (-1 size, +6 armor, +9 natural, +4 haste)	24 (-1 size, +2 Dex, +6 armor, +3 natural, +4 haste)	25 (-1 size, +1 Dex, +6 armor, +5 natural, +4 haste)
<b>Attacks:</b>	Sheathed Gore +16 (1d8+11)	2 sheathed claws +13 (1d8+10), bite +6 (2d6+5)	2 sheathed claws +15 (1d8+12), bite +8 (2d8+6)
<b>Face/Reach:</b>	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
<b>Special Attacks:</b>	Breath weapon, trample (1d8+11), sheathing, armor strike	Pounce, improved grab, rake 1d8+5, sheathing, armor strike	Improved grab, sheathing, armor strike
<b>Special Qualities:</b>	Scent, darkvision (90 ft.), leaping, hasted, planting, wall-crawling, SR 15	Darkvision (90 ft.), leaping, hasted, planting, wall-crawling, SR 15	Scent, darkvision (90 ft.), leaping, hasted, planting, wall-crawling, SR 15
<b>Saves:</b>	Fort +9, Ref +8, Will +7	Fort +8, Ref +9, Will +7	Fort +9, Ref +8, Will +7
<b>Abilities:</b>	Str 21, Dex 10, Con 17, Int 2, Wis 12, Cha 9	Str 23, Dex 15, Con 17, Int 2, Wis 12, Cha 6	Str 27, Dex 13, Con 19, Int 2, Wis 12, Cha 6
<b>Skills:</b>	Jump +35, Listen +8, Spot +8	Balance +6, Jump +36, Hide +5*, Listen +3, Spot +3, Swim +11	Jump +38, Listen +4, Spot +7, Swim +14
<b>Feats:</b>	Alertness, Improved Initiative		
<b>Challenge Rating:</b>	14	10	10
<b>Alignment:</b>	Lawful Evil	Lawful Evil	Lawful Evil

## KAYLVAS ARMORED BEASTS

**Description:** For some reason armored beasts prefer the taste of elves; in particular, the taste of dark elves. They will typically attack these targets first. This hasn't made Trespass many friends. The armored beast looks much the same as before the armoring, just with the Kaylvas Armor now. They do behave differently, more feral, more nervous. Even a sloth wearing the armor acts cat-like.

\* Note that the Armored Tiger gets an additional +4 to Hide checks in tall grass or heavy undergrowth.

**Tactics:** Kaylvas armored creatures can't offer much in the way of tactics since they are, after all, just animals. However the armor does give them a natural instinct to use its abilities; in particular they favor a hunting style of combat. Given their incredible speed they're automatically dangerous foes. They use wall-crawling to maneuver around an opponent or set of opponents then leap on a juicy target.

## KAYLVAS ARMOR (TEMPLATE)

Lord Trespass probably stole the secret of Kaylvas Armor from the Fire Concord prior to its destruction and his subsequent takeover. Most suspect it took a combination of Pattern Wardens and Metal Wardens to construct the material, but even then the raw components likely come from somewhere in the Skanda Harbor region of the Forge. Kaylvas Armor by itself appears as a heap of jagged, coppery metal linked by light links of silvery mail; stones adorn the armor and fill the gaps in the chain (any one set of armor has just one

kind of stone adorning it). When attached to a creature the armor spreads out to cover the creature's torso; it's gappy, so parts of the creature show through but, like a web, it spreads across the creature's whole body, protecting the limbs and head (even tentacles if the creature has any). It can engulf a creature of Small to Large size.

Once engulfed the creature's behavior changes. It becomes more vicious, more carnivorous, and prone to hunting alone at night unless somehow controlled. Creatures with animal intelligence (Intelligence 2) or lower retain their previous training but more intelligent creatures lose almost everything they know. Actually, they retain random bits of what they know but, since knowledge and intelligence requires a network of interconnected beliefs and structures to operate effectively, the brain simply shuts off. Imagine what would happen if you randomly deleted individual bits of information from the hard drive on your computer. That's what happens to humans that put on the armor (though they recover when the armor is removed). Creatures with an Intelligence greater than 2 receive a Will save (DC 15) to avoid the effect; if they make the save the armor refuses to bond with them.

Lord Trespass has a limited supply of Kaylvas Armor but he does seem capable of replenishing sets lost in battle, after a time at any rate. Any armored creature seems inclined to obey Trespass or his servitors naturally so players should do research or find some way around this effect before they apply Kaylvas Armor to their own pets. Rumors have it that



Trespass has some even more special versions of the armor fitted for Bulettes.

Once the armor bonds to a creature its type changes to Outsider. It's lifespan is also reduced drastically as the armor speeds up all the creature's life processes.

**Hit Dice:** As for creature type.

**Initiative:** Due to its acceleration of the creature's processes the creature gains a +4 haste bonus to initiative.

**Speed:** The increased speed of the creature mainly comes from the *hasted* effect; but it also gains a +10 to base speed.

**AC:** Kaylvas armor is armor after all. Any creature wearing it gains a +6 armor bonus to armor class; this is somewhat like enchanted light chain but the creature suffers no movement or maneuver penalties. Note also that the creature gains a +4 haste bonus to armor class from its speed increase. If using the Penetration rules from Second World Simulations' other products the armor also has 3 points of hardening.

**Attacks:** The creature's increase in speed and reflexes increases its chance to hit; it gains a +2 haste bonus to hit with both melee and ranged attacks.

**Damage:** The creature's melee attacks all gain a +2 haste bonus to damage due to their velocity increase.

**Special Attacks:** In addition to keeping its base attacks the creature gains the following abilities:

*Sheathing (Su):* The creature may sheathe its claws or other natural, external weapons, with the material of the armor. This grants those weapons a +2 enhancement bonus (as if magical).

*Armor Strike (Su):* The creature, when terribly angry or just before pouncing, may let its armor rapidly flow off its body and shoot out at a target. The armor whips forward and seeps through the cracks in the target's armor. This requires a full round action and causes 6d8 damage to the target; a Reflex save (DC 16 + base creature's Dexterity bonus) halves the damage. The creature loses 4 points of its armor bonus to armor class until the beginning of its next round when using this ability; it also cannot use the *sheathe* ability until the armor fully flows back.

**Special Qualities:** A creature bonded with Kaylvas Armor retains all its normal special qualities plus gains the following:

*Darkvision (Ex):* The creature gains **darkvision** as the racial ability out to 90 feet.

*Leaping (Ex):* The creature may leap great distances when encompassed by the armor. This grants a +30 bonus on Jump checks and removes the normal limitations for height.

*Hasted (Ex):* The creature's life processes are sped up to such a degree that it acts as if constantly under the effect of a *haste* spell, giving it an extra partial action every round.

This speed takes a terrible toll though; the creature ages at five times the normal rate after bonded to the armor. This has a variety of other effects as well.

*Planting (Ex):* The creature can extend the armor from its body and embed the chains into the ground. When it does this it can be impossible to move; granting it a +10 bonus to resist Bull Rush and Trip attempts as well as similar actions intended to move it. It may also do this while climbing or hanging from a ceiling. Riding creatures may use this ability to help their rider stay in the saddle.

*Wall-crawling (Ex):* The same ability that allows the creature to fix itself to the ground also helps in move along any surface, even hanging upside down. The creature can walk along walls or the ceiling as if under the effect of a *spider climb* spell (effective caster level of 10).

*Spell Resistance (Su):* The creature gains SR 15.

**Saves:** The creature gains a +2 haste bonus to Reflex saves and, since the armor "solidifies" the creature's mind in a fixed state it also gains a +4 bonus to Will saves.

**Abilities:** The creature's Intelligence is set to 2; the remaining abilities stay the same. If the creature's original Intelligence was greater than 2 it becomes vegetative (not completely catatonic but close enough).

**Skills:** While not really necessary, the creature gains a +8 bonus to Climb checks from the armor.

**Feats:** The creature retains its normal feats.

**Climate/Terrain:** As for the original creature except it becomes a nocturnal hunter.

**Organization:** Solitary if left to run wild but usually accompanied by Ved Qayat controllers.

**Challenge Rating:** Generally increase the challenge rating by a whopping 6 levels when adding this template to a creature. If the creature has less than 40 hit points increase by only 4 levels; for less than 20 hit points increase by 3 levels (since magic missiles can be pretty dangerous). Also, if the creature already gains a large armor bonus to armor class reduce the CR increase since it doesn't gain as much from the template. If the base creature has an armor bonus of +3 or more increase CR by only 5 levels.

**Treasure:** As for base creature.

**Alignment:** While the creature retains traces of its former personality it becomes more vicious in certain ways and more obedient in others; importantly it detects and counts as lawful evil.

**Advancement:** According to creature.

# ORGANIZATIONS BOOK I

Agiat	Base Large Outsider No class levels	Elite Large Outsider Fighter 2	Master Large Outsider Fighter 4
<b>Hit Dice:</b>	4d8+4 (22 hp)	4d8+2d10+12 (41 hp)	4d8+4d10+16 (56 hp)
<b>Initiative:</b>	+0	+2 (Dex)	+2 (Dex)
<b>Speed:</b>	30 ft. (40 ft.)	30 ft. (40 ft.)	30 ft. (40 ft.)
<b>AC:</b>	18 (-1 size, +2 natural, +5 chainmail, +2 large shield)	18 (-1 size, +2 natural, +5 breastplate, +2 large shield)	20 (-1 size, +2 natural, +6 breastplate, +3 large shield)
<b>Attacks:</b>	Greatsword wielded one handed +7 (2d6+3; 19-20/x2)	Bloodaxe +12/+7 (2d8+4; 20/x3) or Longbow +8 (1d8+4; 20/x3)	Bloodaxe +14/+9 (2d8+7; 20/x3) or Longbow +10 (1d8+4; 20/x3)
<b>Face/Reach:</b>	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
<b>Special Attacks:</b>	Halo of Winter	Halo of Winter	Halo of Winter
<b>Special Qualities:</b>	Nourished by Flame; Bleed Frost; The Snow Pact	Nourished by Flame; Bleed Frost; The Snow Pact	Nourished by Flame; Bleed Frost; The Snow Pact
<b>Saves:</b>	Fort +5, Ref +4, Will +3	Fort +9, Ref +6, Will +4	Fort +10, Ref +7, Will +5
<b>Abilities:</b>	Str 17, Dex 11, Con 12, Int 13, Wis 9, Cha 12	Str 18, Dex 14, Con 14, Int 13, Wis 10, Cha 12	Str 18, Dex 15, Con 14, Int 13, Wis 10, Cha 12
<b>Skills:</b>	Concentration -2 (+5), Hide -3 (+4), Innuendo +5, Intuit Direction +3, Listen +3, Move Silently -3 (+4), Search +5, Spot +3, Wilderness Lore +3	Climb +3 (+7), Concentration +6, Hide +2 (+6), Innuendo +6, Intuit Direction +4, Listen +4, Move Silently +2 (+6), Search +5, Spot +4, Wilderness Lore +4	Climb +3 (+7), Concentration +6, Hide +2 (+6), Jump +3 (+7), Innuendo +6, Intuit Direction +4, Listen +4, Move Silently +2 (+6), Search +5, Spot +4, Wilderness Lore +4
<b>Feats:</b>	Endurance, Skill Focus (Innuendo)	Endurance, Skill Focus (Innuendo), Exotic Weapon Proficiency (Bloodaxe), Weapon Focus (Bloodaxe),	Endurance, Skill Focus (Innuendo), Exotic Weapon Proficiency (Bloodaxe), Weapon Focus (Bloodaxe), Iron Will, Weapon Specialization (Bloodaxe)
<b>Challenge Rating:</b>	3	6	9
<b>Alignment:</b>	Usually evil	Neutral evil	Neutral evil
<b>Possessions:</b>	Greatsword, Chainmail, Large Steel Shield	MW Bloodaxe, MW Breastplate, MW Large Steel Shield, Mighty Composite Longbow +4	+1 Bloodaxe, +1 Breastplate, +1 Large Steel Shield, Mighty Composite Longbow +4

Initiative	HP	Notes

Initiative	HP	Notes

Agiat Wizards	Acolyte of Winter Large Outsider Wizard 4	Adept of Winter Large Outsider Wizard 6	Scion of Winter Large Outsider Wizard 8
<b>Hit Dice:</b>	4d8+4d4+16 (44 hp)	4d8+6d4+20 (53 hp)	4d8+8d4+36 (74 hp)
<b>Initiative:</b>	+1 (Dex)	+1 (Dex)	+1 (Dex)
<b>Speed:</b>	40 ft.	40 ft.	40 ft.
<b>AC:</b>	16 (-1 size, +4 mage armor, +2 natural, +1 deflection)	16 (-1 size, +4 mage armor, +2 natural, +1 deflection)	17 (-1 size, +4 mage armor, +2 natural, +2 deflection)
<b>Attacks:</b>	Staff +9/+4 (1d6+3; 20/×2)	Staff +10/+5 (1d6+3; 20/×2)	Staff +11/+6 (1d6+3; 20/×2)
<b>Face/Reach:</b>	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.	5 ft. by 5 ft./10 ft.
<b>Special Attacks:</b>	Halo of Winter	Halo of Winter	Halo of Winter
<b>Special Qualities:</b>	Nourished by Flame; Bleed Frost; The Snow Pact (4)	Nourished by Flame; Bleed Frost; The Snow Pact (5)	Nourished by Flame; Bleed Frost; The Snow Pact (7)
<b>Saves:</b>	Fort +7, Ref +6, Will +8	Fort +9, Ref +8, Will +10	Fort +10, Ref +8, Will +11
<b>Abilities:</b>	Str 17, Dex 13, Con 14, Int 17, Wis 10, Cha 12	Str 17, Dex 13, Con 14, Int 17, Wis 10, Cha 12	Str 17, Dex 13, Con 16, Int 20, Wis 10, Cha 12
<b>Skills:</b>	Concentration +10, Hide +5, Innuendo +6, Intuit Direction +4, Knowledge (Arcana) +7, Knowledge (Planar Lore) +7, Listen +4, Move Silently +5, Scry +7, Search +7, Spellcraft +7, Spot +4, Wilderness Lore +4	Concentration +12, Hide +5, Innuendo +6, Intuit Direction +4, Knowledge (Arcana) +9, Knowledge (Planar Lore) +9, Listen +4, Move Silently +5, Scry +9, Search +7, Spellcraft +9, Spot +4, Wilderness Lore +4	Concentration +15, Hide +5, Innuendo +6, Intuit Direction +4, Knowledge (Arcana) +13, Knowledge (Planar Lore) +13, Listen +4, Move Silently +5, Scry +13, Search +9, Spellcraft +13, Spot +4, Wilderness Lore +4
<b>Feats:</b>	Endurance, Skill Focus (Innuendo), Scribe Scroll, <b>Spell Penetration</b>	Endurance, Skill Focus (Innuendo), Scribe Scroll, <b>Spell Penetration</b> , Craft Magic Arms and Armor, <b>Dodge</b>	Endurance, Skill Focus (Innuendo), Scribe Scroll, <b>Spell Penetration</b> , Craft Magic Arms and Armor, <b>Dodge</b>
<b>Challenge Rating:</b>	8	10	12
<b>Alignment:</b>	Neutral evil	Neutral evil	Neutral evil
<b>Possessions:</b>	+1 Ring of Protection, tattoo (body adjustment)	+1 Ring of Protection, tattoo (body adjustment) x2, +1 cloak of resistance	+2 Ring of Protection, tattoo (body adjustment) x2, +1 cloak of resistance, bracers of health +2, headband of intellect +2, 2 doses of diamond dust for <i>stoneskin</i> spell
<b>Level 0 Spells:</b>	(4) arcane mark x1, detect magic x2, light x1; all	(4) arcane mark x1, detect magic x2, light x1; all	(4) arcane mark x1, detect magic x2, light x1; all
<b>Level 1 Spells:</b>	(4) Burning hands x1, mage armor x1*, magic missile x1, sleep x1; identify, shield, endure elements, true strike, obscuring mist	(4) Burning hands x1, mage armor x1*, magic missile x1, sleep x1; identify, shield, endure elements, true strike, obscuring mist, charm person	(5) Burning hands x1, mage armor x1*, magic missile x1, sleep x1, shield x1; identify, endure elements, true strike, obscuring mist, charm person
<b>Level 2 Spells:</b>	(3) flaming sphere x1, invisibility x1, web x1; knock, cat's grace, endurance, continual flame	(4) flaming sphere x1, invisibility x1, web x1, cat's grace x1; knock, endurance, continual flame, daylight	(4) flaming sphere x1, invisibility x1, web x1, cat's grace x1; knock, endurance, continual flame, daylight
<b>Level 3 Spells:</b>		(3) fireball x1, fly x1, haste x1; blink, suggestion	(4) fireball x1, fly x1, haste x1, major image x1; blink, suggestion, lightning bolt
<b>Level 4 Spells:</b>			(3) stoneskin x1, wall of fire x1, charm monster x1; arcane eye, dimension door, improved invisibility

## AGIAT

**Climate/Terrain:** Deserts, tropical and temperate climates, and other hot places

**Organization:** Solitary, pair, squad (3-10), or troop (11-30)

**Challenge Rating:** 3 + the character level + 1 extra per 2 character levels (since the agiat gains more hit points from higher levels than a normal creature)

**Treasure:** Normal

**Alignment:** Any but usually evil

**Advancement:** By character class

**Description:** "I hated the eerie silence of the thing. It sat across the table from me with that glassy stare, a slow web-work of ice spreading out from its hand across the wood, and of course it didn't speak. It had no mouth, no nose, just a featureless expanse of leathery skin broken by two milky eyes; they made it look like it had cataracts. My interpreter carried the conversation; using the complex sign language of the agiat. It's chair groaned under the vast pressure of the thing, perhaps also from contraction as the agiat drained all the heat from it. It lifted one of its large, but strangely delicate hands and began tracing patterns in the air. Where its finger moved small ice crystals formed, tracing out letters and runes and sigils that would hang in space for a moment, then melt away."

The agiat stand perhaps eight feet tall, but they stoop a bit so they're really a bit taller. They have a wedge shaped, almost crocodile-like, head but no mouth or nose, just icy white eyes. They sport two muscular arms and legs and could appear reptilian if they had a tail. Their leathery skin comes in a variety of shades but typically ranges between gray and green. After their defeat, Trespass extended an offer to them; they could come on board with a alliance as something akin to a satellite state. Trespass respected their skills and, after all, their outlooks weren't so vastly different. This alliance has held with little to no difficulties and Trespass trusts the agiat more than he trusts the Ved Qayat.

The agiat drains heat from its surroundings to survive. This takes the place of food, water, and air for the creature. To communicate they use sign language though they can also tell a great deal just by body language and temperature changes in the air. They can hear regular sounds so they can learn to understand the spoken languages of other races. Since the acquisition of the Snow Pact they can also trace out letters or symbols in the air which last for a short time. If they understand the written language of the person they're talking to they can communicate by writing things out this way; most agiat are quite skilled at writing "backwards" in fact and can do so as second nature. Because they cannot speak they cannot use spells or powers that require a verbal component; however, the Snow Pact fixes that.

Note that the first table lists attributes for the base agiat in the left-most column (this would be their stats as a regular monster write-up) then the attributes for an agiat with a few fighter levels in the other two columns. Most agiat in the

## THE BLOODAXE

Its name should be descriptive enough; if you want a more detailed description of just how it manages to combine "blood" and "axe" so elegantly I suggest you look at the original source (noted in the legal section of this book). For game mechanics you just need to know the damage (nasty) and that it acts like a bastard sword for large creatures; i.e. -4 if used one-handed by a large creature unless you have exotic weapon proficiency with this marvelously subtle tool for hacking living things into non-living things.

Legion are at least Elite; they also have higher attributes just as other elite characters have higher attributes.

## COMBAT

The agiat derive a variety of powers from their ability to drain heat from their surroundings. They're a strange creature, cold on the outside but only because they need to be hot on the inside. They can also detect temperature differences in the environment, but this works quite subtly and then only at close range so its effects are too minute for a game mechanic impact. Some have developed particular skill with this ability but that would be best represented as a feat.

**Nourished by Flame (Su):** Because heat and fire actually nourish the agiat, it takes no damage from attacks with the **fire** type. Unlike fire creatures though, it does not take double damage from cold-based attacks. However, cold and cold based attacks do affect its other abilities. This also sustains the agiat without food or water indefinitely so long as the environment isn't too cold.

**Bleed Frost (Su):** So long as the agiat remains within a relatively warm environment it takes half damage from all attacks (round up). This looks a bit like rapid healing; part of any injury it takes gets offset by absorbing caloric fluid from the environment. Thus, each time you strike an agiat the air grows a bit colder; frost forms on your weapon, and cracked and jagged ice grows outward from its feet where it touches the ground. Hitting the agiat for at least 20 points of cold damage (after any saving throw) neutralizes this power for 1d6 rounds. Also, this power does not work when the ambient temperature falls below 0 degrees Fahrenheit or the Halo of Winter is active. In extremely high temperature environments (where the temperature exceeds 150 degrees Fahrenheit) the agiat also gains 5 points of damage reduction that works against anything; in these conditions it takes 40 points of cold damage to neutralize the damage absorption ability. Naturally, this does not work against cold attacks so the agiat takes full damage from cold and may lose this power for a short time if the cold attack does enough damage.

**Halo of Winter (Su):** As an agiat takes damage it draws heat from the surrounding environment. Eventually it draws

enough heat to make the air around it dangerously frigid. When an agiat has taken 25 or more points of damage within a short time (about two minutes) it acquires a cold aura. This grants all its melee attacks, even those with weapons, +1d6 cold damage as if they had the **frost** special ability for magical weapons. While the coldness of the atmosphere itself feels uncomfortable to most creatures it's not significant enough to generate game effects (especially since the occasional bursts of fireballs and flame strikes provide warming Chinooks in most battles involving player characters). Extremely high ambient temperatures (over 150 degrees Fahrenheit) make the agiat feel really peppy but prevent it from ever draining enough heat to activate this ability; thus it loses this ability in those conditions. On the other hand, getting hit with a high-powered cold attack (20 or more damage after save) automatically activates this ability. After activation the Halo lasts about two minutes until heat from surrounding areas flows into the vacuum. Note that all this assumes that the agiat stays in the same general area; if it moves around too much (more than 50 feet) the heat drain gets spread over too large an area and won't work.

**The Snow Pact (Su):** Agiat who practice arcane magic may use heat from their surroundings to power their magic. When they cast a spell they may choose to forego exhausting the spell slot by expending 1 point per level of the spell from a special pool of Snow Pact points. All agiat arcane casters gain a pool of Snow Pact points equal to the highest level spell they can cast plus their Constitution bonus. For sorcerers, using Snow Pact points just means that they don't use up a slot; for wizards when using Snow Pact points they retain the prepared spell for later use. Using points from the Snow Pact pool also grants a side benefit; the Halo of Winter activates if an agiat uses 5 or more Snow Pact points in a short period of time (within the past two minutes). This operates as normal for the Halo of Winter. The agiat don't actually know where they got the Snow Pact power; the standard story has it that ages ago a great leader of the race made a deal with the Taunas Snow Beast, Scion of Winter. However, there seems to be an independent connection between cold and arcane power so the ability may come naturally. Even that explanation has holes though; after all, the agiat actually uses heat to do all this; cold is just a side effect. Marian Jonsdóttir suggests that it's the phenomenology of cold that matters for arcane magic, not the underlying principle; most wizards think that's pretty wonky.

A second benefit of the Snow Pact is that it empowers the writing the agiat produce when they trace letters or runes in the air. All agiat benefit from this and it allows them to use spells that have a verbal component. In order to do this though they must make gestures (writing in the air) and that means that spells with verbal components suffer spell failure chances as if they required gestures even when the spell doesn't normally require gestures. However, the agiat can cast spells while silenced so they gain a fairly significant advantage.

## AGIAT WIZARDS

**Description:** Agiat wizards naturally favor fire spells since they need it to survive. They'd live in an inferno if they could (well, actually they **did** live in an inferno). Since the agiat provide the core spellcasting and artificing abilities for Lord Trespass he treats them well, even though they are a defeated race. The Ved Qayat also respect them, especially the Legion and often ask them for advice. Like the Qayat, the agiat attached to the Legion typically join the network uplink though they may refuse if they desire. Most don't refuse since the uplink provides them with greater security. The challenge rating for agiat wizards is reduced since adding wizard levels to a creature that starts out more like a fighter tends to make for a less dangerous opponent.

**Tactics:** Naturally the spell lists are just samples; known but unprepared spells follow the semi-colon. Agiat wizards focus on providing magic support first, then blasting things later. They also do a lot of work back at the base camp during regroup and recovery. To prepare for a fight have them use *invisibility* on their designated scout or someone who'll accompany the scout, then buff someone else with *cat's grace*; for either or both of these they're more than willing to "draw some snow" in order to spread the magic around. In a fight they'll begin with short-term boosting spells like *haste* then move on to hindering spells such as *web* or *wall of fire*.

## USING THE ENCOUNTER SHEETS

To determine the encounter level simply put the quantity of NPCs of the appropriate type in the # column then multiply that value by the CP (challenge points) and put the product in the CP Total column. Add up the CP Total column and then compare the value to the chart at the bottom of the encounter sheet. Look across until you come to the CP value closest to your total, the CR/EL value in the row above it equals the encounter level for that encounter. You may then adjust this as usual for special circumstances. Note also that when using lots of lower challenge rating (or challenge point) opponents against high level player characters you should massage the encounter level down a bit (since low challenge rating opponents frequently do little or nothing against high level characters).

Ved Qayat Forward Team			Saves				Init		Hit Points		Challenge Stuff			Total
Name	Main Attack	Key Specials	F	R	W	AC	Bonus	Roll	Base	Left	CR	CP	#	CP
Scout 1	+5 (1d6)	Dodge, SnkA	+4	+8	+6	20	+2		28		5	4		
Scout 2	+7/+2 (1d6+1)	Dodge, SnkA	+5	+11	+7	21	+3		36		7	8		
Scout 3	+11/+6 (1d6+1)	Dodge, SnkA	+5	+12	+7	26	+4		44		9	16		
Mechanic 1	+5 (1d6)	Dodge, SnkA	+4	+8	+5	19	+2		28		5	4		
Mechanic 2	+7/+2 (1d6+1)	Dodge, SnkA	+5	+11	+6	19	+3		36		7	8		
Mechanic 3	+10/+5 (1d6+1)	Dodge, SnkA	+5	+11	+6	23	+3		44		9	16		
Gatekeeper 1	+9 (2d6+4; 19+)	Dodge, SprA	+8	+5	+5	18	+1		40		6	6		
Gatekeeper 2	+11/+6 (2d6+6; 19+)	Dodge, SprA	+9	+6	+5	20	+2		51		8	12		
Gatekeeper 3	+14/+9 (2d6+7; 19+)	Dodge, PowA	+11	+8	+9	23	+2		62		10	24		
Anchorite 1	+6 (1d6+1)	Dodge, SprA	+5	+7	+7	18	+2		31		6	6		
Anchorite 2	+8/+3 (1d6+2)	Dodge, SprA	+6	+8	+8	19	+3		40		8	12		
Anchorite 3	+9/+6/+3 (1d10+2)	Dodge, SprA	+8	+9	+9	26	+3		59		10	24		
Manticore 1	Ray +5	Point-B, Prec.	+4	+7	+7	21	+3		21		6	6		
Manticore 2	Ray +7	Point-B, Prec.	+5	+9	+8	22	+4		26		8	12		
Manticore 3	Ray +9	Point-B, Prec.	+5	+9	+8	25	+4		41		10	24		
Ajivik 1	+8 (2d6+4; 19+)	Psi Wpn, PowA	+6	+6	+5	20	+3		31		6	6		
Ajivik 2	+11 (2d6+7; 19+)	Great Sunder	+7	+6	+5	21	+3		40		8	12		
Ajivik 3	+14/+9 (2d6+8; 19+)	Great Sunder	+8	+7	+6	24	+3		49		10	24		
Coordinator 2	Psy Inq.	Psi Pts 36	+4	+5	+7	18	+1		26		8	12		
Coordinator 3	Psy Inq.	Psi Pts 50	+5	+6	+8	21	+1		31		10	24		
Coordinator 4	Psy Inq.	Psi Pts 68	+5	+6	+9	21	+1		36		12	48		
Nomad 2	+9 (1d6+1; 20/x2)	Psi Pts 36	+4	+12	+9	23	+5		26		8	12		
Nomad 3	+10 (1d6+1; 20/x2)	Psi Pts 61	+5	+13	+10	26	+5		31		10	24		
Nomad 4	+11 (1d6+1; 20/x2)	Psi Pts 79	+5	+13	+11	26	+5		36		12	48		
Raider 2	+11/+6 (2d6+4; 19+)	MP 5	+8	+12	+5	20	+3		52		8	12		
Raider 3	+14/+9 (2d6+5; 19+)	MP 7	+9	+13	+6	23	+3		65		10	24		
Raider 4	+17/+12/+6 (2d6+6; 17+)	MP 9	+11	+15	+8	25	+7		78		12	48		
Power Fighter 1	+14/+9 (2d8+7; x3)	PowA, Clv	+9	+5	+5	19	+0		54		6	6		
Power Fighter 2	+17/+12 (2d8+8; x3)	Maneuvers	+12	+5	+7	19	+0		69		8	12		
Power Fighter 3	+19/+14/+9 (2d8+9; 19/x3)	Maneuvers	+13	+6	+8	20	+0		84		10	24		
Ravager 1	+14/+9 (2d8+7; x3)	PowA, Clv	+9	+5	+5	19	+0		54		6	6		
Ravager 2	+16/+11 (2d8+7; x3)	LotD, Grt Clv	+13	+5	+7	19	+0		82		8	12		
Ravager 3	+19/+14/+9 (2d8+9; x3)	Mas Clv, Rage	+14	+6	+8	20	+0		99		10	24		
Armored Gorgon	+16 (1d8+11)	Breath, haste, SR 15	+9	+8	+7	28	+8		68		14	96		
Armored Tiger	+13/+13 (1d8+10) and +6 (2d6+5)	haste, SR 15	+8	+9	+7	24	+6		45		10	24		
Armored Brown Bear	+13/+13 (1d8+12) and +8 (2d8+6)	haste, SR 15	+9	+8	+7	25	+5		51		10	24		
Agiat Base	+7 (2d6+3; 19+)	Halo	+5	+4	+3	18	+0		22		3	2		
Agiat Elite	+12/+7 (2d8+4; x3)	Bleed Frost	+9	+6	+4	18	+2		41		6	6		
Agiat Master	+14/+9 (2d8+7; x3)	Nour. by Flame	+10	+7	+5	20	+2		56		9	16		
Agiat Acolyte	Spells	SnoP 4	+7	+6	+8	16	+1		44		8	12		
Agiat Adept	Spells	Dodge, SnoP 5	+9	+8	+10	16	+1		53		10	24		
Agiat Scion	Spells	Dodge, SnoP 7	+10	+8	+11	17	+1		74		12	48		
Extra Spaces														
CP Grand Total														
Encounter Level														

CR/EL	1/2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
CP	1/2	1	1.5	2	3	4	6	8	12	16	24	32	48	64	96	128	190	250	375	500	750	1000

## APPENDIX: LEGAL NOTICE

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