

NPCs of the Shattered Empire

Bandit of the Green Fist Gang

Human Monk 1 / Rogue 1

Hit Dice:	1d8 + 1d6 (8)
Initiative:	+1 (+1 dex)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 Wis)
Attacks:	+1 fist or +1 nunchaku
Damage:	1d6+1 (fist), 1d6+1 (nunchaku)
Face/Reach:	5ft./5ft.
Special Attacks:	unarmed strike, stunning attack, evasion, sneak attack
Special Qualities:	-
Saves:	Fort +2, Ref+5, Will+4
Abilities:	Str 13 (+1), Dex 12 (+1), Con 10 (+0), Int 10 (+0), Wis 14 (+2), Cha 10 (+0)
Skills:	Jump +6, Move Silently +6, Tumble +5, Listen +7, Balance +5, Open Lock +3
Feats:	Improved Grapple, Choke Hold

Organisation:	Team (1-6), Gang (4-24), Brotherhood (50-100)
Challenge Rating:	2
Treasure:	normal
Alignment:	Often evil
Advancement:	character class

Combat

The bandits are expert martial artists and use their training to inflict maximum damage to their enemies. They will always stick together and try to flank their enemies to apply their sneak attacks. If this is not possible, they will work in teams - one will apply a stunning attack and the other will then sneak the victim. Their tactics are highly mobile and involve tumbling past enemies for flanking, grappling and choking them while other either join in or keep the victim's allies at bay.

The green fist: this is a small stone that is worn on the fist, attached by a small leather band. It is activated by the shout "green death" and bestows the wielder with the ability to *inflict wounds* (1d8+3). A green fist costs 150gp.

Society

The bandits of the Green Fist and similar brotherhoods plague the lawless lands that have not yet been claimed by any warlord. They are secretive, make heavy use of initiation rituals and symbolism and use their superior discipline and martial arts to extort food from the farmers they raid.

The bandits are sometimes nomadic, sometimes set up keeps but they are always a major danger to the innocent people of the land. On a few occasions however they have actually helped commoners - there are some bandits who simply enjoy foiling other people's plans even if it means to act 'good'.

Death Samurai Lieutenant of the Red Daimyo

Bone Spirit Folk Samurai (Scorpion) 5, Dark Samurai 2

Hit Dice:	7d10+28 (63 hp)
Initiative:	+2 (dex)
Speed:	30 ft.
AC:	18 (+2 dex, +6 partial armour)
Attacks:	+10/+5 with +1 katana (ancestral)
Damage:	1d10+4
Face/Reach:	5 ft. /5 ft.
Special Attacks:	Smite Good (1/day)
Special Qualities:	Bone Spirit Folk Abilities (+2 on saves vs. necromancy etc.), Detect Good
Saves:	Fort +11, Ref +6, Will +11
Abilities:	Str 15 (+2), Dex 15 (+2), Con 18 (+4), Int 13 (+1), Wis 15 (+2), Cha 11 (+0)
Skills:	knowledge (religion) +5, knowledge (spirits) +5, craft (calligraphy) +9, ride +10, iaijutsu focus +8
Feats:	Iron Will, Dodge, Mobility, Spring Attack

Organisation:	Solitary or with squad of samurai (1-10) or undead (1-12)
Challenge Rating:	7
Treasure:	equipment + jewellery (200 gp worth)
Alignment:	always lawful evil
Advancement:	character class (most likely in the prestige class)

Equipment: ancestral +1 katana, +2 partial armour, kempo of fear, potion of cure moderate wounds

The death samurai are the elite corpse of the Red-Gloved Daimyo. They dress in bone white partial armour and wield katanas engraved with symbols of death. Little is known about these vile warriors, except that they are hand-picked by the Daimyo herself, taken from the bone spirit folk villages in the reclusive mountains as infants. After years of training in the secret dojos of the Great Skull Palace, the death samurai become leaders in the army or commanders of undead creatures. They are known for their cruel behaviour and elitist attitude and they are thus little liked by their mundane comrades.

Mempo of Fear: The white skull face mask of the Death Samurai is a special magical item that is typically associated with this kind of warrior. It has the same effect as a *bane* spell on all non-evil creatures within 30 ft. of the wearer, i.e. all enemies get -1 on attack rolls and -1 on saves vs. fear effects. This power can be used up to 5 times a day and lasts for 12 rounds each time. While active, the kempo looks like a real animated skull.
Caster Level: 2nd, Prerequisites: craft wondrous item, bane, creator must be evil. Market Price: 1500 gp

Combat

Death Samurai are dirty fighters. They use their mobile fighting style to get at the spellcasters by moving past the fighters guarding them or harass enemies with their spring attack feat. The Death Samurai's loyalty to their master is endless and they will fight to the death if ordered to do so.

Deep Guard

Sahuagin Psychic Warrior 2

Hit Dice:	4d8+4 (20 hp)
Initiative:	+2 (dex)
Speed:	30 ft., swim 60 ft.
AC:	16 (+2 dex, +5 natural) [20 with inertial armour]
Attacks:	trident +4 and 2 rakes +2, or crossbow +4
Damage:	1d8+2 trident, 1d4+1 rake, 1d10 crossbow
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	blood frenzy, psionics
Special Qualities:	speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity
Saves:	fort +7, ref+2, will +1
Abilities:	Str 14, Dex 14, Con 12, Int 14, Wis 13, Cha 9
Skills:	Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1, Concentration +9
Feats:	Multiattack, Expertise, Improved Trip, Inertial Armour

Organisation:	Solitary, Squad (4), or Team (1-6 Squads)
Challenge Rating:	4
Treasure:	equipment
Alignment:	often lawful evil
Advancement:	character class

Equipment: trident, potion of cure light wounds, shard of spot (+4), shard of listen (+2), the squad leader as a *master ring* for the *necklaces of control*.

Psionic Powers (3 power point, 4 free manifestations):

attack/defense modes: mind thrust, empty mind

lv 0 - Daze, Burst, Detect Psionics

The Deep Guards are Sahuagin who have sworn to work for the mind flayers generations ago and who have been their loyal (and uncontrolled) servants ever since. The Deep Guards' loyalty is unquestioned and they pride themselves for their relentless service. They use tridents and the odd psionic item to herd slaves, hunt for food, or act as bodyguards for their mind flayer masters. As a reward they are trained in the mental arts and many of them become influential chiefs among the "wild" Sahuagin after their retirement.

Combat

The deep guards fight as a unit, staying together and covering each other. Only ranged attacks and area effect spells will cause them to disperse and fight on their own.

Disk Rider of the Blade Master

Spirit Folk (Wind) Monk 2

Hit Dice:	3d8-3 (9 hp)
Initiative:	+4 (improved initiative)
Speed:	30 ft.
AC:	13 (+3 wis)
Attacks:	+4 unarmed, +5 masterwork kama, +1 sling
Damage:	1d6+3, 1d6+3, 1d4
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	stunning fist
Special Qualities:	+1 dodge bonus vs. rays, speak with birds (1/day)
Saves:	Fort +2, Ref+3, Will+6
Abilities:	Str 17 (+3), Dex 11 (+0), Con 9 (-1), Int 11 (+0), Wis 16 (+3), Cha 10 (+0)
Skills:	Balance +7, Bluff +1, Climb +8, Diplomacy +5, Innuendo +5, Listen +3, Ride (Flying Disk) +2.5, Spot +3, Jump+5
Feats:	Improved Initiative

Organisation:	Swarm (4-24)
Challenge Rating:	2
Treasure:	gear
Alignment:	any
Advancement:	by character class

Equipment: flying disk, masterwork kama, sling w/ 20 stones

Disk Riders are spirit folk who serve the blade master as aerial scouts. Crouching on magical flying disks they survey the country to keep their lord updated on what happens outside his realm. When they are attacked they will wildly manoeuvre and try to inflict damage with their wickedly barbed kamas or slings. Very rarely they are called on interceptor duty to take out aerial spies which moved into the realm of the Blademaster.

The disk riders are a tightly knit group of about 200 members which remains aloof of other people. They even have their own breeding programme which provides them with new members. Should their numbers ever grow to low they would rather disband than accept outsiders.

Flying Disk

These 3 feet wide magical flying disks are made of metal and are covered with arcane runes and wards. A disk can fly at a speed of up to 60 feet per round and has a manoeuvrability of *good*. However, using it requires special skill. Any manoeuvre beyond those available at the *poor* manoeuvrability require a *ride (disk)* check vs. DC 15 or a *ride* check vs. DC 20. Failure means movement at the current speed in a straight line or down (50% chance each). When taking damage while on the disk, the rider has to make a *balance* check with a DC of 10 + damage taken or fall off.

A flying disk's capacity is 300 lb.

Follower of Fu

Human Monk 2 / Psion (Seer) 2

Hit Dice:	2d8 + 2d4 (14)
Initiative:	+1 (+1 dex)
Speed:	30 ft.
AC:	13 (+1 Dex, +3 wisdom) or 17 (w/ inertial armour)
Attacks:	+3 unarmed or +4 masterwork tonfa
Damage:	1d6+1 (unarmed) or 1d6+1 (tonfa)
Face/Reach:	5ft./5ft.
Special Attacks:	Unarmed strike, stunning attack, evasion, deflect arrows
Special Qualities:	Psionics
Saves:	Fort +3, Ref+4, Will+9
Abilities:	Str 13 (+1), Dex 13 (+1), Con 10 (+0), Int 14 (+2), Wis 17 (+3), Cha 11 (+0)
Skills:	Balance +5, Jump +5, Climb +5, Move Silently +5, Profession (Judge) +7, Tumble +5, Concentration +3, Gather Information +5, Psicraft +5, Spot +6
Feats:	Encode Stone, Psionic Fist, Inertial Armour

Organisation:	Solitary or Company (1 follower of fu + 10 terracotta warriors)
Challenge Rating:	4
Treasure:	normal + any 2 psi stones
Alignment:	Any lawful
Advancement:	character class

The Followers of Fu are holy men dedicated to the teaching of Fu. In the past they lived in secluded areas to meditate, but after the Fall their abbots decided that it was time to go out into the world and help the people. Now they travel the lands and fight injustice, solve crimes, and even act as judges if asked to do so by all involved. While they are well-received by everybody, they have a tendency to be arrogant and condescending to others.

Followers wear yellow silk coats and tall hats with red embroidery. Often these hats are shaped like the roof of a pagoda to denote their holy status.

Combat

While they are men of great wisdom, the Followers do not neglect their physical prowess and all of them are accomplished martial artists. It takes 10 years of training to achieve these skills and only those with psionic potential can even hope to join.

In combat the Followers first activate their natural armour and then charge their enemy. If they are numerically disadvantaged, they will try to use as much cover as possible or wait for the opponents to attack them. In close quarters these monks love to use their elaborately decorated tonfas to dispense maximum punishment.

Psionic Powers

Power Points: 4

Att/Def Modes: Empty Mind, Thought Shield, Mental Barrier, Mind Thrust, Ego Whip

Powers: lv0 - Detect Psionics, Inkling, Lesser Natural Armour

lv1 - Object Reading, Empathy

Nezumi Soldier

Nezumi Fighter 2

Hit Dice:	2d10+6 (21 hp)
Initiative:	+1 (dex)
Speed:	40 ft.
AC:	17 (scale mail, large shield)
Attacks:	scimitar +6
Damage:	1d6+3 (18-20 threat)
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	Lowlight vision, other Nezumi traits
Saves:	Fort +6, Ref +1, Will+0
Abilities:	Str 16 (+3), Dex 12 (+1), Con 16 (+3), Int 10 (+0), Wis 10 (+0), Cha 8 (-1)
Skills:	Jump +7, Move Silently +2, Hide +3, Climb +7
Feats:	Weapon focus (scimitar), power attack, sunder

Organisation:	Squad (2-8) or company (5-20)
Challenge Rating:	2
Treasure:	equipment + 1d4 gp
Alignment:	Often evil
Advancement:	character class

Equipment: scale mail, large shield, scimitar, potion of cure light wounds or potion of bull's strength

Nezumi Scimitars

The scimitars of the Nezumi are shorter and have a stronger curve than those found in human lands. Also, they are usually barbed, have wicked sawteeth or other painful-looking accessories. The reason for this is not the inherent cruelty of the ratlings, as some less-informed sages claim, but their stout believe in intimidation. Being rather reluctant fighters unless their home is threatened, the Nezumi feel that a foe that flees before a fight is far better than a dead one.

While the common Nezumi is a warrior, their elite force consists of fighters. They are usually well trained and work excellently in tandem, aiding each other and using special tactics. The soldier described here is from the Adamant Guard warrior brotherhood. This brotherhood wears purple scarfs over their armour which is accented with copper inlays. Constable Crow is a major leader within their ranks.

Nezumi soldier brotherhoods are commonly found in the Nezumi Network. Other Nezumi tribes are less organised and prefer the barbarian class to the rigid training of a fighter.

Nezumi Thugs

Nezumi Warrior 2

Hit Dice:	2d8+4 (16 hp)
Initiative:	0
Speed:	40 ft.
AC:	12 (leather armour)
Attacks:	Greatsword +4 or great axe +4
Damage:	Greatsword 2d6+3 or great axe 1d12+3
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	Lowlight vision, other Nezumi traits
Saves:	Fort +5, Ref +0, Will+0
Abilities:	Str 14 (+2), Dex 10 (+0), Con 14 (+2), Int 9 (-1), Wis 10 (+0), Cha 8 (-1)
Skills:	Jump +7, Move Silently +5.5, Hide +2
Feats:	Skill Focus (Move Silently)

Organisation:	Gang (1-20) or Mob (3-60), sometimes with nezumi war rats (1-4)
Challenge Rating:	1
Treasure:	equipment + 1d4 gp
Alignment:	Often evil
Advancement:	character class

Equipment: greatsword or great axe, leather armour, hemp rope (15 feet)

These Nezumi are usually employed by the less savoury elements of Nezumi society (if this term applies from a human standpoint at all). While they are not particularly fearsome, they are effective bullies against commoners nevertheless. Note that these bullies can have different weapons but seem to prefer those that do massive damage. They have little of the subtlety that is the trademark of most Nezumi.

Combat

These low lives have little training in combat techniques and usually charge at the enemy, trying to inflict as much damage as possible. They believe that this way, they will crush the opponents morale and thus avoid losses. Usually, a thug would rather run than fight to the death without any concern for his fellow thugs.

Shadow Swimmer Chosen One

Shadow Swimmer (Shadow Creature) Shaman 2

Hit Dice:	3d8+2d6+15 (35 hp)
Initiative:	+1 (+1 Dex)
Speed:	45 ft.
AC:	20 (+1 Dex, +6 natural armor, +3 wisdom)
Attacks:	+4 (2 claws) and +2 bite or +6 javelin
Damage:	1d4 claws, 1d4 bite, or 1d6 (javelin)
Face/Reach:	5ft./5ft.
Special Attacks:	Grave rot
Special Qualities:	Lucky, cold resistance, dark vision, shadow blend, spirit sight
Saves:	Fort +10, Ref +5, Will +10
Abilities:	Str 10 (+0), Dex 13 (+1), Con 16 (+3), Int 11 (+0), Wis 16 (+3), Cha 12 (+1)
Skills:	Concentration +9, Hide +8/+12, Knowledge (Arcana) +6, Listen +6, Move Silently +11, Spot +3, Spellcraft +4
Feats:	multiattack, stunning fist, weapon focus (javelin), Shadow Magic

Organisation:	Solitary or with shadow swimmer tribe (1-12)
Challenge Rating:	5
Treasure:	normal
Alignment:	Always chaotic evil
Advancement:	character class

Spells memorised (* means domain spell (grave or flame), + means memorised with shadow magic feat):

Iv 0 - Detect Magic (x2), Cure Minor Wounds (x2)

Iv 1 - Burning Hands*+, Endure Elements, Entropic Shield, Doom

Equipment: 4 javelins

The Chosen Ones are important leader of the shadow swimmer tribes. They have heard the voice of the entities from beyond and are able to channel some of this power. They often arise to be tribal leaders and lead warbands into the real world to plunder and wreak havoc. Like their brethren, they are really encounter in a context outside of combat.

Combat

When fighting, the Chosen Ones usually activate their flame ward domain ability, cast defensive spells upon themselves and then join the battle, letting loose their burning hands spell when people least expect it. Generally, these shamans stay behind the lines and let others do the fighting, tough, joining battle where it seems like they could turn the tide. Chosen Ones will not fight to the death, using their tribe to cover their retreat.

Tasloi, Aga Aga Tribe Revered Ancient

Revered Ancient Tasloi Adept 6

Hit Dice:	6d12 (39 hp)
Initiative:	+4 (feat)
Speed:	10 feet, climb 30 feet
AC:	20 (+1 size, +9 natural)
Attacks:	+7 half spear or +7 fist
Damage:	1d6+6 or 1d2+4
Face/Reach:	5x5 feet / 5 feet
Special Attacks:	fear aura, improved grab
Special Qualities:	Cold of the Grave, Undead Mastery, Fire Vulnerability, Lowlight Vision, Light Sensitivity
Saves:	Fort+2, Ref+2, Will+7
Abilities:	Str 18 (+4), Dex 10 (+0), Con -, Int 9 (-1), Wis 15 (+2), Cha 12 (+1)
Skills:	Concentration+5, Spellcraft+3, Knowledge (Religion)+1, Climb+4, Hide+4, Move Silently+4
Feats:	Improved Initiative, Combat Casting

Climate/Terrain:	bloodrain jungles
Organisation:	solitary or with tribal members
Challenge Rating:	5
Treasure:	equipment + wooden face mask (piece of art 150 gp)
Alignment:	CE
Advancement:	character class

Equipment: half spear, holy symbol (face mask)

Spells Usually Memorized (3/3/2):

lv 0 - ghost sound, detect magic, cure minor wounds

lv 1 - cure light wounds, endure elements, bless

lv 2 - cat's grace, web

The Aga Aga tribe is a minor tasloi tribe living in the bloodrain jungle near the south-eastern border. They make a living hunting and sometimes raiding nearby villages at night. Like all of their kind, they are not very territorial but have a small village from where they run their operations and which they will abandon at the slightest danger.

The Aga Aga are rather primitive and their spellcasters (which only occur every 3 generations) are adepts, chosen by the mysterious spider spirit they worship. Adepts who die of a natural death (i.e. very few) are embalmed and put into the sacred burial caves shared by all tribes to be available should the tribes need their guidance again.

Revered Ancients (see the template in the *Monsters* pdf) look like small dried out corpses, embalmed with a vinegar-like substance. They usually wear a ceremonial wooden mask, painted in bright colours to resemble the face of a red jungle spider. The ancients are utterly devoted to their tribe but still chaotic evil, enjoying to send individuals to their certain death or tormenting enemies after their capture.

Combat

The revered ancients usually stay in the back, well-protected by their magic and using their spells to wreak havoc. After using up their magic, they close into melee, picking the most well-armed foe and grappling it to avoid massive damage.

Fear Aura (su): All creatures within 20 feet of the ancient must make a will save vs. DC 13 + the ancient's charisma modifier or be frightened (shaken plus must flee if possible). Otherwise the character is shaken. This effect is always on and even affects allies (who get a +4 on the save however).

Improved Grab (ex): When an unarmed melee attack of the ancient hits, it can start a grapple without provoking an attack of opportunity or having to touch the target.

Cold of the Grave (su): The revered ancient has his magic altered by the eternal cold of the grave. All spells with elemental damage deal cold damage instead of their normal type. Additionally, the ancient is immune to cold damage.

Undead Mastery (su): The ancient rebukes and controls undead as if a cleric double his level. If he had the ability to control undead in life, level is tripled.

Fire Vulnerability (ex): Fire attacks deal double damage to the ancient, if a save for half damage is allowed and passed, the ancient takes half damage as normal.

Spell Visuals

To keep the players guessing about the true nature of these mysterious "mummies", their spells look somewhat different from what they normally would, even though spellcraft DCs are unchanged.

If the target of a beneficial spell is not the caster, it looks as if tiny spectral spiders leap from the caster to the recipient. This is accompanied by an electrical buzzing sound.

The Web spell causes skeletal hands to erupt from the ground, which seem to grapple the characters affected by the web. There are dozens of them but they have exactly the same effects as a web spell normally has.

Tiger of Pan Lang

Human Warrior 3

Hit Dice:	3d8+3 (16 hp)
Initiative:	+4 (improved initiative)
Speed:	30 ft.
AC:	12 (+2 leather armour)
Attacks:	greataxe +5
Damage:	1d12+1
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +4, Ref +1, Will +2
Abilities:	Str 12 (+1), Dex 11 (+0), Con 12 (+1), Int 11 (+0), Wis 9 (-1), Cha 10 (+0)
Skills:	Climb +7, Swim +7
Feats:	Weapon Focus (Greataxe), Improved Initiative, Iron Will

Organisation:	Squad (1-8) or Warband (11-20)
Challenge Rating:	2
Treasure:	equipment
Alignment:	usually lawful neutral
Advancement:	character class

Equipment: leather armour, greataxe, canteen with palm wine, turban with tiny gem (10 gp), golden earring (40 gp), statue of a tiger spirit or other religious token.

The Tigers of Pan Lang are a mercenary warband that hails from the Hynd lands. They wear leather armour over bare skin and baggy trousers in bright colours. Tiger furs cover their backs and many wear a turban. The Tigers are a really exotic lot and draw the looks of people everywhere in the Empire, a fact that they seem to greatly enjoy. While they seem like uncivilised barbarians they in fact hail from a highly developed culture and not at all awed by the lifestyle of the Imperial subjects. While they will not admit it in public, they see the Empire as terribly unenlightened, especially in the erotic arts which are part of their pantheistic religion.

Combat

These mercenaries are not necessarily an elite unit but they have a bit more experience than regular troops. They are lightly armoured however and this reflects in their fighting style. The tigers' tactics are based on violent charges and striking before the enemy does. They are usually quite fast and try to gang up on enemies that seem important to the opponent's battle plan.

Peasant Bandit of the Lawless Lands

Human Warrior 1

Hit Dice:	1d8
Initiative:	+1 (+1 dex)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 leather armor)
Attacks:	+3 club or +3 halfspear or +3 kwanaga
Damage:	1d6+2 (club) or 1d8+2 (halfspear) or 1d3 (kwanaga, <i>trip, disarm</i>)
Face/Reach:	5ft./5ft. or 10 ft. (Kwanaga)
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +3, Ref+0, Will+0
Abilities:	Str 15 (+2), Dex 11 (+0), Con 12 (+1), Int 10 (+0), Wis 10 (+0), Cha 9 (-1)
Skills:	Jump +5, Intimidate +3, Ride +3
Feats:	Exotic Weapon (Kwanaga), Great Teamwork

Organisation:	Team (1-6), Gang (4-24)
Challenge Rating:	1/2
Treasure:	normal
Alignment:	Any
Advancement:	character class

Combat

These bandits are members of many different gangs and would be unremarkable, except for the fact that they all claim the same ancestor (at least spiritually). Their combat techniques are quite impressive. All of them are trained in the art of using the kwanaga, called "the long arm" in the lawless lands. This combined with their improved flanking ability makes them rely heavily on team work. Often one of them will attack using reach, while his partner tries to flank the victim.

Society

These bandits are members of many different gangs and would be unremarkable, except for the fact that they all claim the same ancestor (at least spiritually). Banditry had a great tradition in the central areas of the Empire, even before the fall. Secret societies would conspire against the emperor and his bureaucrats, smuggling drugs and extorting money through blackmail. Most of the leading criminals were disinherited nobles but they also kept a lot of enforcers for special cases and for gang wars. After the fall, these gangs fell into disorder and many of their leaders were killed in the struggle for survival, which hit the core the hardest. The enforcers, however, survived and their descendants still terrorise the land, now in a more physical way.

Most bandits today are discontent peasants who ran away from their villages. They can be recognised by the painted patterns on their face, which vary from gang to gang. They lack the expertise of the Green Fists and similar criminals but they have a few tricks up their sleeve. During the initiation rites, they are imbued with the spirit of a long-dead man only known as *master of secrets*. This ritual provides them with the *Great Teamwork* feat.

Peasant Bandit of the Lawless Lands, Warlord

Human Warrior 6

Hit Dice:	6d8+12 (39 hp)
Initiative:	+5 (dex, improved initiative)
Speed:	30 ft.
AC:	16 (+1 dex, +2 leather armour, +2 large shield, +1 ring)
Attacks:	+9/+4
Damage:	1d8+3 (longsword)
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +9, Ref +3, Will +6
Abilities:	Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 11 (+0), Wis 14 (+2), Cha 15 (+2)
Skills:	Climb +5, Diplomacy +4, Hide +1, Intimidate +10, Listen +2, Move silently +1, Profession (chose one) +8, Spot +2, Swim +12
Feats:	Great Teamwork, Iron Will, Great Fortitude, Skill Focus (Intimidate)

Organisation:	With gang (2-20 bandits)
Challenge Rating:	3
Treasure:	equipment + 750 gp in chest (various coinage)
Alignment:	Often Neutral evil
Advancement:	character Class

Equipment: potion of resist elements (fire), potion of neutralise poison, potion of cure serious wounds, ring of protection +1

The peasant bandits usually follow a powerful warrior from their ranks who has proven his physical superiority to his fellows. Often these warlords have gained experience by working as mercenaries for a time or by performing special missions for the former warlord.

Usually, warlords wear - what they consider - luxury clothing, often old bureaucrat robes and carry a 'powerful' magic item to symbolise their authority. The sample warlord given here has a magical ring that manifests its protective capabilities with impressive sparks that fly to all sides whenever a blow is deflected.

Combat

The warlords often try to avoid combat, preferring to intimidate those who would challenge their power. On a successful intimidate check (DC 10 + level) tell the PCs how impressive and powerful the warlord seems and how unconcerned he is about their threats. Hint at how it might be a bad idea to attack him. While this makes him seem like hot air, the warlord is quick to kill those who will not back down!

When forced to fight, the warlord will use his underlings to soak up damage while he attacks the apparent leader of his enemies. Knowing his future fate when seen as weak by his underlings, the warlord will only surrender or flee if his death seems eminent or he has lost too many men to keep his stranglehold on the neighbouring villages.

Pestilite Animal Handler

Pestilite Druid 1

Hit Dice:	3d8+1d6+12 (25 hp)
Initiative:	+3 (+3 dex)
Speed:	20 ft., climb 20 ft., fly 60 ft. (good)
AC:	20 (+1 size, +3 dex, +6 natural)
Attacks:	4 claws +2, sting -3, bite -3
Damage:	claws 1d3, sting 1d6, bite 1d4
Face/Reach:	5ft./5ft.
Special Attacks:	Cadence, pestilite fever, spells
Special Qualities:	Darkvision 60 ft., hive mind, disease and poison immunity, sonic resistance 20, nature sense
Saves:	Fort +6, Ref+4, Will+7
Abilities:	Str 9 (-1), Dex 17 (+3), Con 16 (+3), Int 10 (+0), Wis 14 (+2), Cha 15 (+2)
Skills:	Alchemy +7, Animal Empathy (vermin) +5, Climb +6, Hide +8, Listen +5, Move Silently +5, Spot +4, Handle Animal (vermin) +6
Feats:	Flyby attack

Organisation:	1 animal handler and any insectoid beast, vermin etc.
Challenge Rating:	3
Treasure:	Standard
Alignment:	Lawful evil
Advancement:	character class

Pestilite (Creature Collection 2) animal handlers are a special sisterhood among these foul insects. After years of hard training and evil rituals, the candidates gain special powers over vermin and are employed by evil armies to handle special monsters. An animal handler is usually secretive and withdrawn but always completely loyal to her masters unless they become a threat to the secret machinations of the Pestilites.

Combat

The animal handler is usually content to let its vermin attack, aiding it with spells from the back of the battle. Anybody who manages to slip by the monster however and engages melee is in for a terrible surprise though as the Pestilite is quite capable of defending itself.

When on the offensive, the vermin is usually prepared with the magic fang spell

Spells (3/2):

Lv 0 - Flare (x2), Cure Minor Wounds

Lv 1- Magic Fang, Endure Elements

The Red Sash Society

The red sash society is a semi-mystical organisation of assassins and other criminals that hires out its members to those in need of such shady services. While their loyalty has known to change in the middle of a job due to better bids, they are still the best at what they do. Getting in touch with these enigmatic people is terribly difficult and rumours claim that it is always them who contact those that might need them.

Generally, members of this crime family live outside of normal society in hidden underground monasteries where they practise their Shan Da style martial arts. All members can be recognised by their black ninja-like combat suits and their red sashes covered with prayers to Shadow Spirits. Often, they will carry fans or war fans, for they form a cornerstone of their fighting style. These items are often magic, especially for elite members of this already formidable club.

Red Sash Society members are so brainwashed that they will have trouble functioning in a normal society, even though some (especially the lockmasters) have some interaction skills to work with employers and to scout in cities.

The Society is often confused with the Black Order, an equally secretive organisation that wants to reinstate the Emperor and thus reunite the Empire.

Cut-Throat of the Red Sash Society

Human Fighter 3 / Rogue 3

Hit Dice:	3d10+6 + 3d6+6; hp 42
Initiative:	+2 (+2 Dex)
Speed:	30 ft.
AC:	16 (+2 dex, +4 armour)
Attacks:	+9 long sword, +9 war fan, or +7 longbow
Damage:	1d8+4, 1d6+2 (off-hand), or 1d8
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	+2d6 sneak attack, Shan Da style mastery
Special Qualities:	evasion, uncanny dodge
Saves:	Fort +6, Ref +6, Will +4
Abilities:	Str 17 (+3), Dex 15 (+2), Con 15 (+2), Int 9 (-1), Wis 15 (+2) , Cha 13 (+1)
Skills:	Bluff +7, Craft (Fan making) +2, Decipher script +6, Disguise +4.5, Forgery +3, Hide +2, Innuendo +8, Intimidate +4, Intuit direction +7, Listen +4, Move silently +8, Pick pocket +6, Spot +4, Tumble +7, Use rope +7
Feats:	Dodge, Defensive Fan Use, Offensive Fan Use, Exotic Weapon Proficiency (War Fan), Ambidexterity, Run

Organisation:	Solitary or with red sash gang
Challenge Rating:	6
Treasure:	equipment + 60 gp
Alignment:	Usually evil
Advancement:	character class

Equipment: +1 ashigaru amour, +1 long sword, *zhe shan* war fan, potion of cure moderate wounds, longbow, 10 arrows

The cut throats are specially trained killers that will hide for hours to kill their intended target when it is alone. Little is known about these deadly killers and they carry nothing to show their affiliation except for their (hidden) red dragon tatoos.

A cut throat wears a black ashigaru armour and has his face wrapped with a dark red silk scarf. Their equipment is always magical and bestowed upon them during their initiation ritual (which involves killing a close relative).

Combat

The cut throats avoid direct combats and prefer to strike from hiding. If discovered they will do everything to kill their victim before help arrives, using feints to get the chance to sneak attack (see *bluff* skill). If they are outnumbered, they will try to flee and strike only, when only one enemy can directly engage them.

Lockmaster of the Red Sash Society

Human Rogue 3

Hit Dice:	3d6+6 (hp 21)
Initiative:	+3 (+3 Dex)
Speed:	30 ft.
AC:	15 (+3 dex, +2 armour)
Attacks:	+1 short sword or +6 short bow or +5 ranged touch attack
Damage:	1d6 or 1d6 or 1d6+5 (<i>bolt</i>)
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	+2d6 sneak attack
Special Qualities:	evasion, uncanny dodge
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 11 (+0), Dex 17 (+3), Con 14 (+2), Int 12 (+1), Wis 16 (+3), Cha 13 (+1)
Skills:	Balance +8, Climb +4, Search +7, Disable Device +9, Hide +3, Intimidate +6, Intuit direction +7, Jump +5, Listen +3, Move silently +3, Open lock +10, Pick pocket +9, Profession (Locksmith) +6, Spot +3, Use magic device +6, Use rope +9
Feats:	Dodge, Defensive Fan Use, Skill focus (Open Lock)

Organisation:	Solitary or with red sash gang
Challenge Rating:	3
Treasure:	equipment + 60 gp
Alignment:	Usually evil
Advancement:	character class

Zhe Shan War Fan

This +1 war fan made of a reddish metal alloy is a special gift made to Cut Throats as soon as they have finished their decade long series of trials and tests. In addition to its normal abilities, this war fan also works as a *brooch of shielding* with a capacity of 100 damage points.

Caster Level: 5th Prerequisites: craft arms & armour, magic missile, Market Price: 2500 gp

Equipment: masterwork leather armour, masterwork short bow, 20 arrows, short sword, potion of cure light wounds, masterwork thief tools, fire bolt glove, small paper fan depicting a flaming inferno.

Lockmasters are senior members of the society, easily recognisable by their black ninja-like suits with red sashes, red headbands, and a brass glove (see equipment). They have superior lock-picking skills and disabling traps. Of all members of the red sash society, these are the most well-known, for they often accept jobs on behalf of clients who wish to retrieve an item or steal it from a rival.

Combat

The lockmasters try to avoid combat when possible. They will not run away during a job but expect others to defend them. Only when they think it is necessary to help they will join the fight, usually with ranged attacks. Their evil disposition sometimes prompts them to sneak attack flat footed opponents, however, often with the ranged touch attack of their glove!

Lockmasters are disciples of the Shan Da style of martial arts, thus using a fan in combat. Usually, they will hold the fan in one hand and use the glove for ranged attacks. As soon as they are in melee combat however, they will draw their short sword and avoid using the glove.

River Pirate

Human Warrior 2

Hit Dice:	2d10+4 (15 hp)
Initiative:	+5 (dex, improved ini)
Speed:	30 ft.
AC:	14 (+1 dex, +1 tessen, +1 leather armour)
Attacks:	+5 kama
Damage:	1d6+2
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 14 (+2), Dex 12 (+1), Con 14 (+2), Int 11 (+0), Wis 12 (+1), Cha 11 (+0)
Skills:	Swim +3, Balance +2, Craft +2, Hide +1, Jump +7, Profession (Sailor) +2, Move silently +1, Spot +1
Feats:	Improved Initiative, Weapon Focus (kama)

Organisation:	Team (2-8) or gang (2-20 + captain)
Challenge Rating:	1
Treasure:	equipment
Alignment:	Often Neutral evil
Advancement:	character Class

The Coroans

Coroans live in the South-East near the former border of the Golden Empire. They are generally considered inferior barbarians that do not have a culture to speak of.

While this statement is true in some respects, the Empire is not entirely innocent in this matter. Frequent slave raids and demands of tribute have kept the Coroans from achieving the splendours of the Empire.

Old prejudice dies hard and the Coroans are still seen as dirty and stupid, even though many Imperial subjects now have a lifestyle that is not much better than that of their neighbours. Many former Coroan slaves have joined criminal gangs, furthering ill feelings about them.

River pirates infest the coastal areas of the Shattered Empire ever since the death of the Emperor. Typically, a pirate gang will have a mixed ethnical make-up with Coroans and natives being the majority. Sometimes even non-humans are accepted into a gang.

The pirates live by enslaving people captured during their raids and letting them work on hidden rice fields and fish farms. The areas where they operate are so poor that little treasure is gained during their raids.

Typically, pirates wear little dress but can be easily recognised by their fish tattoos which cover the entire body in the case of high ranking pirates.

Combat

These pirates are not the best fighters in the world and therefore try to rely on numbers and on surprise. If they feel they are going to lose the battle or take many losses, they will usually retreat or try to negotiate a truce. However, their word is

not to be trusted and they will break any agreement as soon as they see advantage in it.

River Pirate, Captain

Human Warrior 6

Hit Dice:	6d8+12 (39 hp)
Initiative:	+5 (dex, improved initiative)
Speed:	30 ft.
AC:	14 (dex, +1 cord armour), 16 (talisman, for 10 rounds)
Attacks:	+10/+5 da dao (glaive)
Damage:	1d10+3
Face/Reach:	5 ft. / 10 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +9, Ref +3, Will +6
Abilities:	Str 17 (+3), Dex 13 (+1), Con 15 (+2), Int 11 (+0), Wis 14 (+2), Cha 15 (+2)
Skills:	Climb +5, Diplomacy +4, Hide +1, Intimidate +8, Listen +2, Move silently +1, Profession (Sailor) +8, Spot +2, Swim +12
Feats:	Weapon Focus (Da Dao), Power Attack, Iron Will, Great Fortitude

Organisation:	With gang (2-20 river pirates)
Challenge Rating:	3
Treasure:	equipment + 1000 gp in chest
Alignment:	Often Neutral evil
Advancement:	character Class

Equipment: +1 cord armour, 2 lizard scale talismans, potion of cure medium wounds, potion of bull's strength

The river pirate captain is usually a really tough nail, having killed more than one rival in her way to power. The captains wield the da dao as a sign of authority and often use it to strike a quick stunning blow at those subordinated who do not act quick enough.

Combat

The river pirate captains share the characteristics of their underlings to a certain degree. However, as soon as combat has begun, they are usually in the middle of things, proving their superiority to their men. Often, they try to use the reach of their pole arms to their advantage.

River Pirate, Spirit Guide

Human Adept 4

Hit Dice:	4d6 (10 hp)
Initiative:	+0 (dex)
Speed:	30 ft.
AC:	10 or 11 (with talisman for 10 rounds)
Attacks:	dagger +3 or dart +2
Damage:	1d4 or 1d4
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +1, Ref +1, Will +9
Abilities:	Str 13 (+1), Dex 10 (+0), Con 11 (+0), Int 14 (+2), Wis 17 (+3), Cha 14 (+2)
Skills:	Alchemy +9, Hide +0, Knowledge (religion) +8, Listen +3, Move silently +5, Profession (Sailor) +10, Scry +8, Spot +5
Feats:	Dodge, Craft Talisman, Iron Will

Organisation:	Usually with a gang of river pirates (see above)
Challenge Rating:	2
Treasure:	equipment + necklace (200 gp)
Alignment:	Often Neutral Evil
Advancement:	

Adept Spells (3/3/1):

lv 0 - Detect Magic, Ghost Sound, Light

lv 1 - 2x Cure Light Wounds, Bless

lv 2 - Invisibility

Equipment: Wand Of Colour Spray (45 charges), Wand of Magic Missile (40 charges), 3 lizard scale talismans, 3 Monkey Paw Talismans, Talisman of Shark Form, 10 darts, dagger

The spirit guides are the wise men and women of the river pirates. From birth on they are supervised by the predecessor and are trained in religious lore until they are ready to undergo a challenge that requires them to seek out an evil river or sea spirit and sacrifice their right eye to them. By committing this deed the guide gets access to supernatural powers and becomes a powerful authority among his people, both feared and revered.

Combat

The spirit guides usually shy away from physical confrontation, preferring to stay in the back to heal their allies as soon as they need it. If not asked by their captain to surrender it, they usually try to keep the invisibility spell as a last venue of escape.

Sixtysix Crossbows, Crossbowman of the

Human Warrior 2

Hit Dice:	2d10+4 (15 hp)
Initiative:	+6 (dex, improved ini)
Speed:	30 ft.
AC:	13 (+1 dex, +2 leather scale)
Attacks:	+3 short sword, +5 crossbow
Damage:	1d6+1 or 1d8
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 12 (+1), Dex 14 (+2), Con 14 (+2), Int 11 (+0), Wis 12 (+1), Cha 11 (+0)
Skills:	Climb +3, Balance +2, Hide +1, Jump +7, Craft (Fletcher) +4, Move silently +1, Spot +1
Feats:	Improved Initiative, Weapon Focus (crossbow)

Organisation:	Team (2-8) or gang (2-20 + captain)
Challenge Rating:	1
Treasure:	equipment
Alignment:	Any
Advancement:	character Class

Equipment: crossbow, leather armour, short sword, potion of cure light wounds (50% chance), 15 bolts, 5 masterwork bolts, 3d10 gold worth of valuables

The 66 crossbows are a mercenary outfit that specialises in crossbows. Most members are humans from the Northern land and many belong to the bizzare cult of Now Chow, a spirit that requires frequent prayer and grants good luck to its devout followers. The believers are easily recognised by their ritual scars that radiate from their left temple and cover the whole visible head and their purple prayer ribbons which are tied to the arms and legs.

As their outfit suggests the crossbowmen are outcasts and they enjoy their role! While they are very religious and superstitious they nevertheless enjoy drinking and brawling.

Combat

A member of the 66 crossbowmen (which usually number around 60-80) prefers to fight at long range and will retreat to a defensible position as soon as the enemy closes in. Bad omens have caused them to flee on more than one occasion and it is impossible to get them to go to battle before their morning prayer.

Vermin Cultist (a.k.a. Chosen of the Wheel)

Chosen of the Wheel Human Shaman 3

Hit Dice:	3d6+3 (13 hp)
Initiative:	0
Speed:	30 ft.
AC:	15 (+5 lamellar armour)
Attacks:	quarterstaff +3
Damage:	quarterstaff 1d6+1
Face/Reach:	5ft./5ft.
Special Attacks:	
Special Qualities:	Darkvision 60 ft., cold/fire resistance 5, SR 6, animal companion (monstrous spider, small), unarmed strike, spirit sight, rebuke undead
Saves:	Fort +2, Ref+1, Will+4
Abilities:	Str 13 (+1), Dex 10 (+0), Con 12 (+1), Int 12 (+1), Wis 13 (+1), Cha 10 (+0)
Skills:	concentration +7, spellcraft +7, heal +7, knowledge (spirits) +8
Feats:	Armour proficiency (medium), blind fight, spell focus (conjunction)

Organisation:	Loner or leader of insectoid teams
Challenge Rating:	3
Treasure:	See equipment
Alignment:	Lawful evil
Advancement:	character class

Vermin Cultists are humans that have dedicated their lives to the Wheel of Law, an entity from beyond the shadow plane. They have been subtly altered by illithid servants of the Wheel, greatly enhancing their powers. While they almost look like ordinary humans, cultists have power over various vermin. The subtle differences (budding tentacles, moist skin etc.) are usually hidden under their wide robes and their jet-black armour.

Vermin Cultists are careful planners, that usually hope to become a fully transformed servant of their master one day.

The red-gloved daimyo has several of these cultists in her retinue as part of the pact between the pirates and the Wheel. These cultists wear a samurai's partial armour and a wakizashi (that they are not proficient in however).

The Chosen of the Wheel Template

Few are the Chosen of the Wheel of Law, for they must undergo gruesome rites at the hands of the Wheel's favourite servants, the mind flayers. Those touched by the Wheel begin to sport budding tentacles, slimy skin, and other subtle or not so subtle changes. Eventually, the thus afflicted will turn into new mind flayers in the service of their fell god. This template is only applicable to humanoids.

Type: changes to aberration

Special Attacks: *psionics (sp)*: at will the creature can *charm persons* (save DC 14).

Special Qualities: darkvision (60 feet), telepathy, SR equal to double the creatures HD (max. 25), all spells or powers affecting animals, affect vermin instead.

Abilities: intelligence +2

CR: Up to 3 HD, as base creature, 4-7 HD +1, 8 HD or more +2

Combat

The vermin cultists love to act from the back, shunning melee combat. When aware of nearby enemy presence, they will cast protection from good and shield of faith to protect themselves. Usually they initiate their attack by casting either ancestral vengeance or obscuring mist to cover their henchmen.

If cultists plan an attack on enemies, they might also consider casting *commune with lesser spirit* to find out details about the enemies' defenses.

Domains: nature (rebuke affects vermin instead of animals), divination

Spells (4, 3+1, 1+1):

Lv 0 - Detect Magic (2), Resistance, Cure Minor Wounds

Lv 1 - Protection from Good, Shield of Faith, Obscuring Mist, Identify

Lv 2 - Ancestral Vengeance (DC: 15), Commune w/ Lesser Spirit

Equipment: lamellar armour, a quarterstaff, 3 potions of cure light wounds, and a wand of cure light wounds (10 charges).

Vermin Companion: the basic cultists such as the one described here usually has a large monstrous scorpion as a companion.

Personalities of the Shattered Empire

Ara Rupa

Weretiger Human Fighter 4

Hit Dice:	6d8+30 (63) (w/o affliction it would be 4d12+8 (32 hp))
Initiative:	-1 (Dex) [+1 (Dex)]
Speed:	30 ft
AC:	11 (-1 dex, +2 natural) or hybrid form 16 (+1 dex, +5 natural) or animal form 15 (+1 dex, +5 natural, -1 size)
Attacks:	greataxe +7, [2 claws +13 and bite +8 as hybrid (+12/+7 as animal)]
Damage:	greataxe 1d12+3, [1d8+9, 2d6+5]
Face/Reach:	5 ft./ 5ft as human or hybrid, 5x10 ft./ 5 ft. as animal
Special Attacks:	Pounce, Improved Grap, Rake 1d8+5,
Special Qualities:	Lycantrophic empathy, curse of lycantrophy, damage reduction 15/obsidian as tiger, chemical vulnerability (Ginseng), scent
Saves:	Fort+8 [+11],Ref+0 [+2],Will+4
Abilities:	Str 15 (+2) [27 (+9)] Dex 8 (-1) [12 (+1)] Con 14 (+2) [20 (+5)] Int 14 (+2) Wis 13 (+1) Cha 16 (+3)
Skills:	[Balance +5, Hide +4/+7 (+8/+11 as hybrid), Listen +3, Move Silently +8, Spot +3, Swim +13], Spot +4, Listen +4, Climb +6, Diplomacy +5
Feats:	Improved Control Shape, Blind-Fight, Multiattack, Power Attack, Great Fortitude, Iron Will, Weapon Focus (Greataxe), Cleave, Combat Reflexes, Great Cleave

Organisation:	Solitary or with warband (1-20 Tigers of Pan Lang)
Challenge Rating:	5 (or maybe 6)
Treasure:	equipment
Alignment:	True neutral
Advancement:	character class

Equipment: greataxe, necklace of fireballs (type I), potion of delay poison, potion of cure moderate wounds, potion of invisibility to spirits

Ara Rupa is a powerful mercenary leader from the lands to the West. He has the dark skin and graceful figure of the Hind race and hides his long mane under a bright orange turban. When the weather allows it, he is dressed only in wide trousers and a tiger fur vest.

Rupa has a winning smile and is always friendly to everybody. With his finely chiseled muscles he is actually quite handsome and his slightly animalistic body language only adds to the attraction.

Ara is very self-confident and generous. These abilities make him a beloved leader among his mercenaries - he is a true leader by example. However, those who cross him earn his eternal enmity and if they have caused him major trouble or embarrassment they might even end up dead one night.

Blue Hunter (Han Fei Guang)

Carp Hengeyokai Rogue 4

Hit Dice:	4d6 +4 (24 hp)
Initiative:	+4 (dex)
Speed:	10 ft., 30 ft. swim
AC:	17 (+4 dex, +2 cord armour, +1 amulet)
Attacks:	+4 short sword, +8 crossbow
Damage:	1d6+1 or 1d8
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	+2d6 sneak attack
Special Qualities:	Shapechange (5/day), Immune to spells that target Humonoids, Evasion, Uncanny Dodge (Dex bonus to AC)
Saves:	Fort +2, Ref +8, Will +3
Abilities:	Str: 12 (+1) Dex: 18 (+4) [16 in human form] Con: 13 (+1) Int: 12 (+1) Wis: 15 (+2) Cha: 6 (-2)
Skills:	Balance+7 Climb+4 Hide+11 Jump+8 Listen+9 Move Silently+13 Open Lock+11 Pick Pocket+11 Search+8 Sense Motive+3 Spot+9
Feats:	Point Blank Shot, Skill Focus (Move Silently)

Organisation:	With gang of 2-8 terracotta warriors
Challenge Rating:	5
Treasure:	equipment + 150 gp
Alignment:	neutral
Advancement:	character class

Equipment: Masterwork Cord Armour, Si Wang Symbol, 2 Potions of Cure Light Wounds, Masterwork Crossbow, Amulet of Natural Armour +1, a riverboat with an Imperial banner

Blue Hunter is an agent of the Jade Emperor (or rather his trusted General Zhen) who is sent on special missions that require attention but do not seem to be a major threat to the security of the construct-lich. How the goals are achieved is inconsequential to the ruler.

Fei Guang is a small fat shapechanger who is really fond of his hybrid form. He has glistening blue scales and smells of rotting fish. His small mouth and greasy moustache accentuate his constant breathlessness.

The Blue Hunter is not an evil person but is not very chosy when it comes to his methods. While his goals are always 'good' (at least for his master), he will do anything to achieve them (short of killing innocents). Blue Hunter is a glutton and a seems like a coward and incompetent, however, he is more luck than any other person the PCs are likely to encounter.

Combat - Blue Hunter Style

While the Blue Hunters combat skills are not bad number-wise, roleplay him as a coward and clumsy combatant. Should he strike an enemy it will be luck (i.e. the hunter stumbled and accidentally disembowled an enemy when striking with a sneak attack). His misses will be spectacular, setting things on fire, trapping him somewhere etc.

In short, the Blue Hunter is a fat and less innocent version of the hated Joe Joe Bings™.

Chun Weng Dao

Kuo-Toa Monk 3

Hit Dice:	5d8+5 (28 hp)
Initiative:	+1 (dex)
Speed:	25 ft., swim 50 ft.
AC:	22 (+1 dex, +5 wis, +6 natural)
Attacks:	Melee +5, butterfly sword +6, ranged +5
Damage:	Unarmed 1d6+1, +1 butterfly sword 1d6+2, javelin 1d8+1
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	Flurry of Blows, Lightning Bolt(Su),
Special Qualities:	Evasion, Still Mind, Slippery(Ex), Adhesive(Ex), Immune to Poison/Paralysis(Ex), Amphibious(Ex), Light Blindness(Ex), Keen Eyesight(Ex)
Saves:	Fort +7, Ref +7, Will +8
Abilities:	Str: 13 (+1) Dex: 12 (+1) Con: 12 (+1) Int: 18 (+4) Wis: 20 (+5) Cha: 13 (+1)

New Magic Items

Chen Long Sung feels closely related to the element of water and had several items custom-made to suit his devotion.

The Ice Club

This +1 club looks like a huge icicle. It is made of ice but the magic woven into it prevents it from melting. When striking a target that has no resistance against cold, the club causes a disturbing chill that causes the affected creature to attack at -1 next round, if it fails a fortitude save vs. DC 14.

Caster Level: 5th Prerequisites: Craft Magic Arms and Armour, Ice Knife, Market Price: 2700 gp.

The Ring of Water Shield

This ring surrounds its wearer with a slightly blurred aura that gives him an appearance as if seen through a moving water surface. The aura surrounding the wearer grants a +1 cover bonus.

Caster Level: 5th, Prerequisites: Forge Ring, Lizard Skin, Market Price: 2000 gp

Skills:	climb +1, hide +1, jump +6, listen +8, move silently +6, profession (scribe)+11, search +8, spot +14
Feats:	Deflect Arrows (1x),Honest Merchant,Improved Grapple

Organisation:	Solitary
Challenge Rating:	5
Treasure:	equipment
Alignment:	Lawful Evil
Advancement:	character class

Equipment: +1 butterfly sword, prayer beads, *javelin of lightning*, 2 potions of *cure light wounds*, loincloth

Chun Weng Dao was born in the underground city of Wa Lo. From his early years he was trained to be a monitor, watching for insanity among his people. After 25 years of duty he decided to tour the surface and write a treatise on humankind. During his 10 years on the surface he joined a band of lawful evil adventurers and travelled the provinces in search for opportunities to gain knowledge and enlightenment, often through dubious means. After writing "*The Journey to the Lands Above*", he returned underground and became an influential sage on humankind. Sadly, when the Illithids overran his city, he was captured and is now a slave in a lone mind flayer outpost deep under the sea.

Chun is a person of inner peace and a firm believer in tight control. It is his believe that only those of perfect mind and body are chosen to rule and he does everything to achieve this state. In general he appears to be cold and aloof, almost like a machine. Others mean nothing to him in his obsession with personal discipline.

The Capture

Dao slowly peered around the corner of the former temple ward. His once proud city had been razed by the Mind Flayers. He however had been spared the fate of most of his fellow monitors and was still free from the clutches of his enemies. About 300 feet to the West lay the lake of Oblivion, his route to escape. Dao got ready for the sprint, when he felt a stinging pain in his head....

Chen Long Sung, the Crabmaster

Hengeyokai (Crab) Wu Jen 6

Hit Dice:	6d4+12 (29 hp)
Initiative:	+3 (dex), +7 with sudden action
Speed:	30 ft.
AC:	15 (+3 dex, +1 natural armour, +1 ring of protection)
Attacks:	club +6 or crossbow +6
Damage:	1d6+3 + chill or 1d8
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	Shape Changers Immune to spells that target Humonoids(charm person, Hold Person), Alternate Form, Sudden action, Secret spell (3), +2 DC from water spells, +2 on saves vs. water spells
Saves:	Fort +4, Ref +5, Will +5
Abilities:	Str: 15 (+2) Dex: 16 (+3) Con: 15 (+2) Int: 15 (+2) Wis: 10 (+0) Cha: 11 (+0)
Skills:	Alchemy +6, Climb +2, Concentration +10, Hide +3, Jump +4, Knowledge (Arcana) +7, Knowledge (Planes) +7, Profession (Fisherman) +5, Spellcraft +8
Feats:	Discipline, Dodge, Spell Focus (Evocation)

Organisation:	Mounted on large quadruped water elemental
Challenge Rating:	7
Treasure:	
Alignment:	Neutral Evil
Advancement:	Character Class

Spell Secrets: Extend Stinking Cloud, Extend Scales of the Lizard, Enlarge Ice Blast

Spells Known: lv 1 - Elemental Burst, Endure Elements, Obscuring Mist, Bolt of the Tsunami (*Wu Jen Spellbook*), Scales of the Lizard

lv 2 - Resist Elements, Animate Water, Fog Cloud, Ice Blast, Ice Knife, Swim, Ring of Fog (*Wu Jen Spellbook*)

lv 3 - Protection from Elements, Gaseous Form, Steam Breath, Stinking Cloud, Water Breathing, Dispel Magic, Haste

Spells Memorised (4/4/4/2): lv 0 - Daze (x2), Detect Magic, Light

lv 1 - Scales of the Lizard, Bolt of the Tsunami, Obscuring Mist, Elemental Burst

lv 2 - Resist Elements, Ice Blast, Ice Knife, Animate Water

lv 3 - Haste, Stinking Cloud

Equipment: ice club, ring of water shield, 3 potions of cure medium wounds, wand of summon monster I (1st level caster)

Chen Long Sun is the foster son of coastal fishermen who found him in the tide. Soon they found out about his shapechanging abilities which made him an outcast in the village, even though his parents still loved him. At the age of 15, he left his family after encountering a

wandering wu jen who had the taboo of never putting a foot on the ground - which forced him to live on a small boat and live by begging from fishermen.

Chen Long was fascinated by the powers of his new mentor and he learned a lot about the art of water magic. After 4 years, the young wu jen had learned everything he could from his master and set up shop in the Province of the Red Gloved Daimyo where he was recruited by priests of the Wheel of Law.

Chen Long Sung is not a very endearing person - he has little use for others as they had little for him when he was young and powerless. While he often keeps lackeys around, he is not fond of them and will discard them when necessary. He can work together with others but will only help them if he gets something in return. The wu jen is a loner by heart and is not much of a talker. His taboos are to only wash with sea water, to eat only things that came from rivers or the sea, and to never touch gold.

The appearance of Chen Long matches his personality. He is stocky, has a crab-like skin and an evil stare. Chen Long wears a fisherman's outfit. He keeps his head bald, showing a tattoo of a two-headed blue snake. He also has a foot-long mustache that usually bristles with salt. Those who stand close to him notice that he smells of the sea.

Chong, the Golden Panther

Human Rogue 2, Wu Jen 5

Hit Dice:	2d6 + 5d4 -7 +3 (18 hp)
Initiative:	+8 (improved initiative, +4 dex) or +12 (sudden action special ab.)
Speed:	30 ft.
AC:	15 (+4 dex, +1 ring of protection)
Attacks:	masterwork short sword +6 or masterwork longbow +8
Damage:	1d6+2 or 1d8
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	Sneak Attack +1d6
Special Qualities:	Evasion, sudden action, +2 metal spell DC, +2 on saves vs. metal
Saves:	Fort +1, Ref +10, Will +6
Abilities:	Str 14 (+2), Dex 18 (+4), Con 9 (-1), Int 17 (+3), Wis 14 (+2), Cha 18 (+4)
Skills:	Balance +8, Bluff +7, Climb +7, Concentration +7 (+9 when casting defensively), Craft (Goldsmith) +9, Disguise +9, Hide +9, Jump +7, Knowledge (Planes) +10, Listen +5, Move Silently +9, Search +8, Spellcraft +11, Spot +7, Swim +7
Feats:	Expertise, Warrior Shugenja, Toughness, Lightning Reflexes

Organisation:	Mounted on a brass panther (use leopard stats, change type to construct, hp to 12, and add +4 natural armour)
Challenge Rating:	7 (8 mounted)
Treasure:	equipment + tons of gold chains, rings etc. (ca. 800 gp worth)
Alignment:	CE
Advancement:	character class

Spell Secrets: Charm Person (Still Spell), Extend Spell (Protection from Law)

Spells Known: lv 1 - Elemental Burst, Endure Elements, Iron Scarf, Charm Person (x2), Magic Missile, Protection from Chaos, Protection from Law

lv 2 - Resist Elements, Entangling Scarf, Protection from Arrows, Rain of Needles, Ice Knife

lv 3 - Protection from Elements, Earthbolt, Greater Magic Weapon, Keen Edge, Magnetism, Fireball

Spells memorised (4/4/3/2): lv 0 - Daze (x2), Disrupt Undead, Mage Hand

lv 1 - Elemental Burst, Endure Elements, Charm Person

lv 2 - Ice Knife (x2), Protection from Arrows

lv 3 - Earthbolt, Magnetism

Equipment: +1 ring of protection ('cursed' - must be activated as a free action and gives the wearer an appearance as if his skin was plated with metal armour), 2 potions of cure moderate wounds, potion of cat's grace, potion of flying, wand of magic missile (3rd level caster, 45 charges), masterwork short sword, masterwork longbow, 20 arrows

Chong, known as the Golden Panther those who have encountered him, due to his eccentric style, is a master of metal magic and is generally fond of metal, especially precious ones. He dresses in red robes with golden embroidery and sports lots of jewellery that is made of gold

and has no single gem on it. The jewellery is quite diverse and a lot of it was made by Chong himself. The metal master can usually be found riding on a golden panther, a construct given to him by his master, shortly before he betrayed him and turned to a path of evil.

Chong is quite small and has an aura of peacefulness - in fact quite deceptively so. In reality he is the most selfish person on the world, obsessed with riches and willing to do anything to get them. He usually works as a mercenary for whomever pays best and is not above switching sides in the middle of a battle. His two Wu Jen taboos are that he cannot own gems and that he is not allowed to cut his hair which he wears in two long braids.

In combat Chong will try to prepare an underling with spells that enhance his offensive capabilities and himself with defensive spells. He usually starts the combat with a fireball or earth bolt and later on peppers the enemy with whatever he got. Flatfooted enemies in range will often be sneak-attacked by longbow.

Constable Crow

Nezumi Samurai (Lion) 6

Hit Dice:	6d10+18 (63 hp)
Initiative:	+4 (improved initiative)
Speed:	30 ft.
AC:	15 (chainmail)
Attacks:	ancestral great axe +11/+6
Damage:	ancestral great axe 1d12+5
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	lowlight vision, Nezumi qualities
Saves:	Fort +8 Ref +2 Will +7
Abilities:	Str 16 (+3), Dex 11 (+0), Con 17 (+3), Int 16 (+3), Wis 11 (+0), Cha 12 (+1)
Skills:	Jump +12, Climb +12, Hide +2, Move Silently +6.5, Swim +12, Intimidate +10, Sense Motive +10, Craft (Poetry) +12
Feats:	weapon focus (great axe), expertise, improved disarm, improved initiative, iron will

Organisation:	Solitary or with any number of nezumi soldiers up to company strength
Challenge Rating:	6
Treasure:	equipment + 1d10 gp, golden necklace (100 gp)
Alignment:	LN
Advancement:	character class

Equipment: ancestral great axe (enchantment +1), chain mail, potion of cure medium wounds (2d8+5) x2, potion of bull's strength, potion of spider climbing

Constable Crow is a stout Nezumi with tidy fur, a silk robe, and a fan depicting the battle against the humans before the city was founded. Also, he wears a round rimless hat with rich embroidery. Whenever he is in public, he also has his powerful axe resting on his shoulder. This axe is elaborately carved from a gigantic bone and is covered with reliefs detailing the deeds of Crow's ancestors. The blade of the axe is made of adamantium and has a huge crow engraved, the symbol of his clan.

Crow is a major leader of the Adamant Guard warrior brotherhood and descendant of its founder. He is currently responsible for keeping law and order in the camps of the foreign mercenaries, a job he excels at. Crow is strict and humourless. To him honour and law stands above everything and there are never exceptions to any rule.

To his friends he is known for his utter reliability and helpfulness. In his spare time he currently helps to build shelters for the Nezumi who lost their homes due to the war. He is also quite fond of Korobokuru liquors but would be greatly offended if offered some as a bribe.

Dong Fei, the Fire Lord

Before Serving the Dark Spirit

Half-Fire Elemental Human Wu Jen 4

Hit Dice:	4d4 (10 hp)
Initiative:	+2/+6
Speed:	30 ft.
AC:	13 (+2 dex, +1 natural)
Attacks:	staff +5 or dart +4
Damage:	1d6+2 or 1d4+2
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	Buring hands, produce flame 1/day
Special Qualities:	Fire and disease immunity, +4 vs. poison
Saves:	Fort +1, Ref +3, Will +6
Abilities:	Str 14 (+2), Dex 15 (+2), Con 11 (+0), Int 16 (+3) , Wis 14 (+2) , Cha 16 (+3)
Skills:	Concentration +7, Knowledge (Arcana) +10, Spellcraft +10, Jump +5.5, Alchemy +12
Feats:	Spell Focus (Evocation), Skill Focus (Alchemy)

Organisation:	
Challenge Rating:	5 (officially 6)
Treasure:	equipment + bracelets (100 gp)
Alignment:	NE
Advancement:	character class

Equipment: masterwork quarterstaff, 4 darts, potion of cure moderate wounds, wand of magic missiles (10 charges, caster level 1), potion of expeditious retreat

Spells in Spell Book (tattoos on body):

lv 0 - dancing lights, flare, daze, ghost sound, disrupt undead, read magic

lv 1 - elemental burst, endure elements, fiery eyes, melt, smoke ladder, bolt of sweeping fire (*Wu Jen Spellbook*), scales of the lizard

lv 2 - resist elements, cat's grace, fire shuriken, pyrotechnics

Spells typically memorised (4/4/3):

lv 0 - dancing lights, daze (x2), flare

lv 1 - elemental burst, bolt of sweeping fire (x2), scales of the lizard

lv 2 - cat's grace, resist elements, pyrotechnics

Spell Secrets: extended scales of the lizard, extended resist elements

Dong Fei, also known as the Fire Lord, is a wu jen who has dedicated his services to the illithids in exchange for money. Over the years he has become their trusted troubleshooter and has amassed quite a bit of gold.

Of course, hiring henchmen is not the usual strategy for a race capable of dominating others' minds. Dong Fei is an exception however. The mind flayers surprised him when he raided a

temple dedicated to the Wheel of Law. They were about to execute him but the first flayer attempting a mind blast was struck dead by a bolt of lightning coming from the statue of the Wheel at the centre of the temple. Seeing this as a sign, the flayers took Dong into their employ.

Dong's primary motivation is money. So is his secondary one. Indeed, money is all he ever thinks about and his loyalty is always to the highest bidder. However, he is quite charming, tolerant, and educated which causes most people to not immediately recognise this fact.

Encountering Dong Fei is quite an experience! Since his wu jen taboo is to go naked all the time and he has completely red skin covered with flame tattoos, most people think he is some supernatural creature. Dong loves to enhance this misconception by using special liquids that give him a brimstone smell.

Other hints at his supernatural heritage are his glowing eyes and his wild red and yellow hair.

Combat

Dong Fei prefers to stay in the back when combat erupts - after all how can he spend his money, when he is dead?

Dong hates to rush into combat - most of his spells are not directly for combat but rather to be used before. Typically he will cast cat's grace, scales of the lizard, and resist elements on a henchman and then stay in the back. If defending a position pyrotechnics cast on a fire a bit off the main site comes in handy.

During his Servitude for the Dark Spirit

Half-Fire Elemental Human Wu Jen 6

Hit Dice:	6d4 (15 hp)
Initiative:	+2/+6
Speed:	30 ft.
AC:	13 (+2 dex, +1 natural)
Attacks:	staff +6 or dart +5
Damage:	1d6+2 or 1d4+2
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	Buring hands, produce flame, flaming sphere 1/day
Special Qualities:	Fire and disease immunity, +4 vs. poison
Saves:	Fort +2, Ref +4, Will +7
Abilities:	Str 14 (+2), Dex 15 (+2), Con 11 (+0), Int 16 (+3) , Wis 14 (+2) , Cha 16 (+3)
Skills:	Concentration +9, Knowledge (Arcana) +12, Spellcraft +12, Jump +6.5, Alchemy +14
Feats:	Spell Focus (Evocation), Skill Focus (Alchemy), Lace Spell (Unholy) [Boem]

Organisation:	with 4 zombie bodyguards
Challenge Rating:	7 (officially 8)
Treasure:	equipment + bracelets (100 gp)
Alignment:	NE
Advancement:	character class

Equipment: masterwork quarterstaff, 4 darts, potion of cure moderate wounds, wand of magic missiles (10 charges, caster level 1), potion of expeditious retreat

Spells in Spell Book (tattoos on body):

lv 0 - dancing lights, flare, daze, ghost sound, disrupt undead, read magic, detect magic

lv 1 - elemental burst, endure elements, fiery eyes, melt, smoke ladder, bolt of sweeping fire (*Way of the Wu Jen*), scales of the lizard

lv 2 - resist elements, cat's grace, fire shuriken, pyrotechnics, fog cloud, invisibility, ring of hellfire (*Way of the Wu Jen*)

lv 3 - illuminate undead, suppressive fireball

Spells typically memorised (4/4/4/3):

lv 0 - dancing lights, daze (x2), flare

lv 1 - elemental burst, bolt of sweeping fire (x2), scales of the lizard

lv 2 - cat's grace, resist elements, fire shuriken, invisibility

lv 3 - suppressive fireball (x2), illuminate undead

Spell Secrets: extended scales of the lizard, extended resist elements, enlarges suppressive fireball

After serving the mind flayers for half a year, Dong Fei encountered a follower of the dark spirit. Seeing new opportunities to amass new wealth, Fei joined forces with the dark armies and not only gained substantial wealth but also developed the ability to lace spells with pure evil. While he is still his old mercenary self, he feels like he is developing some attachment to the cause of darkness and would likely continue to support these foul powers even without being paid for it. Fei has become fascinated by undeath and is looking for new ways to combine elemental power with necromancy. His taboos are: never wear clothing, only eat uncooked food, and make daily offerings to the dark spirit.

Combat

Still as careful as ever, Fei now uses his personal bodyguard of undead to keep his enemies at bay while doing them harm with fire magic. He often uses alchemist's fire to set up traps when on the defensive or 'illuminates' one of his guards to distract enemies (see new spells sidebar).

New Spells

With the substantial money made during his mercenary career, the fire lord has researched two new spells that are what he considers his "trademark" attacks.

Illuminate Undead

Transmutation

Level: Wu Jen 3 (fire)

Components: V,S

Casting Time: 1 action

Range: Touch

Duration: Special

Saving Throw: none

Spell Resistance: no

This spell causes a mindless undead creature touched by the caster to burn inside, with flames licking from its joints, breast cage, and other orifices. While under the spell, the spell target gains several special abilities. The undead inflicts an additional 1d4 fire damage with its natural attacks, deals 1d6 fire damage each round while grappling, and gains fire resistance 7. However, each round the undead takes 1d12 fire damage (deduct resistance). The spell ends as soon as the undead creature is either destroyed or consumed by its internal fire.

Suppressive Fireball

Evocation

Level: Wu Jen 3 (fire)

Components: V,S

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Duration: 1 round

Saving Throw: reflex for half + special

Spell Resistance: yes

This spell works just like a fireball with less range, a radius of 15 feet and using a d4 instead of a d6. However, once cast, the fireball stays in place for one round. Anybody staying inside the fireball or entering it takes 1d4 damage per caster level (max. 10d4) without save.

Flawless

Mind Flayer Psion 3

Hit Dice:	8d8 + 3d4 +44 (101 hp)
Initiative:	+2 (dex)
Speed:	30 ft.
AC:	15 (+3 natural, +2 dex)
Attacks:	4 tentacles +6
Damage:	1d4-1
Face/Reach:	5 ft. / 5ft.
Special Attacks:	Psychic Crush, mindblast, improved grab, psionics, extract
Special Qualities:	SR 25, Telepathy, Tower of Iron Will, Thought Shield, Mental Barrier, Intellect Fortress, Empty Mind
Saves:	Fort +7 Ref +7 Will +15
Abilities:	Str: 9 (-1) Dex: 14 (+2) Con: 18 (+4) Int: 19 (+4) Wis: 23 (+6) Cha: 18 (+4)
Skills:	Bluff+9 Climb-1 Concentration+18 Hide+15 Intimidate+11 Jump-1 Knowledge (Arcana)+9 Knowledge (Psionics)+5 Knowledge (Undersea)+8 Listen+17 Move Silently+14 Search+4 Spot+12 Stabilize Self+4
Feats:	Combat Casting, Dodge, Scribe Tattoo

Organisation:	With 2-6 deep guards
Challenge Rating:	11
Treasure:	equipment
Alignment:	LE
Advancement:	character class

Powers () points: lv 0 - Bolt (Psionic), Detect Psionics (Psionic), Know Direction (Psionic)
 lv 1 - Biocurrent (Psionic), Identify (Psionic), Object Reading (Psionic)
 lv 2 - Clairaudience/Clairvoyance (Psionic) (x1)

Equipment: +1 hand crossbow, dust of immobility, potion of cure light wounds

Flawless is the incarnation of evil. A fanatical follower of the wheel of law and avid questors for powerful items, this flayer has caused the death of scores of heroes and many innocents. He has a psychotic paranoid streak and loves to hurt others. There is little redeeming about this creature - in fact even the other mind flayers despise him, yet fear him as he is favoured by the beings from beyond.

Garak, the Scout

Ape Rogue 4

Hit Dice:	4d8+4d6+8 (50 hp)
Initiative:	+1 (dex)
Speed:	walk 30 ft., climb 30 ft.
AC:	17 (+1 dex, +3 natural, +3 armour)
Attacks:	melee +12/+7, hand crossbow +7/+2
Damage:	punch 1d4+7, 1d4 hand crossbow
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	Sneak Attack +2d6
Special Qualities:	Scent(Ex), Uncanny Dodge (Dex bonus to AC), Evasion
Saves:	fort +6, ref +9, will +2
Abilities:	Str: 24 (+7) Dex: 13 (+1) Con: 12 (+1) Int: 7 (-2) Wis: 11 (+0) Cha: 7 (-2)
Skills:	climb +17, jump +17, listen +5, spot +5, wilderness lore +5
Feats:	Exotic Weapon Proficiency (Hand Crossbow), Track

Organisation:	solitary
Challenge Rating:	6
Treasure:	equipment
Alignment:	Lawful Neutral
Advancement:	character class

Equipment: +1 hand crossbow, masterwork studded leather armour, dust of immobility, potion of cure light wounds

Garak is one of the apes that serve the monkey god in the Western province. He is a tall gorilla with red leather armour and a mean scar on his cheek. While not the most intelligent person in the service of his province, he is nevertheless renown for his ability to track down enemies. In fact some attribute this to divine favour, since Garak is not really that skilled.

Garak is proud of the achievements of his race which roots from a deep inferiority complex. When talking to humans, he will gloat and praise the power of his kind at any opportunity. He has little respect for non-apes and will bully them whenever he can. The scout is a patriot at heart and well-liked by his fellows for his generosity and ability to locate alcohol from the most impossible sources. Sadly, a year ago, he was captured by illithids and is now a slave in their underwater cities.

In combat Garak uses his ability to climb to harass foes and attack them from concealment. When he is discovered, he will retreat and strike again at another opportunity.

Gengolai Woodweaver

Hobgoblin Shaman 4

Hit Dice:	4d6+8 (hp 23)
Initiative:	+2 (dex)
Speed:	30 ft.
AC:	15 (flatfooted 13, touch 12)
Attacks:	+6 spear or +6 heavy crossbow
Damage:	1d8 or 1d10+1
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	none
Special Qualities:	Animal Companion, Spirit Sight, Turn Undead, Command Undead, Turn/Command Spirits, Celestial (Rebuke or command spirits as an evil cleric rebukes undead. Use this ability a number of times per day equal to 3 + your Charisma modifier.), Wood (Move through natural thorns, briars, overgrown areas, and similar terrain at your normal speed and without taking damage or other impairment. Any such terrain that is magically manipulated to impede motion still impedes anyone with this granted power.), Darkvision 60 feet
Saves:	Fort +6, Ref +3, Will +8
Abilities:	Str 12, Dex 14, Con 14, Int 16, Wis 18, Cha 15
Skills:	Concentration +9, Heal +5, Knowledge (Spirits) +8, Listen +5, Move Silently +9, Craft (Woodcarving) +6, Spellcraft +10
Feats:	Craft Wondrous Item, Deflect Arrows, Dodge, Improved Unarmed Strike

Organisation:	solitary or with enslaved spirits, animated objects
Challenge Rating:	4
Treasure:	equipment + 150 gp in gems
Alignment:	Lawful Evil
Advancement:	character class

Domains: Wood, Celestial

Equipment: masterwork bone armour, +1 heavy crossbow, 20 masterwork hvy. bolts, +2 spear (cursed backbiter)

Spells memorised (5, 4+1, 3+1):

lv 0 - detect magic (x2), purify food and drink, guidance (x2), *Animate Wood*

lv 1 - Endure Elements, Trance, Shield of Faith, Summon Nature's Ally I, *Tree Shape*

lv 2 - Cure Moderate Wounds, Hold Person, Protection from Spirits

Gengolai is a wandering shaman from the North who has chosen to live in the forests by himself, only raiding the occasional traveller when in need of money. Gengolai enjoys enslaving spirits and using them for his purposes. His other hobby is creating bizarre wood statues that he sometimes animates. He does not stay in one area too long but his territory can be recognised by his "totem poles". In combat he tries to stay in the back, attacking with allies or spells, using his ability to move through undergrowth to his advantage.

Gladinius, the Chaos Champion

Half-Elven Barbarian 5, Chaos Champion 2

Hit Dice:	5d12 + 2d10 + 7 (58 hp)
Initiative:	+3 (dex)
Speed:	40 ft.
AC:	16 (+3 dex, +3 breastplate)
Attacks:	short sword +10 / +5
Damage:	short sword 1d6+3 (+2d6 vs. lawful creatures)
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	rage (2 / day), smite law (1 / day)
Special Qualities:	uncanny dodge (no flanking), chaos bless, mercurial face, elf qualities
Saves:	Fort +5, Ref+4, Will +2
Abilities:	Str 17 (+3), Dex 16 (+3), Con 12 (+1), Int 12 (+1), Wis 7 (-2), Cha 14 (+2)
Skills:	Intimidate +12, Jump +8, Climb +8, Listen +3, Hide +11
Feats:	Power attack, cleave, dodge

Organisation:	solitary
Challenge Rating:	7
Treasure:	equipment, golden necklace (200 gp)
Alignment:	chaotic good
Advancement:	character class

Equipment: masterwork breastplate, +1 short sword (chaotic), potion of cure moderate wounds.

Gladinius comes from a land far to the West, where a great elven empire, the Imperium Remanon, holds the lands under its tight grip. Gladinius was born as the son of a noble and a human slave, which made him an outcast among the patricians. Barred from a political career, Gladinius joined the legions and became renown for his insane bravery and berserk fighting style. After 40 years of faithful service, the then centurio discovered a secret cult dedicated to chaos. He found that this was the ideology he had always looked for and he became a champion for the temple, killing powerful agents of law in a secret war in the back alleys of Rema, the capital city. When he heard of a powerful race of followers of the law living East, he decided to go to lands of vague rumours - the ruins of the fabled Eastern Empire. Sadly, he was captured along the way and imprisoned by the illithids, who have chained him to the walls of one of their shrines as a living sacrifice to their foul master.

Gladinius is a small skinny half-elf with blond hair (unheard of in the East) and many scars from his brutal fights. He wears a broken breastplate and a green tunic. His face is now a complete wreck due to the abuse of the illithids.

The Chaos Champion has a mercurial temper - easy to anger, yet quickly calmed. Before he was imprisoned he used to be a fan of practical jokes (both active and passive). When people he trusts are in danger however, he is the most loyal person you can imagine and he is quite willing to give his life for a good (or chaotic) cause.

Gyhl

Sahuagin Psychic Warrior 4

Hit Dice:	6d8+6 (33 hp)
Initiative:	+2 (dex)
Speed:	30 ft., swim 60 ft.
AC:	16 (+2 dex, +5 natural) [20 with inertial armour]
Attacks:	trident +8 and 2 rakes +5, or crossbow +6
Damage:	1d8+4 trident, 1d4+1 rake, 1d10 crossbow
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	blood frenzy, psionics
Special Qualities:	speak with sharks, underwater sense, light blindness, amphibious, freshwater sensitivity
Saves:	fort +8, ref+3, will +2
Abilities:	Str 16, Dex 14, Con 12, Int 14, Wis 13, Cha 13
Skills:	Animal Empathy +2, Hide +6, Listen +7, Profession (hunt) +2, Spot +7, Wilderness Lore +1
Feats:	Multiattack, Expertise, Improved Trip, Inertial Armour, Psionic Weapon

Organisation:	With Squad (4) or with Team (1-6 Squads)
Challenge Rating:	6
Treasure:	equipment
Alignment:	often lawful evil
Advancement:	character class

Equipment: +1 trident (glowing crystal patterns), potion of cure moderate wounds, shard of spot (+4), shard of listen (+2), manacles, whip, *master ring*, 4 tatoos of concussion

Psionic Powers (5 power point, 6 free manifestations):

attack/defense modes: mind thrust, empty mind, mind whip

lv 0 - Daze, Burst, Detect Psionics

lv 1 - Combat Precognition, Vigor

Gyhl is a sadistic leader among the Deep Guard, who enjoys herding slaves and sending them into their certain death with orders they can never fulfill. His bloodlust has caught the attention of his superiors who use him to break rebellious prisoners.

Gyhl is tall for a Sahuagin and has black skin covered with psionic tatoos. His impressive scars and graceful movements give him an aura of natural authority.

Hang Heng Hu, Captain of the Sixty six Crossbows

Human Warrior 3, Sorcerer 3

Hit Dice:	3d8 + 3d4 + 12 (38 hp)
Initiative:	+5 (dex, improved initiative)
Speed:	30 ft.
AC:	15 (dex, chain shirt)
Attacks:	+6 da dao (glaive), +6 +1 crossbow
Damage:	1d10+3 or 1d8+1
Face/Reach:	5 ft. / 10 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +6, Ref +5, Will +4
Abilities:	Str 15 (+2), Dex 12 (+1), Con 15 (+2), Int 8 (-1), Wis 10 (+0), Cha 16 (+2)
Skills:	Climb +7, Handle Animal +8, Hide +1, Knowledge (Arcana) +5, Listen +3, Move Silently +1, Spot +3, Swim +4
Feats:	Weapon Focus (crossbow), Lightning Reflexes, Point Blank Shot, Precise Shot

Organisation:	With gang (2-20 crossbowmen)
Challenge Rating:	5
Treasure:	equipment + 1000 gp in chest
Alignment:	Neutral evil
Advancement:	character Class

Equipment: +1 crossbow, chain shirt (20% spell failure), da dao (glaive), 20 masterwork bolts, 5 +1 bolts, nevermissing hand crossbow (really just an oddly shaped wand of magic missile caster level 1, 45 charges)

Spells (6/6):

lv 0 - Detect Magic, Ghost Sound, Light, Mage Hand, Read Magic

lv 1 - Shield, Summon Monster I, Burning Hands

Hang Heng Hu is the captain of the sixty six crossbowmen. He is tall, lean, and generally shares the look of his men. What makes him stick out though is his long hair which is tied into a complicated knot at the top of his head.

Hu is aggressive and impulsive. While he can work with others and usually keeps his contracts it is a mistake to anger him, a fact that his men have found out the hard way. Usually, he speaks in short sentences and has a tendency to point his weapons at people. Due to his magical powers the crossbowmen treat him as some kind of religious leader.

Hua Wen the Black Scout

Human Sorcerer 6

Hit Dice:	6d4+12 (27 hp)
Initiative:	+2 (dex)
Speed:	30 ft.
AC:	12
Attacks:	staff +3, dart +5
Damage:	1d6 or 1d4
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	spells
Special Qualities:	-
Saves:	Fort +4, Ref +4, Will +5
Abilities:	Str 11 (+0), Dex 15 (+2), Con 14 (+2), Int 13 (+1), Wis 11 (+0), Cha 17 (+3)
Skills:	Alchemy +10, Concentration +12, Hide +2, Listen +3, Move silently +2, Scry +9, Spellcraft +9, Spot +2
Feats:	Craft Magic Arms and Armour, Alertness, Improved Initiative, Skill Focus (Concentration)

Organisation:	Solitary
Challenge Rating:	4
Treasure:	equipment + carved bone bracers (80 gp)
Alignment:	N
Advancement:	character class

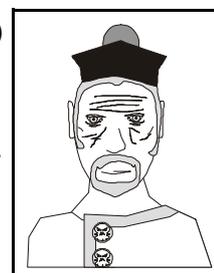
Equipment: Wand of Burning Hands (20 charges), Lizard Scale Amulet, 20 darts, masterwork quarterstaff, potion of cure moderate wounds

Spells Known (6/7/6/4): 0th -- Dancing Lights, Daze, Detect Magic, Flare, Light, Ray of Frost, Read Magic.

1st -- Shield, Mage Armour, Spider Climb, Magic Missile

2nd -- Protection from Arrows, Summon Monster II

3rd -- Fly



Hua Wen, also known as the black scout, is a middle aged man with prematurely grey hair and a close cropped beard. His skin shows visible signs of spending extended periods outdoors and his clothing is black and simple save for two carved bracers made of bone that depict epic battle scenes.

Wen is a quite extroverted person, also quick to express his feelings. He is the nicest person when content but quite vicious when angered which can happen quickly due to his impatient nature.

The black scout was a mercenary specialist for reconnaissance missions who used his power to fly and his protective spells to look for enemy troops. 10 years ago, however, he ran afoul of a powerful Wu Jen and was polymorphed into a shark. Only recently (OA 5) was he saved by adventurers and has now returned to the City of Butterflies where he acts as a minister for information (i.e. the spy master). He has worked with No Qiu on occasion but really has no allies or enemies.

Low Ling, the Bootlicking Slave

Korobokuru Expert 3

Hit Dice:	3d4
Initiative:	+0
Speed:	20 feet
AC:	10
Attacks:	+1 dagger
Damage:	1d4
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	korobokuru traits, darkvision 60 feet
Saves:	Fort+3, Ref+1, Will+1
Abilities:	Str 10 (+0), Dex 10 (+0), Con 15 (+2), Int 10 (+0), Wis 10 (+0), Cha 9 (-1)
Skills:	Profession (Manservant)+6, Profession (Household Manager)+7, Healing+1
Feats:	Skill Focus (Profession (Manservant)), Skill Focus (Profession (Household Manager))

Organisation:	solitary
Challenge Rating:	not really
Treasure:	equipment + 1 gp
Alignment:	lawful neutral
Advancement:	character class

Equipment: servant's robes, paper lantern, dagger, masterwork healer's kit

Low Ling is a skinny korobokuru with red robes and finely-groomed hair with a middle parting. Everything about Ling's appearance is perfect yet seems almost like a parody, maybe due to his squinty eyes and extreme buckteeth. Low Ling is a slave currently owned by the Jade Emperor. He is also a master bootlicker, cowardly, and spineless. While trained as a personal servant, he also has some knowledge in the healing arts and household management. Low Ling spent his youth in the undercity of the City of Butterflies, working as a farmer for the Emperor. To his great joy he was taken to the palace to be trained as a servant as an adolescent and ever since he has done everything to make sure that he will never return to the dirt and squalor of the undercity. For a korobokuru, Low is very neat and clean, disliking dirt and looking down on his brothers.

Moogai Khan

Hobgoblin Fighter 2, Shaman 2

Hit Dice:	2d10 + 2d6 +8 (35 hp)
Initiative:	+3 (dex)
Speed:	30 ft.
AC:	10 (+4 dex, +3 hide armour)
Attacks:	
Damage:	
Face/Reach:	
Special Attacks:	
Special Qualities:	
Saves:	Fort +8 Ref +4 Will +5
Abilities:	Str 18 (+4), Dex 18 (+4), Con 14 (+2), Int 9 (-1), Wis 14 (+2), Cha 11 (+0)
Skills:	
Feats:	Ambidexterity, two-weapon fighting, leadership

Organisation:	Solitary or with any number of hobgoblin soldiers up to company strength
Challenge Rating:	4
Treasure:	equipment
Alignment:	LE
Advancement:	character class

Equipment: hide armour, dire badger animal companion

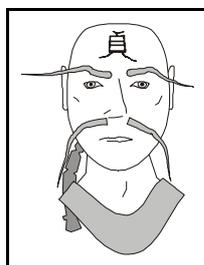
Mian Weng, Imperial Minister for Rites and Purity

Human Pennaggolan Monk 5

Hit Dice:	5d12 (45 hp)
Initiative:	+3 (dex)
Speed:	40 ft., 50 ft fly (good, in natural form only)
AC:	19 (+3 dex, +1 wis, +1 class bonus, +4 natural armour)
Attacks:	+6 unarmed or +9 K'Terron staff (18+ threat range) or +6 bite or +6 entrails
Damage:	1d8+3 or 1d6+4 or 1d6+1 or 1d4+3
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	Flurry of Blows, Master of Way of the Staff Style, Domination (DC: 19), Improved Grab & Constrict (Entrails), Blood Drain (1d4 con), Create Spawn,
Special Qualities:	Evasion, Still Mind (+2 vs. enchantment), Slow Fall (20 ft.), Purity of Body, Damage Reduction 5/+1, Turn Resistance +4, Cold Resistance 20, Electricity Resistance 20, Alternate Form, Fear Aura (30 ft., DC: 19), Fast Healing 5
Saves:	Fort +4, Ref +7, Will +5
Abilities:	Str 16 (+3), Dex 16 (+3), Con -, Int 12 (+1), Wis 13 (+1), Cha 12 (+1)
Skills:	Profession (Courtier) ⁺ +9, Knowledge (Religion) +9; Jump +11, Tumble +11, Bluff* +7, Move Silently +9, Listen +5
Feats:	Expertise, Dodge, Weapon Focus (Quarterstaff), Mobility, Staff Dodge

Organisation:	Solitary or with 5 terracotta warriors
Challenge Rating:	7
Treasure:	equipment + chain of office (500 gp), rings (600 gp total)
Alignment:	Lawful Neutral
Advancement:	Character Class

⁺Can be used as *Innuendo* for the purpose of the fan language (see *Gazetteer 6*). * This skill is technically not a monk class skill.



Weng is the minister of rites at the court of the Jade Emperor, a job he has performed well so far and which has made him a trusted advisor to the Emperor. About 3 years ago it seemed as if we would become one of the most powerful men in the province but some strange accident occurred to him then while travelling to the Nezumi Network and he has never been the same since. What nobody knows is that he was infected by a Penaggolan and now desperately tries to hide the fact, which hampers his ability to be involved in court intrigue. His body is slowly rotting which prevents him from going to the Zheng Yu Springs and forces him to wear strong perfumes all the times. He is a bitter person, a fact that is barely hidden by his good manners. He loathes himself for what he has become and is disgusted by the fact that he has to eat freshly-killed uncooked animals in his true form once in a while, which does not at all become his position as a guardian of purity. If his transformation were discovered, he would do everything to cover up the shame and if that was not possible, he would fight to the death, his life being ruined forever. On the other

The Fate of Mian Weng

It was a lovely day, Mian decided. The sun was just sinking behind the horizon and the cool evening breeze of an early autumn was pleasantly caressing his skin. How he loved the feeling and was glad to have taken on this diplomatic mission. While he longed for power at the court, he also enjoyed being away from the incense filled chambers of the throne room for a while. He surveyed the orderly rows of his guards and was proud of the order he had brought to the auxiliary units of the Jade Lich.

The first blow came as a real surprise to him. Some slimy tentacle-like thing slapped him in the face and tightened around his throat. Before he could react, he felt a bite at his neck. The last thing he saw was his retinue fleeing from the terrible sight of his apparent death.

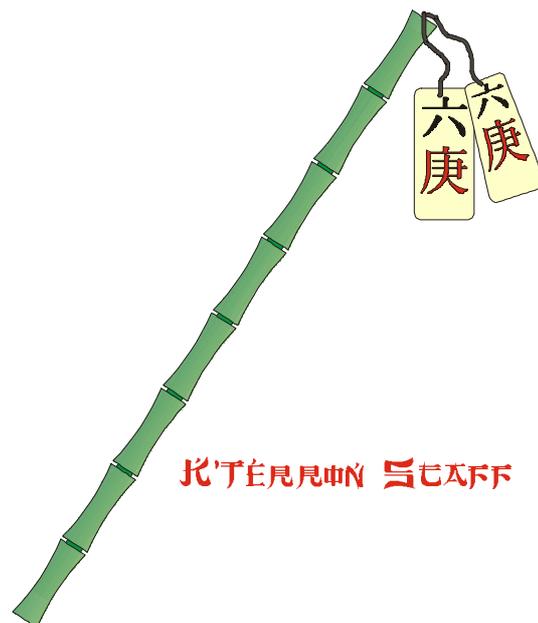
It took days for Weng to realise his terrible fate. He was an unnatural creature now, cursed to be an outcast, a predator attacking men in the wilds. No! He would not give up everything he had achieved, so easily! He would fight the urges and take his former role at the court. Nobody would know what had happened here and he would invent some story to account for the missing time. But first he would have to make sure that his former travel companions would not be able to ruin his career by blurting out some inconvenient details about his fate....

hand, those offering help of blackmailing him, might be able to use their knowledge to their advantage, if careful enough.

Weng looks like a sick man, however, much of it is charade. He wears thick robes to cover his undead body and leans on a staff that is actually not a walking aide but a powerful weapon.

For more information on Weng's powers, see OA masterbook (pg. 189).

Equipment: K'Terron Staff (like the witchblade in the Book of Eldritch Might, whenever somebody is hit by the staff, he needs to make a will save DC 15 or be *dazed*), 2 potions of cure moderate wounds, 1 potion of cat's grace

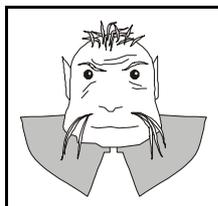


No Qiu, Imperial Minister of Justice

Rat Hengeyokai Sorcerer 10, Eunuch Warlock 1

Hit Dice:	10d4 +1d6+11 (42 hp)
Initiative:	+1
Speed:	30 ft.
AC:	13
Attacks:	+6 quarter staff
Damage:	1d6+2
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	spells
Special Qualities:	greater spell focus, 2 bonus spells
Saves:	Fort +4, Ref+3, Will+9
Abilities:	Str 13 (+1), Dex 11/13 (+1), Con 13 (+1), Int 12 (+1), Wis 10 (+0), Cha 19 (+4)
Skills:	Concentration +11, Spellcraft +10, Knowledge (arcana) +6, Profession (Judge) +10, Alchemy +5, Innuendo (<i>changed to class skill</i>) +5, Hide +5
Feats:	Spell Focus (Enchantment), Lace Spell (Unholy) [BoeM], Spell Penetration, Combat Casting

Organisation:	Solitary or with 5 terracotta warriors
Challenge Rating:	11 (officially 12)
Treasure:	equipment
Alignment:	neutral evil
Advancement:	character class



Spells Known (spells per day are 6/7/7/7+1/6+1/3):

Iv 0 - Flare, Daze*, Light, Detect Magic, Disrupt Undead, Dancing Lights, Ghost Sound, Read Magic, Mage Hand

Iv 1 - Charm Person*, Hypnotism*, Mage Armour, Magic Missile, Cause Fear, Dire Shape

Iv 2 - Tasha's Hideous Laughter*, Detect Thoughts, Protection from Arrows, Resist Elements

Iv 3 - Hold Person*, Suggestion*, Fireball

Iv 4 - Lesser Geas*, Emotion*

Iv 5 - Feeblemind*

* these spells have DC increased by 4. All spells have their DCs increased by 2 vs. good targets.

Equipment: Ring of Protection +2, Frightened Crane Talisman (*expeditious retreat*), Soaring Crane Talisman (*haste*), Wand of Summon Monster II (50 charges), +1 Quarter Staff

No Qui is a powerful eunuch minister at the court of the Jade Emperor. He is responsible for the laws in the province and quite influential. He is small, has beady eyes and somehow looks dirty even though people cannot say why. While most would easily dismiss him as some greasy little bureaucrat he has a very captivating personality in personal interaction.

No Qiu is utterly selfish but knows that the emperor is so powerful that he never stands a chance against him. Therefore he faithfully serves his master. When it comes to those not directly protected by the Emperor, he is less lenient, however. Those that can be useful to him will get his support until they become a liability, those who oppose him will be dealt with discreetly, usually by charming them to do something stupid (like carrying a red fan into court and waving it at everybody, thereby declaring tons of blood feuds), or using intrigue to ruin them. If he has to resort to violence, he will use several Nezumi thugs in his employ to arrange "accidents" in the undercity.

Politically, No is an isolationist, as he fears that wars will increase the power of General Zhen, his arch enemy. If he was convinced that an action would hurt Zhen, he would most likely agree to it, however, even if it meant meddling with other provinces. He is also envious of Mian Weng and would love to ruin his favour with the ruler.

No is always polite, yet always involved in several intrigues. His main weakness is his impatience which sometimes lets him lose his polite demeanour.

No Qiu's Spellcasting Visuals

No Qiu has had plenty of time to alter the appearance of his spells to his personal liking. While a spellcaster can still recognise the spells for what they are with a spellcraft check, a mundane character might not recognise them at all.

No's spells have a rat theme towards them.

His magic missile for example looks like a rat bouncing towards its target after darting out of No Qiu's sleeve. His fireball is a burning rat exploding into a swarm of fiery fleas. The mind affecting spells on the other hand evoke a mental image of a ratgnawing at the victims' brains, a fact quickly forgotten in the case of a successful *charm person*.

Over the years, No Qiu has had several apprentice sorcerers to whom he taught how to channel their magic. Most of them have therefore adopted his casting style and evoke similar effects, especially the Nezumi, rat hengeyokai, and goblin rats that serve him.

Swordmaster Bing

Human Sorcerer 1, Barbarian 6

Hit Dice:	1d4 + 6d12 +7 (62 hp)
Initiative:	+2 (dex)
Speed:	40 ft.
AC:	15 (+3 armour, +2 dex)
Attacks:	greatsword +9/+4 or dart +8/+3
Damage:	2d6+4 (19-20 crit. range) or 1d4+3
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	Rage (2/day), spells
Special Qualities:	Uncanny Dodge (can't be flanked)
Saves:	Fort +6, ref +3, will +6
Abilities:	Str 16 (+3), Dex 14 (+2), Con 12 (+1), Int 15 (+2), Wis 14 (+2), Cha 15 (+2)
Skills:	Concentration +5, Jump +12, Ride +11, Swim +12, Listen +11, Intimidate +11, Wilderness Lore +11, Spot (cc) +5.5
Feats:	Track, Expertise, Superior Expertise, Resist Poison

Organisation:	solitary or with warband (2d20 halbard fighters)
Challenge Rating:	7
Treasure:	equipment + golden ring (250 gp)
Alignment:	CG
Advancement:	character class

Spells Known (spells per day are 5/4):

lv 0 - Disrupt Undead, Read Magic, Light, Resistance

lv 1 - Alarm, Expeditious Retreat

Equipment: +1 cord armour (5% spell failure), greatsword, potion of moderate healing (x2), ring of feather falling

Swordmaster Bing is a reknown enemy of evil spirits who travels the shattered empire in serach of evil to fight. While he looks a bit like a beggar when it comes to his dress and personal hygiene he is actually quite charismatic and outgoing. Everybody who is not in league with evil spirits is hugged, invited to drink, and forced to sing with him. Those who refuse often end up in a friendly brawl.

When Bing explores unknown territory he usually guards his back with an alarm spell or two. When combat becomes an immediate threat he might enhance himself with expeditious retreat to outmaneuver his enemies. His fighting style involves violent swings, near-impossible parries, and wild insults.

Lotos Queen

Bamboo Spirit Folk Sorcerer 4

Hit Dice:	4d4-1 (11 hp)
Initiative:	+4 (dex)
Speed:	30 ft.
AC:	14
Attacks:	+1 crossbow +7, dagger +2
Damage:	1d8+1 crossbow or 1d4 dagger
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	
Saves:	Fort+0, Ref +5, Will +6
Abilities:	Str 11 (+0), Dex 18 (+4), Con 8 (-1), Int 7 (-2), Wis 15 (+2), Cha 17 (+3)
Skills:	
Feats:	Toughness, Spell Focus (Evocation)

Organisation:	solitary or leading squad of Bing's Halbardmen (8)
Challenge Rating:	4
Treasure:	equipment + gold necklace (300gp)
Alignment:	NE
Advancement:	character class

Spells Known (spells per day are 6/7/4):

lv 0 - Read Magic, Resistance, Daze, Detect Magic, Disrupt Undead, Light

lv 1 - Magic Missile, Elemental Burst*, Backbiter

lv 2 - Ice Blast*

* These Spells have a save DC increase of +2 due to spell focus

Equipment: +1 crossbow, 20 bolts, dagger, potion of hiding (x2)

The Lotos Queen is an incredibly skinny bamboo spirit folk with green hair and eyes in matching colour. She wears the outfit of a male soldier of the Imperial army and a tight golden necklace that looks like a lotus blossom on a long vine with tiny thorns that bite into her flesh. Lotos talks little and intimidates others with her hateful stare and threatening poses (she looks like she is going to jump on her enemies any minute).

While she is evil and enjoys causing trouble to others she is intensely loyal to Swordmaster Bing who rescued her from a mob of villagers who (rightfully) blamed her for burning down their rice silo. Bing is quite naive and has no idea about her evil disposition. In fact he sees her as a successor should he decide to retire.

Lotos is quite aesthetic and refrains from most worldly pleasures other than causing mischief. Many members of the Halbardmen see her as some kind of saint.

In combat the Lotos Queen lets her fellows soften up the enemy, while she gives them support from the back. Often she will cast Ice Blast before the enemy closes in.

Jade Dragon (as Novice)

Human Rogue 1, Shaman 1

Hit Dice:	1d6 + 1d8 +4 (15 hp)
Initiative:	+1 (+1 dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 leather scale armour)
Attacks:	+0 shortspear, +1 crossbow
Damage:	1d8, 1d8
Face/Reach:	5ft./5ft.
Special Attacks:	Sneak Attack (1d6)
Special Qualities:	Animal Companion
Saves:	Fort +2, Ref+3, Will+5
Abilities:	Str 11 (+0), Dex 12 (+1), Con 14 (+2), Int 6 (-2), Wis 17 (+3), Cha 12 (+1)
Skills:	Search +2, Disable Device +2, Listen +7, Spot +7, Move Silently +5, Open Lock +5, Bluff +5, Heal +5
Feats:	[Improved Unarmed Strike], Great Teamwork, Scribe Scroll

Organisation:	-
Challenge Rating:	2
Treasure:	12 gp, ring (60 gp)
Alignment:	chaotic good
Advancement:	character class

Domains: Ancestor (Summon Ancestor 1/day, +4 to skill roll), Celestial (rebuke spirits, 4/day)

Spells Memorised (3/2+1):

Lv 0: Detect Poison, Detect Magic, Resistance

Lv 1: Shield of Faith, Weapon Bless, Bless

Equipment: shortspear, crossbow, 20 bolts, leather scale armour, scroll of cure light wounds (x2), lizard scale talisman, animal companion: medium viper

Jade Dragon is a young good-looking girl that was raised in the wilds by a half-mad shaman. She has shoulder-length hair which is always slightly in disorder, pale skin and freckles. Usually she wears leather scale armour over peasant's clothing.

While Jade Dragon has an ascetic lifestyle and is very fond of her friends, she has the annoying tendency to be bossy and utterly convinced of her plans - which usually end in disaster. Of course this is never due to her plans but due to the lack of skill of her allies! Jade Dragon makes a pleasant first impression but after a while it becomes obvious that she is not the brightest person on earth.

Jade Dragon travels the empire to help those oppressed by tyrants and other bullies.

Jade Dragon (at mid-level)

Human Rogue 1, Shaman 4

Hit Dice:	5d6 + 12 (35 hp)
Initiative:	+1 (+1 dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 leather scale armour)
Attacks:	+4 shortspear, +4 crossbow
Damage:	1d8+1, 1d8
Face/Reach:	5ft./5ft.
Special Attacks:	Sneak Attack (1d6)
Special Qualities:	Animal Companion, Spirit Sight, Turn Undead
Saves:	Fort +3, Ref+4, Will+7
Abilities:	Str 11 (+0), Dex 12 (+1), Con 14 (+2), Int 6 (-2), Wis 18 (+4), Cha 12 (+1)
Skills:	Search +2, Disable Device +2, Listen +7, Spot +7, Move Silently +5, Open Lock +5, Bluff +5, Heal +5, Knowledge (Arcana) +4
Feats:	[Improved Unarmed Strike], Great Teamwork, Scribe Scroll, Brew Potion

Organisation:	-
Challenge Rating:	2
Treasure:	12 gp, ring (60 gp)
Alignment:	chaotic good
Advancement:	character class

Domains: Ancestor (Summon Ancestor 1/day, +4 to skill roll), Celestial (rebuke spirits, 4/day)
 Spells Memorised (4/3+1/2+1):

Lv 0: Detect Poison, Detect Magic (x2), Resistance

Lv 1: Shield of Faith, Weapon Bless, Bless, Protection from Evil

Lv 2: Commune w/ Lesser Spirit, Summon Nature's Ally II, Hold Person

Equipment: +1 shortspear, crossbow, 20 bolts, 5 +1 bolts, leather scale armour, scroll of cure light wounds (x2), lizard scale talisman, animal companion: medium viper

After the early days of her career in the battle against evil, Jade Dragon chose to travel to the lands of the Jade Emperor to join the witch hunters. On the way, she helped destroy vile bandits who terrorised a village in the Lawless Lands and met Malang for the first time. Little did she know that he would be her arch-enemy in the future! Actually, they fought side by side at that time.

Jade Dragon spent a few month as body guard for a rich merchant in the City of Butterflies before she was recruited into the witch hunters' order as an apprentice.

Malang

Male human fighter 3

Hit Dice:	3d10 (19 hp)
Initiative:	+6 (+2 dex, +4 improved initiative)
Speed:	30 ft.
AC:	17 (+2 dex, +5 lamellar armour)
Attacks:	+7 greataxe or +6 lance or +4 crossbow
Damage:	1d12+4, 1d10+3, 1d8
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	-
Saves:	Fort +3, Ref +3, Will +0
Abilities:	Str 16 (+3), Dex 14 (+2), Con 10 (+0), Int 10 (+0), Wis 9 (-1), Cha 7 (-2)
Skills:	Ride +10, Jump +9, Climb +9
Feats:	Mounted Combat, Ride-By Attack, Spirited Charge, Skill Focus (Ride), Improved Initiative

Organisation:	solitary
Challenge Rating:	3
Treasure:	1-20 gp, equipment
Alignment:	Neutral
Advancement:	character class

Equipment: masterwork great axe, lance, lamellar armour, war horse w/ military saddle, 2 potions of cure light wounds, lizard talisman

Malang is a barbarian horseman from the North. He used to be a member of the brotherhood of the red horse, an elite unit from those lands, until he was disgraced by the loss of his battle banner. About a year ago, he travelled the central lands of the shattered empire to obtain some intelligence for his general, when he encountered Jiao Ba, a shadow creature. The fiend managed to charm the horseman and enslaved him, forcing him to do his evil bidding.

Eventually, Malang was freed by adventurers but this was not the end of his bad luck. His very liberators stole his most valuable possession, his red battle banner and forced him to support them in battle. Since then he has been working as a mercenary for the highest bidder, not realising who he slowly slips over to the side of evil.

Malang is a bitter person who has lost everything he ever valued. He constantly complains about how other people are responsible for his current situation, which makes him an annoying person. Indeed, he has lost much of his innocence.

Wang Feng, the Bane of Evil Spirits

Human Shaman 8, Witch Hunter 2

Hit Dice:	8d6+2d8+10 (56 hp)
Initiative:	+1 (dex)
Speed:	30 ft.
AC:	11 (+1 dex)
Attacks:	
Damage:	
Face/Reach:	
Special Attacks:	Smite Evil
Special Qualities:	Animal Companion, Spirit Sight, Turn Undead, Spirit's Favor, Detect Evil, Kami's Grace , Bonus Caster Level for Shaman, Command Undead, Domains: Celestial (command spirits), Divination (+2 caster level)
Saves:	Fort +16, Ref +9, Will +19
Abilities:	Str 11, Dex 13, Con 13, Int 10, Wis 18, Cha 14
Skills:	Concentration +4, Heal +9, Knowledge (Arcana) +11, Spellcraft +5, Wilderness Lore +8
Feats:	Blind-Fight, Improved Unarmed Strike, Ki Shout, Martial Weapon Proficiency, Simple Weapon Proficiency, Track, Weapon Focus (Mace (Heavy))

Organisation:	With animal companion (Stripes, a dire tiger)
Challenge Rating:	10
Treasure:	equipment
Alignment:	neutral good
Advancement:	character class

Equipment: shaman's bone armour (+2 *on AC and all saves*), +2 heavy mace, 3 potions of cure light wounds, 15 gp

Spells memorised (6 /5+1 /5+1 /4+1 /3+1 /1+1):

lv 0 - Detect Disease, Detect Poison, Detect Magic (x3)

lv 1 - Bless, Detect Good, Detect Undead, Invisibility to Undead, Protection from Evil, *Identify*

lv 2 - Bull's Strength, Delay Poison (x2), Invisibility to Spirits, Protection from Spirits, *Augury*

lv 3 - Magic Circle against Evil, Magic Vestment, Protection from Elements (x2), *Divination*

lv 4 - Discern Lies (x2), Discern Shapechanger, *Scrying*

lv 5 - Advice, *Commune with Greater Spirit*

Wang Feng is a middle-aged man with good looks but carelessly dressed and unkempt. He has a white porcelain face mask casually hanging from his belt. Unlike his colleagues, he cares little for such trappings. The first impression of Wang's personality is that of a bitter and stern man who has little need for nonsense. He is also a little bit hostile to those not of good alignment, claiming them to be "tainted". Frequently, he will use spells to verify intention, alignment and honesty of those he has to deal with. However, he is quite friendly to those he knows and trusts and will always help a person of good alignment.

Wu Hsien (while alive)

Korobokuru Fighter 3

Hit Dice:	3d10+6 (29 hp)
Initiative:	+0 (dex)
Speed:	20 ft.
AC:	16 (+1 size, +4 brigandine, +1 tessen)
Attacks:	short sword +7
Damage:	1d6 +2
Face/Reach:	5ft. / 5 ft.
Special Attacks:	-
Special Qualities:	Darkvision 60 ft., +2 on saves vs. poison, +2 vs. spells, +1 attack rolls vs. goblinoids, +4 dodge vs. giants,
Saves:	Fort +5, Ref +1, Will +3
Abilities:	Str 15 (+2) Dex 11 (+0) Con 13 (+2) Int 13 (+2) Wis 15 (+2) Cha 9 (-1)
Skills:	Wilderness Lore +4, Hide +4, Swim +6, Jump +6
Feats:	Expertise, Improved Trip, Improved Disarm, Weapon Focus (Short Sword)

Organisation:	Solitary
Challenge Rating:	3
Treasure:	equipment
Alignment:	true neutral
Advancement:	character class

Equipment: short sword, brigandine armour, tessen, potion of cure light wounds, potion of bull's strength, nose ring (10gp)

Wu Hsien is a small fat korobokuru with weathered armour and a really bad hairdo which is "enhanced" by liberal doses of animal fat that make it stand up in spikes. He has bizarre patterns painted on his face and wears a golden ring through his nose (10 gp). Hsien is not a timid one - he screams rather than speaks and usually accentuates his opinion with wild gestures.

Hsien is indifferent towards the opinion of others and rather rude in his behaviour. He follows the law where it is enforced and does what he wants in the wilds. Generally, he is not a bad person, as long as you do not oppose him or try to bully korobokurus. His combat tactics are simple, he charges the strongest opponent and tries to trip him.

Wu Hsien (as Ghost)

Ghost Korobokuru Fighter 3

Hit Dice:	3d12 (23 hp)
Initiative:	+0 (dex)
Speed:	20 ft., fly 30ft. (perfect)
AC:	11 (incorporeal) or 12 (manifested, +1 deflection bonus)
Attacks:	short sword +7 (ethereal targets only)
Damage:	1d6 +2
Face/Reach:	5ft. / 5 ft.
Special Attacks:	Manifestation, Malevolence (Will DC 12)
Special Qualities:	Darkvision 60 ft., +2 on saves vs. poison, +2 vs. spells, +1 attack rolls vs. goblinoids, +4 dodge vs. giants, turn resistance +4, rejuvenation
Saves:	Fort +3, Ref +1, Will +3
Abilities:	Str 15 (+2) Dex 11 (+0) Con - Int 13 (+1) Wis 15 (+2) Cha 13 (+1)
Skills:	Wilderness Lore +4, Hide +12, Swim +6, Jump +6, Spot +10, Listen +10, Search +9
Feats:	Expertise, Improved Trip, Improved Disarm, Weapon Focus (Short Sword)

Organisation:	Solitary
Challenge Rating:	3
Treasure:	equipment
Alignment:	true neutral
Advancement:	character class

Hsien's lifestyle destined him for a violent death which he met at the hands of a vengeful shaman whose family had perished during a fight initiated by Wu. While not an evil person in life this one evil act left him cursed for the afterlife. He is forced to haunt this world for an eternity, possessing people and forcing them to attack children while their parents are watching. The possessed always have an insane facial expression and seem to wear a nose ring just like the one Hsien wore during his life (the latter is a minor illusion). The only way to permanently put Hsien to rest is to bury his nose ring at a holy site.

Hsien is completely mad when encountered. He tries to resist his curse - a very disturbing sight to see the possessed bodies killing innocents while they scream for help and curse the spirits.

Yi & Yu O (Pleasure & Pain)

Bone Spirit Folk Barbarian 4

Hit Dice:	4d12+16 (43 hp) [51 in rage]
Initiative:	+1 (dex)
Speed:	40 ft.
AC:	15 (chain shirt) [13 in rage]
Attacks:	masterwork great axe +9 [+11 in rage]
Damage:	1d12+4
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	-
Special Qualities:	Rage (2/day), Uncanny Dodge (Dex bonus to AC)
Saves:	Fort +8, Ref +2, Will +1
Abilities:	Str 18 (+4), Dex 13 (+1), Con 18 (+4), Int 11 (+0), Wis 10 (+0), Cha 10 (+0).
Skills:	Climb+12/11, Jump+12/11, Listen+8, Wilderness Lore+8
Feats:	Power Attack, Cleave

Organisation:	Always as pair
Challenge Rating:	4
Treasure:	equipment + silver choker (200 gp)
Alignment:	CE (Pleasure) & LE (Pain)
Advancement:	character class

Equipment: black masterwork chain shirt (bikini style), masterwork great axe, dagger, bag of pleasure/pain (see below, 3 charges each), potion of cure serious wounds, 5 potions of cure light wounds, Silent Bell (*Silence*), Brooch of Plenty

Yi and Yu O are twin sister mercenaries that are not very picky with the causes they fight for. They are impossibly thin, pale and wear black leather suits enhanced by a blackish chain mail bikini. Deceptively beautiful, these two are powerful warriors and known for their unique fighting style that reflects their personality.

Yi and Yu O are very opposite in character. Yi is a sensualist and loves to taunt males seductively. Yu O on the other hand has the dominant charm of a prison camp overseer. The two are constantly bickering until combat starts. Then they charge the enemy and begin to hack away with their wickedly barbed great axes.

In combat Yi will scream with delight whenever she strikes while Yu O bellows out her rage at those who would oppose her. She often uses power attacks to cause maximum damage.

Yi and Yu O carry a special magical item, a bag of pleasure/pain respectively. This item works exactly as *dust of immobility* but works in a different way. The dust from the bag of pain will immobilise due to the massive pain caused by it. The afflicted person feels as if eaten alive by thousands of tiny insects. The dust of pleasure on the other hand makes its target topple over with ecstasy and can be quite addictive (will save DC 12 or crave for more) Also, the person thus harmed can never again enjoy the feeble sensations of sex again.

Zhen, Imperial Minister of War and General of the Terracotta Army

Human Fighter 10

Hit Dice:	10d10+40 (hp 103)
Initiative:	+4 (+4 Improved initiative);
Speed:	20 ft. (armour)
AC:	19 (+7 armour, +2 tessen), 15 for ranged attacks (cursed armour)
Attacks:	+15/+10 longsword, or +12/+7 longbow
Damage:	1d8+1d6(cold)+6 or 1d8+4
Face/Reach:	5 ft. / 5 ft.
Special Attacks:	none
Special Qualities:	none
Saves:	Fort +11, Ref +5, Will +5
Abilities:	Str 18 (+4), Dex 10 (+0), Con 18 (+4), Int 8 (-1), Wis 15 (+2), Cha 12 (+1)
Skills:	Bluff +3.5, Escape artist +1, Hide +0, Intimidate +6, Listen +2, Move silently +0, Ride +9, Spot +2, Wilderness lore +5
Feats:	Blind-fight, Cleave, Endurance, Improved critical (longsword), Improved initiative, Lightning reflexes, Power attack, Weapon focus (longsword), Weapon specialization (longsword), Great Cleave, Leadership

Organisation:	Solitary or with 10 terracotta warriors
Challenge Rating:	10
Treasure:	equipment + 600 gp in gems
Alignment:	LG
Advancement:	character class



Equipment: +3 partial armour of arrow attraction, +1 tessen, +1 *frost* longsword, 2 potions of cure moderate wounds, masterwork mighty longbow, 20 masterwork arrows

General Zhen is a tall ox of a man, an example of health and strength and a stout advocate of physical training. He wears a golden partial armour engraved with symbols of protection, a bluish blade that looks as if it was frozen, and a tessen embossed with scenes from the coronation of the last emperor. He has a thin beard, incredible eyebrows, and huge earlobes.

Zhen is not a very intelligent man which shows in conversations, due to his simple choice of words. However, he is experienced and a good leader in battle. Also, he enjoys a reputation as a lawful person and a man of his word. He is an orderly person and always looking to be just. However, he has a strong dislike for spellcasters, especially the minister of justice. The two have had disagreements in the past and unknown to Zhen, the foul eunuch had his armour cursed by Hua Wen in return for his support to become a minister.

Zhen serves the Jade Emperor because he fears that every alternative would be worse. However, he often doubts his decision and always tries to bring more humane solution to bear in discussions. Unknown to him the Jade Emperor sees Zhen as his conscience that keeps him from crossing the line. The Blue Hunter is an agent and friend of Zhen who relies on the Hunter's wits in tricky situations.