

Worldbook 2 - Amorina

General Information

Amorina is the biggest city in a world that is not much unlike that of Vivine but has taken a different fate at a certain point in the past. 220 years ago, the King of Amorina (then called Viven) and his heir were killed by an accident and a remote cousin was put on the throne. Unbeknownst to the church of Dieunne, this man was a secret priest of Amorum and after a bloody civil war, the church of Dieunne was forced underground.

Due to the similar nature of the two worlds, only the differences to Vivine (see *World Book 1*) are described here.

Things you might want to use with this site:

- Book of Amorum
- Vivine City Map
- Beholder Lair Map
- Private Chambers of Amorina Map

City of Amorina

Even though the civil war is over for about 25 years now, its effects can still be seen in the city. Many buildings are heavily damaged and the former cathedral of Dieunne along with the surrounding quarter is a burnt hulk. Due to the chaotic nature of the rulers, there is quite a bit of social unrest in the streets, brutally squashed by the rag-tag warbands of the Flesh Hooks.

The arcane arts are not as repressed as in Vivine and today almost every noble house has at least one conjurer in its service. Outsiders of all kinds openly walk the streets and magical assaults are not uncommon.

While things seem pretty chaotic, the current ruler also has a repressive nature. King Grugan the All-Seeing never

shows his face in public and the self-proclaimed Grand Sensualist of Amorum, Pierre Malcompte, handles most day-to-day business. This eccentric man has shaped the church of Amorum into an efficient police force that uses divination magic to supervise the masses and ensure their religious compliance. Every major street corner has a magical eye that transmits what it sees to the Great Temple of the Eye, which is inaccessible to the public.

The island of the mages exists on this world as well. While most mages are allowed to go free, those studying dragon magic (see BOEM III) have been forced into exile after some of them started to show draconic body features.

Organisations

Royal Guard

This powerless rag-tag group of human and elven mercenaries is little more than a group of under-paid thugs who are officially charged to maintain order within the city but are ineffective and practically replaced by the Church of Amorum. The guard wears whatever is available and is armed with simple melee weapons and the occasional sword. Their leader is the Lady Q who has taken this post over quite recently and has little interest in wasting any kind of effort on this formerly glorious force. Most of the defence duties that are not covered by the flesh hooks of Amorum are given over to the household troops of the noble families in order to keep them occupied and divided.

The Noble Houses

The noble houses in the city are currently relatively weak, being pitted against each other by agents of the church, their ancient feuds, and their fear of oblivion. Their few household troops are often drafted into the service of Grugan but it is not unknown for them

to fight secret "duelling" wars against the other houses.

- House de Boeuf-Noire is one of the oldest families and actually the royal family. Puzzled by their removal from power and influence, the Boeuf-Noires vent their anger on their ancestral enemies and are renown for their touchiness.
- House de Structomata is under the keen observation of the church for more than one of its members has shown sympathy for the faith of Dieunne. The family members are divided between those who try to improve relationships with the sensualist and those who would love to see the church swept away.
- House de Ange et Coeur is the least powerful of the three major houses and is known best for its opulent parties and poor financial planning.

Church of Amorax

The church of Amorax is the single most influential institution in Amorina and enjoys the wide ranging support of King Grugan who uses them to assert control over the general populace. The church focuses on the Amorax' patronage of the senses and employs magical eyeballs on stalks to "keep an eye" on the doings of Grugan's subjects. The church is violent and repressive and is very intolerant of those who would defy its dogma or authority.

While it might seem so to the outside, the church is far from monolithic. While the Grand Sensualist rules supreme due to his control over the Flesh Hooks - the templars of Amorax - there are many who would love to replace him. Aggripon for example is gathering support among the lower-level priests, especially those who are responsible for the burial rights, a formerly neglected aspect of the cult of Amorax. Other priests are also somewhat ambitious but their few followers and lack of pure

combat troops makes them relatively harmless for the moment.

The Arcane Order

While arcane magic is not regulated as much in Amorina as it is in Vivine, the mages still like to stay in their Academy and avoid getting drawn into the strife of the noble houses or the less apparent conflict within the church.

Members of the arcane order wear grey robes and usually carry a quarter staff engraved with the symbols of the order - the dragon, the pillar of flame, and a 4 pointed star. Their internal organisation lacks hierarchies and usually wizards with similar interests group together in so-called circles such as the "Circle of Divination", the "Circle of Demonic Lore", or the "Entwined Circles of Law and Chaos". Members of the Arcane Order communicate amongst themselves in Draconic only.

The Inner Circle of the Arcane Order

The Inner Circle of the Arcana Order is a group of mages who have practised dragon magic for so long that they have started to develop certain draconic features such as scales, claws, etc. Normally the Grand Dragon of the Inner Circle would effectively have become a half dragon, however, the current holder of this rank has been rushed into her position due to the execution of her predecessor and thus has yet to complete the rituals to attain this power. The Grand Dragon of the Inner Circle is also automatically the dean of the academy and thus the arch mage of Amorina.

Fists of Dieunne

This underground organisation of priests of Dieunne, dissenting nobles, and commoners who despise the chaos under the rule of Grugan, is led by the Barbazu Bhur'Bo. They are well-organised, grouped in a cell system and have used their clerical magic very effectively

against the highly chaotic forces of Amorax. Their goal is to topple Grugan and install a theocracy praising Jann'ih (hereabouts known as Dieunne) or just regain their old king. In fact the spectrum of goals is so wide that only the powerful personality of their leaders has managed to defer this problem to the future.

The Orcs of the Eye

These orcs live deep underground, near the sanctum of Grugan. They are an elite force of barbarian warriors, some of them mutated to have additional eyes, that has been enslaved by their beholder master of generations and serves him without question, seeing in him their all father and supreme master. The orcs are usually not used within Amorina and few know of their existence, even though rumours persist. The orcs are supported by troll-like aberrations which have eye-stalks upon their heads and serve as shock troops to soften up more powerful enemies.

The Court of Grugan

Grugan holds court in the royal castle but never appears in person. Malcompte usually takes his stead but sometimes Pansonne has the honour to preside over the session, usually a bad sign for all present. Other members of the daily meetings are the arch mage from the Academy and the rulers of the three major noble houses.

People of Note

Pierre Malcompte, the Grand Sensualist
This powerful priest of Amorax (cleric 15) lives in the huge complex of the Great Temple of the Eye, from which he can see everything happening in the city with his artefact level crystal ball linked to the eyestalks scattered throughout the city. Pierre is very **controlling** and has the **aura of an inquisitor** around him.

He enjoys sexual pleasures but detests those who stuff themselves with food and drugs of all kinds. His position of power is based on the fact that he is the sole mouth-piece of the king (i.e. Grugan) who never shows himself in public.



Pierre has a strong dislike for Pansonne but tolerates him because of his orders from Grugan. He hates the archmages of the Island and would not be too unhappy to get rid of them. He is very afraid of Grugan who appears in his dreams as a Duke of Sensory Overload and gives him orders. He pretends that Quallos is his main source of information but in reality has looked through the petty scheme of the priest.

Manfrede Pansonne

This halfling alchemist (rogue 6, assassin 3) is often seen at the side of the Grand Sensualist but is answerable only to the King himself. Pansonne barely contains his **hatred for life** and is more than a bit **insane**. He enjoys being **randomly evil** and will sometimes get into trouble due to his random acts of violence. He knows, however, that he should not disappoint his master and does everything to please him. He hates almost everybody and is as anti-social as they come. Pansonne would love to poison the Grand Sensualist just for the kicks he gets out of chaos and evil.

Lytha do Ult, Grand Dragon of the
Arcane Order and Red Flame of the
Inner Circle

Lytha used to be a drow wizard (wizard 12) but little has remained from her original body after undergoing the ritual of the red flame, which transformed her into a dragon-like being. The executions of the three last Grand Dragons for heresy by the Grand Sensualist have advanced her to her current position.

Lytha is the **ultimate opportunist**. She serves Grugan, who appears to her as a pillar of fire, to the letter but if convinced that he is about to fall, she would throw her lot with the next rulers of the city to keep her position of power. Lytha is **very strict and tyrannical** to cover up her inner **insecurity** and feeling of inadequacy for her current position.

Lytha is currently engaged in a blackmailing contest with Lady Q. She also blackmails Quallos to feed the Grand Sensualist false information. The Grand Dragon is afraid of Grugan, whom she does not understand at all.

Quallos, the Eye of Twilight

Quallos is a decadent priest of Amora who vastly enjoys his position as head of the Great Hall of Lust. He **dislikes any**

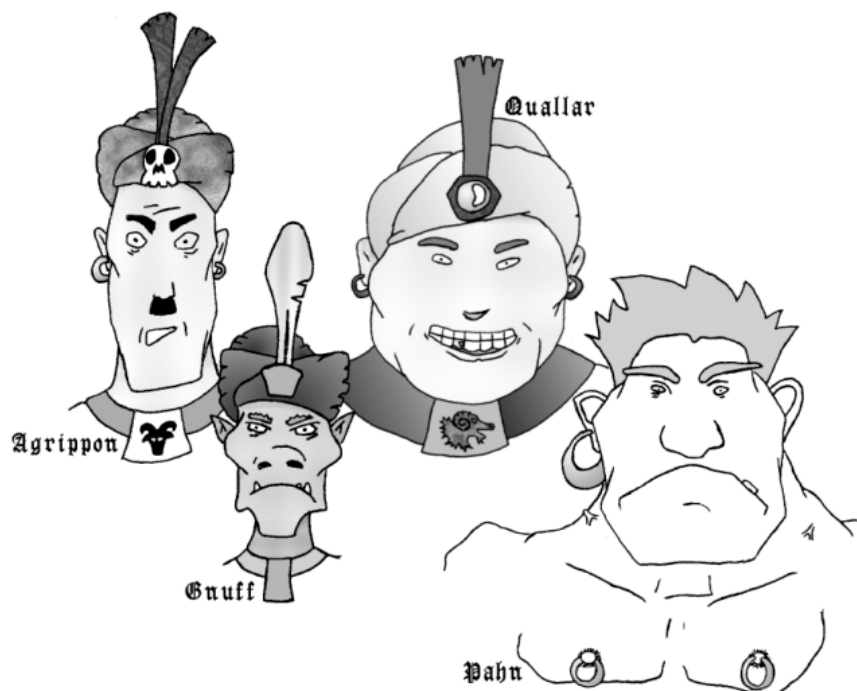
change to the status quo and is distressed by any disturbance to his **pleasurable life**. He is **easily blackmailed** or manipulated if his motives are properly understood.

Quallos heavily relies on his majordomo Pahn, unaware of the fact that he is really a spy for Lady Q. He is secretly in love with the Archmage do Ult, even though she blackmails him. While he sees Gnuff as a mindless idiot, the goblin is in reality cleverly manipulating Quallos.

Majordomo Pahn

Pahn (barbarian 5) is responsible for the day to day business of the Great Hall of Lust, which would make him a pimp in the eyes of more conservative cultures. He seems to be a **mindless pile of muscle, friendly** but with a **streak of physical violence**. However, he is **quite scheming** due to the advice given to him by Lady Q.

Pahn is madly in love with Lady Q who is well aware of it and uses their secret affair to get more info on Quallos to blackmail him. He often humiliates Gnuff whom he sees as some kind of



joke imposed by the Grand Sensualist on the lower priesthood.

Gnuff, Keeper of the Shrine of Tactile Senses

The shrine of tactile senses is dedicated to a minor outsider under the rule of Amorax - the Eyeless Maiden, a former Courtesan of Amorax. This shrine is seen as a dead-end in the rise of the church hierarchy and the position of keeper was long vacant until the Grand Sensualist promoted a goblin slave to the ranks of the priesthood to embarrass the other priests.

Gnuff seems to be a typical goblin and gives the impression of being a **complete idiot** who does not understand the true worth of his rank. The goblin, however, is very **cunning and perceptive**. He currently plays the fool to one day have his revenge on the others.

He especially hates Pahn who often harasses him and who is a rival in his love interest for Lady Q, and detests Quallos, whom he manipulates by "naively" telling him about what others did. Gnuff seems to worship his benefactor, the Grand Sensualist, but in reality hates him to the guts and would like to see him fall. The goblin might approach strangers such as the PCs to feed them info (both false and correct) to further his goals.

Agrippon, the Master of the Dead

Agrippon is responsible for the graveyards of Amorina and for the proper burial rites. He is very **ambitious** and has made this niche sector of the Amorax faith into a well-respected branch. His **underlings adore him**.

While the strangely charismatic priest can be considered rather selfish, he always **makes sure not to hurt others**, for he enjoys nothing more than being **popular**. However, he is currently gathering info on the Grand Sensualist

to possibly replace him in a bloodless coup. He also keeps an eye on Quallos, whom he sees as a danger to the church.

Lady Q, the Courtesan

Lady Q, really called Quinta Burron, is the courtesan of the Grand Sensualist, a fact known to everybody despite their relative discretion about their relationship. This purely physical bond has now lasted for about 6 years, and the two have little contact besides their nights together. Lady Q is a small woman with fragile looks. She is however, a true beast, almost rivalling Pansonne in his **lust for destruction**. However, she hides all this behind a **facade of good will and desire for balance in the power structure**. Clearly, she thinks far more in long terms than the others.

Lady Q is in a blackmail deadlock with the Archmage do Ult. She also blackmails Quallos whom she thinks is an absolute moron. She plays with Pahn, who seems to be useful to her. She is unaware of the worshipful "subhuman" Gnuff.

Bur'Bho

This barbazu devil has been conjured about a year ago by a wizard at the Academy who wanted a servant. The conjuration led to the death of the wizard and Bur'Bho fled to the city of Amorina. **Disgusted by the lack of law**, he started an underground organisation in order to bring law to the city. He is one of the most hunted beings within the city and his wanted posters are everywhere. This makes him a hero to the underground of Jann'ih priests and has quiet a few followers willing to rise as soon as he gives the word.



Grugan

The king of Amorina appears to people in their dreams, usually taking a form that will impress them most. Nobody knows how to get in touch with him and there are many theories about his nature, the most common one that he was rewarded by Amorax with a new physical form and now resides next to the throne of his god.

In reality, Grugan (originally called "Orb of Pleasure") killed the rather eccentric King Grugan I. through his trusted assassin Pansonne. The halfling was originally only a minor thief, when Grugan invaded his dreams and slowly turned him into an engine of destruction. Due to carefully placed dreams, Grugan managed to explain the disappearance of the king and several further murders ensured unquestioning loyalty.

Today Grugan uses Amorina as a base to generate money for his quests into the Nexus. His ultimate goal is to gain immortality by finding the heart of the Nexus.

City Districts

The core of the city is the **Temple District**, home to the various temples and chapter houses of Amorax. At the center of this ward is the royal palace. The **Harbour District** is very multi-cultural and well-protected by various mercenary bands, making it one of the safest areas to be in (other than the great market). The **Cursed District** is the site of the burned-out ruin of the

former great cathedral of Dieunne/Jann'ih. Most of the buildings in this ward were associated with that church and are damaged as well.

Inns and Beer Halls

The Pen & Contract

This orderly inn in the southern part of the harbour district is run by *Claude Gaston*, a man of aristocratic bearing and the features of a king of the classical age. Gaston is constantly complaining about the state of his city and has loose connections to the underground movement of Bur'Bho.

The Black Courtesan

A dark and dirty inn catering mostly to followers of Amorax. The interior is filled with wooden statues of all sizes and styles depicting nude or half-dressed women. The crowd can get quite rowdy at times but the bouncer *Jérôme Baldaque*, a dumb-looking brute (half-ogre commoner 2), takes care of most trouble. *Henri Cheval*, the owner, is a balding man in his early 40-ties who likes to wear silk robes and puffy pants with questionable motifs.

The Houses of Wines

This well-maintained inn prides itself for offering over 200 different wines, among them such exotic vintages as the *eyegrape wine* which is said to enhance the senses for a short period of time. *Gustave Durôhne*, a small man with a large nose and friendly eyes, is a follower of the more subtle variants of the Amorax faith and is renowned for his well-developed taste. While his inn is rather expensive, it offers the best wine and food in town and has clean and comfortable rooms.

The House of Chains

This bar is the favourite watering hole of the Flesh Hooks of Amorax, run by

skinny and mirthless man only known as *the Miser*. The bar has a slight smell of decay to it, almost covered up by the smell of sweat and beer in its dark and busy drinking hall. The establishment gets its name from the many chains dangling from the ceiling and the nightly chain fights in a pit at the rear end.

The Red Ettercap

This beer hall is a favourite of the dwarven community of Amorina which currently chafes under the rule of chaos in the city. The hall is quiet and rather subdued in every aspect, save for the many trophies adorning the walls, ranging from the stuffed heads of various underground beasts to the hammer of the late dwarven hero Semmling Kümmler.

Shops

The Great Market

The first day of every week, there is a great market in the harbour district, where peasants, fishermen, and traders sell their goods. The market is chaotic and unregulated, it is easy to get away with any crime short of murder.

House of Steel and Iron

This well-known shop is operated by a dwarven smith (expert 6) called *Théophile Sabots-Fer*. Théophile is renowned for his excellent weapons and armour and has some of his best work enchanted by a friendly mage from the Academy. While his antipathy towards the Church of Amorax is no secret, few suspect that he has rather good connections to Bur'Bho. His shop is guarded by two hired gunmen (dwarven warrior 6).

Matière et Cie.

Chantal Matière and her two sons *Yves* and *Claude* proudly continue their family tradition of selling spices,

incense, and other luxury trading goods despite the chaotic state of their home city. Their little shop is very popular with the priests of Amorax and a good place to meet them in a less formal context.

Living Forest

The disgruntled druid which created the Living Forest in Vivine was tracked down by a group of dedicated divination specialists and therefore the unholy seed was never planted. The elves who live in the woods are still untainted and occasionally clash with the regiments of Amorina.

El Dagan

This city situated on the other side of the continent known as the "Old World" is home to a swashbuckling culture of "taurics", i.e. beings that are half animal, half man. The El Dagens are fiercely proud of their blood lines as well as their mythical ancestors such as Juan el Torro, the first of the minotaurs.

Useful Stats

Middle Ranking AmoraX Priest

Human Cleric 9

Hit Dice: (9d8)+9
Hit Points: 56
Initiative: +0
Speed: Walk 20'
AC: 19 (*buffed*: 22, 20% miss for ranged weapons)
Attacks: +1 Mace +9/+4 (*buffed*: +10/+5)
Damage: Mave 1d8+3 (*buffed*: 1d8+4);
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Rebuke Undead 5/day, Spontaneous casting
Saves: Fortitude: +7, Reflex: +5, Will: +11
Abilities: Str 15 (+2) (*buffed*: 17 (+3)), Dex 10 (+0), Con 12 (+1), Int 14 (+2), Wis 20 (+5), Cha 15 (+2)
Skills: Concentration 13; Heal 19; Knowledge (Religion) 14; Profession (pick one) 16; Scry 7;
Feats: Extend Spell, Spell Focus (Evocation), Lightning Reflexes, Spell Focus (Enchantment), Spell Penetration
Challenge Rating: 9
Alignment: Chaotic Neutral
Possessions: +1 Mace; +1 Full Plate; Wand (Cure Light Wounds); Scroll (Cure Serious Wounds) x2; Scroll (Dispel Magic); Scroll (Divine Power); Scroll (Hold Person); Scroll (Lesser Planar Ally); Scroll (Plane Shift)

Note: A quick conversion from chaos to law makes this a suitable senior priest of Dieunne in the underground movement.

Domains: Luck, Forbidden Pleasure

Case 1: Prepared for battle

Spells active:

Entropic Shield (9 minutes, 20% miss with ranged weapons)

Shield of Faith (9 minutes, +3 deflection bonus to AC)

Bull's Strength (+2 Str)

Protection from Elements (one at random, 108 points of elemental damage absorbed)

Spells memorized (6/ 6+1/ 5+1/ 4+1/ 3+1/ 2+1):

0 - Light, Cure Minor Wounds (5)

1 - Bless, Cure Light Wounds (2), Divine Favour, Endure Elements, *Shield of Faith*, *Entropic Shield* (D)

2 - Visions of Pleasure (Will DC: 17), *Bull's Strength*, Cure Moderate Wounds (2), Silence, Hold Person (Will DC: 19)

3 - Convulsion of Lust (Will DC: 20), Dispel Magic (2), *Protection from Elements*, Daylight

4 - Symphony of hell (Will DC: 19) (D), Cure Critical Wounds, Dismissal, Spell Immunity

5 - Break Enchantment (D), Greater Command (Will DC: 22), Flame Strike

Case 2: Everyday

Note: Many slots are left open to fill according to need

Spells memorized (6/ 6+1/ 5+1/ 4+1/ 3+1/ 2+1):

0 - none

1 - Bless, Cure Light Wounds (2), Shield of Faith

2 - Visions of Pleasure (Will DC: 17), Cure Moderate Wounds (2)

3 - Dispel Magic, Protection from Elements

4 - Symphony of hell (Will DC: 19) (D),
Cure Critical Wounds,
5 - Break Enchantment (D), Greater
Command (Will DC: 22)

Grand Sensualist

Human Cleric 15

Hit Dice: (15d8)+15
Hit Points: 86
Initiative: +0
Speed: Walk 20'
AC: 20 (*buffed:* 23, 20%
miss for ranged
weapons)
Attacks: +1 Mace +15/+10/+5
(*buffed:* +16/+11/+6)
Damage: Mave 1d8+3 (*buffed:*
1d8+4);
Face/Reach: 5 ft. by 5 ft./5
Special
Qualities: Turn Undead 5/day,
Saves: Spontaneous casting
Fortitude: +10,
Reflex: +7, Will: +15
Abilities: Str 17 (+3) (*buffed:*
17 (+3)), Dex 10 (+0),
Con 12 (+1), Int 14
(+2), Wis 22 (+6),
Cha 15 (+2)
Skills: Concentration 19;
Heal 25; Knowledge
(Religion) 20;
Knowledge (Pleasure
& Pain) 22; Scry 13;
Feats: Quicken Spell, Spell
Focus (Evocation),
Exotic Weapon
Proficiency (Spiked
Chain), Spell Focus
(Entchantment), Spell
Penetration
Challenge
Rating: 15
Alignment: Chaotic Neutral
Possessions: +1 Spiked Chain; +2 Full
Plate; Wand (Cure Light Wounds);
Scroll (Cure Serious Wounds) x2; Scroll
(Dispel Magic) x2; Scroll (Divine

Power); Scroll (Hold Person); Scroll
(Summon Monster IV); Scroll (Plane
Shift) x2, Staff of Pleasure

Staff of Pleasure: This staff is made
of the rare and expensive wood of a
carnivorous tree carved to be covered
writhing intertwined bodies of men,
women, and goat headed humanoids.
It looks quite irregular and
disturbingly organic. Typically senior
priests own a staff like that and it is
seen as a sign of authority among
followers of AmoraX. The spells
contained within are:

- Endurance
- Convulsion of Lust
- Visions of Pleasure
- Obscuring Mist
- Remove Disease

Each of the spells uses one of the 50
charges contained within the staff.
*Caster Level: 12 Prerequisites: craft
staff, endurance, convulsion of lust,
visions of pleasure, obscuring mist,
remove disease; Market Price: 37,125
gp*

Domains: Luck, Forbidden Pleasure

Case 1: Prepared for battle

Spells active:

Entropic Shield (15 minutes, 20% miss
with ranged weapons)
Shield of Faith (15 minutes, +3
deflection bonus to AC)
Bull's Strength (+2 Str)
Protection from Elements (three at
random, 108 points of elemental damage
absorbed)

Spells memorized (6/ 7+1/ 7+1/ 6+1/
5+1/ 5+1/ 3+1/ 2+1/ 1+1):

0 - Light, Cure Minor Wounds (5)
1 - Bless, Cure Light Wounds (2),
Divine Favour, Endure Elements, *Shield
of Faith, Entropic Shield* (D)

2 - Visions of Pleasure (Will DC: 17), *Bull's Strength*, Cure Moderate Wounds (2), Silence, Hold Person (Will DC: 19)
 3 - Convulsion of Lust (Will DC: 20), Dispel Magic (2), *Protection from Elements* (3), Daylight
 4 - Symphony of Hell (D), Cure Critical Wounds, Dismissal, Spell Immunity (2)
 5 - Break Enchantment (D), Greater Command, Flame Strike, *quicken* Shield of Faith
 6 - Orgy of Destruction (D), Harm, Heal, *quicken* Hold Person
 7 - Repulsion (D), Destruction, Holy Word
 8 - Holy Aura (D), Summon Monster VIII

Case 2: Everyday

Note: Many slots are left open to fill according to need

Spells memorised (6/ 7+1/ 7+1/ 6+1/ 5+1/ 5+1/ 3+1/ 2+1/ 1+1):

0 - Light, Cure Minor Wounds (5)
 1 - Bless, Cure Light Wounds (2), Divine Favour, Endure Elements, Shield of Faith, Entropic Shield (D)
 2 - Visions of Pleasure (Will DC: 17), Cure Moderate Wounds (2), Silence, Hold Person (Will DC: 19)
 3 - Convulsion of Lust (Will DC: 20), Dispel Magic (2), Protection from Elements, Daylight
 4 - Symphony of Hell (D), Spell Immunity
 5 - Break Enchantment (D), Greater Command, Flame Strike
 6 - Heal
 7 - Repulsion (D), Destruction, Holy Word
 8 - Holy Aura (D), Summon Monster VIII

Temple Guard / Flesh Hook

Half-Elf Fighter 5 Flesh Hook¹ 1

Hit Dice: 5d10+1d8+6

Hit Points: 46

Initiative: +6 (+2 dex, +4 improved ini)
Speed: Walk 20'
AC: 17 (+2 dex, +5 armour)
Attacks: +1 Spiked Chain
 +11/+6
Damage: 2d4+5
Face/Reach: 5 ft. by 5 ft./10 feet
Special Qualities: Elven Blood, Immunity to sleep, save +2 vs enchantment spells, sensual link, distraction
Saves: Fortitude: +5, Reflex: +3, Will: +4
Abilities: Str 19 (+4), Dex 15 (+2), Con 12 (+1), Int 12 (+1), Wis 9 (-1), Cha 16 (+3)
Skills: Climb 7; Heal 2; Intimidate 2; Jump 5; Knowledge (Religion) 6; Knowledge (Pleasure & Pain) 2; Ride 4; Swim -5
Feats: [Exotic Weapon Proficiency (Spiked Chain)], Improved Initiative, Iron Will, Power Attack, Quick Draw
Challenge Rating: 6
Alignment: Chaotic Neutral
Possessions: +1 Spiked Chain, +1 Chainmail, Potion of Cure Moderate Wounds (2), Potion of Invisibility
Sensual Link: After making a successful touch attack, the Flesh Hook shares the sensations of his target, i.e. he feels the same pain and pleasure, shares the senses of the other etc. This means that many enchantment spells that influence emotions will also affect the Flesh Hook (no separate save allowed).

¹ This prestige class is described in the book on the god Amoraax.

The effect lasts for 1d4 hours, has a range of 15 miles, and can be used once per day. The affected creature knows what is happening, feeling the foreign presence within its head.

Distraction: Intense pain (caused by more than 20 hp of damage per attack) will require the Flesh Hook to make a will save vs. DC damage taken minus 5 or freeze in ecstasy for one round as if *dazed*.

Elite City Guard

Human Warrior 6

Hit Dice: (6d8)+6
Hit Points: 37, 33, 21, 37, 30
Initiative: +0
Speed: Walk 20'
AC: 15
 Musket +8; Ranseur +11/+6; Handaxe +10/+5;
Attacks: Musket 1d12; Ranseur 2d4+3 (20/x3); Handaxe 1d6+3;
Damage: 5 ft. by 5 ft./ 10 feet
Face/Reach: 5 ft. by 5 ft./ 10 feet
Special Qualities: Fortitude: +6, Reflex: +4, Will: +2
Saves: Str 17 (+3), Dex 11 (+0), Con 13 (+1), Int 10 (+0), Wis 10 (+0), Cha 10 (+0)
Abilities: Climb 9; Intimidate 9; Jump 5; Ride 2; Exotic Weapon Proficiency (Musket),
Skills: Lightning Reflexes, Weapon Focus (Musket, Ranseur)
Feats: Lightning Reflexes, Weapon Focus (Musket, Ranseur)
Challenge Rating: 5
Alignment: Lawful Neutral
Possessions: Breastplate; Musket (Masterwork) or Ranseur (Masterwork);

Handaxe (Masterwork); Potion of Cure Serious Wounds; Potion of See Invisible

These are mostly members of the noble houses but may also be one of the few useable troops from the Royal Guard (albeit then probably without the potions).

Orc Henchman

Orc Barbarian 4

Hit Dice: (4d12)+8
Hit Points: 37
Initiative: +1
Speed: Walk 30'
AC: 14
Attacks: double attack +8;+4; single +10
Damage: 1d8+7/1d8+5, 1d8+7
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Light Sensitivity(Ex), Rage 2/day, Uncanny Dodge (Dex bonus to AC)
Saves: Fortitude: +6, Reflex: +2, Will: +4
Abilities: Str 20 (+5), Dex 12 (+1), Con 14 (+2), Int 8 (-1), Wis 10 (+0), Cha 8 (-1)
Skills: Climb 5; Intuit Direction 1; Jump 5; Listen 7; Ride 6;
Feats: Exotic Weapon Proficiency (Orc Double Axe), Two-Weapon Fighting
Challenge Rating: 4
Alignment: Neutral Evil
Possessions: Masterwork Hide Armour, Golden Eyeball Amulets (worth 50 gp each), Orc Double Axe, Potion (Prot. from Elements/Fire), Potion (Prot. from Elements/Cold), Potion (Cure Light Wounds), Potion (Cure Moderate Wounds)



Beholder Troll

A troll-experiment by Grugan used for very special missions only.

Large Giant

Hit Dice:	6d8+36
Hit Points:	65
Initiative:	+2 (dex)
Speed:	30 feet
AC:	18 (-1 size, +2 dex, +7 natural)
Attacks:	2 claws +9, bite +4
Damage:	1d6+6, 1d6+3
Face/Reach:	5x5 feet / 10 feet
Special Qualities:	Rend 2d6+9, Regeneration 5, scent, darkvision 90 feet, growing eyestalks
Saves:	Fort +11, Ref +4, Will +3
Abilities:	Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6
Skills:	Listen +5, Spot +5
Feats:	Alertness, Iron Will
Challenge Rating:	6
Alignment:	Chaotic Evil

Regeneration (ex): This unique creature is damaged normally by acid and fire.

Growing Eyestalks (su): For each 10 points of damage regenerated, an eyestalk grows from the wound. This eyestalk can cast *magic missile* as a first-level wizard and will do so at will as a free action. These fall off after a minute.



This thing looks like a huge greenish rotten giant with irregularly spaced eyeballs peeking from under the skin (which is semi-transparent) and eyestalks growing from its head (these do not have any special powers though but sometimes fire random rays of light). The creature always seems to be in pain and seems to be somewhat insane, mumbling to itself.

Medusa Sphere

Large Aberration

Hit Dice:	6d8+6
Hit Points:	33 hp
Initiative:	+2 (dex)
Speed:	5 feet, fly 40 feet (good)
AC:	16 (+2 dex, +5 natural, -1 size)
Attacks:	4 snakes +6, bite -2
Damage:	1d4 + poison, 1d6
Face/Reach:	5 x 5 ft. / 10 feet (snakes)
Special Qualities:	cone of petrification, all-round vision
Saves:	fort +3, ref +4, will +6
Abilities:	Str 10 (+0), Dex 15 (+2), Con 12 (+1), Int 12 (+1), Wis 13 (+1), Cha 15 (+2)
Skills:	Spot +14, Move Silently +8, Search +10, Hide +10, Knowledge (Arcana) +3
Feats:	weapon finesse (snakes), weapon focus (snakes)
Challenge Rating:	7

Alignment: Lawful Evil

The medusa sphere is a special breeding experiment of Grugan. At a first glance, the sphere looks like a beholder. However instead of eyestalks, this creature has poisonous snakes growing from the upper part of its body. Also, its central eye, which looks definitely reptilian, turns those who are caught in its cone effect into stone.

The medusa sphere usually fights defensively, trying to stay out of reach and using its petrification attack. By slowly falling back, the sphere can also use the reach of its snakes to get attacks of opportunity.

Poison: Fortitude save DC 14, initial 1d6 *temporary strength* damage, secondary 2d6 *temporary strength*.

Cone of Petrification (su): As a standard action, the medusa sphere can open its central eyes and send forth a magical cone that petrifies every creature caught within a 30 feet cone. The fortitude save DC is 15.

All-Round Vision (ex): The eyes of the snakes grant the sphere 360° vision. This implies a +4 racial bonus on spot and search checks. Also, the sphere cannot be flanked.

Typical Guild Wizard of Middle Rank

Human Wizard 7

Hit Dice: (7d4)+3
Hit Points: 24 (*buffed:* 31)
Initiative: +0
Speed: Walk 30'
11 (*buffed:* 19, 21 vs. chaos, +7 due to shield, 20% miss chance)
AC:
Attacks: Quarterstaff +3
Crossbow +4;
Damage: Quarterstaff 1d6-1;
Crossbow 1d8;

Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Summon Familiar, (*buffed:* one element 10)
Saves: Fortitude: +3, Reflex: +3, Will: +8 (*buffed:* +5/+5/+10 vs. chaos)
Abilities: Str 9 (-1), Dex 11 (+0), Con 10 (+0) (*buffed:* 12), Int 19 (+4), Wis 14 (+2), Cha 12 (+1)
Alchemy 14;
Concentration 10;
Craft (Calligraphy) 6;
Knowledge(Arcana) 14;
Knowledge(Architecture and Engineering) 6;
Knowledge(Geography) 6;
Knowledge(History) 8;
Knowledge(Religion) 9;
Knowledge(The Planes) 14;
Scry 9;
Combat Casting,
Craft Wand,
Empower Spell,
Heighten Spell,
Scribe Scroll,
Toughness
Feats:
Challenge Rating: 7
Alignment: Lawful Neutral

Possessions: Masterwork Quarterstaff; Light Masterwork Crossbow; Scroll (Dispel Magic); Scroll (Fly); Scroll (Summon Monster I); Scroll (Web); Scroll (Fireball); Scroll (Confusion); Scroll (Improved Invisibility); Scroll (Hold Person); Potion (Cure Moderate Wounds); Ring of Protection +1; Cloak of Resistance +1

Spells Memorised:
0 - Dancing Light, Daze, Detect Magic, Disrupt Undead
1 - *Mage Armour*, *Expeditious Retreat*, *Protection from Chaos*, *Shield*, Magic Missile

- 2 - *Endurance*, Endurance, Acid Arrow, *Blur*, Levitate,
 3 - Dispel Magic, *Dragonskin*, Lightning Bolt (x2)
 4 - Black Tentacles, Wall of Fire, Ice Storm

Typical Buff-Up:

Mage Armour, Endurance (Con +2)

Combat Buff-Up:

Shield, Protection from Chaos, *Blur*, *Dragonskin* (pick any one resistance)

Bloated Double

Conjuration (Creation) [Evil]
Level: Wizard 3
Components: V, S, M
Casting Time: 1 action
Range: short (25 feet + 5 feet / 2 levels)
Duration: concentration
Saving Throw: None
Spell Resistance: Yes

The caster creates a double of himself at a point within the range of the spell. This double has the same AC, movement etc. as the caster but is a mindless clone that is controlled through a mental link. When the caster stops to concentrate on the double, it explodes, spreading a rain of worms and *small* crawling insects within a circle of 10 feet radius. Everybody within this radius is attacked with a ranged touch attack based on the base attack bonus of the caster and a dexterity of 20 (+5). Those hit have a *vile insect creature* attached to themselves, which will bite them until slain (the first bite occurs immediately, before the character can react). The other insects disappear immediately.

Dealing damage to the bloated double in any way causes it to explode. A spot check vs. DC 10 + caster level reveals that the double is slightly bloated as opposed to the original.

Material Component: a dead insect
Vile Insect Creature: HD: 1, hp: 2, AC: 17 (+2 dex, +1 size, +4 natural), bite damage: 1d4 per two caster levels.

- Spells: Wizard:** (4 /5 /5 /4 /3) 0-Arcane Mark, Dancing Lights, Daze, Detect Magic, Detect Poison, Devlin's Barb, Disrupt Undead, Enchanting Flavor, Flare, Ghost Sound, Light, Mage Hand, Mending, Mental Alarm, Minor Ward, Open/Close, Prestidigitation, Ray of Frost, Read Magic, Resistance, Tongue of Angels, Tongue of Fiends
 1-Burning Hands, Charm Person, Endure Elements, Expeditious Retreat, Mage Armour, Protection from Chaos, Shield, Magic Missile
 2-Acid Arrow, Alter Self, *Blur*, Endurance, Levitate, Web
 3-Dispel Magic, *Dragonskin*, Lightning Bolt, Summon Monster III
 4-Black Tentacles, Ice Storm, *Stoneskin*, Wall of Fire

Typical Guild Wizard: Dragon Initiate

Wizard 10

- Hit Dice:** (10d4)+3
Hit Points: 31 (*buffed:* 41)
Initiative: +4 (improved ini)
Speed: Walk 30'
 11 (*buffed:* 19, 21 vs. chaos, +7 due to shield, 20% miss chance)
AC:
Attacks: Quarterstaff +5
 Crossbow +7;
Damage: Quarterstaff 1d6-1;
 Crossbow 1d8;
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Summon Familiar, (*buffed: one element 10*)
Saves: Fortitude: +4, Reflex: +4, Will: +10 (*buffed:* +6/+6/+12 vs. chaos)
 Str 9 (-1), Dex 11 (+0), Con 10 (+0)
Abilities: (*buffed:* 12), Int 20 (+5), Wis 14 (+2), Cha 12 (+1)
Skills: Alchemy 17;

Concentration 13;
Craft (Calligraphy) 6;
Knowledge(Arcana) 17;
Knowledge(Architecture
and Engineering) 9;
Knowledge(Geography) 6;
Knowledge(History) 11;
Knowledge(Religion) 12;
Knowledge(The Planes)
14;

Feats:

Scry 12;
Combat Casting,
Craft Wand,
Empower Spell,
Lace Spell (Law),
Scribe Scroll,
Toughness, Improved
Initiative

**Challenge
Rating:**

10

Alignment:

Lawful Neutral

Possessions: Masterwork Quarterstaff;
Light Masterwork Crossbow; Scroll
(Dispel Magic); Scroll (Fly); Scroll
(Summon Monster I); Scroll (Web);
Scroll (Fireball); Scroll (Confusion);
Scroll (Improved Invisibility); Scroll
(Hold Person); Potion (Cure Moderate
Wounds); Ring of Protection +1; Cloak
of Resistance +1, ground diamond
(250gp)

**Spells Memorised (DC 15+level,
17+level vs. chaos):**

- 0 - Dancing Light, Daze, Detect Magic,
Disrupt Undead
- 1 - *Mage Armour*, *Expeditious Retreat*,
Protection from Chaos, *Shield*, Magic
Missile (2)
- 2 - *Endurance*, Acid Arrow (2), *Blur*,
Levitate
- 3 - Dispel Magic (2), *Dragonskin*,
Lightning Bolt, Bloated Double
- 4 - Black Tentacles, Wall of Fire, Ice
Storm, Stone Skin
- 5 - Teleport (2), Feeblemind, Dominate
Person
- 6 - Chain Lightning, Mass Haste

Typical Buff-Up:

Mage Armour, Endurance (Con +2)

Combat Buff-Up:

Shield, Protection from Chaos, Blur,
Dragonskin (pick any one resistance)

Spells: Wizard: (4 /6 /5 /5 /4 /4 /2)

0-Arcane Mark, Dancing Lights, Daze,
Detect Magic, Detect Poison, Devlin's
Barb, Disrupt Undead, Enchanting
Flavor, Flare, Ghost Sound, Light, Mage
Hand, Mending, Mental Alarm, Minor
Ward, Open/Close, Prestidigitation, Ray
of Frost, Read Magic, Resistance,
Tongue of Angels, Tongue of Fiends

1-Burning Hands, Charm Person,
Endure Elements, Expeditious Retreat,
Mage Armour, Protection from Chaos,
Shield, Magic Missile

2-Acid Arrow, Alter Self, Blur,
Endurance, Levitate, Web

3-Dispel Magic, Dragonskin, Lightning
Bolt, Summon Monster III, Bloated
Double

4-Black Tentacles, Ice Storm, Stoneskin,
Wall of Fire

5-Teleport, Feeblemind, Dominate
Person

6-Chain Lightning, Permanent Image,
Mass Haste

Grugan, the Sensual Beholder (Eye
Tyrant of Amora)

Large Aberration

Hit Dice: (11d8)+11

Hit Points: 60

Initiative: +4 (improved ini)

Speed: Walk 5', fly 20' (good)

AC: 20 (-1 size, +11
natural)

Attacks: Eye rays +7 ranged
touch, bite +2

Damage: Bite 2d4

Face/Reach: 5 ft. by 5 ft./5

**Special
Qualities:** Eye Rays, All-round
Vision, antimagic
cone, fly

Saves: Fortitude: +4, Reflex:
+3, Will: +11

Abilities: Str 10 (+0), Dex 11

(+0), Con 12 (+1), Int 17 (+3), Wis 14 (+2), Cha 15 (+2)
Skills: Hide +7, Knowledge (Arcana) +10, Listen +15, Search +18, Spot +20
Feats: Alertness, Flyby Attack, Improved Initiative, Iron Will, Shot on the Run
Challenge Rating: 13
Alignment: Chaotic Evil

Eye Rays: 3 rays per arc only. Range 150 feet, save DC: 18, some of the spells come from the book of Amora

- Charm Person
- Convulsions of Lust
- Sleep (any number of hit dice)
- Flesh to Stone
- Disintegrate
- Slow
- Visions of Pleasure
- Finger of Death

Send Dream: Grugan can communicate with any living being within 2 miles that he knows by name by invading its dreams. He can appear in any form he wants and hold a normal conversation in a landscape based on the subconscious of the target. A will save vs. DC 16 can keep him out of a dream for one night.

Possessions:

About 25,000 gp worth in gems, art, etc.