

# Arcana: Societies of Magic

## - Web Enhancement -

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## The Dragon Gang

### Drakelings

*Arcana: Societies of Magic* contains the racial statistics for the drakeling.

Drakelings are powerful creatures capable of displaying both the best and worst traits of their reptilian heritage. They are usually lonely, isolated both from dragonkind and from the humans or demihumans among whom they live. The offspring of a half-dragon on one side and a human, demihuman, or humanoid on the other, drakelings never quite fit in anywhere. Most of the time, they deliberately choose not to.

### Personality

Drakelings are generally somewhat aloof from the “lesser” races that surround them. At best, they are condescending and a little arrogant; at worst, they act as if everyone else exists only for their pleasure. They crave respect, which their natural magical power usually provides for them, and acceptance, which is far more rare.

### Physical Description

There is no “standard” drakeling. Their half-dragon parents show a lot of variation, and the drakelings themselves show more still. In general, they are tall and muscular, averaging between six and seven feet in height and weighing between 250 and 300 pounds. Their eyes have all the colors found in human and reptilian eyes, but are usually slitted (like a cat’s). All drakelings possess some draconic features, but the form depends on the individual—possibilities include a tail, scales on the hands or back, a crest, or a reptilian head or legs. Drakelings usually have little to no body hair.

### Relations

Drakelings tend to have tense relationships with other societies. Their physical and sorcerous abilities mean that they will often rise to positions of some prominence, but they will never be completely trusted by others. Drakelings believe that the humans around them will turn on them the moment they show any sign of weakness. They act confident and arrogant, even if they don’t feel that way.

### Alignment

Drakelings tend towards the alignment of their draconic ancestor, although they may be of any alignment. They are rarely neutral.

### Drakeling Lands

Drakelings have no lands of their own. They will usually be found living in human and other cities, those most accepting of outsiders, where they often rise to positions of prominence. Those that choose to live outside of cities generally become hermits, avoiding all contact.

In rare cases, a dragon may choose to actually take responsibility for his or her non-dragon descendants. This often leads to the development of a small community of half-dragons and drakelings, comfortably isolated from the rest of the world.

## Religion

Drakelings most commonly worship the gods of other races, with a preference towards gods of knowledge and magic. Some also worship draconic deities.

## Language

Drakelings generally learn the tongues of the races they grow up among. In cases where the half-dragon parent remains involved in a drakeling's childhood, the child will usually learn Draconic as well, although their fluency in the language will generally not be up to a dragon's standards.

## Names

In most cases, drakelings have names suitable to the societies they grew up in. In rare instances, they may take draconic names, but this practice is usually reserved for the most arrogant.

## Adventurers

Since they usually have no homes of their own, it is quite common for drakelings to take up the adventuring life. As a rule, they adventure for a reason rather than out of sheer wanderlust. Drakelings usually seek wealth and knowledge (particularly dragon lore and magical knowledge). Adventuring is seen as a path to respect, glory, and power—which every drakeling craves.

## Errata

For the *locate owner* spell: A creature must have possessed the item for at least one day to be considered its owner. The spell can only locate the item's most recent owner.

# The Tribunal of Arcane Law

## The Shadow Man

**The Shadow Man, Male Preternatural Human Sorcerer/Loremaster 12/8: CR 20<sup>1</sup>;** Medium Outsider (human); HD 20d4+20; hp 74; Init +4; Spd 30; AC 11; Atk +11/+6 melee (1d3+1 unarmed strike); AL NE; SQ cold and fire resistance 20, damage reduction 10/+3, spell resistance 25, incorporeal, natural invisibility; SV Fort +7, Ref +7, Will +16; Str 12, Dex 11, Con 12, Int 14, Wis 13, Cha 21; Height 5' 10", weight 160 lbs.

*Skills and Feats:* Alchemy +5, Concentration +25, Gather Information +13, Knowledge (arcana) +19, Knowledge (the planes) +15, Knowledge (preternature) +19, Scry +11, Sense Motive +6, Spellcraft +17, Spot +3, Use Magic Device +9; Combat Casting, Improved Initiative, Skill Focus (the planes), Spell Penetration, Craft Staff, Craft Wondrous Item, Forge Ring, Scribe Scroll, Quicken Spell

*Sorcerer Spells (6/8/7/7/7/7/6/6/6):* 0—*arcane mark, detect magic, detect poison, flare, ghost sound, light, mage hand, prestidigitation, read magic*; 1<sup>st</sup>—*chill touch, identify, mage armor, magic missile, shield*; 2<sup>nd</sup>—*darkness, detect thoughts, locate object, see invisibility, spectral hand*; 3<sup>rd</sup>—*dispel magic, fireball, haste, nondetection*; 4<sup>th</sup>—*Evard's black tentacles, fear, minor globe of invulnerability, scrying*; 5<sup>th</sup>—*animate dead, dominate person, magic jar, Rary's telepathic bond*; 6<sup>th</sup>—*greater dispelling, greater shadow evocation, shades*; 7<sup>th</sup>—*insanity, prismatic spray, shadow walk*; 8<sup>th</sup>—*etherealness, horrid wilting, prismatic wall*; 9<sup>th</sup>—*Mordenkainen's disjunction, weird, wish*.

The Tribunal was created over 350 years ago to defeat the Shadow Man. Today, his essence is contained in the Room of Souls, serving out a thousand-year sentence. The Tribunal believed at the time they fought him that the Shadow Man was a creature of shadow. He is not. Rather, he is and was a servant of preternature, the reality that existed before the one we know today (see “The Servants of Decay” in *Arcana: Societies of Magic* for details). He became known as the Shadow Man because of his incorporeality and his strange, blurry appearance.

The Shadow Man sought to destroy nature and restore the non-reality of the past. In his mad quest, he discovered a secret that has eluded his latter-day followers: how to move sections of the real world into the preternatural world and back again. This terrible ritual caused the inhabitants of the affected region to suffer a transformation into preternatural creatures themselves. The Tribunal believed that the citizens of Solodovintsy had become undead; they were wrong, and that error cost them dearly.

Since the Shadow Man’s defeat, the Tribunal has not dared to investigate his magic too closely. They should. They believe that he is safely imprisoned in the Room of Souls. He is not. His soul is held there by the magic jar, but his followers can reach him and communicate with him through the preternatural reality. And so he plots, and waits....

<sup>1</sup> Note: The Shadow Man does not have any remaining preternatural equipment, as the Tribunal destroyed it. This reduces his CR to 20 (if he were fully equipped it would be 23).

## The School Beyond the Veil

### *Awehgevak, The Art of Death at Distance*

While the Moon Wraiths themselves focus on the arts of *awchamwaga* and *awanatawi*, their schools still preserve a number of other Hakshuqan fighting arts. One of the more popular is *awehevak*, or “the art of death at distance.”

*Awehevak* was originally practiced by trainees seeking to join the Blood Wind Sect, a group of arcane archers notorious for eating the hearts of their enemies. The inner secrets of the Blood Winds are long lost, and the Moon Wraiths can’t teach *awehevak* as a proper school anymore (meaning that there are no bonus abilities associated with the school), but they still have a few tricks that nobody else knows.

#### *Double Shot [Fighter, General]*

You can nock and fire two arrows at once.

**Prerequisite:** Precise Shot, Rapid Shot

**Benefit:** You can fire two arrows as part of a single attack with no penalty. Both arrows must be aimed at the same target, and you roll separately for each shot to determine if it hits. You may make only one Double Shot in a round.

#### *Exotic Weapon Proficiency (Arrow/Bolt) [General]*

Sometimes, an archer can get in trouble because an enemy manages to get too close. You have learned to deal with those situations—you can use arrows in hand-to-hand combat.

**Prerequisite:** Base attack bonus +1 or greater.

**Benefit:** You can wield an arrow or crossbow bolt as a melee weapon without suffering a to-hit penalty (characters without this feat have a –4 to hit). An arrow is treated as a Tiny weapon doing 1d4 points of damage. The arrow has a 50% chance of breaking each time you stab an opponent.

You may switch between using an arrow in melee and normally as a free action.

## Ranged Cleave [General]

You are renowned as one of the mightiest shots in the land. Your power is so great that you have been known to shoot an arrow directly through one foe to hit a second.

**Prerequisite:** Point Blank Shot, Str 13+

**Benefit:** If you deal enough damage to “drop” a creature (typically by reducing it to below 0 hit points) with a bow attack, you may immediately make another bow attack on the next enemy along the arrow’s current trajectory. The second attack is made without using another arrow (as the first arrow simply went through the original target), but the second target is considered to have one-half concealment, meaning that there is a 20% miss chance, even on a successful attack roll.

## The Abbey of Green Steel

### Outsider Weapons

Because the creation of outsider weapons is more “impressionistic” and less straightforward than the creation of other types of magical weapons, here are three more examples to give GMs an idea of how to use them in their own adventures and campaigns. Each of the following examples assumes a one-year period of binding, according to the rules in *Arcana: Societies of Magic*, pp. 5-7.

#### +2 Greater Barghest Two-Handed Sword

Infused with lawful energy, this weapon deals +2d6 damage to chaotic opponents. If a chaotic creature wields this weapon, he or she gains a negative level while doing so.

Int 18, Wis 18, Cha 18, Speech (Goblin, Worg, Infernal), Telepathy; wielder gains free use of Combat Reflexes and Improved Initiative, *detect chaos* at will, and *levitation* 3/day. Alignment: Lawful Evil. Ego 22.

Caster Level: 7; Prerequisites: Craft Magic Arms and Armor; Market Price: 87,300 gp; Cost to Create: 53,475 gp and 1280 xp.

#### +3 Astral Deva Heavy Mace of Disruption

The bane of all undead, this mace destroys all undead struck by it (Fort negates DC 14). A holy weapon, it also deals +2d6 damage to evil opponents. If an evil creature wields this weapon, he or she gains a negative level while doing so.

Int 18, Wis 18, Cha 20, Speech (Celestial, Infernal, Draconic), Telepathy, Sense Motive (10 ranks); wielder gains free use of Uncanny Dodge (as 5<sup>th</sup>-level barbarian). Alignment: Chaotic Good. Ego 22.

Caster Level: 9; Prerequisites: Craft Magic Arms and Armor; Market Price: 153,300 gp; Cost to Create: 78,975 gp and 3920 xp.

#### +4 Vorpai Balor Greatsword

This monstrous weapon deals +2d6 damage to lawful opponents. If a lawful creature wields this weapon, he or she gains a negative level. It likewise deals +2d6 damage to good opponents. If a good creature wields this weapon, he or she gains a negative level. On a critical hit, this weapon severs the head of an opponent.

Int 20, Wis 20, Cha 16, Speech (Abyssal, Celestial, Draconic), Telepathy, *fly* (30 minutes per use) 2/day, *see invisible* at will. Alignment: Chaotic Evil. Ego 27.

Caster Level: 18; Prerequisites: Craft Magic Arms and Armor; Market Price: 393,300 gp; Cost to Create: 168,975 gp and 13520 xp.

# The Servants of Decay

## Preternatural Bull

Large Outsider

**Hit Dice:** 4d8+15 (34 hp)

**Initiative:** +0

**Speed:** 40 ft.

**AC:** 13 (-1 size, +4 natural)

**Attacks:** Gore +5 melee

**Damage:** Gore 1d8+6

**Face/Reach:** 5 ft. by 10 ft./5 ft.

**Special Attacks:** Stampede

**Special Qualities:** Cold/fire resistance 10, damage reduction 5/+2, incorporeal, natural invisibility, scent

**Saves:** Fort +7, Ref +4, Will +1

**Abilities:** Str 18, Dex 10, Con 16, Int 2, Wis 11, Cha 4

**Skills:** Listen +7, Spot +5

**Climate/Terrain:** Temperate plains

**Organization:** Solitary or herd (6-30)

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 6-7 HD (Large)



In the course of their battles against civilization, the Servants of Decay take particular interest

in corrupting rural communities and farmlands. They realize that these areas and their produce keep larger settlements well supplied with the foodstuffs they need to survive and grow. Ever subtle, the Servants summon preternatural creatures that mimic the livestock that can be found in such communities – such as the bull. Preternatural bulls are more vicious than their terrestrial counterparts and are filled with a hatred of normal life forms. The Servants use them to wreak havoc among farmers and to defend farmlands “converted” to their cult. They are rarely seen in more civilized areas, where the Servants prefer to use creatures better suited to that environment.

**Stampede (Ex):** If threatened with superior force, even preternatural bulls flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for every five bulls in the herd. A successful Reflex save (DC 16) halves the damage.

## The Temple of the Living God

### Libram of the Colossus (Minor Artifact)

Valdis Klavins, a high priest of Viraxis, penned this large and ornate volume over 500 years ago, just as the Shadow King’s cult was entering its final phase of disintegration. The Libram contains the collected wisdom of Klavins, but derives its name from its detailed instructions for the creation of a unique golem, which the book dubs “the Colossus.” To read the Libram completely requires one week of study, after which a follower of Viraxis gains a +1 inherent bonus to Intelligence and enough experience to place him or her halfway into the next experience level. Readers who are not devoted to the Lord of Mysteries either lose 2d6 x 1,000 XP or become followers of zealous Viraxis (player’s choice), but otherwise gain no other benefits from the Libram. Subsequent attempts to reread the book by newly converted followers of the Lord of Secrets provide no benefit.

Constructing the Colossus is much like constructing any other sort of golem, although specifics differ. The body of the Colossus is made from 3,000 pounds of pure iron and costs 75,000 gp to create. Assembling the body requires a successful Craft (armorsmithing or weaponsmithing) check (DC 20). The creator must be 16<sup>th</sup> level and able to cast arcane spells for the Colossus to function properly. Completing the ritual drains 1,500 XP from the creator and requires *chain lightning*, *geas/quest*, *limited wish*, *plane shift*, and *polymorph any object*.

Eyvindur Boman lacks the abilities to produce the Colossus himself, which is why he has enlisted the aid of a wizard he believes is sympathetic to the cause of the Temple of the Living God. This wizard, named Vernados, has provided the magical power to enchant the golem, while Boman has provided the materials and funding. Unfortunately for Boman – and the Temple – Vernados has something on his mind other than the imminent return of Viraxis to godly power. The wizard believes he can wrest control of the Colossus away from the Temple and use it for himself rather than as a vessel for the Shadow King. Vernados even entertains wild hopes that he might do so *after* the essence of Viraxis has been infused into the iron body of the Colossus, giving access to power no mortal has ever possessed. Whether or not the wizard succeeds in his plan, it is yet another potential blow to the already weakened Temple of the Living God – unless someone can act to stop him.

*Caster Level:* 19<sup>th</sup>; *Weight:* 3 lb.

## The Colossus

**Large Construct (Electricity)**

**Hit Dice:** 14d10 (77 hp)

**Initiative:** +1 (Dex)

**Speed:** 40 ft.

**AC:** 27 (-1 size, +18 natural)

**Attacks:** 2 slams, +17 melee

**Damage:** Slam 2d6+7 and 4d6 electrical blast

**Face/Reach:** 5 ft. by 5ft./10 ft.

**Special Attacks:** Spell-like abilities, electrical blast

**Special Qualities:** Damage reduction 40/+4, Electricity Immunity, SR 25

**Saves:** Fort +5, Ref +6, Will +8

**Abilities:** Str 25, Dex 13, Con -, Int -, Wis 17, Cha 1

**Climate/Terrain:** Any land

**Organization:** Solitary

**Challenge Rating:** 13

**Treasure:** None

**Alignment:** Always neutral (but see below)

**Advancement:** 15-26 HD (Large); 27-40 HD (Huge)

The Colossus is a large golem-like construct that stands over 10 feet tall and conveys an air of both menace and authority. It owes its theoretical underpinnings to the eccentric genius of Valdis Klavins, a long-dead high priest of Viraxis, god of secrets. Neither history nor the eponymous *Libram of the Colossus* suggests that Klavins ever created a Colossus himself. The priest’s claim in the *Libram* that the construct would be a “fit vessel for divinity” implies that he had some greater purpose in mind when he set down his formulae. Unfortunately, Klavins never explained that purpose explicitly, leaving it to later readers, such as the ambitious Eyvindur Bomur, to decide its purpose for themselves.

The statistics provided above are those for an “un-infused” version of the Colossus, which is to say a simple golem, albeit with several spell-like abilities unheard of in other constructs. Assuming that Boman is correct in his reading of the *Libram* (and he may not be, at the GM’s discretion), the Colossus can serve as a material vessel for the divine power of Viraxis, thereby freeing Davur Matras from his burden. In such a case, the Colossus acquires the Divine Avatar template (p. 38, *Arcana: Societies of Magic*), but without the adverse side effects, since the Colossus is not a mortal being. In addition, the Colossus acquires Int 22 and Wis 23 as a result of the infusion process (replacing the usual ability bonuses associated with the Divine Avatar template).

**Electrical Blast (Su):** At will, the Colossus can produce a bolt of lightning 5 feet wide, 5 feet high, and 20 feet long from its hands; damage 4d6, Reflex half (DC 19).

**Spell-Like Abilities:** At will – *dimension door*, *fear*, *true seeing*; 1/day – *chain lightning*, *planeshift*.

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