



Conversion Document:

PTOLUS AND ARCANA EVOLVED

Knowing there were a lot of fans out there who'd like to incorporate Ptolus into their *Arcana Evolved* games, I was thrilled when Council of Magisters member Søren Thustrup volunteered to draft a conversion document to help players accomplish that very thing. His end result gives DMs exactly what they need, including both general advice and specific content. I've been mixing elements of *Arcana Evolved* into my Ptolus Campaign for years, so I know it can be a fun and rewarding experience. Thanks, Søren. —Monte



When transposing Ptolus into an *Arcana Evolved* campaign, the big question isn't as much how to convert an ogre-mage cleric or a dark elf sorcerer, but where to place Ptolus—geographically and in the grand scheme of things.

The first thing to realize is that the element that really grounds Ptolus in its own world is its history—take that away, and everything becomes much easier. Therefore, any conflicts regarding the Empire and the Church of Lothian should pretty much be ignored.

Second, placing Ptolus depends a lot on how you want to use it in your campaign. If the entire campaign is to take place in the city, read on: The next section deals with Ptolus in a fairly isolated location. If it's just another city to visit, then it should be as close to your regular campaign as possible, and you can use "The New City" option on page 3. And if you want a little of both—a unique location with the Diamond Throne lands nearby—place it on the very edge of the giants' realm and use the section on page 3 titled "The Established Setting".

Third, this conversion document is not an all-comprehensive, full-scale conversion. This is partly for time and space constraint and partly because the very nature of *Arcana Evolved* is to present a framework in which we as DMs can create our own worlds.

PTOLUS AWAY FROM THE DIAMOND THRONE

This is the default placing of Ptolus in the Lands of the Diamond Throne. Why not closer to Dor-Erthenos? Quite simply because no matter how you twist and turn it, adapting Ptolus to *Arcana Evolved* is a shoehorn operation. It's not a bad one as shoehorn operations go, but it can be minimized. One way of doing that is by

setting it far away from the realm. Not in a completely different part of the world (say, in the giants' old land to the east), but far enough away that if a DM doesn't want to deal with a Ptolus in the giants' back yard, he won't have to.

However, for those DMs who want their Ptolus to be an integral part of their game in the world they know, options are given on page 3 for placing Ptolus a lot closer to the giants.

GEOGRAPHY

Ptolus is set on the western shore of the Gulf of Filan, across from Thartholan. It is warmer than described in the book, but just as wet and rainy. Its layout and appearance—from Spire to the Docks—is identical, as is the style of its buildings.

HISTORY

Ptolus' history begins with the old giants—those who lived on the Western Continent before the ancient treaties between giants and dragons confined them to their old, eastern home. These old dwellings of the giants sank in a cataclysm lost even to the akashic memory. On top of their ruins, humans built a town, which later grew to be Ptolus.

When the dragons came west approximately six thousand years ago, Ptolus was already a thriving city. Eventually, however, the dragons could not ignore it, and they sent delegations to establish contact—and to decide if the city could be taken.

To their surprise and chagrin, the dragons discovered that the giants were there, although not in a position of absolute power. And they sensed a strong concentration of dramojh artifacts, sealed in an almost mile-high spire. So the dragons decided to play it safe and

make peaceful overtures to the city. They orchestrated the breeding of a number of long-lived half-dragons whom they groomed as their envoys. These envoys and their dracha servants have a politically strong, but not overwhelming position today.

RACES

When the dramojh came, an influx of refugees from Thartholan and Verdune expanded the number of races in Ptolus considerably. The verrik comprised a large part of the refugees and the indigenous litorians and faen of Ptolus saw their number boosted by new arrivals.

The giants of Ptolus raised the sibeccai around the same time their eastern cousins did so; credit for this simultaneous discovery is usually attributed to the akashic memory, but any record of the actual occurrence is strangely absent today.

Over the next few centuries, more creatures arrived in Ptolus. Some were turned away, but others were allowed to remain. Among those were tieflings and aasimars, descendants of some of the outer-planar exiles that were dragged into Thartholan.

Converting NPC Races

In order to convert the NPCs presented in *Ptolus for Arcana Evolved* use, look at the role they play and how the traditional core rule race is used to enforce that image. A dour dwarf may become a driven sibeccai, and a carefree halfling can just as well be a quickling faen.

You're recommended to use your own judgment, but the following table provides a quick-and-dirty conversion:

Humans	75% human 20% dracha 5% moj
Dwarves	50% giant—especially if the NPC is a great craftsman 45% sibeccai—especially if the NPC is a doughty warrior 5% dracha
Elves	35% alabast—this is if you want to emphasize the alien aspect of the NPC 25% faen—especially if the NPC is sylvan and/or carefree 25% litorian—especially if the NPC is wild (savage) and noble 10% verrik—especially if the NPC has magical aptitude
Gnomes	Loresong faen
Halflings	Quickling faen
Half-elves	30% human 30% faen 25% dracha 5% moj
Half-orcs	10% verrik—if the NPC is presented primarily as obnoxious but civilized 40% sibeccai / 40% human—if the NPC is presented as a thuggish character 10% moj—if the NPC is presented as a more refined villain
Centaurs	Centaurs
Cherubim elves	Sprytes
Harrow elves	Verrik
Litorians	Litorians



Lizardfolk

Either keep them as they are or make them a genetic branch of the squamous lir*, as desired.

Minor Races

Aasimars

Kept as-is. These aasimars are the descendants of a group of heavenly beings who migrated from Thartholan during the dramojh wars.

Dark Elves

Vallorians*. They have been lured to the underground by the draw of the Galchutt. Some Vallorians may have established themselves topside, but most hide below the city.

Minotaurs Orcs

Kept as-is.

Members of a very large tribe of Urgan's Minions*, most of these NPCs have realized that life can actually be better if they reject the teachings of their elders and try living in peace with the other races of Ptolus.

Tieflings

Kept as-is. The tieflings are a mirror image of the aasimars in that they bear the blood of demons forced into Thartholan. Some tieflings show an unhealthy fascination for chaositech.

* See the *Legacy of the Dragons* bestiary.

A Note on Runechildren

As a PC usually cannot become a runechild until he's at least 5th level, any runechild will probably be considered a "runebearer" and be connected to the coming return of the Vallis moon.

Other Races

The gnolls described in the converted adventure from Chapter 33 are sent directly by an imprisoned demon godling. Should you

decide to have gnolls become an integral but unusual part of the world, use the following explanation:

Gnolls are a common nuisance in the lands of the dragons. Their superficial resemblance to sibeccai can either be a case of parallel evolution or of someone raising another breed of the beasts from which the sibeccai sprung. In either case, sibeccai hate gnolls with a passion and attack them on sight.

Ogre magi could be converted to harrids with class levels.

POLITICS

With Ptolus being so close to the lands of the dragons, there is a fairly strong draconic element in the city. For centuries, a half-dragon, the Heir to the Conclave, has held a position identical to the one held by the Prince of the Church. The Heir to the Conclave formally represents the dragons far to the west, but he has as many interests in the city.

The Commissar is a human who formally represents the giants, but as the giants in this area do not have the political power that their cousins in Dor-Erthenos enjoy, the Commissar (an old title that is replaced with “speaker” in the Diamond Throne today) effectively rules the city.

A group calling itself the Council of the Accord seeks a much closer tie to the land of Dor-Erthenos to the east. That puts them in direct opposition to the Commissar, who balances the old tradition of the giants’ rule with the stronger presence of the dragons. The Council of the Accord replaces the republicans.

RELIGION

Ptolus’ many temples have effected a strong religious sentiment in the populace. Any magic-wielding priest is convinced that his or her powers come from a divine source even though their effects are identical to those of their secular counterparts.

The Temple District houses many gods, and DMs can add as many of the Gods of the Denotholan to the deities worshipped in the Street of a Million Gods. One deity worthy of note is Rallonoeh the Giving. It is recommended that Rallonoeh (“Roll-Out the Oily” to his detractors) replace Lothian in every way. Myths of Lothian can easily be converted to Rallonoeh who, while a “savior deity,” is still quite mysterious. The many saints in Ptolus—in particular the ones described in the Knight of the Pale prestige class suites—can either be servants of Rallonoeh or even deities of a small pantheon in its own right.

For optional rules regarding magic-wielding priests, see “Clerics in *Arcana Evolved*” on page 4. Additional rules for *Arcana Evolved* clerics can be found on <www.diamondthrone.com.>, in particular in William L. Collins’ three-part article “The Miracle Worker.”

TECHNOLOGY

Former slaves of the dramojh, the tieflings brought chaositech with them to Ptolus. While most of it was quickly seized by those who recognized its evil, a group of sibeccai managed to grab some of it and use it as inspiration to develop pure technology.

Today, technological items exist, but because of their almost forgotten association with dramojh artifacts, there are those who do not like it.

Guns are so common that native Ptolusites can use them if they can use martial weapons. Others will need special training in the form of the Exotic Weapon Proficiency (Agile) feat.

Chaositech still exists, as well. With its promise of easy power, it remains a lure to many factions—draconic and human...

PTOLUS WITHIN THE LANDS OF THE DIAMOND THRONE

If you want to make Ptolus an integral part of the Lands of the Diamond Throne, it will probably require a lot more work. Below are two ideas for how you can go about it.

THE NEW CITY

The first and best way—and one that will also be consistent with existing *Arcana Evolved* products—is to make Ptolus a former free city on border between Sennes and Devania. On old maps, it is sometimes written as Pental.

The Galchutt were a threat to Dor-Erthenos long before anything else. They inspired Nithogar to create the dramojh, and maybe they even subtly influenced Erixalimar in his negotiations with the giants. And they certainly inspired Danar to gather as many banes and artifacts of evil as possible. While Danar at the time was only a human, although a very powerful one, he is today known to some as the Fallen God of the Denotholan. As Danar gathered the banes, the Spire appeared.

At the places where the link to the Galchutt were strongest, local humans and faen began searching for gold and treasures, and soon a city was born—one with verrik, faen, litorians, and humans.

As the dramojh attacked for the second time, Ptolus was enveloped in a strange mist and disappeared. Some dramojh scholars noted the phenomenon and later replicated it to make the city of Serathis disappear (see *Ruins of Intrigue*).

Now, seventeen hundred years later, Ptolus has returned. The giants, of course, have been swift to move in, and representatives of the Diamond Throne take the place of the Emperor. To the Ptolusites, time stood still during their absence, and many are still trying to come to grips with their new reality. There is a keen sense of loss by those who had friends and families outside Ptolus, but while it has made some more insular, others feel a sense of discovery and a strong urge to learn what has happened.

Politically, there are several divisions in the city. Some support the dragons, others the giants. And to those who yearn for the days of the Sennesian kingdom, Ptolus is a beacon of hope, so it is no wonder the Knights of the Axe are very active in the city. Finally, many others feel that the Commissar is doing a fine job and want to preserve the status quo.

THE ESTABLISHED SETTING

In this option, DMs take all references to a given city described in *Arcana Evolved* and disregard it in favor of Ptolus. Given that it almost has to be a port, there aren’t that many candidates, and Ao-Manasa, Ka-Rone, and Khorl are all candidates. Indeed, Ka-Rone has been home to several *Banewarrens* campaigns already. In that case, make the Commissar a giant, set up a Speakers’ Council right under him and have the Emperor be a draconic representative.

For an alternative, choose Ravadan. Set in the extreme South, it’s not too far-fetched to play down the giants’ involvement—maybe Ea-Nuverun the Steward finally had enough, appointed her Speaker Commissar and just up and left. The giants would then replace the Emperor in a bid to regain some influence.

Ravadan has the added benefit of having a strong divine tradition. Reshape Idonis as Lothian, and you’re well on your way to making Ravadan into your own Ptolus. And for the purpose of maintaining the exciting politics in Ptolus, Ravadan may be the best candidate in terms of a strong human presence.

CHARACTER CLASSES

When converting Ptolus NPCs, converting their class is a question of looking at the feel and function of the NPC. What does it do? An example is Jangave Lesh in Rivergate. As a combat trainer, she can be either a warmain or an unfettered. If you use *Transcendence*, it would make sense to make Jangave a Blade Saint of the school most needed by one of your players' PCs, but looking at her armaments (breastplate and longsword), a warmain might be more appropriate.

That said, the list below is a good rule-of-thumb for conversions:

Original	Converted for <i>Arcana Evolved</i>
Barbarian	Totem warrior* or unfettered
Bard	Akashic or mage blade**
Cleric	Mage blade, witch, or magister†
Druid	Greenbond
Fighter	Warmain, ritual warrior or unfettered (see above). Evil fighters can also be champions, as can others with a strong affiliation to a cause that could be assumed by a champion.
Monk	Oathsworn
Paladin	Champion of light or life (or even justice)
Ranger	Totem warrior*
Rogue	Unfettered or akashic
Sorcerer	Witch
Wizard	Magister

* Note that in Ptolus, no one will raise an eyebrow at seeing a larger-than-normal animal walk about—especially if it is accompanied by a warrior.

** If you have *The Complete Book of Eldritch Might* or *The Book of Eldritch Might II*, you can also use the bard from there.

† Depends mostly on the deity. Anyone can be a priest, of course, but to preserve the image of a magic-wielding servant of a god, any spellcasting class can be used. Note that everyone designated as a "cleric" should probably have the Priest feat.

CLERICS IN ARCANA EVOLVED

Domains

While all priests will swear that their powers are divine in origin, the Priest feat for spellcasters entails a lot of training, which the more cynical observer may also constitute as a source. Nobody knows the truth of the matter, however.

If a spellcaster takes the Priest feat, she gets access to the domain spells and granted powers associated with her deity. These spells are added to the priest's list of known spells. If the priest can already cast these spells by virtue of class or feat, they are added to her readied spells as bonus readied spells. Note that it does not give extra slots; the duplicate spells are simply considered always readied.

Note that because this represents a slight increase in power, DMs should make sure to establish an ethos and a set of rules by which the priest must abide. Ideally, it should give the DM some control over the priest character, which can result in a number of adventure hooks.

When considering domains usable in an *Arcana Evolved* campaign, Chaos, Evil, Good, and Law do not exist due to the rule system's lack of alignment. Therefore, usable *Player's Handbook* domains are limited to: Air, Animal, Death, Destruction, Earth, Fire, Healing, Knowledge, Luck, Magic, Plant, Protection, Strength, Sun, Travel, Trickery, War, and Water. In addition, use the Ptolus-specific domains of Civilization, the Future, Light, Sleep, and Technology from Chapter 35.

Note that if a priest does not normally gain access to 9th- or 10th-level spells, he does not gain access to the domain spells of that level. Also, if you have the *Arcana Evolved Spell Treasury*, you may want to substitute any spells in the following section with the converted SRD spells in the *Spell Treasury*.

Any mention here of "priest level" refers to the priest's caster level. A 7th-level mage blade is a 7th-level priest, and a 4th/4th greenbond/champion of light is a 4th-level priest.

The *Arcana Evolved* conversion of the domains is as follows:

Air

Granted Power: You gain air resistance 5. This stacks with the benefit given from the Elemental Resistance talent. Against creatures with the air subtype or spells with the air descriptor, you gain a +2 luck bonus to saves and Armor Class.

Air Domain Spells

1. Obscuring Mist
2. Gusting Wind
3. Attack From Within*
4. Touch of the Tempest
5. Summon Minor Elemental (Greater)*
6. Shape Element*
7. Control Weather
8. Whirlwind
9. Summon Major Elemental (Greater)*
10. Summon Elemental Horde*

*Cast as an air spell only.

Animal

Granted Power: You gain Way with Animals as a bonus feat. This contradicts the rule of no more than one talent for non-Unbound.

Animal Domain Spells

1. Scent Tracker
2. Beastskin (Lesser)
3. Lion's Form
4. Call Radont
5. Spines of Death
6. Beastskin (Greater)
7. Gaze of the Basilisk
8. Primal Release
9. Shapechange
10. Spirit of Triumph

Civilization

Granted Power: You enjoy a +2 circumstance bonus to Gather Information checks made while in a settlement of at least one hundred people.

Civilization Domain Spells

1. Glamour
2. Location Loresight
3. Compelling Question (Greater)
4. Tongues
5. Commune with the City*
6. Security
7. Phase Door
8. City Transport*
9. Lord of the City*
10. Perfect Ward

*New spell—see conversion notes starting on page 10.

Death

This domain is often known as the Domain of the Dark

Granted Power: You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per priest level you possess. If the total at least equals the creature's current hit points, it dies (no save).

Death Domain Spells

1. Touch of Disruption
2. Advance Poison
3. Steal Health
4. Animate the Dead (Lesser)
5. Control Undead
6. Animate the Dead (Greater)
7. Finger of Destruction
8. Wave of Death
9. Consume Soul
10. Rouse Ghostly Army

Destruction

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your priest level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Destruction Domain Spells

1. True Strike
2. Destructive Grip
3. Hand of Battle
4. Attack From Within (Energy)
5. Dreaded Burning Water
6. Disincorporate
7. Disintegration
8. Mass Devastation
9. Purge Akashic Memory
10. Invoked Apocalypse

Earth

Granted Power: You gain earth resistance 5. This stacks with the benefit given from the Elemental Resistance talent. Against creatures with the earth subtype or spells with the earth descriptor, you gain a +2 luck bonus to saves and Armor Class.

Destruction Domain Spells

1. Stone Blast
2. Muddy Ground
3. Attack From Within*
4. Stone Arm
5. Summon Minor Elemental (Greater)*
6. Shape Element*
7. Summon Major Elemental (Lesser)*
8. Mass Devastation*
9. Summon Major Elemental (Greater)*
10. Summon Elemental Horde*

**Cast as an earth spell only.*

Fire

Granted Power: You gain fire resistance 5. This stacks with the benefit given from the Elemental Resistance talent. Against creatures with the fire subtype or spells with the fire descriptor, you gain a +2 luck bonus to saves and Armor Class.

Fire Domain Spells

1. Fireburst
2. Conjure Energy Creature II*
3. Attack From Within*
4. Conjure Energy Creature IV*
5. Summon Minor Elemental (Greater)*
6. Shape Element*
7. Burning Thorns
8. Conjure Energy Creature VIII*
9. Summon Major Elemental (Greater)*
10. Summon Elemental Horde*

**Cast as a fire spell only*

The Future

Granted Power: Once per day you experience a momentary glimpse of your future, allowing you to add half your level (minimum +1) to a Reflex saving throw of your choosing, or to your Armor Class against a single attack. The decision to use this power must come before resolving the relevant save or attack roll. This is a divinatory effect.

The Future Domain Spells

1. True Strike
2. Read Mind
3. Will of the Gods*
4. Foretell Future
5. Peer into the Future*
6. Aid from the Future*
7. Futuresight*
8. Immunity (Greater)—diminished
9. Trap Soul
10. Undo

**New spell—see conversion notes starting on page 10.*

Healing

This domain is often known as the Domain of the Green

Granted Power: You gain the Blessed Mage feat.

Healing Domain Spells

1. Transfer Wounds (Lesser)
2. Battle Healing (Lesser)
3. Remove Disease
4. Roses of Life
5. Battle Healing (Greater)
6. Burst of Healing—heightened
7. Transfer Wounds (Total)
8. Wave of Life
9. Perfect Health
10. Raise the Dead (Greater)—heightened

Knowledge

Granted Power: You add all Knowledge skills as class skills. If you already have all Knowledge skills as class skills, you gain 4 skill points +1 skill point/priest level to use on Knowledge skills. Cast all divination spells at +1 caster level.

Knowledge Domain Spells

1. Learn Secret (Lesser)
2. Read Mind
3. Clairaudience/Clairvoyance
4. Foretell Future
5. Scrying
6. Learn Truename
7. Peer Through Matter
8. Disguise Soul
9. Immortality
10. Undo

Light

Granted Power: With a touch, you can infuse a creature with light. This is a spell-like ability that you may use once per day. After your successful melee touch attack (using the rules for touch spells), there is a burst of light. Creatures with any light vulnerability or aversion are affected as if by the kind of light to which they are vulnerable, regardless of light conditions.

The effect lasts for one minute per your priest level, even if the creature moves away into the darkness. If the creature normally would be destroyed in light (like a vampire), roll 1d6 per your priest level. Should the total at least equal the creature's current hit points, it is destroyed.

Light Domain Spells

1. Illuminated Weapon*
2. Blinding Light
3. Blast of Castigation (cast as Light spell)
4. Shield of Light*
5. Blazing Light*
6. Waves of Light*
7. Kozo Strike*
8. Kozo Blast*
9. Wellspring of Soul's Light*
10. Sunfire Tomb*

*New spell—see conversion notes starting on page 10.

Luck

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in success or failure. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells

1. Slip Between Sight
2. Protective Charm
3. Protection From Elements
4. Protection From Energy
5. Remove Malady
6. Roaring Defense
7. Spell Turning
8. Telekinetic Shield
9. Duplicate
10. Undo

Magic

Granted Power: You gain the Modify Spell feat as a bonus feat.

Magic Domain Spells

1. Familiarity of Place

2. Analyze
3. Focused Power
4. Enhance Magical Flow (Greater)
5. Spell Resistance
6. Security
7. Spellmaster
8. Spell Magnet
9. Temporal Stasis
10. Magical Fortress (can only be cast once)

Plant

Granted Power: Cast all Plant spells at +1 caster level.

Plant Domain Spells

1. Plant Armor
2. Wicked Barb
3. Carnivorous Plant Defense
4. Bind With Plants
5. Wall of Thorns
6. Transform into Plant
7. Burning Thorns
8. Bring Down the Moon
9. Temporal Stasis
10. Curse of Damnation

Protection

Granted Power: You can generate a protective ward as a supernatural ability. Grant someone you touch a resistance bonus equal to your priest level on his or her next saving throw. Activating this power is a standard action. The protective ward is an abjuration effect with a duration of one hour that is usable once per day.

Protection Domain Spells

1. Safe Fall
2. Mark Allies
3. Dispel Magic
4. Protection from Energy
5. Spell Resistance
6. Protect Soul
7. Immunity (Lesser)
8. Telekinetic Shield
9. Immunity (Greater)
10. Protective Shell

Sleep

Granted Power: You can see the current dream of any creature you touch.

Sleep Domain Spells

1. Distraction
2. Slip Between Sight
3. Weary Touch
4. Telepathy
5. Dreamwalk*
6. Nightmare*
7. True Lore*
8. Bring Down the Moon
9. Temporal Stasis
10. Temporatorium*

*From Spell Treasury—see conversion notes starting on page 10.

Strength

Granted Power: You can perform a feat of strength as a supernatural ability. You gain an enhancement bonus to Strength equal to your priest level. Activating the power is a free action; the power lasts 1 round, and it is usable once per day.

Strength Domain Spells

1. Magic Armor
2. Ability Boost (Lesser)—works only on Strength*
3. Spirit of Prowess
4. Neutralize Poison
5. Gird the Warrior
6. Ability Boost (Greater)—works only on Strength*
7. Spirit of War
8. Unstoppable Strikes
9. Duplicate
10. Bolt of Power

**Regardless of whether it's the highest ability score.*

Sun

Granted Power: Once per day as a standard action you can open a small rift to the sun at up to Close range (25 feet + 5 feet/2 levels). Through this rift light and heat blast a cone measuring 5 feet/level for 1d6 points of damage per level (Reflex save for half, DC 10 + half level + priest's spellcasting key ability score or Charisma if priest is not a spellcaster). Half the damage is fire and half is pure energy.

Sun Domain Spells

1. Predict Weather
2. Dazzlesphere
3. Sorcerous Blast*
4. Protection from Energy*
5. Unstoppable Energy
6. Energy Sheath*
7. Control Weather
8. Regeneration
9. Conjure Energy Creature IX*
10. Fist of the Elemental Lord*

**Cast as fire spell only.*

Technology

Granted Power: You gain a +2 competence bonus to Knowledge or Craft checks that apply to technological devices. You also gain automatic proficiency with firearms.

Technology Domain Spells

1. Identify Device*
2. Lock and Load*
3. Repair Device*
4. Conjure Device*
5. Explosive Shot*
6. Heartseeking Shot*
7. Create Device*
8. Conveyance*
9. Cannons of Heaven*

** New spell—see conversion notes starting on page 10.*

Travel

Granted Power: You gain +10 feet to any movement speed. Add Survival to class skills.

Travel Domain Spells

1. Acrobatics

2. Levitate
3. Flight
4. Fly Like an Arrow
5. Teleport
6. Summoning Pact
7. Phase Door
8. Teleport Attack
9. Hoard Ward
10. Perfect Ward

Trickery

Granted Power: You add Bluff, Disguise, and Sneak to your class skills. If they are all already on your list of class skills, you get a +1 bonus to each.

Trickery Domain Spells

1. Glamour
2. Sorcerous Guise
3. Unknown
4. Dimensional Door
5. Open Door
6. Peer Through Matter
7. Incorporeal Form
8. Unstoppable Strikes
9. Duplicate
10. Telekinesis (True)

War

Granted Power: Free proficiency with deity's favored weapon and Weapon Focus with the deity's favored weapon.

War Domain Spells

1. Magic Weapon
2. Energy Blade
3. Arrow Reflection
4. Conjure Weapon (Greater)
5. Massive Sword (shaped as deity's favored weapon)
6. Bloodblade
7. Ride the Lightning
8. Roar of Courage
9. Call Guardian (Greater)
10. Spirit of Triumph

Water

Granted Power: You gain water resistance 5. This stacks with the benefit given from the Elemental Resistance talent. Against creatures with the water subtype or spells with the water descriptor, you gain a +2 luck bonus to saves and Armor Class.

Water Domain Spells

1. Obscuring Mist
2. Boil
3. Water Breathing
4. Attack From Within—heightened*
5. Dreaded Burning Water
6. Freeze
7. Summon Major Elemental (Lesser)*
8. Mass Devastation*
9. Summon Major Elemental (Greater)*
10. Summon Elemental Horde*

**Cast as a water spell only.*

Turning Undead

Compared to a standard *Arcana Evolved* campaign, Ptolus involves a much higher number of undead nearby. While the ability to turn undead isn't necessary from a game balance point of view, some DMs may wish to make it available to the player characters. In that case, the Brandish Magical Might feat, combined with either the Blessed Mage or the Corrupt Mage feat, enables the PC to turn or rebuke undead exactly as described in Chapter 8 of the *Player's Handbook*.

SKILLS

All skills function as listed in *Arcana Evolved* and shouldn't pose much of a challenge. Note that Hide and Move Silently are lumped together in Sneak, so many Ptolusites will have a few more skill points. If you want absolute verisimilitude, redo the skills; in most cases, either leave out the extra skill points, choose a new skill or add +1 per NPC level to existing skills.

ARCANA EVOLVED PRESTIGE CLASSES

It is no surprise that a metropolis like Ptolus has many organizations and groupings of specialists. The following is a short rundown of the prestige classes in *Arcana Evolved*.

BEAST REAVER

The best way to use this class, outside of Vallorian beast reavers in the Undercity, is probably to have some beast cults in the Temple District use beast reavers as priests.

CRYSTAL WARRIOR

Mystics and loners, the few crystal warriors in Ptolus keep to themselves. You could opt for most of them to be guardians of Castle Shard and have their powers connected to the crystal in the middle of the castle, but that's not strictly necessary. And for those using the option of having Ptolus emerge somewhere on the Devanian coast, some of the crystal warriors may even be very high level and still possess the secrets of the mysterious Crystal Weavers.

DARKBOND

This prestige class replaces the Forsaken shigmaa prestige class because of the scarcity of resurrection magics in *Arcana Evolved*, although darkbonds in Ptolus call themselves "Forsaken shigmaa" and consider the use of "darkbond" "unenlightened at best and an insult most of the time. This means that those with the Forsaken shigmaa prestige class are no more powerful level for level than other characters. There are more darkbonds gathered in Ptolus than anywhere else on Serran.

DRAGON KITH

In Ptolus' default setting, dragon kith are quite common; many are servants at the court of the Heir to the Conclave, but there are also those who have gathered from elsewhere in the lands.

If Ptolus is set closer to Dor-Erthenos, dragon kith are rarer, of course.

ESOTERIC MAGE

The Esoteric Mage replaces the Inverted Pyramid prestige classes with the following alterations: Many of the greatest magisters of the Inverted Pyramid have levels in the Esoteric Mage prestige class. Inverted Pyramid members are known as Initiates, Students,

Practitioners, Masters and Grand Masters. An Inverted Pyramid Esoteric Mage does not need to have the Unique Spell talent and can in fact take the prestige class as soon as he or she can cast 4th-level spells.

Furthermore, Inverted Pyramid Esoteric Mages can choose to take the Spell Affinity and Signature Spell instead of one of their "Exotic Spell or Unique Spell" abilities (but they can only take the feats once each).

GIANT PARAGON

A few giants have taken levels as giant paragons. While many of these giants were captains in the Commissar's Men, their rituals invariably cause them to leave their duty and seek self-enlightenment elsewhere.

KNIGHT OF THE AXE

If Ptolus appears suddenly on the Devanian coast, the Knights of the Axe are quick to make their presence known, and if you use the Ravadan-as-Ptolus option, they also have a strong presence in that version of Ptolus. In the default setting, however, the Knights of the Axe are probably extremely rare or may not exist at all.

MAGE PRIEST

This prestige class is quite common—not as the shepherds of a congregation, but practically everybody who deals with chaostech or otherwise tries to draw power from the Galchutt ends up taking levels in this prestige class.

NIGHTWALKER

Some members of the Balacazar Crime Family have levels as nightwalkers, but because being a known criminal isn't always a handicap in Ptolus, it is not as required as elsewhere in the Lands of the Diamond Throne.

OLLAMH LOREKEEPER

Wherever there are faen, there's an ollamh lorekeeper. Most faen leaders have at least a few levels in this class.

RUNE LORD

This isn't an uncommon prestige class either, and especially many worshippers and priests of Vekik the Rune God have levels in it.

SOMNAMANCER

Some consider somnamancers the bravest people in Ptolus. Others think of them only as evil criminals for whom not even sleep is sacred. And of course, both opinions are quite valid. A few somnamancers track dreams of madness in order to trace the influence of the Galchutt on the weak-minded. Others steal and spy as described in *Arcana Evolved*.

PTOLUS PRESTIGE CLASSES

Below is a brief discussion of the prestige classes described in *Ptolus* Chapter 36 as they apply to *Arcana Evolved*.

KNIGHT OF THE CHORD

Refer to *The Complete Book of Eldritch Might* for information about this prestige class. Note that it requires the use of the alternative bard class—which in itself is a perfectly valid addition to the *Arcana Evolved* game.

KNIGHT OF THE PALE

Many champions of life, light, and justice take this prestige class.

Alterations: Drop the alignment requirement. Change the feat requirement to Focused Healing and Infuse Weapon. Specific powers are changed as follows:

Suite of St. Chausle: *Bless weapon* becomes *illuminated weapon* (see below).

Suite of St. Gustav: *Cure moderate wounds* becomes *lesser battle healing*.

Suite of St. Yessid: *Fly* becomes *flight*. *Dismissal* becomes *massive sword*.

Suite of St. Daris: Use of the feat Speed Burst. Spell resistance applies to spells with the [negative energy] descriptor.

Suite of St. Feldin: *Stoneskin* becomes *defensive field*; *dispel evil* becomes *teleport other*.

Suite of Lothian: *Heal* becomes *perfect health*; *holy word* becomes *wave of life*.

Holy Avenger: In the hands of a Knight of the Pale, this sword is a +5 *cold iron preserving sword*. It provides SR equal to 5 + character level and enables the wielder to cast *dispel magic* using his character level as caster level and his Charisma as the casting ability.

SPELLS AND MAGIC

The following list is a reversed version of the one found in *Legacy of the Dragons*. It can serve as a guideline for choosing replacement for SRD spells (e.g. for spell-like abilities).

For the best conversion, however, the *Arcana Evolved Spell Treasury* is a must. A few spells from that book are reproduced in the conversion notes after this list, as they are referred to in the “Clerics in *Arcana Evolved* ” section on page 4.

d20 Spell	Arcana Evolved Spell
Alter self	Sorcerous guise
Augury	Predict weather
Barkskin	Lesser beastskin
Barkskin	Plant armor
Bear's endurance	Lesser ability boost
Bull's strength	Lesser ability boost
Cat's grace	Lesser ability boost
Eagle's splendor	Lesser ability boost
fox's cunning	Lesser ability boost
Owl's wisdom	Lesser ability boost
Bestow curse	Curse of vengeance
Big grasping hand	Rock's hand
Blindness/deafness	Blinding light
Burning hands	Boil
Burning hands	Fireburst
Cat's grace	Acrobatics
Cause fear	Touch of fear
Charm person	Charm
Charm person	Directed charm
Chill touch	Tears of pain
Clairvoyance	Peer through matter
Color spray	Cold blast
Command	Compelling command
Command	Lesser compelling question
Confusion	Modify memory
Control water	Water roil
Create greater undead	Greater animate the dead

d20 Spell	Arcana Evolved Spell
Cure critical wounds	Greater battle healing
Cure light wounds	Lesser transfer wounds
Cure moderate wounds	Lesser battle healing
Darkness	Veil of darkness
Daze monster	Disorient
Daze monster	Distraction
Death ward	Protect the soul
Deeper darkness	Cloak of darkness
Detect poison	Detect disease
Detect secret doors	Precise vision
Detect thoughts	Read mind
Dimension door	Dimensional door
Disguise self	Glamour
Disintegrate	Disintegration
Divine favor	Bash
Divine power	Spirit of prowess
Dominate monster	Greater dominate
Dominate person	Lesser dominate
Entangle	Bind with plants
Fear	Gaze of terror
Feather fall	Safe fall
Feeblemind	Enfeebled mind
Find traps	Bypass ward
Fire shield	Defensive field
Fireball	Attack from within
Fireball	Sorcerous blast
Flame blade	Energy blade
Flesh to stone	Gaze of petrification
Flesh to stone	Vitrification
Fox's cunning	Lesser enhance magical flow
Gaseous form	Incorporeal form
Ghost sound	Scent bane
Glitterdust	Dazzlesphere
Greater heroism	Greater ability boost
Greater heroism	Stimulate
Guidance	Canny effort
Gust of wind	Gusting wind
Gust of wind	Wind churn
Heal	Perfect health
Hero's feast	Conjure repast
Hold monster	Chains of vengeance
Hold monster	Coma
Hold person	Drain away speed
Holy aura	Telekinetic shield
Holy word	Psychic blast
Identify	Analyze
Identify	Lesser learn secret
Imprisonment	Woodland prison
Inflict light wounds	Touch of disruption
Inflict moderate wounds	Touch of pain
Inflict serious wounds	Hand of battle
Insanity	Curse of the chaotic mind
Invisibility purge	Scent tracker
Keen edge	Ghost weapon
Knock	Open lock
Legend lore	Creature loresight
Legend lore	Learn truename
Legend lore	Location loresight

d20 Spell

Legend lore
 Levitate
 Light
 Locate creature
 Mage armor
 Mage hand
 Magic missile
 Magic missile
 Magic stone
 Make whole
 Mass hold person
 Mel's acid arrow
 Mending
 Message
 Message
 Meteor swarm
 Minor creation
 Mord's private sanctum
 Nondetection
 Otil's resilient sphere
 Passwall
 Plane shift
 Protection from energy
 Prying eyes
 Purify food and drink
 Raise dead
 Ray's mnemonic enhancer
 Ray's telepathic bond
 Resistance
 Sanctuary
 Shatter
 Shield of faith
 Shout
 Silence
 Silence
 Silent image
 Soften earth and stone
 Soul bind
 Speak with plants
 Spell turning?
 Spiritual weapon
 Stone shape
 Stoneskin
 Suggestion
 Summon monster III

 Summon monster V

 Summon monster VII

 Telekinesis
 Time stop
 Touch of fatigue
 Touch of idiocy
 True seeing
 Vampiric touch
 Wall of force
 Web

Arcana Evolved Spell

Object loresight
 Magnetism
 Lesser glowglobe
 Tracer
 Eldritch armor
 Lesser telekinesis
 Mind stab
 Stone blast
 Mudball
 Greater repair
 Song of paralysis
 Icebolt
 Lesser repair
 Contact
 Sense thoughts
 Mass devastation
 Lesser creation
 Security
 Unknown
 Lesser resilient sphere
 Open door
 Portal to another plane
 Protection from elements
 Greenspy
 Enchanting flavor
 Revivication
 Greater enhance magical flow
 Telepathy
 Saving grace
 Protective charm
 Earth burst
 Magic armor
 Scream
 Silent sheath
 Subtle steps
 Minor illusion
 Muddy ground
 Permanent rest
 Carnivorous plant defense
 Spell magnet
 Animate weapon
 Shape element
 Greater beastskin
 Greater compelling question
 Lesser summon minor elemental
 Greater summon minor elemental
 Lesser summon major elemental
 Greater telekinesis
 Duplicate
 Touch of nausea
 Whisper of madness
 Blindsight
 Steal health
 Greater eldritch wall
 Eldritch web

SHADOW MAGIC

Shadow magic, the specialty of House Sadar, does not have an equivalent set of spells in *Arcana Evolved*. The best way to deal with it is either to think up a campaign-specific field of interest for House Sadar—maybe make them an old family of power-hungry alabasts—or make use of the following feat:

Shadow Mage [Ceremonial]

After a twenty-four-hour-long ceremony held in shadowy surroundings with five magisters, each of 9th level or higher, you can weave a deceptive nuance of shadows into your spells.

Prerequisites: Intelligence 17, Corrupt Mage.

Benefit: A character with this feat can cast a spell in its heightened version without using the higher-level slot to do so. However, the extra power is made of shadows and can be disbelieved with a Will save at the same Difficulty Class as the original spell (in its normal, non-heightened form).

CONVERTED SPELLS

The spells in this section, most of which appear in d20 format in *Ptolus* Chapter 35, are primarily for use with the domains listed previously. They can also be used as regular spells, if desired. Most of these versions are from the *Spell Treasury*. The Technology domain spells have been converted by Robert J. Smith and are used with permission.

Aid From the Future

Transmutation

Level: 6 (Exotic, Future)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

You call on your future self to aid you in the present. Drawing on the life energy of the you living twenty-four hours in the future, you restore yourself to full hit points and regain 1d4+1 levels of cast spells of your choosing (your readied spells do not change). Exactly twenty-four hours after the casting of this spell, you suffer 4d6 points of subdual damage and are stunned for 1d6+4 rounds.

If you cast *aid from the future* but die without being raised before the twenty-four hours elapses, or if in twenty-four hours you are within the area of a *null magic zone*, or if something else prevents this spell from logically functioning after it has been cast, the temporal flux caused by the paradox inflicts 4d6 points of real damage upon you and all the allies who were within 30 feet of you when you cast the spell *regardless of their current location or condition—even in a null magic zone*. The affected creatures also are stunned for 10 rounds. There is no saving throw.

You can cast this spell only once in a given twenty-four-hour period.

Diminished Effects: The spell heals you fully, but you regain no cast spells.

Heightened Effects: The spell, in addition to its normal effects, also frees you of any unwanted, nonpermanent, or Instantaneous enchantments or transformations.

Magic Item Creation Modifier: Single-use ×2

Blazing Light

Evocation [Faen, Light, Positive Energy]

Level: 5 (Complex, Light)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Target: One creature or object

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Focusing power like a ray of sunlight, you project a beam of light from your hand. Creatures struck by this ray of light suffer 1d8 points of damage per caster level (maximum 15d8). Undead creatures take an additional +2d8 points of damage, and undead creatures particularly vulnerable to sunlight, such as vampires, receive an additional +5d8 points of damage (not cumulative with the additional damage to undead). Constructs and inanimate objects take only 1d6 points of damage per caster level (maximum 15d6).

Diminished Effects: The spell uses d6s instead of d8s for damage and has 10d6 maximum damage.

Heightened Effects: Undead struck by this spell suffer 2 points of Strength damage and a –2 morale penalty to attacks, damage, checks, and saves for 1 round per caster level.

Cannons of Heaven

Conjuration (Summoning)

Level: 9 (Exotic, Technology)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: 30-foot spread

Duration: One round per two levels

Saving Throw: Reflex half

Spell Resistance: No

At your command, a cloud appears in the sky, bristling with cannons. It hovers no more than one hundred feet in the air and bombards any area within range (changing areas is a free action), inflicting 10d6 points of damage per round. The cannons and the cloud cannot be attacked, but they can be dispelled.

Diminished Effects: The range becomes medium (100 feet + 10 feet/level), and the cannons inflict 5d6 points of damage per round.

Heightened Effects: The duration becomes 1 round per level, and the cloud can target up to two four distinct areas with 5d6 points of damage per round (the maximum damage to a given area is still 10d6 points per round).

Converted by Robert J. Smith. Used with permission.

City Transport

Transmutation [Giant]

Level: 8 (Exotic, Civilization)

Casting Time: 1 full round

Range: Personal

Target: You

Duration: One minute/level

You can cast *city transport* only within a settlement that is home to at least one hundred people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define one hundred farmers living across hundreds of acres as a settlement). For the duration of this spell, you can teleport anywhere within the confines of that community without chance of error (with the same limitations as the *teleport other* spell). You can do this once every other round, up to a maximum number of times equal to half your caster level.

Diminished Effects: You are limited to no more than one teleportation per five caster levels.

Heightened Effects: You can transport between multiple cities as well as within one.

Magic Item Creation Modifiers: Constant ×2, single-use ×2

Commune With the City

Divination [Giant, Psionic]

Level: 5 (Exotic, Civilization)

Casting Time: 10 minutes

Range: Personal

Target: You

Duration: 1 round/level

You can cast *commune with the city* only within a settlement that is home to at least 100 people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define 100 farmers living across hundreds of acres as a settlement). After casting the spell, you can ask one yes or no question per caster level and receive an answer. This spell provides only answers known to someone within the settlement, and the question must pertain to the community in some way. So, if you cast the spell and ask, “Is the Chosen Sapphire within the Tower of Returning?” you will get an answer only if someone in the community where you cast the spell knows the answer. The locals upon whose knowledge you rely remain unaware of any spell effects: You are drawing upon the gestalt knowledge of all the residents, not that of any one individual—even if only one person knows the answer.

Diminished Effects: Each question has a chance of being answered equal to 50 percent + 1 percent per caster level.

Heightened Effects: The spell offers an additional question for every four caster levels.

Magic Item Creation Modifiers: Constant ×1.5, single-use ×3.

Conjure Device

Conjuration (Summoning)

Level: 4 (Exotic, Technology)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A single technological device worth up to 200 gp/level

Duration: One minute/level

Saving Throw: None

Spell Resistance: No

You summon into being a mechanical device that you are familiar with. It appears within the range, as you decide. The device is in perfect working order and is fully fueled or loaded (as the case might be).

Diminished Effects: The duration becomes one round per level, and the summoned device can be worth up to 50 gp per level.

Heightened Effects: The device has double hit points and +10 hardness. In addition, it gains a +1 bonus on its primary function (a firearm gains a bonus to attack rolls, a steam-powered ladder grants a bonus to Climb checks, and so forth).

Material Component: A jewel worth at least half as much as the device.

Magic Item Creation Modifiers: Constant ×2, single-use ×4.

Converted by Robert J. Smith. Used with permission.

Conveyance

Transmutation

Level: 8 (Exotic, Technology)

Casting Time: Full round

Range: Touch

Target: One flat platform up to 20 feet to a side

Duration: One hour/level

Saving Throw: None

Spell Resistance: No

You touch a piece of metal or a metal device weighing at least one hundred pounds and transform it into a technological flying platform up to twenty feet square. You understand the controls and can control the device using a standard action each round (unless the platform is only hovering). You can teach another character to control the craft with only ten minutes of instruction. The platform has a speed of 100 feet with Perfect maneuverability. It has a hardness of 10 and 250 hit points.

Diminished Effects: The platform is five feet to a side.

Heightened Effects: The platform has a hardness of 20 and spell resistance equal to 10 + caster level. It also has protective walls that provide up to total cover to the occupants and is armed with six small cannon that automatically target opponents at the controlling character's direction and reload themselves in two rounds (they can be fired every third round). No more than three cannon can fire in a given quarter arc in a single round.

Material Component: One hundred pounds of metal.

Magic Item Creation Modifiers: Charged $\times 1.5$, single-use $\times 1.5$.

Converted by Robert J. Smith. Used with permission.

Create Device

Conjuration (Creation)

Level: 7 (Exotic, Technology)

Casting Time: Standard action

Range: Close (25 feet + 5 feet/two levels)

Effect: A single technological device worth up to 200 gp/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You call into being a mechanical device that you are familiar with. It appears within the range, as you decide. The device is in perfect working order and is fully fueled or loaded (as the case might be).

Diminished Effects: The device has half hit points. In addition, attempts to use the device impose a -2 penalty (a firearm suffers a -2 penalty to attack rolls, a steam-powered ladder imposes a -2 penalty to Climb checks, etc.).

Heightened Effects: The device can be worth up to 1,000 gp/level.

Material Component: A jewel worth at least as much as the device.

Magic Item Creation Modifiers: Charged $\times 3$, constant N/A, single-use $\times 4$.

Converted by Robert J. Smith. Used with permission.

Dreamwalk

Illusion (Phantasm) [Mind-Affecting, Psionic]

Level: 5 (Exotic, Sleep)

Casting Time: One minute

Range: Unlimited

Target: Living creature touched

Duration: See text

Saving Throw: None

Spell Resistance: Yes

You, or a messenger touched by you, sends a phantasmal message to another in the form of a dream. At the beginning of the spell, you must name the recipient or identify him or her by some title that leaves no doubt as to identity. The creature must be of your same

type (humanoid, giant, and so on). The messenger then enters a trance, appears in the intended recipient's dream, and delivers the message. The message can be of any length, and the recipient remembers it perfectly upon waking. The communication is one-way. The recipient cannot ask questions or offer information, nor can the messenger gain any information by observing the dreams of the recipient.

Once the message is delivered, the *dreamwalker's* mind returns instantly to its body. The duration of the spell is the time required for the messenger to enter the recipient's dream and deliver the message.

If the recipient is awake when the spell begins, the messenger can choose to wake up (ending the spell) or remain in

the trance. The messenger can remain in the trance until the recipient goes to sleep, then enter the recipient's dream and deliver the message as normal. A messenger who is disturbed during the trance comes awake, ending the spell.

Creatures who don't sleep or don't dream cannot be contacted by this spell.

The messenger is unaware of its own surroundings or of the activities around it while in the trance. It is defenseless both physically and mentally (always fails any saving throw) while in the trance.

Diminished Effects: You must know the recipient's truename. If used in this way, the spell takes on the truename descriptor

Heightened Effects: Your message can be slightly more complex in this version of the spell, and you (or the messenger) may have up to 1 round of communication per level with the recipient.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 2$

Explosive Shot

Transmutation

Level: 5 (Exotic, Technology)

Casting Time: Standard action

Range: Touch

Target: One firearm

Duration: One round/level

Saving Throw: Reflex half

Spell Resistance: Yes

You temporarily transmute a firearm so that the shots it fires are explosive and inflict their listed damage within a ten-foot spread. Those in the area can make a Reflex save for half damage as if resisting a spell you cast. This spell cannot be used on a weapon already affected by *heartseeking shot*.

Diminished Effects: The firearm inflicts half its listed damage within a ten-foot spread.

Heightened Effects: In addition to the damage, creatures within the area must succeed at a Fortitude save or be deafened for 1 round. A creature that does not take damage from the shot (due to evasion, high damage reduction, or other factors) is not subject to this secondary effect.

Magic Item Creation Modifiers: Constant $\times 4$, charged $\times 2$, single-use $\times 2$.

Converted by Robert J. Smith. Used with permission.

Futuresight

Divination [Psionic]

Level: 7 (Exotic, Future)

Casting Time: One hour

Range: Touch

Target: One creature that is not you

Duration: One minute

Saving Throw: Will negates

Spell Resistance: Yes

Similar to the effect of *peer into the future* (page 15), this spell shows you what another creature will be doing at some time still to come. The time can be any point in the creature's future life span, but the exact moment that you view is up to the DM. Unlike *peer into the future*, you can specify a general topic on which your *futuresight* will take place. For example, you could say "a great battle," or "a moment of great triumph," and the DM will describe for you a point in the subject's future involving the selected topic, if there is one. However, topics such as "the moment of Feldrik's death," or "when we find the Nithogar's dragonstone" are too specific.

Diminished Effects: The future time viewed is no sooner than one week and no later than one week away plus two days per caster level.

Heightened Effects: If the DM allows it, the spell pinpoints a specific point in time of your choosing. Otherwise, N/A.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 3$

Heartseeking Shot

Transmutation

Level: 6 (Exotic, Technology)

Casting Time: Standard action

Range: Touch

Target: One firearm

Duration: One round/level

Saving Throw: Reflex half

Spell Resistance: No

You temporarily transmute a firearm so that it ignores armor, shield, and natural armor bonuses due to its piercing quality. The critical threat range of the weapon also doubles (if the wielder has the Improved Critical feat for the firearm, the threat range is tripled). This spell cannot be used on a weapon already affected by explosive shot.

Diminished Effects: The spell does not affect the weapon's critical threat range.

Heightened Effects: Successful attack rolls are treated as critical threats (the attacker must roll to confirm the critical hit as normal).

Magic Item Creation Modifiers: Constant $\times 4$, charged $\times 2$, single-use $\times 2$.

Converted by Robert J. Smith. Used with permission.

Identify Device

Divination

Level: 1 (Complex, Technology)

Components: V, S, M

Casting Time: One hour

Range: Touch

Targets: Up to one object/level

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines the single most basic function of each non-magical target item, including technology and chaostech. This includes how to activate that function (if appropriate) and how many uses remain (if any). For example, a demon gun would register as a "weapon," while a spyglass would register as a "device for seeing faraway things."

Should a device have different functions that are equally basic, *identify device* determines the lowest-level function. If these functions are also of equal level, decide randomly which is identified.

Diminished Effects: The spell has a 10 percent chance per caster level of identifying an item.

Heightened Effects: Casting time becomes a standard action.

Illuminated Weapon

Evocation [Light, Positive Energy]

Level: 1 (Complex, Light)

Casting Time: Standard action

Range: Touch

Target: One weapon

Duration: One minute/level (D) (see text)

Saving Throw: Will negates

Spell Resistance: Yes

You make a weapon particularly useful against undead opponents by infusing it with magical daylight. The weapon disrupts the undead flesh of corporeal foes, inflicting upon them a -2 penalty to attacks, saves, and checks for 1 round per level when it strikes them. (Multiple strikes do not inflict stacking penalties.) Incorporeal undead hit are also disrupted and can take only a move action or a standard action on their next turn (but not both).

Diminished Effects: Undead may make a Will save to resist the spell's effects.

Heightened Effects: The spell affects any creature, not just undead.

Magic Item Creation Modifier: Constant $\times 6$

Kozo Blast

Evocation [Light]

Level: 8 (Complex, Light)

Casting Time: Standard action

Range: Long (400 feet + 40 feet/level)

Area: 80-foot-radius burst

Duration: Instantaneous

Saving Throw: Reflex partial (see text)

Spell Resistance: Yes

You body glows with the brightness of the sun. On your command, a ball of glowing light shoots from your hands, exploding silently from a point you select. All creatures in the blast are blinded and take 6d6 points of damage. A creature to which sunlight is harmful or unnatural takes double damage. A successful Reflex save negates the blindness and reduces the damage by half.

An undead creature caught within the *kozo blast* takes 1d6 points of damage per caster level (maximum 25d6), or half damage on a successful Reflex save. In addition, the burst results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures. This spell dispels any darkness spells of lower than 9th level within its area.

Diminished Effects: Creatures caught in the burst take 6d4 points of damage. Creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half. Undead creatures caught within the burst take 1d4 points of damage per caster level (maximum 20d4), or half damage on a successful Reflex save. The burst still results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

Heightened Effects: The spell deals 6d8 points of damage (Reflex save for half damage) or 1d8 points of damage per caster level to

undead. As well, the burst generates incredible heat, granting the spell the fire descriptor. In addition to the normal damage and blindness effects, the spell also deals 1 point of fire damage per caster level. This damage is not reduced even if the creature makes its Reflex save.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$.

Kozo Strike

Evocation [Light]

Level: 7 (Complex, Light)

Casting Time: Standard action

Range: 60 feet

Area: Line from your hand

Duration: 1 round/level or until all beams are exhausted

Saving Throw: Reflex negates and Reflex half (see text)

Spell Resistance: Yes

You body glows from within with the light of the sun; the glow becomes more and more focused in your arm and hand. For the duration of this spell, you can use a standard action to evoke a dazzling beam of intense light each round. You can call forth one beam per three caster levels. The spell ends when its duration runs out or when you exhaust your allotment of beams. Until the spell ends, you generate light in a thirty-foot radius around your body.

Each creature in the beam is blinded and takes 4d6 points of damage. Any creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half. An undead creature caught within the beam takes 1d6 points of damage per caster level (maximum 20d6), or half damage on a successful Reflex save. In addition, the beam results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

The ultraviolet light generated by the spell deals damage to fungi, mold, oozes, and slimes just as if they were undead creatures.

The beam of light from this spell dispels any darkness spell of lower than 5th level whose area it passes through.

Diminished Effects: Creatures hit by the beam take 4d4 points of damage. Creatures to which sunlight is harmful or unnatural take double damage. A successful Reflex save negates the blindness and reduces the damage by half. Undead creatures caught within the beam take 1d4 points of damage per caster level (maximum 20d4), or half damage on a successful Reflex save. The beam still results in the destruction of any undead creature specifically harmed by bright light if it fails its save.

You cast only one beam per four caster levels.

Heightened Effects: The spell deals 4d8 points of damage (Reflex save for half damage) or 1d8 points of damage per caster level to undead. As well, the beams generate incredible heat, and the spell gains the fire descriptor. In addition to the normal damage and blindness effects, the spell also deals 1 point of fire damage per caster level. This damage is not reduced even if the creature makes its Reflex save.

Lock and Load

Conjuration (Creation)

Level: 2 (Exotic, Technology)

Casting Time: Standard action

Range: Touch

Target: Firearms touched

Duration: 1 round/level

Saving Throw: None

Spell Resistance: Yes

For the duration, all firearms that you touch are loaded and ready to fire. This spell conjures the ammunition and powder needed. Touching a firearm is a move action. This spell proves particularly useful with cannons.

Diminished Effects: The duration becomes one round or until triggered, and the spell loads and readies one firearm or cannon.

Heightened Effects: The firearms are loaded with masterwork bullets, granting a +1 enhancement bonus to attack rolls.

Magic Item Creation Modifiers: Constant $\times 2$.

Converted by Robert J. Smith. Used with permission.

Lord of the City

Divination [Giant, Psionic]

Level: 9 (Exotic, Civilization)

Casting Time: One hour

Range: Personal

Target: You

Duration: 10 minutes/level

You can cast *lord of the city* only within a settlement that is home to at least one hundred people. The area must be considered a city, town, village, hamlet, or similar community (you cannot, for example, define one hundred farmers living across hundreds of acres as a settlement). For the duration, you know the general status of the people in the city: content, rebellious, afraid, dying, etc. You become aware of large-scale calamities or strong emotions—anything that affects at least 10 percent of the population or physically endangers 1 percent of the population. For example, in a city of ten thousand people, if one hundred fifty-five people had the plague, you would become aware of it (with no further details). If the city were under attack, you would become aware of that. If a major festival were occurring with a thousand people attending, you would know whether they were enjoying themselves. You would not learn of minor occurrences (two people attacked in a robbery, three people dying in an accident, five people dying of natural causes, and so on).

Further, with 1 round of concentration, you can learn the location and status of a single individual you name, if that creature is within the settlement. You must have touched that creature or have something belonging to it in your possession at the time of the attempt. If the individual you seek is protected against divinations, you gain a +5 bonus to your caster power check to overcome the protection.

Lastly, once per level while the spell remains in effect, you can send a message to anyone in the settlement found using this spell and get a reply of up to one word per level.

Diminished Effects: The spell does not allow you to pinpoint single creatures and know their status or location, nor can you send them a message.

Heightened Effects: The duration lasts one day per level.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 3$, spell-completion $\times 2$

Nightmare

Illusion (Phantasm) [Mind-Affecting, Psionic, Truename]

Level: 5 (Exotic, Sleep)

Casting Time: 10 minutes

Range: Unlimited

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (see text)

Spell Resistance: Yes

You undergo a ritual wherein you push yourself into a dreamlike state. You then send a hideous and unsettling phantasmal vision to a specific creature that you name or otherwise specifically designate.

The spell prevents restful sleep and causes 1d10 points of damage. The subject is fatigued upon waking and may be unable to regain spell slots for the next twenty-four hours. The difficulty of the Will save depends on how well you know the subject and what sort of physical connection (if any) you have to that creature.

Knowledge	Will Save Mod.
None*	+10
Secondhand (you've heard of the subject)	+5
Firsthand (you have met the subject)	+0
Familiar (you know the subject well)	-5
You know the subject's truename	-10
* You must have some connection to a creature you have no knowledge of (see below).	

Connection	Will Save Mod.
Likeness or picture	-2
Possession or garment	-4
Body part, lock of hair, bit of nail, etc.	-10

If your target is in a *magic circle*, the spell fails and you become stunned for ten minutes per caster level of the *magic circle*.

If the recipient is awake when the spell begins, you can choose to cease casting (ending the spell) or enter a trance until the recipient goes to sleep, whereupon you become alert again and complete the casting. If you are disturbed during the trance, you must succeed on a Concentration check (as if you were in the midst of casting a spell) or the spell ends.

Should you choose to enter a trance, you are not aware of your surroundings or the activities around you while in the trance. You are defenseless, both physically and mentally, while in the trance. (You always fail any saving throw, as one example.)

Creatures that don't sleep or dream are immune to this spell.

Diminished Effects: The ritual necessary to cast this spell takes one hour.

Heightened Effects: The nightmare may be shared between one target per five of your caster levels. If a target fails its Will save, you may also have one illusion spell you know affect the targets upon awakening. The spell cannot deal damage. This typically allows the victims to wake up from the nightmare only to see a horrible image (or warning message) in front of them.

Magic Item Creation Modifiers: Constant ×2, single-use ×2

Peer Into the Future

Divination [Psionic]

Level: 5 (Exotic, Future)

Casting Time: One hour

Range: Personal

Target: You

Duration: One minute/level

Casting this spell shows you what you will be doing at some point in the future. The future time viewed is no sooner than one week from the time of casting and no later than one week plus two days per caster level from the time of casting. So a 12th-level cast-

er could see a period of time anywhere between seven days and thirty-one days in the future. The exact point in time is up to the DM.

For the duration of the spell, you see through your own eyes in that future time, although you have no control over your future self's actions. The events you see are based on the possibilities available before you cast *peer into the future*. The knowledge you gain via this spell may change what the future brings.

The spell has enough power to ensure that the future period you view is one of some importance to you. You will not, for example, see a period while you are asleep, eating a simple meal, or the like. Instead, you will view a battle, an important conversation or confrontation, or similar moment. The DM, however, remains in full control of the particulars.

Diminished Effects: The spell has a chance of functioning equal to 50 percent + 1 percent per caster level.

Heightened Effects: There is no limit to the distance into the future you can see (but it is still random).

Magic Item Creation Modifiers: Constant ×2, single-use ×3

Repair Device

Transmutation

Level: 3 (Exotic, Technology)

Casting Time: Standard action

Range: Touch

Effect: One broken or disabled device

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You automatically repair one broken device, restoring it to full working condition (assuming that at least 80 percent of the original device is still on hand). The device may still need fuel or ammunition. *Repair device* does not work on chaosithech devices.

Diminished Effects: All parts of the device must be on hand.

Heightened Effects: Only 50 percent of the original device need be on hand.

Shield of Light

Abjuration [Light]

Level: 5 (Exotic), 4 (Light)

Casting Time: Standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: No and yes

Spell Resistance: No and yes

You create a glowing shield of brilliant daylight that you wield as you would a long shield of the appropriate size. The shield provides illumination in a thirty-foot radius. If it comes into an area of magical darkness, its light temporarily negates the darkness, so that the otherwise prevailing light conditions exist in the overlapping areas of effect. Undead creatures within five feet of you and the *shield of light* take 1d8 points of damage per two levels. The shield offers a +2 armor bonus and a +1 enhancement bonus to Armor Class for every three caster levels (maximum +5 enhancement bonus, for a total Armor Class bonus of +7). All undead that attempt a melee attack against you must first make a Will saving throw or cower for the duration of the spell. Even undead that make a successful saving throw suffer a -4 circumstance penalty to attack rolls when attacking you in melee.

Undead attacking at range need not make saving throws, but they do suffer the -4 penalty. This penalty is cumulative with any modifiers based on other ongoing effects.

You cannot both have this spell active and use a normal shield.

Diminished Effects: This spell has no effect on undead.

Heightened Effects: All creatures must make a Will save, not just undead.

Magic Item Creation Modifier: Constant $\times 2$

Sunfire Tomb

Transmutation [Light, Truename]

Level: 10 (Exotic, Light)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

You transfer a target, body and soul, into the sun, where he remains (with all of his equipment), held entombed in stasis forever. For the subject, time ceases to flow and he grows no older. His bodily functions virtually cease, and no force or effect can harm him. He is, however, painfully aware of the heat and light around him—those sensations are all he experiences while entombed in the sun. The subject remains there until you return to the locale where you originally cast *sunfire tomb* and free him as a standard action, whereupon the subject reappears in that locale. The *sunfire tomb* spell functions only if you know the target's truename and some facts about his life.

This spell is often used against creatures that hate the light of day as a fitting punishment for their misdeeds.

Diminished Effects: The creature is imprisoned for one day per level.

Magic Item Creation Modifiers: Single-use $\times 2$, spell-completion $\times 2$.

Temporatorium

Transmutation [Dragon]

Level: 10 (Exotic, Sleep)

Casting Time: Standard action

Range: Personal

Target: You

Duration: $1d4+1$ rounds (apparent time) (see text)

When you cast this spell, a thick, amber glow fills your field of vision, sprinkled with tiny sparks of light. This spell seems to make time cease to flow for everyone but you. In fact, you speed up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for $1d4+1$ rounds of apparent time. Normal and magical fire, cold, gas, and the like can still harm you. With the *temporatorium* in effect, other creatures are invulnerable to your attacks and spells. A spell that affects an area and has a duration longer than the remaining duration of this spell has its normal effects on other creatures once this spell ends. You cannot move or harm items that are held, carried, or worn by a creature stuck in normal time, but you can affect any item that is not in another creature's possession.

You remain undetectable while the spell lasts. You cannot enter an area in which magic is suppressed while under the effect of this spell.

Diminished Effects: The spell lasts only $1d2 + 1$ rounds.

Magic Item Creation Modifiers: Constant $\times 2$, single-use $\times 3$, spell-completion $\times 2$

True Lore

Divination [Psionic]

Level: 7 (Complex, Sleep)

Casting Time: Standard action

Range: Personal

Target: You

Duration: Instantaneous

Saving Throw: None (see text)

Spell Resistance: No

This spell functions like *creature loresight*, *object loresight*, and *location loresight*, except that it works more quickly but produces some strain on you. You pose a series of questions (one for every two caster levels) about some creature, place, or object while casting the spell. Upon casting, your vision becomes hazy and everything appears to be bathed in a purple light.

If the creature or object is at hand or if you are in the place in question, you receive a vision about it by succeeding on a caster level check ($1d20 + 1$ per caster level, maximum $+25$) against DC 20. If instead you already know some detailed information on the person, place, or object, the DC is 25, and the information you gain is incomplete. If you know only rumors, the DC becomes 30, and you gain only vague information.

When the casting is complete and you have received your vision, you must succeed at a Fortitude save or become exhausted. The Difficulty Class is the spell's level + 10. If you make the save you are merely fatigued. In any event, you will receive a $+5$ competence bonus on all Knowledge checks you make in the future dealing with that creature, object, or location.

Diminished Effects: The spell takes ten minutes to cast, and the vision runs for one minute per question asked.

Heightened Effects: You may ask one question per caster level.

Magic Item Creation Modifier: Single-use $\times 2$

Waves of Light

Evocation [Light]

Level: 6 (Exotic, Light)

Components: V, S, DF

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: Burst centered on you

Duration: Instantaneous

Saving Throw: Reflex half and partial

Spell Resistance: Yes

Waves of light emanate from you. The energy inflicts $1d6$ points of damage per two levels (maximum $10d6$) to all enemies you are aware of (but not allies or innocent bystanders) and carries other effects based on their level or Hit Dice:

Level/HD	Secondary Effect
Less than 4	Knocks creatures unconscious for $1d6$ minutes
4–8	Stuns creatures for $1d6+1$ rounds
9–12	Stuns creatures for $1d4$ rounds
More than 12	Stuns creatures for 1 round

A successful saving throw negates the secondary effects. However, those who succeed at their saving throw do suffer a -1 morale

penalty on attack rolls, saving throws, and checks for 1 round per caster level.

Diminished Effects: Damage is 1d6 per three levels, and if opponents make their saves, they suffer no secondary effects.

Heightened Effects: Damage is 1d8 per two levels.

Wellspring of Soul's Light

Conjuration (Summoning) [Good]

Level: 9 (Exotic, Light)

Casting Time: Standard action

Range: Medium (100 feet + 10 feet/level)

Area: 20-foot radius spread

Duration: Instantaneous and one hour/level

Saving Throw: Reflex half and none

Spell Resistance: No

You call upon the honored dead who have fallen in the service of good to come forth and aid the cause of good once again. This spell conjures an area of holy light that inflicts 10d6 points of damage on all enemies you are aware of or those particularly sensitive to light within it. Further, in the middle of the area, one 10th-level champion of light for every four caster levels appears to serve you, as long as you command them to commit acts compatible to their ethos. Each one has typical gear and a warhorse. These spiritual champions have corporeal form. They can be dispelled or banished. Treat them as typical 10th-level champions (with stats as given below), except that they are outsiders. When they are slain or the duration ends, their gear disappears with them.

Diminished Effects: Damage is 8d6 and the champions remain for one minute per level

Heightened Effects: Damage is 15d6, and the champions have a +2 bonus to attacks, damage, saves, and AC and +20 hit points.

Champion of Light

Male or female outsider

Chm (Light)10 CR 10

HD 10d10+20; **hp** 79 (dying/dead -3/-15)

Init -1 **Speed** 20 feet (can't run)

AC 23, touch 10, flat-footed 23

BAB/Grapple +10/+14

Attack +16 melee (1d10+8, longsword) or +10 ranged (1d8, crossbow)

Full Attack +16/+11 melee (1d10+8, longsword) or +10 ranged (1d8, crossbow)

SA Call or imbue weapon (call +3 *longsword* or add +1 to own shield's enhancement bonus for 10 minutes), heartening cry (allies gain +1 to attacks, saves, skill checks for 10 rounds)

SQ Call or imbue shield (call +3 *shield* or add +1 to own shield's enhancement bonus for 10 minutes), *lesser glowglobe* 1/day, *blinding light* 5/day, embrace the light (+1 to attack, damage, saves, and checks when in bright light)

Fort +10, **Ref** +4, **Will** +9

Str 19, **Dex** 8, **Con** 14, **Int** 10, **Wis** 12, **Cha** 13

Crucial Skills: Heal +16.

Other Skills: Gather Information +13.

Crucial Feats: Power Attack.

Other Feats: Iron Flesh, Natural Swordsman, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: +1 *plate armor*, +1 *heavy shield*, +1 *longsword*, +1 *cloak of resistance*, +1 *ring of protection*, *gauntlets of chorrim* (ogre) *power*, masterwork light crossbow, bolts (10), *potion of heightened lesser battle healing*, *potion of see invisibility*, *potion of ability boost* (constitution).

Will of the Gods

Divination

Level: 3 (Exotic)

Casting Time: One hour

Range: Personal

Target: You

Duration: Instantaneous

This spell is held to be proof of the existence of gods on Serran. Others, of course, claim that the spell merely enables the caster to delve into his own psyche or at best into the akashic memory to ask advice. However, priests and other characters who believe that their magical powers are god-given consider this spell a direct conduit to their deity.

You ask a single question regarding a choice of action that you or a specifically named other creature could conceivably take in the next week and learn whether it is something your god would like to see done. The answer is always yes or no (or no answer), so you must phrase your question appropriately. For example, you could ask, "Is it your will that I launch an attack on House Vladaam?" or, "Would it honor you if Warall the fighter broke the Tablets of Understanding?" or, "Shall I build your new temple on the east side of the Street of a Million Gods?" Vague questions such as "Should I try harder to find the lost scroll?" or "Do you like it when we occasionally spare your enemies?" receive no answer.

There is only a small chance that your god cares whether or not the action takes place. If the deity has no opinion, this spell offers no guidance. The percentage chance of gaining an answer is equal to the Hit Dice of the creature taking the potential action + one or more of the following modifiers:

Modifier	The Action . . .
+5%	. . . directly affects a priest of the god of level 1–5
+10%	. . . directly affects a priest of the god of level 6–12
+15%	. . . directly affects a priest of the god of level 13+
+15%	. . . significantly affects a temple of the god
+10%	. . . significantly affects a temple of an enemy god
+10%	. . . directly affects a priest of an enemy god of level 10+
+10%	. . . directly affects more than one hundred intelligent creatures important to the god
+10%	. . . directly affects a magic item, artifact, or other object important to the god

DMs should remember that *will of the gods* asks questions of opinion, not questions of fact. A deity may not be all-knowing and may encourage an action that does not work out for the best. A deity might be biased and want to see an action undertaken that helps itself but not the mortal undertaking the action.

Diminished Effects: The percentage chance of getting an answer drops by -10 percent.

Heightened Effects: The percentage chance of getting an answer increases by +10 percent.

CONVERTING ADVENTURES

The first pitfall to avoid when converting Ptolus adventures is the perceived need to convert everything. Converting adventures is a bit like shooting a film: Everything that's outside the PCs' and players' immediate perception does not need to be touched upon, just like the set of a film never exceeds the camera's frame too much.

IDENTIFY THEMES

That said, as a DM your first priority is to get your head around the central aspects of the adventure, in particular the theme of the adventure and any parts that depend heavily on particular game mechanics. This should take up a significant part of your initial preparation and probably will require some thinking. For instance, adventures that rely on somebody being dominated will require thought as to how the villain came in possession of the victim's true name. And adventures that rely on alignments will also have to be considered.

Identification in Practice

For example, the adventure "Black Rain" by Monte Cook (posted as a free adventure on Wizards of the Coast's website at this url: <http://wizards.com/default.asp?x=dnd/oa/20020427a>) deals with a phenomenon that cuts off a deity's connection to its worshippers, thereby robbing them of all divine abilities. In order to adapt that to an *Arcana Evolved* scenario set in Ptolus, you have to address the issue of no separation between divine and arcane magic.

The solution is probably to have the black rain disable access to either all complex spells, spells of a certain descriptor or group of descriptors, or even all spells. The next decision would be whether to set the adventure in the Temple District or take it elsewhere. The more straightforward conversion calls for a temple, while an adventure including the Inverted Pyramid would make for a very interesting setup.

CONVERSION BASICS

After primary decisions, your next job is getting down to the nitty-gritty of converting the adventure. The class and race conversion tables presented earlier should give you a start for those you deem necessary to convert. But depending on how thorough you feel you need to be—and again, you probably have to be a lot less thorough than you think—you can ignore some conversion.

NPC Classes

First off, all NPC classes can be used as-is. Replace adepts with witches, if you will, or use the adept conversion found at the official Diamond Throne website (<http://www.diamondthrone.com/display-content.cfm?iCatId=11&iConID=71>). If you decide to use a witch instead of an adept, remember to reduce the NPC's level by one in order to maintain the correct Challenge Rating.

Non-Spellcasters

In a pinch, fighters, rogues, low-level rangers and paladins, barbarians, and monks can be used as written in your adventure. Note that Spring Attack is not recommended for *Arcana Evolved* use, so replace it with Speed Burst and Mobility. If you're really in a hurry, don't worry about changing magic items until after the fight—any magic items that the NPC gets to use on himself can simply be used with their listed effects. Naturally, this advice depends on your relationship with your group. If you have players that try to work out



the mechanics behind the opposition, using a v.3.5 fighter may seem odd to them, and you should consider converting non-spellcasters as well.

Adding Magic

Spell casters should always be converted, and this is probably the most time-consuming part of your task. But because *Arcana Evolved* as a system is so defined by its magic system, it is definitely worth it.

Wizards are easy to convert into magisters, though: Add the ability bonus to the number of 0-level slots that the NPC can cast, and you have the number of slots available to the character. Of course you'll have to find the number of spells the NPC can ready and then choose them, but in most cases, that won't pose too much difficulty—and later in this document, you'll find several ready-made magisters to drop into your game.

Conversion Aids and Tools

Converting for a specific adventure may seem daunting, but there are a few things you can do that will make it easier to convert for your adventures:

To make your job easier, start by reading through the Conversion Appendix in *Arcana Evolved*.

For second-string NPCs base your conversion on the NPC progressions from Fiery Dragon's *Battle Box: Arcana Evolved*—also found on the Diamond Throne website in *Arcana Unearthed* format.

For spellcasters, use Eric Noah's excellent Excel sheets found here: <http://webpages.charter.net/ericnoah/noahrpg/>. With these sheets, you can very easily create spell lists for your NPCs.

Finally, RPGAttitude and PCGen both create software solutions that can help speed up the creation of *Arcana Evolved* NPCs.

As for monsters, this depends greatly on where you set Ptolus. Simply put, the farther away from the Lands of the Diamond Throne, the less rigid you have to be with regard to what monsters you can use. On www.diamondthrone.com, you'll find lists of "Arcana Evolved approved" monsters organized by CR and climate. If you bear in mind that many of the monster selections in *Arcana Evolved* were based on avoiding core rules stereotypes, there are plenty of monster resources to draw upon.

CONVERTED NPC STAT BLOCKS

The following section converts the adventures in *Ptolus* Chapter 33. They should serve as inspiration and guidance for DMs who want to run an adventure arc in Ptolus with the adventures in the book.

THE MURDERER'S TRAIL

Helmut Itlestein (Mbl18) is a priest for the Watcher of the Skies. Having discovered two artifacts of the dramojh (the *Staves of Ghul*), he is slowly being turned into a monster bent on domination. But the staves are cunning, and therefore they let him work himself closer to his doom.

A Cry for Help

Ortry Gannon's potion is a *potion of transfer lesser wounds*. Derral Fank is an unfettered.

Derral Fank, Pale Dog

Male human

Unfi CR 1

HD 1d8+1 **hp** 9 (dying/dead -2/-14)

Init +2 **Speed** 40 feet

AC 15, touch 13, flat-footed 12, +1 to AC vs. 1 opponent

BAB/Grapple +1/+1

Attack/Full Attack +1 melee (1d6, short sword), or +3 ranged (1d8, light crossbow)

SQ Parry

Fort +1, **Ref** +4, **Will** +0

Str 10, **Dex** 15, **Con** 13, **Int** 13, **Wis** 11, **Cha** 10

Crucial Skills: Sneak +6, Spot +4, Tumble +6.

Other Skills: Disguise +4, Open Lock +6, Sleight of Hand +6.

Crucial Feats: Defensive Stance.

Other Feats: Night Owl, Fleet of Foot.

Possessions: Leather armor, short sword, light crossbow, masterwork bolts (10), thieves' tools, brass double-finger ring worth 3 gp, 10 gp, 15 sp.

Vagger and Laucio

Vagger is a human unfettered. Laucio is an alabast warmain

Vagger Nulus

Male human

Unfi CR 1

HD 1d8+1 **hp** 9 (dying/dead -2/-13)

Init +3 **Speed** 30 feet

AC 15, touch 13, flat-footed 12 (+1 to AC vs. 1 opponent, +1 to AC vs. swords)

BAB/Grapple +1/+3

Attack/Full Attack +5 melee (1d6+3, masterwork short sword) or +4 ranged (1d6, shortbow)

SQ Parry

Fort +1, **Ref** +5, **Will** +3

Str 15, **Dex** 17, **Con** 12, **Int** 16, **Wis** 16, **Cha** 11

Crucial Skills: Bluff +4, Sneak +7, Spot +7, Tumble +7.

Other Skills: Appraise +7, Forgery +7, Gather Information +4, Handle Animal +2 (cc).

Crucial Feats: Opportunist.

Other Feats: Weapon Finesse, Natural Swordsman.

Possessions: Masterwork studded leather armor, masterwork short sword, short bow, arrows (20), thieves' tools, gold ring worth 50 gp, 19 sp.

Laucio

Male alabast (Unbound)

Wmn2 CR 2

HD 2d12+4 **hp** 22 (dying/dead -1/-12)

Init +2 **Speed** 30 feet

AC 19, touch 12, flat-footed 17 (+1 to AC vs. bows)

BAB/Grapple +2/+3

Attack/Full Attack +5 melee (1d8+1, masterwork long sword) or +5 ranged (1d8+2, masterwork composite longbow [+1])

Fort +3, **Ref** +2, **Will** -1

Str 13, **Dex** 14, **Con** 11, **Int** 14, **Wis** 7, **Cha** 10

Crucial Skills: Climb +2, Intimidate +5, Listen +0, Spot +0.

Other Skills: Handle Animal +5, Knowledge (engineering) +7, Search +4.

Crucial Feats: Combat Reflexes^B.

Other Feats: Natural Archer, Sturdy^B, Weapon Focus (longsword).

Possessions: Masterwork chain hauberk, masterwork heavy shield, masterwork longsword, masterwork composite longbow (+1), arrows (20), *potion of transfer lesser wounds*, 21 gp, 15 sp, 4 cp.

Toridan Cran's House

The Fight

Toridan Cran becomes Korric the Brawny, a sibeccai warmain.

Collus is a human magister. Guun Morrigon is as described in the original adventure.

Korric the Brawny

Male sibeccai

Wmn2 CR 2

HD 2d12+12 **hp** 30 (dying/dead -4/-18)

Init +1 **Speed** 20 feet

AC 17, touch 11, flat-footed 16

BAB/Grapple +2/+5

Attack/Full Attack +6 melee (1d12+4, masterwork greataxe) or +3 ranged (1d4+3, thrown dagger)

Fort +7, **Ref** +2, **Will** +4

Str 16, **Dex** 13, **Con** 17, **Int** 8, **Wis** 14, **Cha** 17

Crucial Skills: Intimidate +8, Listen +2, Spot +2.

Other Skills: Gather Information +5, Handle Animal +5, Innuendo +5.

Crucial Feats: Combat Reflexes^B, Quick Draw, Sense the Unseen.

Other Feats: Sturdy^B.

Possessions: Banded mail armor, masterwork greataxe, daggers (2), *cloak of resistance* +1, *potion of ability boost* (constitution), 28 gp.

Collus Adderwood

Male human

Mgr2 CR 2

HD 2d6+2 **hp** 11 (dying/dead -2/-14)

Init +6 **Speed** 30 feet

AC 17, touch 11, flat-footed 16

BAB/Grapple +1/+1

Attack/Full Attack +1 melee (1d6, magister's staff), or +3 ranged (spell)

Fort +1, **Ref** +2, **Will** +5

Str 10, **Dex** 14, **Con** 13, **Int** 15, **Wis** 14, **Cha** 13

Crucial Skills: Concentration +7, Spot +4.

Other Skills: Knowledge (magic) +7, Knowledge (geography) +4, Knowledge (history) +7, Spellcraft +6.

Crucial Feats: Exotic Spell (eldritch armor), Corrupt Mage.

Other Feats: Improved Initiative.

Possessions: *Potion of levitate*, scroll of *fireburst*, scroll of *summon minor elemental* (lesser), spectacles needed for reading only.

Spells: (slots: 4/3 DC 12 + spell level)

1st—*cold blast*, *eldritch armor*, *touch of disruption*, *transfer wounds* (lesser)

o—*detect magic*, *disorient*, *enchanting flavor*, *hygiene*, *read magic*, *saving grace*, *touch of nausea*

Treasure

The two *potions of cure light wounds* are *potions of transfer wounds* (lesser).

TROUBLE WITH GOBLINS

Going Too Far

The zombies are weaker than the zombies created by the *animate the dead* spell. If you wish, use the zombie stats from the MM.

SMUGGLER'S DAUGHTER

Dramatis Personae

Linech Cran is now called Kevik the Fixer and is also a sibeccai. Shilukar is a vallorian. Biesta Cran is another sibeccai called Hiranolay the Stealthy. Her roommate is Tiras Darknight, a quickling faen snake totem warrior.

Hiranolay the Stealthy

Female sibeccai

Mbl3 **CR 3**
HD 3d8-3 **hp** 20 (dying/dead -1/-10)
Init +3 **Speed** 30 feet

AC 16, touch 13, flat-footed 13

BAB/Grapple +2/+2

Attack/Full Attack +6 melee (1d6+1/15-20, +1 keen rapier) or +6 ranged (1d4, masterwork dagger)

Fort +0, **Ref** +4, **Will** -1

Str 10, **Dex** 17, **Con** 9, **Int** 13, **Wis** 6, **Cha** 17

Crucial Skills: Concentration +5, Intimidate +9, Sneak +5.

Other Skills: Gather Information (cc) +8.

Crucial Feats: Sibeccai Mage.

Other Feats: Wealthy, Weapon Finesse.

Possessions: Masterwork studded leather armor, keen masterwork rapier (athame), masterwork daggers (2), shivvel (3 doses), kraken blood (4 vials), silver ring with an opal worth 150 gp, 98 gp.

Spells: (slots 3/3; DC 12 + spell level)

1st—*charm*, *precise vision*⁵, *transfer wounds* (lesser)

o—*bash*⁵, *detect magic*, *hygiene*, *scent bane*⁵

Tactics: As described in the adventure. Remember, however, that with her use of the Sibeccai Mage feat, she can get a considerable bonus to attack rolls by casting some or all of the spells marked ⁵.

Tiras Darknight

Male quickling faen

Tw3 (snake) **CR 3**
HD 3d8+6 **hp** 29 (dying/dead -3/-15)
Init +8 **Speed** 30 feet

AC 20, touch 16, flat-footed 15

BAB/Grapple +3/+1

Attack/Full Attack +8 melee (1d6+2, battle claw); or +8 ranged

(1d2+2 + poison, shuriken); or +8/+8 melee (1d6+2/1d6+1, battle claw in either hand)

Fort +5, **Ref** +6, **Will** +4

Str 15, **Dex** 18, **Con** 14, **Int** 16, **Wis** 17, **Cha** 14

Crucial Skills: Climb +7, Jump +8, Listen +9, Spot +9.

Other Skills: Craft (poison) +9.

Crucial Feats: N/A

Other Feats: Ambidexterity, Fleet of Foot, Two-Weapon Fighting, Weapon Focus (battleclaw).

Possessions: Masterwork Devanian chain shirt, masterwork battle claw, masterwork Devanian battleclaw, shuriken (5), *potion of transfer lesser wounds*, *salve of darkvision*, blue whinnis poison (3 doses).

Tactics: Tiras has a thing for snakes and a somewhat unhealthy fascination with poison. These things have conspired to make him a bit of a loner. Kevik has so far shown him more kindness than most others, and Tiras is therefore quite loyal to him.

Razor, Tiras' animal companion (small viper): 8 hp

Guard House

Linech's Guards (4)

Male humans

Warrior **CR 1/2**
HD 1d8+1 **hp** 9 (dying/dead -2/-14)
Init +0 **Speed** 30 feet

AC 10, touch 10, flat-footed 10

BAB/Grapple +1/+3

Attack/Full Attack +5 melee (1d6+3, club) or +3 ranged (1d6+2, club)

Fort +3, **Ref** +0, **Will** +0

Str 15, **Dex** 10, **Con** 13, **Int** 11, **Wis** 12, **Cha** 10

Crucial Skills: Climb +4, Listen +2, Spot +2.

Other Skills: Knowledge (local) +1.

Crucial Feats: Defensive Unarmed Strike.

Other Feats: Skill Application (Listen and Spot), Weapon Focus (club).

Possessions: Masterwork club, 15 gp.

Linech's Office

Kevik is an iron witch who greatly relishes his power over iron.

Kevik the Fixer

Male sibeccai

Wtc3 (iron) **CR 3**
HD 3d6+7 **hp** 20 (dying/dead -3/-15)
Init +1 **Speed** 30 feet

AC 15, touch 11, flat-footed 14 (assumes that *eldritch armor* is cast), +1 vs. iron weapons

BAB/Grapple +2/+5

Attack/Full Attack +7 melee (2d6+5, *iron blade*); or +4 ranged (1d8, light crossbow)

SA Spells

SQ Witchery (+1 luck bonus to AC vs. iron weapons), *iron blade* (as +1 *greatsword*)

Fort +3, **Ref** +2, **Will** +5

Str 17, **Dex** 12, **Con** 14, **Int** 8, **Wis** 15, **Cha** 15

Crucial Skills: Concentration +7, Bluff +4, Sense Motive +6, Sneak +6 (cc).

Other Skills: N/A

Crucial Feats: N/A

Other Feats: Bonded Item (witch bag: +1 to save DCs), Sturdy, Weapon Focus (greatsword).

Possessions: Masterwork light crossbow, *detonation of magnetism*, *potion of transfer wounds (lesser)*, *detonation of eldritch web*, *potion of sorcerous guise*, *detonation of fireburst*, *amulet of spell knowledge (eldritch armor)*

Spells: (slots 3/3; DC 12 + spell level)

1st—*animate weapon*, *touch of fear*, *transfer wounds (lesser)*

o—*bash*, *canny effort*, *hygiene*, *seeker*

His bodyguard is On-Feno, a washed-up giant warmain, who got kicked out of the City Watch for drinking and taking bribes.

On-Feno

Male giant

Wmn1 **CR 1**

HD 1d12+5 **hp** 17 (dying/dead -2/-13)

Init +1 **Speed** 20 feet

AC 17, touch 11, flat-footed 15

BAB/Grapple +1/+2

Attack/Full Attack +3 melee (1d10+2, bastard sword)
or +2 ranged (1d6+1, throwing axe)

Fort +3, **Ref** +1, **Will** +0

Str 13, **Dex** 13, **Con** 12, **Int** 11, **Wis** 10, **Cha** 8

Crucial Skills: N/A

Other Skills: Craft (armorsmithing) +2, Craft (blacksmithing) +2,
Craft (stonemasonry) +2, Craft (trapmaking) +2, Craft (weapon-
smithing) +2, Handle Animal +3, Swim +1.

Crucial Feats: N/A

Other Feats: Natural Swordsman, Bonded Item (greatsword),
Sturdy^a.

Possessions: Masterwork banded mail, masterwork bastard
sword, throwing axe, *potion of transfer wounds (lesser)*, *oil of
magic weapon*, *oil of magic armor*, 10 gp.

Shilukar is described later on in this section. His minions are all gnolls as written.

Kevik's House

Kevik is fascinated by giants, and he relishes lording it over them. Unfortunately, he is unable to find any female giants as lovers, so he has settled for Oukina, a large (six feet, two inches, two hundred forty-five pounds) bear totem warrior. As he also gets a bear “watch dog” in the bargain, it’s a fairly comfortable arrangement.

Oukina

Female human

Tw3 (bear) **CR 3**

HD 3d12+10 **hp** 35 (dying/dead -3/-15)

Init +2 **Speed** 20 feet

AC 17, touch 12, flat-footed 15

BAB/Grapple +3/+5

Attack/Full Attack +7 melee (1d12+5, dire greataxe) or +6 ranged
(1d8+2, composite longbow)

SQ Hide of the Bear (+1 to natural AC)

Fort +5, **Ref** +3, **Will** +1

Str 15, **Dex** 14, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

Crucial Skills: Climb +4, Heal +6, Jump +4, Listen +4, Spot +4.

Other Skills: Survival +2.

Crucial Feats: Unarmed Strike (Mighty), Intuitive Sense.

Other Feats: Sturdy, Exotic Weapon Proficiency (heavy), Weapon
Focus (greataxe).

Possessions: Masterwork beastscale armor, masterwork dire
greataxe, masterwork mighty (+2) composite longbow, arrows
(20), bodkin arrows (20), *potion of heightened battle healing
(lesser)* (heals 1d6+10 hp).

Nik, Oukina's animal companion (black bear): 30 hp

Storehouses

Nared Torell has Affinity with Skill (Sneak) instead of Skill Focus (Hide). Lightning Reflexes is his bonus feat for being a human, and his ceremonial feat is Iron Flesh, so his AC is 11, rather than 10.

The Hussar

These warriors are indeed devout worshippers of a minor deity. Whether it’s true that Menon Balacazar really holds their goddess captive is up to the individual DM. The main point is that the Hussar are convinced that he does, and they take a violently dim view of anyone attempting to persuade them otherwise.

Typical Hussar

Male human

Wmn2 **CR 2**

HD 2d12+12 **hp** 30 (dying/dead -4/-17)

Init +4 **Speed** 20 feet

AC 15, touch 10, flat-footed 15

BAB/Grapple +2/+5

Attack/Full Attack +7 melee (1d6+3, scimitar) or +3 ranged
(1d12, dragon pistol)

Fort +6, **Ref** +0, **Will** +3

Str 16, **Dex** 10, **Con** 16, **Int** 7, **Wis** 15, **Cha** 9

Crucial Skills: Spot +3.

Other Skills: Knowledge (religion) +2.

Crucial Feats: Sense the Unseen, Improved Sunder, Power Attack.

Other Feats: Improved Initiative, Sturdy, Weapon Focus (scimitar).

Possessions: Masterwork chainmail armor, masterwork scimitar,
masterwork dragon pistol, ammunition (10 rounds), tinder-
twigs (2), alchemist fire (4 flasks), 20 gp.

The Sunken Dragoneye

The sahuagin and the sharks are there as written.

The Triton

For the purest *Arcana Evolved* experience, this should be a merman.

Thugs, Guards and Slaves

Thugs (4)

Male humans

Warriors1 **CR 1/2**

HD 1d8 **hp** 12 (dying/dead -1/-12)

Init +0 **Speed** 30 feet

AC 10, touch 10, flat-footed 10

BAB/Grapple +1/+3

Attack/Full Attack +4 melee (1d6+2, club) or +1 ranged
(1d6+2, club)

Fort +2, **Ref** +0, **Will** +1

Str 15, **Dex** 11, **Con** 11, **Int** 10, **Wis** 13, **Cha** 8.

Crucial Skills: Intimidate +3, Listen +1, Sneak +1, Spot +1.

Other Skills: Diplomacy +1.

Crucial Feats: N/A

Other Feats: Focused Healing, Sturdy, Weapon Focus (club).

Possessions: Clubs (2), crowbar, 8 gp, 10 sp.

Guards (2)

Male and female humans

Warriors2 **CR 1**

HD 2d8+4 **hp** 16 (dying/dead -3/-15)

Init +2 **Speed** 30 feet

AC 19, touch 12, flat-footed 17

BAB/Grapple +2/+4**Attack/Full Attack** +5 melee (1d8+2, longspear) or +5 melee (1d8+2, longsword) or +4 ranged (1d8, longbow)**Fort** +5, **Ref** +2, **Will** +3**Str** 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10.**Crucial Skills:** Intimidate +5, Listen +5, Sneak +4, Spot +4.**Other Skills:** N/A**Crucial Feats:** Combat Reflexes.**Other Feats:** Iron Will, Skill Application (Listen and Spot).**Possessions:** Breastplate, heavy steel shield, masterwork shortspear, masterwork longsword, longbow, arrows (20), *potions of transfer lesser wounds* (2), 22 gp, 8 sp.

With the Profession skill being absent in *Arcana Evolved*, Sumar needs to be changed. In order to preserve his previous profession as a hunter, he has been altered a bit.

Sumar

Male human

Expert CR 1/2**HD** 1d6+2 **hp** 6 (dying/dead -3/-16)**Init** +2 **Speed** 30 feet**AC** 12, touch 12, flat-footed 10**BAB/Grapple** +0/+4**Attack/Full Attack** +4 melee (1d3+4 subdual, unarmed attack)**Fort** +2, **Ref** +2, **Will** +5**Str** 18, **Dex** 15, **Con** 15, **Int** 11, **Wis** 16, **Cha** 10**Crucial Skills:** Sneak +6.**Other Skills:** Alchemy +5, Handle Animal +5, Knowledge (nature) +4, Survival +7.**Crucial Feats:** N/A**Other Feats:** Focused Healing, Skill Application (Knowledge [Nature] and Sneak), Weapon Focus (club).**Possessions:** None.

Note that depending on what you want, Salsan is either a violently inclined squamous lir (from *Legacy of the Dragons*) or a lizardfolk.

Linele

Linele was called Linalay the Pretty. In life she was a cute, short-snouted sibeccai girl. She now has a more feral look with large fangs.

The rest of the adventure can be run as-is.

END OF THE TRAIL**Inside Helmut's House**

Menaster Orrund is a 1st-level unfettered/2nd-level wind witch. Jamila Fox is a 2nd-level champion of knowledge.

Menaster Orrund

Male human

Unfi/Wtc (wind) 2 CR 3**HD** 1d8+2d6 + 3 **hp** 18 (dying/dead -4/-17)**Init** +2 **Speed** 30 feet**AC** 16, touch 13, flat-footed 16 (+1 to AC when wielding wind blade, +1 to AC vs. swords)**BAB/Grapple** +2/+3**Attack/Full Attack** +3 melee (1d8+2, wind blade) or +4 ranged (1d12, dragon pistol)**SA** Spells**SQ** Witchery (air resistance 20, wind blade), parry**Fort** +1, **Ref** +4, **Will** +5**Str** 13, **Dex** 14, **Con** 12, **Int** 10, **Wis** 15, **Cha** 8**Crucial Skills:** Tumble +4, Listen +4, Spot +5, Tumble +5, Concentration +6.**Other Skills:** Fate Weaving +3, Knowledge (nobility and courtesy) +4, Spellcraft +2.**Crucial Feats:** Energy Mage (electricity), Point-Blank Shot.**Other Feats:** Natural Swordsman, Intuitive Sense.**Possessions:** Dragon pistol, ammunition (20 rounds), *potions of lesser battle healing* and *ability boost* (dexterity), *studying elixir* (+10 hp), *detonation of drain away speed* (lesser), leather coat, silver rings (2, worth 45 gp and 65 gp), 11 gp, 12 sp, 5 beads of amber (for electricity template, worth 30 gp each)**Spells:** (slots 3/2; DC 12 + level)1st—*mudball*, *shock*.0—*canny effort*, *contact*, *detect magic*, *seeker*.**Jamila Fox**

Female human

Chm (knowledge) 2**CR** 2**HD** 2d10+4**hp** 22 (dying/dead -3/-15)**Init** +1**Speed** 20 feet**AC** 18, touch 11, flat-footed 18**BAB/Grapple** +2/+3**Attack/Full Attack** +5 melee (1d8+2, +1 longsword) or +4 ranged (1d12, dragon pistol)**SA** Spells**SQ** *Creature loresight* 1/day or *object loresight* 1/day, use any divination spell-completion or spell-trigger item, 2 extra skill points per level.**Fort** +5, **Ref** +2, **Will** +4**Str** 13, **Dex** 13, **Con** 14, **Int** 13, **Wis** 12, **Cha** 10**Crucial Skills:** Climb +1, Jump +1, Spot +5.**Other Skills:** Fate Weaving +3, Knowledge (cosmology) +5, Knowledge (ceremony) +5.**Crucial Feats:** Expertise.**Other Feats:** Intuitive Sense, Weapon Focus.**Possessions:** Masterwork chainmail, masterwork heavy shield, powered mighty longbow (Strength +2), +1 *longsword*, *potion of beastskin* (lesser), key to Helmut's house, 13 sp.**The Secret Room**

Phon is not guarded by an animated table. Instead, on top of the table is a beautiful brass statuette of a lion. Should anyone attempt to harm Phon or take her out of the room, it turns into an Energy Lion (electricity) as if created by a programmed, modified (×2 duration) *conjure energy creature IV* (13th-level caster). The lion stays for 26 rounds or until slain.

Lion (Large Construct [Electricity]); HD 5d8+10 (32 hp); Init +3;

Speed 40 feet (8 squares); AC 15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12; Base Attack/Grapple +3/+12; Attack Claw +7 melee (1d4+5 plus 5 electricity); Full Attack 2 claws +7 melee (1d4+5 plus 5 electricity) and bite +2 melee (1d8+2 plus 5 electricity); Face/Reach: 5 feet by 10 feet/5 feet; SA Pounce, improved grab, rake 1d4+2, Energy Attack; SQ Low-light vision, scent, dark-vision 60 feet, construct, energy immunity, DR 5/+1; SV Fort +6, Ref +7, Will +2; Str 21, Dex 17, Con —, Int —, Wis 12, Cha 6.

Skills: Balance +7, Listen +5, Sneak +11*, Spot +5.**Feats:** Alertness, Run.**Pounce (Ex):** If a lion charges a foe, it can make a full attack, including two rake attacks.**Improved Grab (Ex):** To use this ability, a lion must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Rake (Ex): Attack bonus +7 melee, damage 1d4+2.

Energy Attack (Ex): Inflicts damage of its energy type equal to its HD (included into its statistics).

Energy Immunity: Immune to electricity damage.

Construct Traits: Immune to mind effects, poison, paralysis, stunning, disease, and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save. Not subject to death by massive damage. It is destroyed (and disappears) when it reaches 0 hit points.

Skills: Lions have a +4 racial bonus on Balance and Sneak checks.

* In areas of tall grass or heavy undergrowth, the Sneak bonus improves to +12.

THE MISSING WAFERS

Delemele is a 4th-level greenbond. Her stats are not given here, as she should not see combat.

Thord Questin is a 1st-level warmain/3rd-level greenbond. A former city guard, he found a certain solace in worshipping Melann, but his greed got the better of him. He received the Priest feat at 3rd level, but his recent act of betrayal and resulting excommunication has made it impossible for him to use the feat.

Araevil Seversong is Xenefr, a 3rd-level verrik akashic. Down on his luck, he has turned to gambling and petty theft to get by.

Xenefr

Male verrik

Aks3 **CR 3**

HD 1d12+3d6 + 8 **hp** 30 (dying/dead -2/-13)

Init -1 **Speed** 20 feet

AC 18, touch 14, flat-footed 18

BAB/Grapple +2/+2

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

SQ Skill memory (+2) 1/day, perfect recall, delve into collective memory

Fort +4, **Ref** +2, **Will** +5

Str 10, **Dex** 18, **Con** 7, **Int** 14, **Wis** 16, **Cha** 10

Crucial Skills: Bluff +6, Disable Device +8, Listen +5, Sneak +10, Search +8, Spot +9, Use Magic Device +5.

Other Skills: Appraise +7, Disguise +8, Gather Information +4, Knowledge (engineering) +10, Open Lock +8, Sleight of Hand +10.

Crucial Feats: Point Blank Shot, First Strike, Ritual Combat.

Other Feats: N/A

Possessions: +1 *studded leather armor*, masterwork short sword, daggers (3), dragon pistol, ammunition (8 rounds), *potion of sorcerous guise*, disguise kit, thieves' tools, silver and opal necklace worth 500 gp, 16 gp.

Tactics: Xenefr may try to take down a flat-footed opponent from the shadows with his dragon pistol, his First Strike feat, and the Canny Strike combat rite.

Thord Questin

Male human

Wmn1/Grb3 **CR 4**

HD 1d12+3d6 + 8 **hp** 30 (dying/dead -2/-13)

Init -1 **Speed** 20 feet

AC 16, touch 9, flat-footed 16

BAB/Grapple +2/+4

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

SA Spells

SQ Infuse with life (heal 1d8+3 2/day), Nature's Gift (+1 bonus to any d20 roll made within 1 round), trackless step

Fort +4, **Ref** +2, **Will** +5

Str 15, **Dex** 9, **Con** 12, **Int** 10, **Wis** 15, **Cha** 13

Crucial Skills: Climb +3, Concentration +8, Listen +2, Spot +2.

Other Skills: Heal +4, Knowledge (history) +4, Swim +3.

Crucial Feats: Defensive Roll.

Other Feats: Sturdy⁸, Weapon Focus (heavy mace), Lightning Reflexes.

Possessions: Masterwork breastplate, masterwork heavy shield, +1 *heavy mace*, *potion of lesser transfer wounds* (heightened; heals 2d10+3 points of damage), silver box worth 50 gp containing the holy wafers of Melann, 48 gp.

Spells: (slots 4/3/2; DC 12 + level).

2nd—*ability boost* (lesser), *battle healing* (lesser), *wicked barb*.

1st—*animate weapon*, *conjure weapon* (lesser), *illusory object* (lesser), *mudball*, *touch of fear*.

0—*bash*, *canny effort*, *detect disease*, *detect magic*, *ghost sound*, *seeker*.

Tactics: As opposed to the original Thord Questin, this one has spells and is, in fact, slightly tougher than his d20 counterpart. As a single opponent for a 3rd-level party, he shouldn't be overpowering, though. Note, though, that if he spots the PCs, he can buff himself with *ability boost* (lesser) and *bash*. Fiendish DMs may even allow him to spot the PCs at such a long distance that he can cast *conjure weapon* (lesser) to summon a masterwork greatsword and then animate it outside the shack while hiding within.

SHILUKAR'S LAIR

The gnolls are there as described, and the two half-fiends are also pretty much as described.

Nyatrah is an iron witch with the Priest feat and access to the domains Destruction and Strength. He therefore has one additional 1st-level spell readied:

Nyatrah

Male gnoll

Wtc3 (iron)

CR 4

HD 2d8+6 + 3d6+9

hp 38 (dying/dead -4/-17)

Init +2

Speed 30 feet

AC 19, touch 12, flat-footed 17 (+1 to AC vs. iron weapons)

BAB/Grapple +3/+7

Attack/Full Attack +8 melee (1d8+5, iron blade) or +6 ranged (1d6+4, sling)

Fort +7, **Ref** +3, **Will** +5

Str 18, **Dex** 14, **Con** 16, **Int** 12, **Wis** 14, **Cha** 12

Languages: Gnoll, Undercommon.

Crucial Skills: Concentration +6, Listen +5, Spot +5.

Other Skills: Craft +3, Heal +7, Sense Motive +5, Spellcraft +3.

Crucial Feats: Skill Focus (Concentration), Power Attack.

Other Feats: Priest.

Domains: Destruction, Strength.

Spells: (slots 3/3; save DC 12+spell level), 10% chance of spell failure (25% with shield).

1st—*magic armor* (D), *resistance*, *transfer wounds* (lesser), *veil of darkness*.

0—*bash*, *detect magic*, *touch of fear*, *veil of darkness*.

Possessions: +1 *leather coat*, heavy shield, sling, masterwork sling bullets (10), *wand of battle healing* (lesser) (5 charges); *potions of ability boost* (strength) and *ability boost* (constitution); 25 gp.

Tactics: If he hears shouts of alarm, Nyatrah casts *magic armor* on his shield and *resistance* and drinks his *potion of ability boost* (strength), which takes 3 rounds. He then picks up his shield, summons his *iron blade*, and goes to the sounds of alarm. When he is near the melee, he stops to cast heightened *bash*. Once that's done,

he has a +1 bonus to all saves, a total Armor Class of 20 and a +5 bonus to attack and damage for the first attack. Once he has made that attack, he casts a diminished *veil of darkness* to plunge the whole area into darkness. Note that darkvision, but not artificial light, works in a diminished *veil of darkness*.

It may be significant that he does not speak Common.

Font of Health and Strength

The font gives the benefit of an *ability boost* targeting Strength and Constitution for twenty minutes. If it is used twice, the drinker must make a Will save (DC 16) or be 50 percent likely to attack the nearest creature(s) for 10 rounds in a frothing rage (check once per round for 10 rounds).

Idol of Ravvan the Beast God

The idol's effect is the same as the one in the font room, except that it continues for as long as affected creatures are in the room.

Angash

Male half-fiend gnoll

Large outsider (Unbound)

Wmn2

CR 4

HD 2d8+12 + 2d12+12 +12

hp 78 (dying/dead -7/-23)

Init +2

Speed 30 feet

AC 15, touch 11, flat-footed 13

BAB/Grapple +3/+14

Attack +10 melee (2d8+9, large greataxe)

Full Attack +8 melee (2d8+7, large greataxe) and +8 melee (1d8+3, bite)

SA Spell-like abilities, smite +4 damage to enemies

SQ Immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, DR 5/magic, SR 14

Fort +12, **Ref** +2, **Will** +0

Str 24, **Dex** 15, **Con** 22, **Int** 13, **Wis** 9, **Cha** 11

Languages: Gnoll, Infernal.

Crucial Skills: Climb +17, Jump +17, Listen +6, Sneak +5, Spot +6, Tumble +9.

Other Skills: Knowledge (religion) +8, Swim +17.

Crucial Feats: Cleave, Power Attack.

Other Feats: Sturdy*, Ambidexterity, Two-Weapon Fighting.

Spell-Like Abilities: Caster level 4th. The save DCs are Charisma based.

3/day—*veil of darkness*; 1/day—*familiarity of place* (heightened).

Possessions: Large masterwork greataxe, 25 pp, 39 gp.

Tactics: Angash doesn't use his spell-like abilities, preferring to chop things with his axe. Although he likes to bellow in battle, he won't actually cry for help unless he is reduced to half his hit points. He is a very dangerous foe.

Brugul

Female half-fiend gnoll

Large outsider (Unbound)

Mbl2

CR 4

HD 2d8+8 + 2d8+8

hp 41 (dying/dead -5/-20)

Init +2

Speed 30 feet

AC 25, touch 11, flat-footed 23

BAB/Grapple +2/+11

Attack/Full Attack +8 melee (2d6+5, large flail)

SA Spell-like abilities, smite enemies +4 damage to enemies

SQ Immune to poison, resistance to acid 10, cold 10, electricity 10, and fire 10, DR 5/magic, SR 14, athame

Fort +8, **Ref** +3, **Will** +2

Str 21, **Dex** 14, **Con** 19, **Int** 14, **Wis** 12, **Cha** 15

Languages: Gnoll, Infernal.

Crucial Skills: Climb +9, Jump +9, Listen +10, Sense Motive +10, Spot +6.

Other Skills: Craft (weaponsmith) +10, Craft (armorsmith) +10, Knowledge (religion) +10, Survival +8.

Crucial Feats: Cleave, Power Attack, Stomp.

Other Feats: N/A

Spell-Like Abilities: Caster level 4th. The save DCs are Charisma based.

3/day—*veil of darkness*; 1/day—*familiarity of place* (heightened).

Spells: (slots 3/2; save DC 12 + spell level).

1st—*mind stab*, *tears of pain*.

0—*bash*, *detect magic*, *read magic*, *saving grace*.

Possessions: Masterwork banded mail, masterwork heavy wooden shield, masterwork large flail, *ring of safe fall*, flask of alchemist's fire, emerald ring worth 550 gp.

Tactics: Brugul uses her spells intelligently. If she's alone in combat or just with her brother, she uses Stomp as often as possible.

Shilukar

Male vallorian

Mgr5

CR 6

HD 5d6+5

hp 25 (dying/dead -2/-14)

Init +4

Speed 30 feet

AC 14, touch 14, flat-footed 10

BAB/Grapple +2/+5

Attack/Full Attack +5 melee (1d6+4, magister's staff)

SQ Magic affinity (Intelligence treated as 2 higher for the purpose of calculating save DCs and bonus spells), SR 15, darkvision 60 feet, spell-like abilities (*compelling command* 2/day DC 16; *cloak of darkness* 3/day)

Fort +2, **Ref** +5, **Will** +5

Str 16, **Dex** 18, **Con** 13, **Int** 19, **Wis** 13, **Cha** 12

Crucial Skills: Concentration +6, Listen +4, Search +6, Sense Motive +6, Sneak +4, Spot +3.

Other Skills: Chaos Surgery* +7, Craft (chaositech)* +7, Knowledge (magic) +11, Spellcraft +5.

Crucial Feats: N/A

Other Feats: Brandish Magical Might, Craft Charged Item, Exotic Spell (eldritch armor), Peaceful Mage.

Spells: (slots 6/5/3/2, DC 15 + spell level).

3rd—*flight*, *sorcerous blast*, *invisibility*.

2nd—*battle healing* (lesser), *drain away speed* (lesser), *eldritch web*, *icebolt*.

1st—*distraction*, *eldritch armor*, *fireburst*, *mind stab*, *shock*, *veil of darkness*.

0—*canny effort*, *detect creature*, *detect magic*, *detect poison*, *disorient*, *door warning*, *ghost sound*, *hygiene*, *repair* (lesser).

Possessions: Masterwork quarterstaff, *ring of spellcasting* (1st-level spell), *wand of heightened cold blast* (10 charges), *potions of dexterity boost* and *see invisibility*, scrolls of subdual-templated *sorcerous blast* (air), chaositech emotion reader*, docility bomb*, infestation bomb*, vial of liquid (restorative for Lord Abbercombe), antitoxin, thunderstone, ruby ring worth 500 gp, key to his room, 27 gp.

* See *Ptolus* Chapter 30: Chaositech.

Tactics: Shikular is more than happy to add the subdual template to his spells. That way, the wily vallorian may very well capture an unlucky party.

ALLIES, ENEMIES, AND ORGANIZATIONS

The following NPCs are either almost certain to come into play or exemplify what choices to make when converting. For instance, Navanna Vladaam is designed to be a light-footed fighter, which makes her multi-classing into a fighter/rogue an obvious choice in a v.3.5 campaign. And in *Arcana Evolved*, it is equally obvious that she should be an unfettered. Other conversions either cover people that PCs are bound to meet (and, possibly, fight), or they give examples of how to go about certain discrepancies between v.3.5 and *Arcana Evolved*.

THE VLADAAMS

Navanna Vladaam

Female tiefling

Unfi1

CR 12

HD 11d8+33

hp 86 (dying/dead -4/-18)

Init +7

Speed 30 feet

AC 24, touch 18, flat-footed 16

BAB/Grapple +11/+14

Attack +16 melee (1d8+6, longsword)

Full Attack +16/+11/+6 melee (1d8+6, longsword) or

+15/+10/+5 ranged (1d8+3, longbow)

SA Darkness 1/day, sneak attack +2d6

SQ Fire, cold, and electricity resistance 5, parry, parry ranged attacks, evasion

Fort +6, **Ref** +10, **Will** +5

Str 16, **Dex** 17, **Con** 17, **Int** 14, **Wis** 14, **Cha** 15

Crucial Skills: Bluff +12, Jump +10, Listen (cross-class) +6, Search +5, Sense Motive +10, Sneak +11, Spot +7, Tumble +11.

Other Skills: Diplomacy +9, Disguise +17 (+19 if being observed), Forgery +8, Open Lock +10, Swim +9.

Crucial Feats: Expertise, Mobility, Sense the Unseen.

Other Feats: Affinity with Skill (Disguise), Defensive Stance, Improved Initiative, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: *Cloak of charisma* +2, *headband of dimensional door* (1/day), +1 longsword of subtlety, +2 leather armor, +1 buckler; *potions of lesser battle healing*, *dexterity boost*, *unknown*, and *invisibility*; *tablet of heightened canny effort*, mighty masterwork longbow (Strength +3), masterwork arrows (12), deathblade poison (2 doses), gold necklace worth 500 gp, gold and emerald ring worth 1,700 gp, disguise kit, 10 pp, 50 gp.

Navanna's werewolves are guards who, as a reward for their loyalty to House Vladaam, are injected with a concoction made of equal parts chaostech and fiendish infusion. The result is the urban werewolves as described in the book, except that the feats Blind-Fight and Toughness are replaced with Sense the Unseen and Sturdy, respectively. Because of the Sturdy feat, the sample werewolf has +5 hit points compared to the version in the book.

Aliaster Vladaam

Male tiefling

Mgr13

CR 14

HD 13d6+52

hp 100 (dying/dead -5/-20)

Init +2

Speed 30 feet

AC 12, touch 12, flat-footed 10

BAB/Grapple +6/+7;

Attack +8 melee (1d6+1, staff)

Full Attack +8/+3 melee (1d6+1, staff)

SA Darkness 1/day, magister's staff, familiarity with magic, lesser aspect of power: distinct voice

SQ Fire, cold, and electricity resistance 5

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

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

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

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

Crucial Feats: Corrupt Mage, Elemental Mage (air), Energy Mage (electricity), Modify Spell, Quicken Spell.

Other Feats: Craft Spell-Completion Item, Skill Application (Spot and Listen), Lightning Reflexes.

Spells: (slots 6/6/6/5/5/3/2/1, save DC 14 + spell level).

7th—*finger of destruction*, *phase door*.

6th—*disincorporate*, *energy sheath* (electricity), *vitrification*.

5th—*defensive field*, *scrying*, *teleport*, *wall of stone*.

4th—*attack from within* (energy), *chains of vengeance*, *conjure energy creature IV*, *detect scrying*, *dimensional door*, *gaze of terror*.

3rd—*clinging shadows*, *dispel magic*, *energy bolt* (lightning), *flight*, *invisibility*, *steal health*, *suggestion*.

2nd—*battle healing* (lesser), *beastskin* (lesser), *eldritch web*, *energy blade*, *enhance magical flow* (lesser), *location loresight*, *scream*, *wolf form*.

1st—*charm*, *compelling command*, *creature loresight*, *fireburst*, *magic armor*, *object loresight*, *resistance*, *safe fall*, *touch of disruption*, *transform wounds* (lesser).

0—*canny effort*, *contact*, *detect creature*, *detect magic*, *detect poison*, *disorient*, *read magic*, *scent bane*, *telekinesis* (lesser), *touch of nausea*.

Possessions: *Ring of major spell storing* (heightened spell turning), *wand of energy bolt* (electricity) (41 charges), *scroll of eldritch wall* (greater), *potion of heightened lesser magical flow*, *potion of dexterity boost*, *potion of battle healing* (greater), *thoughtstone*, masterwork magister's staff, platinum black pearl ring worth 850 gp, 1 mage coin (in a vault), 15 beads of amber (for lighting template).

THE LONGFINGERS THIEVES

Typical Longfingers Thief

Male or female quickling faen

Unf4

CR 4

HD 4d8+4

hp 23 (dying/dead -2/-13)

Init +6

Speed 30 feet, run 150 feet

AC 20, touch 17, flat-footed 14

BAB/Grapple +4/-1

Attack/Full Attack +10 melee (1d4-1, dagger), or +10 ranged (1d4, sling)

SA Sneak attack +1d6

SQ Parry

Fort +2, **Ref** +8, **Will** +3

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

Crucial Skills: Bluff +7, Climb +7, Escape Artist +10, Jump +7, Sneak +16.

Other Skills: Forgery +9, Gather Information +7, Open Lock +10, Sleight of Hand +12.

Crucial Feats: Speed Burst.

Other Feats: Affinity with Skill (Sneak), Fleet of Foot, Weapon Finesse.

Possessions: Masterwork studded leather armor, masterwork dagger, masterwork sling, +1 bullets (10), *potion of transfer lesser wounds* and *oil of (cloak of) darkness*, 50 feet of silk rope, climber's kit, masterwork thief's tools, 16 gp, 5 sp.

Hayman Knapp

Male human

Unf20

CR 20

HD 20d6+20

hp 96 (dying/dead -2/-14)

Init +6

Speed 30 feet

AC 25, touch 21, flat-footed 21 (AC 29 vs. one opponent)

**BAB/Grapple** +17/+18

Attack +29 melee (1d6+8+1 Con, rapier), or +27 ranged (1d12+4+1d6 cold, dragon pistol)

Full Attack +29/+24/+19/+14 melee (1d6+8+1 Con, rapier), or +27/+22/+17/+12 ranged (1d12+4+1d6 cold, dragon pistol)

SA Sneak attack +4d6, Minor Battle Memory

SQ Evasion, parry ranged attacks, *object loresight* 4/day

Fort +7, **Ref** +16, **Will** +14

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

Crucial Skills: Balance +24, Bluff +24, Climb +20, Disable Device +13, Intimidate +19, Listen +4, Sense Motive +18, Sneak +29, Spot +20, Tumble +20, Use Magic Device +25.

Other Skills: Appraise +21, Diplomacy +20, Disguise +17 (+19 if trying to stay in character), Gather Information +18, Open Lock +22, Sleight of Hand +24.

Crucial Feats: Crippling Strike, Expertise, Improved Disarm, Improved Trip, Opportunist, Quick Draw, Rapid Strike.

Other Feats: Light Sleeper, Skill Application (Disguise and Forgery), Skill Application (Appraise and Decipher Script), Skill Application (Diplomacy and Sense Motive), Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

Possessions: +5 leather coat, +5 rapier of puncturing, ring of protection +1, amulet of natural armor +1, gloves of dexterity +2, thought-stone, wand of heightened invisibility (29 charges), +4 silent rapid fire pistol, frost ammunition (20 rounds); *potions of transfer wounds (greater)*, *restoration*, and *diminished beastskin (lesser)*; 50 feet of silk rope, climber's kit, disguise kit, masterwork thief's tools, gold ring with diamonds worth 3,000 gp, gold ring worth 750 gp, 10 diamonds worth 1,000 gp each, 200 pp, 10 gp.

THE SISTERHOOD OF SILENCE

These monks are classic oathsworn. Their Speakers (which should probably be renamed Voices in order to avoid confusion with the *Arcana Evolved* definition of Speaker) can be either experts or akashics.

Of course, oathsworn don't carry around sledges and are not crack shots with crossbows. Again, how you choose to resolve this comes down to how "pure" an *Arcana Evolved* campaign you're running. Below are some options for dealing with the issue.

Free Proficiency

Game balance probably won't go out the window if you give the Sisters proficiency with the two weapons, so that's certainly one option.

Proficiency via a Feat

A slightly stricter requirement—and one which is in keeping with the letter if not the spirit of the oathsworn description—would be to require them to take the Simple Weapons Proficiency feat and then ignore that a greathammer is a Martial Weapon, given the fact that a Sister's use of weapons in all likelihood will be restricted to it and the crossbow.

No Weapons!

And the strictest interpretation of the Sisterhood of Silence in *Arcana Evolved* would be to eliminate all references to their weaponry. If you wish to keep the Sisters' ability to stun criminals, allow them to use their Stunning Blow feat in combination with their Throw Object ability.

The sample Sisters below use the "Proficiency via a Feat" option. If you use either of the two other options, give them another general feat or a talent of your choosing.

Typical First Circle Sister of Silence

Female human

Osn 3 **CR** 3

HD 3d10+3 **hp** 24 (dying/dead −2/−14)

Init +6 **Speed** 30 feet

AC 14, touch 14, flat-footed 12 (+1 AC vs. melee attacks)

BAB/Grapple +2/+3

Attack/Full Attack +4 melee (1d10+1, greathammer), or +3 melee (1d6+1, unarmed strike), or +5 ranged (1d10, heavy crossbow)

SA Shattering blow

SQ Evasion

Fort +4, **Ref** +5, **Will** +6

Str 13, **Dex** 14, **Con** 13, **Int** 12, **Wis** 16, **Cha** 11

Crucial Skills: Balance +6, Climb +5, Concentration +6, Jump +8, Listen +3, Sense Motive +7, Sneak +8, Spot +3, Tumble +8.

Other Skills: N/A

Crucial Feats: Combat Reflexes.

Other Feats: Weapon Proficiency (Simple), Hands as Weapons, Defensive Stance.

Possessions: Masterwork heavy crossbow, masterwork bolts (12), masterwork greathammer; *potions of battle healing (lesser)*, *levitate*, and *see invisibility*; sunrod, tanglefoot bags (2).

Typical Second Circle Sister of Silence

Female human

Osn 8 **CR** 8

HD 8d10+8 **hp** 57 (dying/dead −2/−13)

Init +2 **Speed** 50 feet

AC 17, touch 17, flat-footed 15 (+1 AC vs. melee attacks)

BAB/Grapple +6/+8

Attack +9 melee (1d10+3, greathammer) or +10 melee (1d8+3, unarmed attack) or +9 ranged (1d10+1, heavy crossbow)

Full Attack +9/+4 melee (1d10+3, greathammer) or +10/+7 melee (1d8+3, unarmed attack) or +9 ranged (1d10+1, heavy crossbow)

SA Shattering blow, throw object, combat rites, objects as weapons, lesser shattering strike

SQ Evasion, eschew food, fast movement, lesser adaptation, refuse fatigue, refuse fear, eschew water

Fort +7, **Ref** +8, **Will** +9

Str 15, **Dex** 15, **Con** 12, **Int** 14, **Wis** 17, **Cha** 13

Crucial Skills: Balance +10, Climb +12, Concentration +9, Intimidate +11, Jump +7, Listen +8, Sneak +8, Sense Motive +9, Spot +8, Tumble +13.

Other Skills: N/A

Crucial Feats: Combat Reflexes.

Other Feats: Weapon Proficiency (Simple), Hands as Weapons, Defensive Stance, Weapon Focus (Unarmed Strike).

Combat Rites: 1st—3; 2nd—2.

Possessions: +1 heavy crossbow, +1 bolts (11), +1 stunning bolt, +1 enchantment on hands, masterwork greathammer, ring of protection +1; potions of heightened battle healing (lesser), levitate, and see invisibility; sunrod, tanglefoot bags (2).

Typical Third Circle Sister of Silence

Female human

Osm14 **CR** 14

HD 14d10+14 **hp** 96 (dying/dead -2/-13)

Init +3 **Speed** 70 feet

AC 23, touch 21, flat-footed 20 (+1 AC vs. melee attacks)

BAB/Grapple +10/+12

Attack +13 melee (1d10+4, greathammer) or +15 melee (1d12+4, unarmed strike) or +15 ranged (1d10+2, heavy crossbow)

Full Attack +13/+8 melee (1d10+4, greathammer) or +15/+12/+9/+6 melee (1d12+4, unarmed strike), or +15/+12/+10/+9/+6 melee (1d12+4, unarmed strike with Rapid Strike), or +15 ranged (1d10+2, heavy crossbow)

SA Throw object, combat rites, objects as weapons, lesser shattering strike

SQ Evasion, eschew food, fast movement, lesser adaptation, refuse fatigue, refuse fear, eschew water, refuse wounds (heal 28 hit points), oathpower (included in skills), refuse poison or disease, eschew air, greater adaptation, eschew sleep, refuse hindrances.

Fort +10, **Ref** +12, **Will** +15

Str 14, **Dex** 16, **Con** 12, **Int** 15, **Wis** 19, **Cha** 10

Crucial Skills: Balance +13, Climb +21, Concentration +16, Jump +10, Listen +20, Sense Motive +15, Sneak +19, Spot +23, Tumble +22.

Other Skills: Swim +4.

Crucial Feats: Combat Reflexes, Stunning Blow, Rapid Strike.

Other Feats: Weapon Proficiency (Simple), Hands as Weapons, Defensive Stance, Weapon Focus (Unarmed Strike).

Combat Rites: 1st—5; 2nd—4; 3rd—2.

Possessions: +2 heavy crossbow, +1 bolts (8), +1 stunning bolts (4), +1 greathammer, +2 enchantment on hands, ring of protection +2, bracers of armor +2, ring of see invisibility; potions of transfer wounds (greater), heightened battle healing (lesser), and flight; sunrods (2), tanglefoot bags (2).

Mother Superior of the Sisterhood of Silence

Female human

Osm16 **CR** 17

HD 16d10+16 **hp** 107 (dying/dead -2/-14)

Init +8 **Speed** 80 feet

AC 32, touch 24, flat-footed 26

BAB/Grapple +12/+13

Attack +17 melee (1d12+4, unarmed strike)

Full Attack +17/+14/+11/+8 monk (1d12+4, unarmed strike) or +17/+14/+11/+11/+8 (1d12+4, unarmed strike with Rapid Strike feat)

SA Throw object, combat rites, objects as weapons, greater shattering strike

SQ Evasion, eschew food, fast movement, lesser adaptation, refuse fatigue, refuse fear, eschew water, refuse wounds (heal 32 hit points), oathpower (included in skills), refuse poison or disease, eschew air, greater adaptation, eschew sleep, refuse hindrances, SR 26.

Fort +11, **Ref** +14, **Will** +15

Str 13, **Dex** 19, **Con** 13, **Int** 15, **Wis** 20, **Cha** 20

Crucial Skills: Climb +17, Concentration +22, Jump +10, Listen +16, Sense Motive +16, Sneak +23, Spot +21, Tumble +23.

Other Skills: Diplomacy (cc) +14, Knowledge (religion) (cc) +6.

Crucial Feats: Combat Reflexes, Improved Trip, Stunning Blow, Rapid Strike.

Other Feats: Weapon Proficiency (Simple), Hands as Weapons, Defensive Stance, Weapon Focus (Unarmed Strike).

Psi-Like Abilities: Save DCs are Charisma based.

At will—heightened *read mind* (DC 18), heightened *sense thoughts* (DC 16), *telekinetic shield*, heightened *telepathy*.

Combat Rites: 1st—5; 2nd—4; 3rd—3.

Possessions: Bracers of armor +7, headband of teleportation (as helm), +3 enchantment on hands.

THE SORN

The Sorn are mostly witches, but also accept magisters, runethanes, and mage blades. A great number are dracha, which is unusual. It is not known why there are so many dracha spellcasters in the Sorn's ranks or what past relation, if any, these dracha have with each other or with the dracha who live farther east.

Sorn Witch

Male dracha

Witch (wind) 4 **CR** 4

HD 4d6+8 **hp** 24 (dying/dead -3/-16)

Init +2 **Speed** 30 feet

AC 17, touch 12, flat-footed 15 (+1 to AC vs. swords, +2 to AC if *windblade* is in hand)

BAB/Grapple +3/+5

Attack/Full Attack +6 melee (2d6+4, *windblade* as greatsword) or +5 ranged (ranged touch spells) or +6 ranged (1d8, light crossbow)

Fort +3, **Ref** +3, **Will** +7

Str 14, **Dex** 15, **Con** 15, **Int** 11, **Wis** 16, **Cha** 11

Languages: Common, Dracha.

Crucial Skills: Bluff +5, Concentration +9, Sneak (cc) +5, Listen +4, Spot +3.

Other Skills: Alchemy +5, Knowledge (magic) +4.

Crucial Feats: Energy Mage (Electricity)

Other Feats: Natural Swordsman, Weapon Focus (*windblade*).

Spells Known: (slots 4/3/1, save DC 13 + spell level.)

2nd—*gusting wind*.

1st—*acrobatics*, *conjure energy creature I* (electricity only), *safe fall*, *transfer lesser wounds*.

0—*bash*, *canny effort*, *detect magic*, *seeker*

Possessions: +1 leather coat (10 % chance of spell failure), masterwork light crossbow, bolts (10), *potions of transfer lesser wounds* (2), *detonation of lesser drain away speed*, *oil of magic weapon*, scroll of lesser battle healing, *wand of precise vision* (49 charges), 5 pieces of amber (for electricity template), 54 gp.

THE VAI

Worshippers of death come in all shapes and forms, and while unfettered may seem the obvious path to the assassin prestige class, akashics, oathsworn, and wolf totem warriors all have the skills needed to take the assassin class at 5th level. The two former classes, akashics and oathsworn, could easily have a spiritual reason to join forces with the Vai.

An akashic could believe that the more people she kills, the more memories become available to the akashic memory; an oathsworn whose oath was to kill something every day would be a frightening foe indeed. The following four NPCs show the potential scope in Vai membership.

Vai Assassin—Master of the Dagger

Male or female quickling faen

Unfs/Assassin2 CR 7

HD 5d8 + 2d6 **hp** 35 (dying/dead –1/–12)

Init +4 **Speed** 20 feet

AC 19, touch 16, flat-footed 19 (AC 21 vs. 1 opponent; parry)

BAB/Grapple +6/+2

Attack +12 melee (1d4+1, dagger), or +12 ranged (1d4, dagger)

Full Attack +12/+7 and +12 melee (1d4+1 and 1d4, dagger used in two hands), or +12/+7 ranged (1d4, dagger)

SA Sneak attack +2d6, death attack (DC 15)

SQ +1 saves vs. poison, parry

Fort +1, **Ref** +10, **Will** +3

Str 10, **Dex** 17, **Con** 11, **Int** 16, **Wis** 14, **Cha** 10

Crucial Skills: Balance +6, Bluff +5, Climb +7, Intimidate +8, Listen +8, Sneak +17, Spot +8.

Other Skills: Craft (poison) +11, Disguise +12, Forgery +7, Gather Information +7, Open Lock +9.

Crucial Feats: N/A

Other Feats: Ambidexterity, Intuitive Sense (Bonus feat: replaces the Uncanny Dodge special ability), Skill Application (Disguise & Forgery), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger).

Spells: (slots 2, save DC 14 + spell level.)

1st—*conjure weapon*, *safe fall*, *transfer lesser wounds*.

Possessions: Masterwork studded leather armor, +1 dagger, masterwork daggers (3), scroll of *obscuring mist*, Large scorpion venom (4 doses), dark reaver poison (1 dose), 50 feet of silk rope, climber's kit, disguise kit, masterwork thief's tools, 25 gp.

Vai Assassin—Feeder of Memory

Male or female verrik

Aks5/Assassin2 CR 7

HD 5d6 + 2d6 **hp** 27 (dying/dead –1/–12)

Init +4 **Speed** 30 feet

AC 19, touch 16, flat-footed 19

BAB/Grapple +4/+5

Attack/Full Attack +9 melee (1d4+2, dagger), or +9 ranged (1d4+1, dagger)

SA Sneak attack +2d6 (additional +1d6 vs. flat-footed foes), death attack (DC 15)

SQ +1 saves vs. poison, delve into collective memory, perfect recall, skill memory

Fort +1, **Ref** +9, **Will** +4

Str 12, **Dex** 15, **Con** 11, **Int** 16, **Wis** 16, **Cha** 8

Crucial Skills: Balance +9, Bluff +9, Climb +10, Disable Device +9, Escape Artist +9, Intimidate +8, Listen +10, Sneak +10, Spot +11.

Other Skills: Craft (Poison) +11, Disguise +10, Forgery +12, Gather Information +8, Open Lock +10.

Crucial Feats: First Strike, Opportunist.

Other Feats: Intuitive Sense (Bonus feat: replaces the Uncanny Dodge special ability), Skill Application (Disguise and Forgery), Weapon Finesse, Weapon Focus (dagger).

Spells: (slots 2, save DC 14 + spell level.)

1st—*acrobatics*, *animate weapon*, *distraction*.

Possessions: Masterwork studded leather armor, +1 dagger, masterwork daggers (3), scroll of *transfer lesser wounds*, Large scorpion venom (4 doses), dark reaver poison (1 dose), 50 feet of silk rope, climber's kit, disguise kit, masterwork thief's tools, 25 gp.

Vai Assassin—Death Giver

Male or female sibeccai

Osns/Assassin2 CR 7

HD 5d10 + 2d6 +14 **hp** 53 (dying/dead –3/–15)

Init +2 **Speed** 40 feet

AC 17, touch 17, flat-footed 17

BAB/Grapple +4/+6

Attack/Full Attack +8 melee (1d8+5, unarmed attack), or +6 ranged (1d8+2, any thrown object)

SA Shattering blow, sneak attack +1d6, death attack (DC 14)

SQ Eschew food, evasion, lesser adaptation, refuse fatigue, refuse fear, +1 saves vs. poison

Fort +6, **Ref** +9, **Will** +5

Str 14, **Dex** 15, **Con** 14, **Int** 14, **Wis** 13, **Cha** 10

Crucial Skills: Climb +11, Intimidate +9, Jump +11, Sneak +12, Tumble +11.

Other Skills: Craft (poison) +11, Disguise +7.

Crucial Feats: N/A

Other Feats: Hands as Weapons, Intuitive Sense (Bonus feat: replaces the Uncanny Dodge special ability), Night Owl, Weapon Focus (unarmed attack), Weapon Specialization (unarmed attack).

Combat Rites: 1st—1.

Spells: (slots 2, save DC 14 + spell level.)

1st—*compelling question*, *obscuring mist*, *safe fall*.

Possessions: +1 *enhancement on hands*, +2 *bracers of armor*, daggers (2), scroll of *precise vision*, 2 *potions of transfer lesser wounds*, large scorpion venom (4 doses), 50 feet of silk rope, climber's kit, disguise kit, 25 gp.

Vai Assassin—Wolf Brother

Male or female human

Twr (wolf)5/Assassin2 CR 7

HD 5d10 + 2d6 +7 **hp** 46 (dying/dead –2/–13)

Init +2 **Speed** 50 feet

AC 17, touch 12, flat-footed 17

BAB/Grapple +6/+8

Attack +10 melee (1d8+7, battleaxe), or +9 ranged (1d8+2, composite longbow)

Full Attack +10/+5 melee (1d8+7, battleaxe), or +9/+4 ranged (1d8+2, composite longbow)

SA Sneak attack +1d6, death attack (DC 15)

SQ +1 saves vs. poison

Fort +5, **Ref** +6, **Will** +2

Str 14, **Dex** 15, **Con** 12, **Int** 16, **Wis** 13, **Cha** 10

Crucial Skills: Climb +12, Disguise +4, Jump +10, Listen +9, Sneak +11, Spot +9.

Other Skills: Craft (poison) +11, Disable Device +9, Handle Animal +8, Open Lock +8.

Crucial Feats: Defensive Move, Mobility.

Other Feats: Fleet of Foot, Intuitive Sense (Bonus feat: replaces the Uncanny Dodge special ability), Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Spells: (slots 2, save DC 14 + spell level.)

1st—*conjure weapon*, *mudball*, *veil of darkness*.

Possessions: Masterwork chain shirt, masterwork light shield, +1 *battle axe*, masterwork mighty (+2) composite longbow, bodkin arrows (20), dagger, scroll of *acrobatics*, Large scorpion venom (4 doses), dark reaver poison (1 dose), 50 feet of silk rope, climber's kit, disguise kit, masterwork thieves' tools, 25 gp.

Wolf Companion

HD 3d8+6 **hp** 30 (dying/dead -3/-16)
Init +2 **Speed** 50 feet
AC 15, touch 12, flat-footed 13
BAB/Grapple +2/+3
Attack/Full Attack +4 melee (1d6+2 plus trip, bite)
SA Trip
SQ Low-light vision, scent
Fort +5, **Ref** +5, **Will** +2
Str 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Crucial Skills: Listen +3, Sneak +3, Spot +3.
Other Skills: Survival +2.
Crucial Feats: Track[®].
Other Feats: Improved Natural Armor, Weapon Focus (bite).

The Twin Lords Keper

Male humans
Unfio/Assassinio **CR** 20
HD 10d8+10 + 10d6+10 **hp** 108 (dying/dead -2/-13)
Init +9 **Speed** 30 feet
AC 32, touch 22, flat-footed 32 (+1 AC in melee)
BAB/Grapple +17/+20
Attack +27 melee (1d6+7 plus wounding, 15-20/x2, rapier) or +27 ranged (1d6+8, shortbow)
Full Attack +27/+22/+17/+12 melee (1d6+5 plus wounding, 15-20/x2, rapier), or +27/+22/+17/+12 ranged (1d6+8, shortbow)
SA Sneak attack +7d6, death attack (DC 25)
SQ Bonus of +5 to saves against poison, hide in plain sight, parry, parry ranged attacks, evasion
Fort +9, **Ref** +19, **Will** +10
Str 16, **Dex** 21, **Con** 12, **Int** 19, **Wis** 18, **Cha** 12
Crucial Skills: Balance +22, Bluff +16, Climb +22, Disable Device +23, Listen +21, Sneak +37, Search +19, Spot +4, Tumble +20.
Other Skills: Decipher Script +19, Diplomacy +18, Forgery +21, Open Lock +24, Use Rope +20.
Crucial Feats: Expertise, Opportunist, Improved Disarm.
Other Feats: Skill Application (Disable Device and Open Lock), Great Fortitude, Improved Initiative, Improved Intuitive Sense (Bonus feat: replaces Improved uncanny dodge), Weapon Focus (rapierx2), Weapon Finesse, Weapon Specialization (rapier), Improved Critical (rapier).
Spells: (slots 4/4/4/4; save DC 14 + level).
 4th—*gaze of terror*, *greater conjure weapon*, *greater transfer wounds*, *telepathy*, *touch of the tempest*, *tongues*, *wall of ice*.
 3rd—*earth's clutches*, *hand of battle*, *protection from elements*, *slow*, *spirit of prowess*, *weary touch*, *whisper of madness*.
 2nd—*darkvision*, *destructive grip*, *lesser ability boost*, *lesser battle healing*, *levitate*, *see invisibility*, *subtle steps*.
 1st—*acrobatics*, *animate weapon*, *compelling command*, *glamour*, *mind stab*, *mudball*, *safe fall*.
Possessions: +5 studded leather armor of greater sneak (+15 to Sneak), +2 rapier of puncturing, amulet of natural armor +2, ring of protection +3, +5 composite shortbow (+3), +2 arrows (10), greater slaying arrows keyed to the job at hand (5), thoughtstone, silk rope, grappling hook, climber's kit, thief's tools, 25 pp, 100 gp.

THE COMMISSAR'S MEN

The Commissar's Men consist almost exclusively of giants—with some sibeccai and humans thrown in. In a way, they are the main reason why the dragons have decided for a more low-key approach to Ptolus. The presence of so many giants reminded the first dragon visitors of the rumors that filtered back from the east about the ferocious titans, who accomplished what gods and dragons could not.

For many giants, being a Commissar's Man, or Chi-Charad, as they call themselves, is a goal worthy of aspiration. And with the ritualistic assumption of Shu-Rin as the beginning of a Chi-Charad's promotion to captain, the corps and giant development are almost synonymous.

Typical Commissar's Man

Giant male or female
Wmn3 **CR** 3
HD 3d12+15 **hp** 40 (dying/dead -4/-17)
Init +5 **Speed** 20 feet
AC 19, flat-footed 18, touch 11
BAB/Grapple +3/+6
Attack/Full Attack +6 melee (1d8+3, longsword) or +5 ranged (2d8, dragon rifle)
Fort +6, **Ref** +1, **Will** +1
Str 16, **Dex** 13, **Con** 16, **Int** 10, **Wis** 10, **Cha** 10
Crucial Skills: Intimidate +4.
Other Skills: Handle Animal +3, Knowledge (history) +2, Ride +4.
Crucial Feats: Point Blank Shot, Slippery Mind.
Other Feats: Improved Initiative, Sturdy, Weapon Focus (dragon rifle).
Possessions: Masterwork banded armor, masterwork heavy shield, dragon rifle, ammunition (10 rounds), longsword, *potion of transfer lesser wounds*, 25 gp.

The captains of the Commissar's Men are always giants who have explored Shu-Rin as far as they can (without taking levels in the giant paragon prestige class). These captains are almost seen as forces of nature, especially when they come charging on their radont steeds.

Despite their bulk, they are surprisingly agile and use their reach and Combat Reflexes feat to devastating effect.

Typical Commissar's Man (Captain)

Giant male or female (Large)
Wmn9/Giant3 **CR** 12
HD 9d12 + 3d10 +40 **hp** 131 (dying/dead -4/-18)
Init +6 **Speed** 20 feet
AC 23, flat-footed 20, touch 11
BAB/Grapple +11/+20
Face/Reach 5 feet x 5 feet/10 feet (**Space/Reach** 10 feet/10 feet)
Attack +18 melee (2d8+12, 17-20, giant's sword), or +13 ranged (1d10, double pistol)
Full Attack +18/+13/+8 melee (2d8+12, 17-20, longsword), or +13/+8 ranged (1d10, double pistol)
Fort +12, **Ref** +6, **Will** +6
Str 22, **Dex** 14, **Con** 17, **Int** 13, **Wis** 13, **Cha** 11
Crucial Skills: Climb +13, Intimidate +9, Jump +19, Listen +4, Ride +6, Spot +4.
Other Skills: Handle Animal +8, Heal +4, Swim +6.
Crucial Feats: Combat Reflexes, Mounted Combat, Power Attack, Quick Draw, Trample.
Other Feats: Exotic Armor Proficiency, Improved Initiative, Sturdy, Weapon Focus (giant's sword), Weapon Specialization (giant's sword).

Possessions: +1 superior articulated plate, +1 keen giant's sword, masterwork double pistol, ammunition (12 rounds), *potions of heightened modified* (+50%) *lesser battle healing* (3; each cures $[1d6+10] \times 1.5$); *potions of spirit of prowess and restoration*; gold captain's ring worth 100 gp, 270 gp.

CITY WATCH

Many humans, sibeccai, and not a few faen make up the city watch, but most of the common races can also work as guards.

Typical City Watch Guard

Human male or female

Warrior2 CR 1

HD 2d8+6 **hp** 18 (dying/dead -4/-17)

Init +1 **Speed** 20 feet

AC 18, touch 11, flat-footed 17

BAB/Grapple +2/+4

Attack/Full Attack +6 melee (1d6+2, halfspear), or +4 melee (1d8+2, longsword) or +3 ranged (1d8, light crossbow)

Fort +6, **Ref** +1, **Will** +0

Str 15, **Dex** 12, **Con** 16, **Int** 12, **Wis** 11, **Cha** 11

Crucial Skills: Climb -3, Intimidate +4, Jump +0, Listen +2, Sense Motive +2, Spot +3.

Other Skills: Knowledge (local) +3.

Crucial Feats: N/A

Other Feats: Skill Application (Spot and Listen), Weapon Focus (halfspear), Light Sleeper.

Possessions: Chain hauberk, heavy shield, masterwork halfspear, longsword, light crossbow, bolts (12), whistle, wooden stake, sprig of wolfsbane, necklace of garlic, silver dagger, 50 feet of rope, crowbar, 15 sp.

Typical City Watch Constable

Human male or female

Wmn5 CR 5

HD 5d12+14 **hp** 54 (dying/dead -3/-15)

Init +6 **Speed** 20 feet

AC 19, touch 12, flat-footed 17

BAB/Grapple +5/+8

Attack +10 melee (1d8+5, longsword), or +8 ranged (1d12, dragon pistol)

Full Attack +10 melee (1d8+5, longsword), or +8 ranged (1d12, dragon pistol)

Fort +6, **Ref** +3, **Will** +3

Str 16, **Dex** 14, **Con** 14, **Int** 13, **Wis** 12, **Cha** 13

Crucial Skills: Climb +6, Intimidate +9, Spot +5.

Other Skills: Gather Information +5, Knowledge (local) +3.

Crucial Feats: Sense the Unseen, Power Attack, Quick Draw.

Other Feats: Improved Initiative, Sturdy, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork breastplate, masterwork heavy shield, masterwork longsword, masterwork dragon pistol, ammunition (12 rounds), *potions of heightened transfer lesser wounds and see invisible*, tanglefoot bags (2), whistle, wooden stake, sprig of wolfsbane, necklace of garlic, silver bullets (3), mirror, flask of acid, 42 gp.

City Watch captains keep themselves slightly apart from the others and have dedicated themselves to a somewhat more monastic approach to their fighting. They have embraced rituals as a strong part of their approach to the martial arts and have developed an aura of mystery and a reputation for being unstoppable.



Typical City Watch Captain

Human male or female

Rwr10 CR 10

HD 10d10+20 **hp** 86 (dying/dead -3/-15)

Init +5 **Speed** 30 feet

AC 24, touch 11, flat-footed 23 (+1 AC vs. swords)

BAB/Grapple +7/+11

Attack +14 melee (1d8+9, longsword), or +9 ranged (1d12+1, dragon pistol)

Full Attack +14/+9 melee (1d8+9, longsword), or +9/+4 ranged (1d12+1, dragon pistol)

SA Combat rites

SQ Concentration save 2/day

Fort +6, **Ref** +5, **Will** +9

Str 19, **Dex** 12, **Con** 14, **Int** 13, **Wis** 14, **Cha** 13

Crucial Skills: Climb +10, Concentration +15, Jump +10, Listen +6, Spot +6.

Other Skills: Gather Information +7, Knowledge (local) +7, Ride +11.

Crucial Feats: Defensive Move, Expertise, Mobility, Whirlwind Attack.

Other Feats: Fleet of Foot, Improved Initiative, Natural Swordsman, Weapon Focus (longsword), Weapon Specialization (longsword).

Combat Rites: 1st—9; 2nd—6; 3rd—3.

Possessions: +2 plate armor, +1 heavy shield, +2 longsword, +1 dragon pistol, ammunition (12 rounds), *gauntlets of ogre power*, *potions of heightened modified* (+50%) *lesser battle healing* (3; each cures $[1d6+10] \times 1.5$); *potions of spirit of prowess*, *see invisibility*, and *ability boost* (constitution), *oil of heightened magic weapon*; tanglefoot bags (2), whistle, wooden stake, sprig of wolfsbane, necklace of garlic, silver bullets (3), mirror, flask of holy water, 450 gp.

GOLDSHIELD MAGES

These magisters are characterized by the golden shields they tend to conjure when going into battle. However, they go to great lengths to prevent collateral damage, and many take the Peaceful Mage feat.

Typical Goldshield Mage

Human male or female

Mgr 5 **CR** 5**HD** 5d6+5 **hp** 25 (dying/dead -2/-14)**Init** +1 **Speed** 30 feet**AC** 11, touch 11, flat-footed 10**BAB/Grapple** +2/+1**Attack/Full Attack** +1 melee (1d6-1, staff), or +3 ranged (spell)**Fort** +2, **Ref** +2, **Will** +5**Str** 9, **Dex** 13, **Con** 13, **Int** 17, **Wis** 12, **Cha** 11**Crucial Skills:** Concentration +5, Listen +3, Sense Motive +5, Sneak +8, Spot +7.**Other Skills:** Knowledge (magic) +11, Knowledge (architecture and engineering) +7, Knowledge (local) +11.**Crucial Feats:** Modify Spell**Other Feats:** Craft Spell-Completion Item, Skill Application (Listen and Spot), Skill Focus (Sneak), Spell Affinity (invisibility).**Spells:** 5/4/3/2; save DC 13 + spell level3rd—*attack from within*, *flight*, *invisibility*.2nd—*lesser beastskin*, *lesser drain away speed*, *see invisibility*, *subtle steps*.1st—*conjure energy creature I*, *distraction*, *magic armor*, *mind stab*, *precise vision*, *scent tracker*.0—*canny effort*, *contact*, *detect magic*, *ghost sound*, *lesser telekinesis*, *scent bane*, *sense thoughts*, *touch of weakness*.**Possessions:** *Wand of read mind* (25 charges); *charms of eldritch web*, *invisibility*, and *see invisibility* all modified to be cast without verbal components; *detonation of modified heightened shield companion* (double duration), masterwork magister's staff, 50 feet of silk rope, whistle, 30 gp.

Tactics: A Goldshield mage typically unravels a 3rd-level slot to cast *invisibility* modified to double duration (one hundred minutes). In combat, the Goldshield mage begins by either activating her *detonation of shield companion* before casting *flight* or if the situation looks dire, casts a diminished, modified *attack from within* that deals 150 percent damage.

IMPERIAL EYES

Without exception, all Imperial Eyes are akashics. This grants the Commissar a corps of spies able to assume other identities with an almost superhuman ability.

Typical Imperial Eye

Human male or female

Aks 8 **CR** 8**HD** 8d6-8 **hp** 30 (dying/dead -1/-9)**Init** +3 **Speed** 30 feet**AC** 15, touch 15, flat-footed 15**BAB/Grapple** +6/+6**Attack** +10 melee (1d4, dagger) or +10 ranged (1d4, dagger)**Full Attack** +10/+5 melee (1d4, dagger), or +10/+5 ranged (1d4, dagger)**SA** Sneak attack +1d6**SQ** Skill memory (+2), perfect recall, delve into collective memory, minor akashic abilities: Bonus feat (Opportunist), sneak attack, minor battle memory, Skill Focus (Disguise), lesser akashic ability: impersonate**Fort** +1, **Ref** +7, **Will** +7**Str** 10, **Dex** 16, **Con** 8, **Int** 15, **Wis** 12, **Cha** 13**Crucial Skills:** Balance +11, Bluff +11, Disable Device +13, Intimidate +6, Listen +11, Search +11, Sneak +15, Spot +11, Use Magic Device +11.**Other Skills:** Disguise +18 (+23 with Impersonate ability, +25 if trying to stay in character), Open Lock +14, Sleight of Hand +14, Swim +11.**Crucial Feats:** Defensive Stance, Opportunist.**Other Feats:** Intuitive Sense, Light Sleeper, Lightning Reflexes, Weapon Finesse.**Possessions:** *Ring of protection* +2; *potions of ability boost* (dexterity), *glamour*, *tongues*, and *unknown*; masterwork daggers (2), masterwork thieves' tools, masterwork disguise kit, 500 gp (used to buy equipment appropriate to current assignment).**CREDITS**

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