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Monsters by Challenge Rating & ECL

The following list includes a creature's CR (as per the official rules), and also two ECLs. The first ECL is for the creature equipped exactly as per its entry. The second ECL* gives the creature equipment of a PC level equal to the ECL. ECLs for mindless creatures (such as golems) assume intelligence/sentience. To gauge Level Adjustments (LA) subtract the creature's Hit Dice from its ECL.

	CR	ECL	ECL*
Diamond Guardian	6	10	15
Diamond Golem	10	18	27
Force Guardian	10	18	27
Quintessence Elemental (Small)	10	15	22
Unelemental (Small)	10	15	22

Monsters by Type (and Subtype)

Aberration :-
Animal :-
Construct :-
Dragon :-
Elemental :-
Giant :-
Outsider :-
Outsider (Air) :-
Outsider (Chaotic) :-
Outsider (Evil) :-
Outsider (Good) :-
Outsider (Lawful) :-
Plant :-
Undead :-
Vermin :-

Pantheons

Pantheons are

Types of Pantheons

There are four main types of pantheon

COUNCIL (POLITICAL GROUP OF IMMORTALS)

these

DYNASTY (RACIAL GROUP OF IMMORTALS)

Over

HEGEMONY (ETHICAL GROUP OF IMMORTALS)

These

PANTHEON (SOCIAL GROUP OF IMMORTALS)

The most prominent

Pantheon Power

Each pantheon

Morgan Le Fay

Mor-Gan-La-Fey

Disciple

Age: 0 years

Aliases: Medb, Morgana

Allies:

Enemies: Merlin (Math)

Home Plane: Avalon

Alignment: Chaotic Evil

Pantheon: Celtic

Portfolios: Evil, Magic

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF MORGAN LE FAY

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Morgan Le Fay (CR 14)

Medium Outsider (Chaotic, Evil, Extraplanar)

3rd-level Sorceress/3rd-level Cleric/10th-level Mystic Theurge

Hit Dice: 3d4+3d8+10d4+32 (108 hp)

Initiative: +7

Speed: 30 ft. (6 squares)

Armor Class: 34 (+5 armor: robes of night, +11 deflection, +3 Dex, +1 divine, +4 natural), touch 30, flat-footed 31

Base Attack/Grapple: +8/+8

Attack: Accalon: +5 dancing dagger of defending +13 melee (1d4+5 plus poison/19-20)

Full Attack: Accalon: +5 dancing dagger of defending +13/+8 melee (1d4+5 plus poison/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 5/magic, darkvision 60 ft., divine traits (Disciple), spell resistance 27

Saves: Fort +32, Ref +33, Will +35

Abilities: Str 10, Dex 16, Con 15, Int 17 (23), Wis 19 (25), Cha 26 (32)

Skills: Bluff +31, Concentration +22, Craft (Armorsmithing) +18, Craft (weaponsmithing) +18, Decipher Script +18, Diplomacy +31, Knowledge (arcana) +26, Knowledge (religion) +26, Sense Motive +27, Spellcraft +29

Feats: Craft Magic Arms and Armor, Enlarge Spell, Extend Spell, Improved Initiative, Skill Focus (Spellcraft), Spell Focus (Enchantment), Spell Penetration

Divine Abilities:

- *Perfect Mind:* Morgan Le Fay gains a +5 inherent bonus to Charisma, Intelligence and Wisdom.

Environment: Avalon

Organization: Solitary or with bodyguards: 1d4 charmed knights (Levels 1d8+8)

Challenge Rating: 14

Treasure: Accalon - The Hidden Blade (+5 invisible dancing dagger of defending); Circlet of Excellence (+6 enhancement bonus to Charisma, Intelligence and Wisdom); Poison (Black Lotus); Ring of Beauty; Robe of Night

Alignment: Chaotic Evil

Advancement: By class level

Effective Class Level: 21 (with listed equipment)

This stunningly beautiful, raven-tressed woman has piecing gray eyes and an inviting smile. Her long, dark hair kept from her face by a circlet of gold about her forehead. She is dressed head to toe in black: black boots, black bodice and cowlled black robe, yet for all that she seems to flash quite a lot of flesh. The occasional glimmer of golden trinkets catch the light.

Morgan Le Fay stands 5 feet 9 inches tall and weighs 100 pounds.

COMBAT

Morgan Le Fay prefers to work behind the scenes through intermediaries. In battle she stays behind a ring of steel (her charmed bodyguards) using her spells to first incapacitate (charm) or if that fails, to destroy. She will retreat, if sorely pressed, or her bodyguard are all slain.

Morgan Le Fay's natural attacks or any weapons she wields, are treated as chaotic-aligned, epic and evil-aligned for the purpose of overcoming damage reduction.

Divine Traits (Disciple) (Ex): As a disciple, Morgan Le Fay gains a +1 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Poison (Ex): Morgan Le Fay is adept in the use of poison's and will typically have Black Lotus poison applied to the blade (Fortitude DC 20: 3d6 Con/3d6 Con).

Spell-like Abilities: At will - anti-magic field, blasphemy, create undead, desecrate, dispel good, dispel magic, identify, imbue with spell ability, magic aura, magic circle against good, protection from good, protection from spells, spell resistance, spell turning, unholy aura, unholy blight. Caster level 17th. The save DCs are Charisma based.

Spells: As 13th-level Cleric (Caster level 17th). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared: 6/7+1/6+1/5+1/5+1/4+1/2+1/1+1; save DC 16 + spell level. Caster level 14th.

o - detect magic (2), detect poison, guidance, read magic (2); **1st** - bane, cause fear, command, comprehend languages, curse water, detect good, doom, protection from good; **2nd** - augury, calm emotions, darkness, desecrate, eagle's splendor, enthrall, hold person; **3rd** - animate dead, bestow curse, blindness/deafness, contagion, dispel magic, magic circle against good; **4th** - dismissal, inflict critical wounds, poison (2), sending, spell immunity; **5th** - dispel good, flame strike, greater command, scrying, symbol of sleep; **6th** - greater dispel magic, harm, symbol of persuasion; **7th** - blasphemy, symbol of stunning.

Spells: As 13th-level Sorcerer (Caster Level 17th). The save DCs are Charisma-based.

Sorcerer Spells per Day: 6/8/8/8/8/7/5

Sorcerer Spells Known: 9/5/5/4/4/3/2; save DC 19 + spell level, 20 + spell level for Enchantment spells. Caster Level 14th.

o - acid splash, ghost sound, message, ray of frost, read magic, touch of fatigue; **1st** - charm person, disguise self, hypnotism, magic missile, sleep; **2nd** - hideous laughter, invisibility, protection from arrows, web; **3rd** - deep slumber, fireball, fly, suggestion; **4th** - charm monster, enervation, hallucinatory terrain, lesser geas; **5th** - cloudkill, dominate person, cone of cold; **6th** - geas/quest, mass suggestion.

ACCALON: THE HIDDEN BLADE

This +5 dancing, dagger of defending is completely invisible. The dagger is also intelligent; AL N; Int 17, Wis 10; Cha 17; Speech, Telepathy, 120 ft. darkvision, blindsense and hearing; Ego score 23.

- *Lesser Powers:* Darkness 3/day, Fairie Fire 3/day, Item has 10 ranks in Spellcraft.

- *Greater Power:* Slow 3/day

- *Personality:* Accalon was a knight who was in love with Morgan Le Fay. In the end she betrayed and used him, but regardless he forgave her with his dying breath.

Strong transmutation; CL 15th; Craft Magic Arms and Armor, animate objects, greater invisibility, shield; Price 237,600 gp.

CIRCLET OF EXCELLENCE

This band of gold, worn about the head of Morgan Le Fay grants her a +6 enhancement bonus to Charisma, Intelligence and Wisdom.

RING OF BEAUTY

This powerful magic item grants the wearer the supernatural abilities of a nymph, but it only functions for those wearers who already possess some measure of fey blood in their veins (this includes elves and half-elves - Morgan Le Fay was born half-elven). The powers of the ring are threefold:

- *Blinding Beauty (Su):* This ability affects all humanoids within 30 feet of the wearer. Those who look directly at the wearer must succeed on a Fortitude save (DC 29 for Morgan Le Fay)

- *Stunning Glance (Su):* As a standard action, the wearer can stun a creature within 30 feet with a mere look. The target creature must make a Fortitude save (DC 29 for Morgan Le Fay) or be stunned for 2d4 rounds.

- *Unearthly Grace (Su):* The wearer adds their Charisma modifier as a bonus on all saving throws, and as a deflection bonus to their Armor Class.

NB. Morgan Le Fay already adds her Charisma modifier as a deflection bonus to her AC, due to the Disciple Template.

ROBE OF NIGHT

This cowlled velvet robe is black as soot. The robe is covered in magical oghams, but these are also stitched in black and are difficult to notice. The robe itself is the equivalent to a black robe of the archmagi, cloak of the bat and cloak of major displacement.

Items Created by Morgan Le Fay for others include: The Armor of Mordred (+5 full platemail of heavy fortification); the Shield of Tristram (+5 medium shield of invulnerability) and the Spear of Mordred (+5 brilliant energy, keen longspear).

Yanaul uha

Ya-nol -oo-Ha

Prophet

Age: 190 years

Aliases: First Priest

Allies: Snake-Man (sponsor), Thunderbird (Wakinyan)

Enemies: White Owl Woman

Home Plane: Happy Hunting Ground

Alignment: Neutral Good

Pantheon: North American

Portfolios: Community, Nature

Relatives: None (White Owl Woman may be his sister?)

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF YAHAULUHA

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Yanauluha (CR 28)

Medium Outsider (Extraplanar, Good)

22nd-level Cleric/11th-level Druid

Hit Dice: 22d8+88 and 11d8+44 (396 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 45 (+21: bracers of Yanauluha, +3 deflection, +1 Dex, +2 divine, +8 natural), touch 37, flat-footed 44

Base Attack/Grapple: +22/+27

Attack: *Staff of Summer*: +7 aberration dread quarterstaff +34 melee (1d6+10), or *the Bright Bow*: +8 prismatic, seeking composite longbow +38 ranged (1d8+12 plus prismatic effect/x3)

Full Attack: *Staff of Summer*: +7 aberration dread quarterstaff +34/+29/+24 melee (1d6+10), or *the Bright Bow*: +8 prismatic, seeking composite longbow +38/+33/+28 ranged (1d8+12 plus prismatic effect/x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., divine traits (Prophet), spell resistance 45

Saves: Fort +24, Ref +21, Will +38

Abilities: Str 17, Dex 12, Con 18, Int 14, Wis 27 (47), Cha 16

Skills: Concentration +26, Diplomacy +15, Handle Animal +26, Heal +26, Knowledge (arcana) +24, Knowledge (nature) +24, Knowledge (religion) +24, Ride +26, Spellcraft +50, Spot +36, Survival +26, Swim +10

Feats: Augment Summoning, Combat Casting, Craft Magic Arms and Armor, Empower Spell, Extend Spell, Improved Initiative, Maximise Spell, Natural Spell, Power Attack, Quicken Spell, Spell Focus (Conjuration)

Epic Feats: Epic Skill Focus (spellcraft), Epic Spellcasting, Improved Summoning*, Planar Turning

*New Feat from Chapter 4

Divine Abilities:

- *Adjuration:* Yanauluha can summon up to 66 hit die of creatures per day (no single creature can have more than 24 hit die).
- *Superior Summoning:* Any creatures summoned by Yanauluha has 50% more hit dice than normal.

Environment: Happy Hunting Grounds

Organization: Solitary or with Thunderbird

Challenge Rating: 28

Treasure: *The Bright Bow* (+8 prismatic, seeking composite longbow); Bracers of Epic Armor +15; Necklace of Ancient Wisdom (+20 enhancement bonus to *Wisdom*) and the *Staff of Summer*

Alignment: Neutral Good

Advancement: By class level

Effective Class Level: 43 (with listed equipment)

The man before you has weatherbeaten, coarse red skin. While his face is deniably old, his body is that of a much younger man in the prime of his life. However, his piercing blue eyes stare past you as if gazing into time immemorial. His long grey hair is tied in two pony-tails decorated by bright plumed feathers. His presence is commanding, yet strangely comforting.

Yanauluha's manifestation stands 6 feet tall and weighs 200 pounds.

COMBAT

Yanauluha prefers to do battle through summoned animals and monsters, typically calling avian creatures to aid him and his people.

Yanauluha's natural attacks or any weapons he wields, are treated as chaotic-aligned, epic and good-aligned for the purpose of overcoming damage reduction.

Divine Traits (Prophet) (Ex): As a prophet, Yanauluha gains a +2 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Spell-like Abilities: *At will* - animal shapes, anti-life shell, bless, calm animals, commune with nature, dominate animal, heroes feast, hold animal,

imbue with spell ability, magnificent mansion, prayer, prismatic sphere, shapechange, status, summon nature's ally IV, summon nature's ally VIII, sympathy, telepathic bond. Caster level 35th. The save DCs are Charisma based.

Spells: As 22nd-level Cleric (Caster level 35th). The save DCs are Wisdom-based.

Typical Cleric Spells Prepared: 6/10+1/10+1/9+1/9+1/9+1/7+1/7+1/7+1/7+1; save DC 31 + spell level.

Spells: **0** - create water, cure minor wounds, detect magic, detect poison, light, read magic; **1st** - bless, bless water, command, comprehend languages, cure light wounds, detect evil, divine favor, endure elements, protection from evil, remove fear, summon monster I; **2nd** - aid, augury, bear's endurance, calm emotions, consecrate, cure moderate wounds, delay poison, hold person, owl's wisdom, spiritual weapon, summon monster II; **3rd** - create food and water, cure serious wounds, daylight, dispel magic, magic circle against evil, prayer, protection from energy, searing light, speak with dead, summon monster III; **4th** - air walk, control water, cure critical wounds, death ward, dimensional anchor, dismissal, divine power, lesser planar ally, neutralise poison, summon monster IV; **5th** - break enchantment, commune, dispel evil, flame strike, hallow, plane shift, righteous might, scrying, summon monster V, true seeing; **6th** - banishment, find the path, greater dispel magic, heal, mass bear's endurance, planar ally, summon monster VI, wind walk; **7th** - control weather, ethereal jaunt, greater scrying, holy word (2), mass cure serious wounds, summon monster VII; **8th** - anti-magic field, discern location, earthquake, firestorm, holy aura, greater planar ally, greater spell immunity, summon monster VIII; **9th** - astral projection, etherealness, gate, mass heal, miracle, storm of vengeance, summon monster IX, true resurrection.

Spells: As 11th-level Druid (Caster level 35th). The save DCs are Wisdom-based.

Typical Druid Spells Prepared: 6/10/9/8/7/6/5; save DC 31 + spell level.

Spells: **0** - flare, guidance, know direction, purify food and drink, resistance, virtue; **1st** - charm animal, cure light wounds, entangle, longstrider, obscuring mist, pass without trace, speak with animals, summon nature's ally I; **2nd** - animal messenger, bear's endurance, bull's strength, delay poison, fog cloud, gust of wind, heat metal, owl's wisdom, summon nature's ally II; **3rd** - call lightning, cure moderate wounds, dominate animal, neutralise poison, sleet storm, speak with plants, summon nature's ally III; **4th** - air walk, command plants, cure serious wounds, flame strike (2), freedom of movement, ice storm; **5th** - animal growth, awaken, call lightning storm, control winds, cure critical wounds, summon nature's ally V; **6th** - find the path, greater dispel magic, liveoak, mass bear's endurance, summon nature's ally VI, transport via plants.

Epic spells per day: (2)

Epic spells known: Call Thunderbird, Verdigris.

THE BRIGHT BOW

This brightly painted bow was crafted from the wood of the first ever tree. The bow itself is carved in the shape of a snake. It was thought to be a gift to Yanauluha from his sponsor, the intermediate deity Snake-Man. The weapon is a +8 prismatic, seeking composite longbow (Str 16).

NEW EPIC SPECIAL WEAPON ABILITY

Prismatic: Weapons with this enchantment deliver additional damage akin to one of the rays of a prismatic spray spell. Upon scoring a critical hit the weapon delivers the effect of two rays, or more depending upon the weapons critical multiplier. The DC for those effects that allow a save is 17 + the weapons enchantment bonus.

Strong transmutation; CL 21st; Craft Epic Arms & Armor, *prismatic spray*; Price +6 bonus.

BRACERS OF YANAULUHA

These leather and gold bracers are equivalent to Bracers of Epic Armor +21; a Bracelet of Friends and Bracers of Greater Archery.

NECKLACE OF ANCIENT WISDOM

This necklace is made from the teeth of twenty rival priests defeated in single combat by Yanauluha. It bestows a +20 enhancement bonus to the wearer's *Wisdom* score.

STAFF OF SUMMER

Yanauluha's most prized possession is his great wooden staff, ornamented with sea shells and brightly colored feathers.

CALL THUNDERBIRD (NEW EPIC SPELL)

Conjuration (Summoning)

Spellcraft DC: 50

Components: V, S, XP

Casting Time: 1 action

Range: 75 ft.

Effect: Summoned Creature

Duration: 20 rounds

Saving Throw: Yes

Spell Resistance: Yes

To Develop: 450,000 gp; 9 days; 18,000 XP; Seed: summon (DC 14). Factors: Summon CR 25 creature (+46 DC), 1 action casting time (+20 DC). Mitigating Factor: Burn 3000 XP (-30 DC).

You can summon a thunderbird (see following) to attack your enemies. It appears where you designate and acts immediately, on your turn. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

This is the equivalent of a *summon monster XII* spell (A *summon monster* spell heightened to 12th-level).

Wakinyan

Thunderbird

Huge Outsider (Chaotic, Extraplanar, Good)

Hit Dice: 32d8+352 (608 hp)

Initiative: +4

Speed: 50 ft. (10 squares), fly 360 ft. (average)

Armor Class: 38 (-2 size, +30 natural), touch 8, flat-footed 38

Base Attack/Grapple: +32/+70

Attack: Talon +52 melee (4d8+22 plus 4d8 divine electricity/18-20; x3)

Full Attack: Bite +52 melee (4d8+11 plus 4d8 divine electricity/18-20; x3), 2 talons +52 melee (4d8+22 plus 4d8 divine electricity/18-20; x3), 2 wings +52 melee (2d8+11 plus 2d8 divine electricity/18-20; x3)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon, divine electricity, rend, thunderclap

Special Qualities: Augmented criticals, damage reduction 15/epic and good, low light vision, outsider traits, spell resistance 42

Saves: Fort +29, Ref +18, Will +23

Abilities: Str 54, Dex 11, Con 32, Int 8, Wis 20, Cha 12

Skills: Listen +35, Spot +43

Feats: Alertness, Improved Initiative, Improved Natural Attack (x3: bite, talon, wing), Improved Toughness (x5)

Environment: Happy Hunting Grounds

Organization: Solitary or with Flock (2-20 Legendary Eagles)

Challenge Rating: 25

Treasure: None

Alignment: Chaotic Good

Advancement: 33-63 HD (Huge), 64-127 HD (Gargantuan)

Level Adjustment: -

This great eagle

The wakinyan, more commonly referred to as the thunderbird, although the name wakinyan more accurately translates as 'winged sacred power', is a powerful spirit in the form of a great eagle.

There are thought to be four thunderbirds at any one time, representing the four winds, each of a different color and ethos.

- Wazinyan (West Wind): The most powerful of the thunderbirds. This white plumed bird is of chaotic good alignment.
- Waziya (North Wind): Known as the 'killing north wind'. This vicious black thunderbird is chaotic evil in alignment.

- Wowchowsen (East Wind): Also known as the enemy bird, this red plumed thunderbird is lawful evil aligned.

- ? (South Wind): The mysterious blue bird that represents the south wind has no eyes or ears. It is thought to be of lawful good alignment.

COMBAT

The wakinyan will employ its ranged powers initially (thunderclap if it can catch more than one opponent in the area of effect, breath weapon against single opponents), before resorting to melee.

Yanauluha's natural attacks or any weapons he wields, are treated as chaotic-aligned, epic and good-aligned for the purpose of overcoming damage reduction.

Augmented Criticals (Ex): Wakinyan scores a critical hit on a roll of 18-20 and deal x3 damage on a critical hit.

Breath Weapon (Su): 80-foot line, once every 1d4 rounds, damage 32d6 divine electricity, Reflex save (DC 37) half. The save DC is Constitution-based.

Divine Electricity (Su): The wakinyan deals an amount of divine electricity damage equal to the melee attacks base damage dice.

Fast Healing (Ex): A wakinyan possesses fast healing 15.

Rend (Ex): Any opponent struck by both the wakinyan's talons in a single round are rended for an additional 8d6+33 plus 8d6 divine electricity damage.

Skills (Ex): Wakinyan gain a +8 racial bonus on Spot checks.

Thunderclap (Su): By beating its wings the wakinyan can produce a thunderclap. This manifests as a cone of sound 40 ft. long. Anyone caught within the area of effect suffers 32d6 divine sonic damage, is stunned for 1d4 rounds and deafened for 8d6 rounds. A successful Fortitude save (DC 37) can halve the damage, stunning and deafening.

Achilles

A-Kill-ease

Hero-deity

Age: 100 years

Aliases: ?

Allies:

Enemies: Ares

Home Plane: Olympus

Alignment: Neutral

Pantheon: Greek

Portfolios: Heroism (Strength), War

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

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Relationships:

DEATH OF ACHILLES

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Achilles (CR 26)

Medium Outsider (Chaotic, Extraplanar, Good)

25th-level Fighter

Hit Dice: 25d10+175 (425 hp)

Initiative: +11

Speed: 30 ft. (6 squares)

Armor Class: 69 (+14 armor: *Armor of Achilles*, +7 deflection, +7 Dex, +3 divine, +6 natural, +12: *Shield of Achilles*), touch 49, flat-footed 62

Base Attack/Grapple: +23/+36

Attack: *Spear of Achilles*: +7 ghost touch, returning, seeking shortspear of distance and speed +47 melee (1d8+25/18-20; x7)

Full Attack: *Spear of Achilles*: +7 ghost touch, returning, seeking shortspear of distance and speed +47/+47/+42/+37/+32 melee (1d8+25/18-20; x7) or *Sword of Achilles*: +7shortsword of (evil outsider) dread melee +47/+42/+37/+32 melee (1d8+25/18-20; x7)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., divine traits (Hero-deity), spell resistance 38

Saves: Fort +24, Ref +24, Will +19

Abilities: Str 30, Dex 24, Con 24, Int 16, Wis 14, Cha 24

Skills: Climb +30, Craft (armorsmithing) +16, Craft (weaponsmithing) +16, Handle Animal +25, Intimidate +30, Jump +30, Ride +30, Swim +30

Feats: Blind-Fight, Cleave, Combat Expertise, Dodge, Great Cleave, Greater Weapon Focus (Shortspear), Greater Weapon Specialization (shortspear), Improved Critical (shortspear), Improved Critical Multiplier* (shortspear), Improved Disarm, Improved Initiative, Improved Trip, Leadership, Mobility, Power Attack, Spring Attack, Weapon Focus (Shortspear), Weapon Specialization (shortspear)

Epic Feats: Dire Charge, Epic Shield Focus*, Epic Weapon Focus (shortspear), Epic Weapon Specialization (shortspear), Greater Critical* (shortspear), Greater Critical Multiplier* (shortspear)

*New Feat from Chapter 4

Divine Abilities:

- *Achilles' Heel*: Achilles damage reduction is tripled (from DR 5/epic to DR 15/epic). However, if his heel is struck (natural 20 for a random blow) he suffers an automatic maximum damage critical hit. If opponents know of Achilles weakness, they may attack his heel with a -20 circumstance penalty to hit.

- *Perfect Body*: Achilles gains a +5 inherent bonus to Constitution, Dexterity and Strength.

- *Weapon Mastery*: Achilles gains the benefits of all his feats with any piercing weapon (not just the weapon listed in parenthesis).

Environment: Olympus

Organization: Solitary

Challenge Rating: 26

Treasure: *Armor of Achilles*, *Shield of Achilles*, *Spear of Achilles*, *Sword of Achilles*.

Alignment: Chaotic Good

Advancement: By class level

Effective Class Level: 40 (with listed equipment)

The daunting figure before you is a tanned, muscular man. He is clad in majestic golden armor, in fact all his equipment: spear, shield and sword are of gold. A great black plumed helm makes him appear even more imposing. He strides towards you with a confidence that is somewhat unnerving.

Achilles' Manifestation stands 6 feet 2 inches tall and weighs 290 pounds.

COMBAT

Achilles is the greatest warrior of his time, he is ever the first into battle and generally the last to leave as well. Achilles will charge the enemy leader when possible, or use his javelins against foes who keep their distance.

Achilles' natural attacks or any weapons he wields, are treated as chaotic-aligned, epic and good-aligned for the purpose of overcoming

damage reduction.

Divine Traits (Hero-deity) (Ex): As a hero-deity, Achilles gains a +3 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Spell-like Abilities: *At will* - *blade barrier* (DC 26), *bull's strength*, *clenched fist*, *crushing hand*, *divine power*, *enlarge person* (DC 21), *flame strike* (DC 25), *grasping hand*, *magic vestment*, *magic weapon*, *power word blind*, *power word kill*, *power word stun*, *righteous might*, *spell immunity*, *spiritual weapon*, *stoneskin*. Caster level 28th. The save DCs are Charisma based.

ARMOR OF ACHILLES

This golden +10 chainmail of heavy fortification was forged by the smith-god Hephaestus himself (who created all of Achilles equipment). The armor has a maximum Dexterity bonus of +10, no armor check penalty, and an arcane spell failure chance of 10%. It is considered light armor, and it allows the wearer to fly at will (as the fly spell). Furthermore the wearer is surrounded by a *magic circle against evil* effect (as the spell) which, if dispelled can be created again as a free action.

SHIELD OF ACHILLES

This golden +10 large shield of great reflection is decorated with a story espousing all of Achilles great victories.

SPEAR OF ACHILLES

This weapon is a golden +7 ghost touch, returning, seeking shortspear of distance and speed.

SWORD OF ACHILLES

This golden +7 shortsword of (evil outsider) dread was the weapon used by Achilles to defeat the avatar of the god Ares.

Avatar of Achilles (CR 11)

Medium Outsider (Chaotic, Extraplanar, Good)

12th-level Fighter

Hit Dice: 12d10+36 (156 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

Armor Class: 36 (+9 armor: *Armor of Achilles*, +3 deflection, +3 Dex, +1 divine, +3 natural, +7: *Shield of Achilles*), touch 24, flat-footed 33

Base Attack/Grapple: +12/+17

Attack: +3 *returning, seeking shortspear of distance* +22 melee (1d6+11/19-20; x5)

Full Attack: +3 *returning, seeking shortspear of distance* +22/+17/+12 melee (1d6+11/19-20; x5) or +3 *holy shortsword of (evil outsider) bane* melee +22/+17/+12 melee (1d6+11/17-20; x3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., divine traits (Disciple), spell resistance 23

Saves: Fort +12, Ref +12, Will +11

Abilities: Str 18, Dex 16, Con 16, Int 15, Wis 14, Cha 16

Skills: Climb +12, Craft (armorsmithing) +12, Craft (weaponsmithing) +12, Handle Animal +11, Intimidate +12, Jump +12, Ride +12, Swim +12

Feats: Blind-Fight, Cleave, Combat Expertise, Dodge, Great Cleave, Greater Weapon Focus (Shortspear), Greater Weapon Specialization (shortspear), Improved Critical (shortspear), Improved Critical Multiplier* (shortspear), Improved Disarm, Improved Initiative, Improved Trip, Leadership, Mobility, Power Attack, Spring Attack, Weapon Focus (Shortspear), Weapon Specialization (shortspear)

*New Feat from Chapter 4

Divine Abilities:

- *Achilles' Heel:* Achilles Damage Reduction is tripled (from DR 5/magic to DR 15/magic).

Environment: Olympus

Organization: Solitary

Challenge Rating: 11

Treasure: *Armor of Achilles* (facsimilie), *Shield of Achilles* (facsimilie), *Spear of Achilles* (facsimilie), *Sword of Achilles* (facsimilie).

Alignment: Chaotic Good

Advancement: By class level

Effective Class Level: 17 (with listed equipment)

Read the description of Achilles' Manifestation.

Achilles' Avatar stands 6 feet 2 inches tall and weighs 240 pounds.

COMBAT

Achilles' avatar fights in much the same manner as Achilles himself.

Achilles avatar's natural attacks or any weapons he wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Divine Traits (Hero-deity) (Ex): Effectively a disciple, Achilles' avatar gains a +1 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Spell-like Abilities: *At will - blade barrier* (DC 20), *bull's strength, divine power, enlarge person* (DC 15), *flame strike* (DC 19), *magic vestment, magic weapon, righteous might, spell immunity, spiritual weapon, stoneskin*. Caster level 13th. The save DCs are Charisma based.

Possessions: The avatar of Achilles possesses less powerful facsimilies of the artifacts carried by the hero-deity himself. These include: The *Armor of Achilles* (+5 *mithril chainmail of heavy fortification*); the *Shield of Achilles* (+5 *large mithril shield of reflecting*); the *Spear of Achilles* (+3 *returning, seeking shortspear of distance*) and the *Sword of Achilles* (+3 *holy shortsword of (evil outsider) bane*).

Worship of Achilles

Alter Rgo: None
Cleric Alignment: Neutral Good
Cleric Gender: Any (typically male)
Cleric Raiment: Armor (Chainmail)
Domains: Good, Heroism, War
Favored Animal: Warhorse
Favored Class: Fighter
Favored Colors: Gold
Favored Number: 5
Favored Place: Battlefields,
Favored Race: Humans
Favored Sacrifice: Life (on the battlefield)
Favored Time:
Favored Weapon: Shortspear
Followers: Warriors
Omens: Opening of old war wounds
Place of Worship: Battlefield
Rites/Ceremonies:
Sects:
Symbol: Spear and Shield
Worshipper Alignments: CG, CN, LG, LN, N, NG,
Worshipper Total: 9 Clerics (Highest Level NPC Cleric 5th-level), 95 Lay Clergy, 950 Devoted Worshippers, 9500 Typical Worshippers.

DOGMA

The

FAITH STRUCTURE

The

PLACES OF WORSHIP

The

RELICS

The

ADVENTURE IDEAS

Sub-epic:

Low Epic:

Mid-epic:

Servants of Achilles

Minions:
Petitioners: Myrmidons
Saints: ?
Servitors: -

Surtur's Avatar

KEY INDIVIDUAL #1

The

KEY INDIVIDUAL #2

The

KEY INDIVIDUAL #3

The

STRIKETEAM

When

Vainamoinen

Vay-Na-Moy-Nen

Quasi-deity

Age: 1,000 years

Aliases: Son of the Wind

Allies: Lemminkainen

Enemies: Louhi, Joukohainen

Home Plane: Kalevala

Alignment: Lawful Good

Pantheon: Finnish

Portfolios: Arts (Music),

Relatives: Ilmater (mother)

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF VAINAMOINEN

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Vainamoinen (CR 37)

Medium Outsider (Good, Lawful, Extraplanar)

24th-level Bard/12th-level Paladin

Hit Dice: 24d6+120 and 12d10+60 (444 hp)

Initiative: +13

Speed: 30 ft. (6 squares)

Armor Class: 45 (+7: +5 leather armor, +8 deflection, +5 Dex, +4 divine, +9 natural), touch 29, flat-footed 40

Base Attack/Grapple: +26/+40

Attack: *The Shining Sword:* +10 defender, holy bastard sword of sharpness and speed +50 melee (1d10+25/19-20)

Full Attack: *The Shining Sword:* +10 defender, holy bastard sword of sharpness and speed +51/+51/+46/+41/+36 melee (1d10+25/19-20) **and** +10 everdancing shocking burst greataxe +50/+45/+40/+35 (1d12+25 plus 1d10 electricity/x3) **or** +10 holy, seeking lightcrossbow of bane (chaotic outsiders, evil outsiders and giants), distance and speed +45/+45/+40/+35/+30 ranged (1d8+10/19-20; x2) **and** +10 everdancing, thundering burst light crossbow +45/+40/+35/+30 ranged (1d8+10 plus 1d10 sonic damage/19-20; x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bardic music, spell-like abilities, spells

Special Qualities: Damage reduction 10/epic, darkvision 60 ft., divine traits (Quasi-deity), spell resistance 50

Saves: Fort +29, Ref +29, Will +29

Abilities: Str 24 (30), Dex 20, Con 20, Int 20, Wis 20, Cha 27

Skills: Appraise +14, Balance +14, Bluff +32, Climb +19, Concentration +29, Decipher Script +14, Diplomacy +32, Disguise +32, Escape Artist +14, Gather Information +32, Handle Animal +14, Hide +14, Jump +19, Knowledge (arcana) +29, Knowledge (history) +29, Knowledge (nobility) +24, Knowledge (religion) +29, Knowledge (the planes) +29, Listen +29, Move Silently +14, Perform +51, Sense Motive +29, Sleight of Hand +14, Speak Language +29, Swim +19, Tumble +19, Use Magic Device +32

Feats: Blind-Fight, Cleave, Combat Expertise, Great Cleave, Improved Initiative, Power Attack, Rapid Reload (Heavy Cross-Bow), Weapon Focus (Bastard Sword)

Epic Feats: Deafening Song, Epic Inspiration, Great Smiting, Group Inspiration, Hindering Song, Lasting Inspiration, Music of the Gods, Ranged Inspiration, Rapid Inspiration, Reactive Countersong

*New Feat from Chapter 4

Divine Abilities:

- **Polymorph:** Vainamoinen can polymorph at will (as per the spell).
- **Multifaceted:** Vainamoinen gains six additional feats.
- **Self-hypnosis:** Vainamoinen acts as if permanently *mind-blanked*.
- **Shapechange:** Vainamoinen can shapechange at will (as per the spell).

Environment: Kalevala

Organization: Solitary

Challenge Rating: 37

Treasure (Artifacts): *The Shining Sword* (+10 defender, holy bastard sword of sharpness and speed); *Splitter* +10 everdancing shocking burst greataxe; *Silencer* (+10 holy light crossbow of distance and speed); *Screamer* (+10 everdancing, thundering burst light crossbow)

Treasure (Non-epic items): Belt of Strength +6; Folding Boat; Kanteel (*Dancing, Harp of Charming*); +5 Leather Armor of Heavy Fortification

Alignment: Lawful Good

Advancement: By class level

Effective Class Level: 56 (with listed equipment)

The man before you appears at first glance in his fifties or perhaps older. His long hair and even longer beard are the color of morning snow. He wears a dark green tunic, a black hat; banded with red, and a bright red cloak. In his hands he carries a bright, glowing sword that competes to outshine even his hoary hair.

Vainamoinen's Manifestation stands 6 feet tall and weighs 420 pounds (due to muscular density).

COMBAT

Vainamoinen will attempt to melee single opponents, resorting to magic only when facing multiple foes or when personally challenged to

a magical duel.

Vainamoinen's natural attacks or any weapons he wields, are treated as epic, good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Divine Traits (Quasi-deity) (Ex): As a quasi-deity, Vainamoinen gains a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Spell-like Abilities: *At will - aid, blade barrier* (DC 28), *clairaudience/clairvoyance, dispel evil, dominate monster* (DC 31), *greater shout* (DC 30), *hidious laughter, holy aura, holy smite, holy word, irresistible dance, magic circle against evil, protection from evil, shout* (DC 26), *song of discord, summon monster IX, ventriloquism, word of chaos*. Caster level 40th. The save DCs are Charisma based.

Spells: As 24th-level Bard (caster level 40th). The save DCs are Charisma-based.

Bard Spells per Day: 4/6/6/6/6/5/5

Bard Spells Known: 6/5/5/5/5/4; save DC 22 + spell level.

Spells: **0** - *dancing lights, detect magic, ghost sound, message, read magic, summon instrument;* **1st** - *charm person, disguise self, expeditious retreat, identify, ventriloquism;* **2nd** - *alter self, blur, calm emotions, mirror image, whispering wind;* **3rd** - *charm monster, dispel magic, displacement, major image, see invisibility;* **4th** - *break enchantment, freedom of movement, greater invisibility, hold monster, legend lore;* **5th** - *dream, greater dispel magic, greater heroism, mislead, song of discord;* **6th** - *find the path, greater shout, irresistible dance, mass charm monster.*

As 12th-level Paladin (caster level 40th). The save DCs are Wisdom-based.

Paladin Spells Typically Prepared: -/3/2/2; save DC 19 + spell level.

Spells: **1st** - *bless, detect poison, divine favor;* **2nd** - *bull's strength, resist energy, shield other;* **3rd** - *discern lies, heal mount*

SPLITTER

This magical missile weapon is a +10 everdancing, shocking burst greataxe.

SCREAMER

This magical missile weapon is a +10 everdancing, thundering burst lightcrossbow.

THE SHINING SWORD

This powerful melee weapon is a +10 defender, holy bastard sword of sharpness and speed.

SILENCER

This magical missile weapon is a +10 holy, seeking lightcrossbow of bane (chaotic outsiders, evil outsiders and giants), distance and speed.

Avatar of Vainamoinen

Medium Outsider (Good, Lawful, Extraplanar)

12th-level Bard/6th-level Paladin

Hit Dice: 12d6+120 and 6d10+60 (444 hp)

Initiative: +13

Speed: 30 ft. (6 squares)

Armor Class: 45 (+7: +5 leather armor, +8 deflection, +5 Dex, +4 divine, +9 natural), touch 29, flat-footed 40

Base Attack/Grapple: +26/+40

Attack: *The Shining Sword:* +10 defender, holy bastard sword of sharpness and speed +50 melee (1d10+25/19-20)

Full Attack: *The Shining Sword:* +10 defender, holy bastard sword of sharpness and speed +51/+51/+46/+41/+36 melee (1d10+25/19-20) **and** +10 everdancing shocking burst greataxe +50/+45/+40/+35 (1d12+25 plus 1d10 electricity/x3) **or** +10 holy, seeking lightcrossbow of bane (chaotic outsiders, evil outsiders and giants), distance and speed +45/+45/+40/+35/+30 ranged (1d8+10/19-20; x2) **and** +10 everdancing, thundering burst light crossbow +45/+40/+35/+30 ranged (1d8+10 plus 1d10 sonic damage/19-20; x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bardic music, spell-like abilities, spells

Special Qualities: Damage reduction 10/epic, darkvision 60 ft., divine traits (Quasi-deity), spell resistance 50

Saves: Fort +29, Ref +29, Will +29

Abilities: Str 24 (30), Dex 20, Con 20, Int 20, Wis 20, Cha 27

Skills: Appraise +14, Balance +14, Bluff +32, Climb +19, Concentration +29, Decipher Script +14, Diplomacy +32, Disguise +32, Escape Artist +14, Gather Information +32, Handle Animal +14, Hide +14, Jump +19, Knowledge (arcana) +29, Knowledge (history) +29, Knowledge (nobility) +24, Knowledge (religion) +29, Knowledge (the planes) +29, Listen +29, Move Silently +14, Perform +51, Sense Motive +29, Sleight of Hand +14, Speak Language +29, Swim +19, Tumble +19, Use Magic Device +32

Feats: Blind-Fight, Cleave, Combat Expertise, Great Cleave, Improved Initiative, Power Attack, Rapid Reload (Heavy Cross-Bow), Weapon Focus (Bastard Sword)

Epic Feats: Deafening Song, Epic Inspiration, Great Smiting, Group Inspiration, Hindering Song, Lasting Inspiration, Music of the Gods, Ranged Inspiration, Rapid Inspiration, Reactive Countersong

*New Feat from Chapter 4

Divine Abilities:

- *Polymorph:* Vainamoinen can polymorph at will (as per the spell).
- *Multifaceted:* Vainamoinen gains six additional feats.
- *Shapechange:* Vainamoinen can shapechange at will (as per the spell).
- *Spell School Immunity:* Vainamoinen is immune to spells of the Enchantment school.

Environment: Kalevala

Organization: Solitary

Challenge Rating: 37

Treasure (Artifacts): *The Shining Sword* (+10 defender, holy bastard sword of sharpness and speed); *Splitter* +10 everdancing shocking burst greataxe; *Silencer* (+10 holy light crossbow of distance and speed); *Screamer* (+10 everdancing, thundering burst light crossbow)

Treasure (Non-epic items): Belt of Strength +6; Folding Boat; Kanteel (*Dancing, Harp of Charming*); +5 Leather Armor of Heavy Fortification

Alignment: Lawful Good

Advancement: By class level

Effective Class Level: 56 (with listed equipment)

Read the description of Vainamoinen's Manifestation.

Vainamoinen's Avatar stands 6 feet tall and weighs 285 pounds.

COMBAT

The

Possessions:

Servants of Vainamoinen

Minions:

Petitioners: Fire Giant Spirits

Saints: ?

Servitors: Iron Colossi

Surtur's Avatar

KEY INDIVIDUAL #1

The

KEY INDIVIDUAL #2

The

KEY INDIVIDUAL #3

The

STRIKE TEAM

When

Worship of Vainamoinen

Alter Rgo: None
Cleric Alignment: Lawful Good
Cleric Gender: Any (typically male)
Cleric Raiment:
Domains: Good, Law, Music
Favored Animal: Warhorse
Favored Class: Bard, Paladin
Favored Colors: Blue
Favored Number:
Favored Place: -
Favored Race: Humans
Favored Sacrifice: Magic Items
Favored Time: Spring Equinox
Favored Weapon: Broadsword (melee), Light Crossbow (ranged)
Followers: Bards, Minstrels, Paladins
Omens: Music (Minor Omen); Ground turns to quicksand (major omen)
Place of Worship:
Rites/Ceremonies:
Sects:
Symbol: Kanteel (Harp)
Worshipper Alignments: LG, LN, N, NG
Worshipper Total: 95 Clerics (Highest Level NPC Cleric 12h-level), 950 Lay Clergy, 9,500 Devoted Worshippers, 95,000 Typical Worshippers.

DOGMA

The

FAITH STRUCTURE

The

PLACES OF WORSHIP

The

RELICS

The

ADVENTURE IDEAS

Sub-epic:

Low Epic:

Mid-epic:

No-Cha

No-Cha

Demi-deity

Age: 921 years

Aliases: Too many to mention

Allies:

Enemies:

Home Plane: Nine Hells

Alignment: Neutral Evil

Pantheon: Chinese

Portfolios: Fire, Thievery

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities: Greedy, over-confident, selfish

GOALS

The

RELATIONSHIPS

Devils

Dragons

Marid

DEATH OF NO-CHA

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of No-Cha (CR 46)

Medium Outsider (Extraplanar)

26th-level Rogue/13th-level Sorcerer

Hit Dice: 39d20+273 (1053 hp) or 2106 hp when encountered in his divine realm.

Initiative: +26

Speed: 90 ft. (18 squares)

Armor Class: 74 (+9 bracers of armor, +8 deflection, +12 Dex, +6 divine, +29 natural), touch 36, flat-footed 62

Base Attack/Grapple: +25/+37

Attack: *Fire-Spade*: +12 *fading, fiery blast longspear* +43 melee (1d8+21 plus 3d6 fire plus disintegration/19-20)

Full Attack: *Fire-Spade*: +12 *fading, fiery blast longspear* +43/+38/+33 melee (1d8+21 plus 3d6 fire plus disintegration/19-20), two +5 *unholy obsidian shortswords of speed* +36/+36 melee (1d6+11 plus poison/19-20), golden brick +43 ranged (19d6+3 plus wealth loss)

Space/Reach: 5 ft./5 ft. (10 ft. with longspear)

Special Attacks: Sneak Attack +14d6, spell-like abilities, spells

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., divine traits (Demi-deity), spell resistance 55

Saves: Fort +32, Ref +37, Will +31

Abilities: Str 22, Dex 34, Con 24, Int 24, Wis 23, Cha 26

Skills: Appraise +33, Balance +38, Bluff +44, Climb +32, Decipher Script +18, Diplomacy +24, Disable Device +38, Disguise +44, Escape Artist +48, Forgery +23, Gather Information +29, Hide +48, Intimidate +24, Jump +22, Knowledge (arcana) +23, Knowledge (the planes) +23, Listen +37, Move Silently +48, Open Locks +48, Search +38, Sense Motive +37, Sleight of Hand +48, Spellcraft +18, Spot +32, Swim +17, Tumble +43, Use Magic Device +39, Use Rope +28

Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Power Attack, Spring Attack

Epic Feats: Amazing Pockets* (x3), Blinding Speed, Improved Sneak Attack, Lingering Damage, Self-Concealment (x5), Shadow Strike*, Sideways Stealing*, Sneak Attack of Opportunity, Spell Stealer*, Superior Initiative

*New Feat from Chapter 4

Divine Abilities:

- *Abnormality* (x5): No Cha's manifestation has six extra arms and two extra faces.
- *Cozen*: No Cha can steal a divine ability by making a successful sneak attack against an immortal. No Cha can possess six stolen divine abilities (one per divine rank) at any one time.

NB. The remaining divine abilities are stolen from other immortals.

- *Divine Immensity* (x3): No Cha can shrink to Diminutive size or grow to Gargantuan size at will.
- *Exoskeleton*: No Cha has natural armor equal to 1/2 his total hit die.
- *Multifaceted*: No Cha gains six additional feats.
- *Squamous*: No Cha has natural armor equal to 3/4 his total hit die.

Environment: Abyss

Organization: Solitary

Challenge Rating: 46

Treasure (Artifacts): Bronze Bracelet, Fire-Spade, Golden Brick, Mirror Mask

Treasure (Non-epic Items): Bracers of Armor +9, Pair of +5 *unholy obsidian shortswords of speed*, Panther-skin Bag (acts as a combined Censer of Controlling Air Elementals and a Ring of Air Elemental Command)

Alignment: Neutral Evil

Advancement: By Class Level

Effective Class Level: 69 (with listed equipment)

The bizarre silver-skinned individual before you has three faces, eight arms and carries an eclectic array of items including: a flaming spear, a golden brick, two black shortswords, a panther skin bag and a bronze bracelet. The figure is garbed in black and red with what appears at first glance to be a fourth face adorning its chest is in fact a silver mask, although you could swear it just winked at you. Each of its faces bears a mischievous grin as if stifling some joke at your expense.

No Cha's Manifestation stands 5 feet 9 inches tall and weighs 360 pounds (due to muscular density).

COMBAT

No Cha usually shys away from combat at first, preferring to strike from the shadows and then escape. But this is just a ruse, as he actually relishes combat and the look on his opponent's face when No Cha takes on gargantuan proportions. No Cha uses his magic to misdirect and mislead his enemies, or make good his escape, preferring to finish off his opponents using his diverse collection of magic weapons.

No Cha's natural attacks or any weapons he wields, are treated as epic, evil-aligned and silver for the purpose of overcoming damage reduction.

Divine Traits (Demi-deity) (Ex): As a demi-deity, No Cha gains a +6 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Spell-like Abilities: At will - *burning hands* (DC 25), *confusion* (DC 29), *disguise self*, *elemental swarm* (cast as fire spell), *false vision*, *fire seeds*, *fire shield*, *fire storm* (DC 31), *greater teleport*, *incendiary cloud* (DC 32), *invisibility*, *mislead*, *nondetection*, *polymorph any object* (DC 32), *produce flame*, *resist energy*, *screen*, *time stop*, *wall of fire*. Caster level 45th. The save DCs are Charisma based.

Spells: As 13th-level Sorcerer (Caster level 45th). The save DCs are Charisma-based.

Sorcerer Spells per Day: 6/8/8/8/7/5.

Sorcerer Spells Known: 9/5/5/4/4/3/2; save DC 24 + spell level.

Spells: **0** - *acid splash*, *dancing lights*, *ghost sound*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *touch of fatigue*; **1st** - *charm person*, *disguise self*, *hypnotism*, *reduce person*, *sleep*; **2nd** - *blur*, *invisibility*, *mirror image*, *protection from arrows*; **3rd** - *displacement*, *fireball*, *major image*, *suggestion*; **4th** - *charm monster*, *enervation*, *hallucinatory terrain*, *lesser geas*; **5th** - *cloudkill*, *dominate person*, *cone of cold*; **6th** - *mislead*, *permanent image*.

BRONZE BRACELET

This loop of bronze typically worn as a bracelet is a deadly weapon in the hands of No Cha. If it strikes a target it wraps round their necks and then begins to shrink in size strangling them. Each round the victim must make a Fortitude saving throw (DC 45) or suffer a loss of 25% of their total (maximum) hit points. Each round the bracelet remains strangling its victim the DC increases by 1. The only way to escape the bracelet is by using a *wish* spell or similar magic. As a free action, No Cha can have the bracelet teleport back into one of his free hands at the end of any round or remain strangling the target.

FIRE-SPADE

The mighty spear is noteworthy because it is the only artifact he didn't steal. It was given to No Cha as a gift from his sponsor, the intermediate god Yen-Wang-Yeh (the Judge of the Dead) for No Cha's battle with a river deity and his servants. The Fire-Spade is a +12 fading, flaming blast longspear.

NEW EPIC SPECIAL WEAPON ABILITY

Fading: Weapons with this enchantment force targets to make a Fortitude save (DC 16 + weapons enchantment bonus) or else simply fade away into nothingness. Each time the same target is struck the save DC increases by one. Once a different target is struck the DC resets.

Strong transmutation; CL 21st; Craft Epic Arms & Armor, *disintegrate*; Price +6 bonus.

GOLDEN BRICK

This seeming golden brick is said to be the heart of a sadim. No Cha uses the brick as a missile weapon. Anyone struck by the brick suffers 19d6+3 damage. But they also lose 25% of their wealth (including items) no save. The brick teleports back into the hands of No Cha and can be used by the demigod every round.

Immortals struck by the brick lose the use of one of their artifacts for 1d4 rounds.

MIRROR MASK

This coveted silver mask has three different properties depending upon which of his three faces No Cha covers with it.

- Angry Face (covers left face):
- Indifferent Face (covers center face):
- Smiling Face (covers right face):

Avatar of No-Cha

Huge Outsider (Extraplanar)

Hit Dice: 13d6+ and 6d4+ (

Initiative: +24

Speed: 360 ft. (72 squares)

Armor Class: 101 (-8 size, +12 deflection, +8 Dex, +12 divine, +29 natural, +38 +30 full platemail), touch 25, flat-footed 25

Base Attack/Grapple: +60/+125

Attack: *Sword of Surtur*: +21 greatsword +122 melee (10d10+76 plus 10d10 divine fire/19-20)

Full Attack: *Sword of Surtur*: +21 greatsword +122/+117/+112/+107 melee (10d10+76 plus 10d10 divine fire/19-20)

Space/Reach: 80 ft./120 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 30/epic, darkvision 60 ft., divine traits (intermediate deity), spell resistance 82

Saves: Fort +67, Ref +52, Will +58

Abilities: Str 85, Dex 27, Con 57, Int 34, Wis 38, Cha 35

Skills: Concentration +26, Hide 2, Knowledge (arcana) +33, Knowledge (architecture and engineering) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (nobility and royalty) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +32, Search +33, Sense Motive +32, Spot +32

Feats: Alertness, Blind-Fight, Dodge, Investigator, Mobility, Skill Focus (Spot)

Epic Feats:

Divine Abilities:

Cosmic Abilities:

Environment: Muspelheim

Organization: Solitary

Challenge Rating: 66

Treasure: See possessions

Alignment: Neutral Evil

Advancement: None

Effective Class Level: 100 (with listed equipment) or 120 (with 120th-level gear)

A tall, bald headed giant with opaline skin hovers passively before you. The head precariou

Surtur's Avatar stands 120 feet tall and weighs 2048 tons.

COMBAT

The

Possessions:

No-Cha's Realm

Name: -

Size: 168 mile diameter area.

Alignment Traits: Strong Evil Traits

Elemental Traits: Weak Fire Traits

Gravity Traits: Normal

Magic Traits: Normal

Temporal Traits: Normal Time Flow

This realm is dark, shadowy and foreboding. Populated by skulking hidden threats and dangers.

The **THE GOLDEN PALACE**

The **THE BURNING VAULT**

The **AREAS OF INTEREST #3**

RANDOM ENCOUNTERS

There are no set encounters only encounter suggestions, so that you may tailor them to your campaign level.

TABLE A-11: ENCOUNTER SUGGESTIONS FOR NO CHA'S REALM

d20	Encounter
1	-
2	Animals, Canines (e.g. Dire Wolf, SIRRUSH)
3	Barghests
4-6	Devils (e.g. Erinyes)
7	Doppelgangers
9	Elementals, Fire
10	Genie, Efreeti
9-10	Mephits, Fire
11	Monsters (e.g. Chimera, Pyrohydra)
12-16	Petitioners
17	Undead (e.g. Shadows, Shape of Fire)
18	Unique (e.g. -)
19	Visitors
20	GM's choice

Servants of No-Cha

Minions: Devils, Fire Mephits

Petitioners: Humanoids

Saints: ?

Servitors: Golden Constructs

The **KEY INDIVIDUAL #1**

The **KEY INDIVIDUAL #2**

The **RUBY (RED DIAMOND SENTINEL)**

When **STRIKETEAM**

Worship of No-Cha

Alter Rgo: None
Cleric Alignment: Neutral Evil
Cleric Gender: Any (typically male)
Cleric Raiment: Silver Robes (reversible with Black Lining)
Domains: Evil, Fire, Thievery
Favored Animal: Mockingbird (natural)
Favored Class: Rogue, Sorcerer
Favored Colors: Silver
Favored Number:
Favored Place: Thieves Guilds
Favored Race: Any
Favored Sacrifice: Stolen Items (preferably stolen magic items)
Favored Time:
Favored Weapon: Longspear
Followers: Rogues and Thieves
Omens: (major omen),
Place of Worship: Temple
Rites/Ceremonies:
Sects:
Symbol: Silver Bracelet
Worshipper Alignments: CE, CN, LE, LN, N, NE
Worshipper Total: 950 Clerics (Highest Level NPC Cleric 16th-level), 9500 Lay Clergy, 95,000 Devoted Worshippers, 950,000 Typical Worshippers.

DOGMA

The

FAITH STRUCTURE

The

PLACES OF WORSHIP

The

RELICS

The

ADVENTURE IDEAS

Sub-epic:

Low Epic:

Mid-epic:

Hecate

Hey-Ca-Tay

Lesser Deity

Age: 10 millenia

Aliases: Triceps

Allies:

Enemies: ?

Home Plane: Nine Hells

Alignment: Lawful Evil

Pantheon: Greek

Portfolios: Magic, Moon

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF HECATE

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Hecate (CR 62)

Medium Outsider (Extraplanar)

54th-level Sorceress

Hit Dice: 54d20 +486 (1566 hp) or 3132 hp within her divine realm

Initiative: +20

Speed: 90 ft. (18 squares)

Armor Class: 70 (+9 bracers of armor, +20 deflection, +10 Dex, +8 divine, +13 natural), touch 48, flat-footed

Base Attack/Grapple: +27/+42

Attack: Dagger of Hecate: +17 dagger +60 melee (1d4+24/19-20)

Full Attack: Dagger of Hecate: +17 dagger +60/+55 melee (1d4+24/19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 20/epic, darkvision 60 ft., divine traits (Lesser Deity), spell resistance 72

Saves: Fort +46, Ref +47, Will +46

Abilities: Str 24, Dex 30, Con 29, Int 26, Wis 28, Cha 44 (50)

Skills: Bluff +85, Concentration +74, Craft (Alchemy) +73, Decipher Script +35, Diplomacy +47, Handle Animal +47, Knowledge (arcana) +73, Knowledge (religion) +35, Knowledge (the planes) +35, Profession (?) +73, Sense Motive +36, Spellcraft +86

Feats: Augment Summoning, Brew Potion, Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Greater Spell Penetration, Heighten Spell, Improved Counterspell, Improved Initiative, Maximise Spell, Quicken Spell, Silent Spell, Skill Focus (spellcraft), Spell Focus (Conjuration), Spell Penetration, Still Spell, Widen Spell

Epic Feats: Automatic Metamagic Capacity* (x8), Epic Spellcasting, Epic Skill Focus (spellcraft), Metamagic Freedom*

*New Feat from Chapter 4

Divine Abilities:

- *Divine Sorcery:* Cast twice as many arcane spells per day.

Cosmic Abilities:

- *Ensorcelled:* Can cast any number of spells per day.

Environment: Nine Hells

Organization: Solitary, or with her two favored hell hounds (*huge, incorporeal, maximum hit point 24 HD Nessian warhounds*) or with a pack of a dozen hell hounds (*large, maximum hit point 12 HD hell hounds*) led by her favored two

Challenge Rating: 62

Treasure (Artifacts): Dagger of Hecate, Key to the Underworld, Rope of Regression, Torch of Enlightenment

Treasure (Non-epic Items): Bracers of Armor +9, Cloak of Charisma +6, Ring of Spell Turning

Alignment: Lawful Evil

Advancement: By Class Level

Effective Class Level: 94 (with listed equipment)

This incredibly beautiful woman has long black hair down to her waist. But for her cloak and jewelry she stands unashamedly naked before you.

Hecate's Manifestation stands 6 feet tall and weighs 113 pounds.

COMBAT

As the queen of sorcery Hecate understandably uses her magic to fight her battles.

Hecate's natural attacks or any weapons she wields, are treated as epic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Divine Traits (Lesser Deity) (Ex): As a lesser deity, Hecate gains a +8 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Spell-like Abilities: At will - *anti-magic field, dispel magic, greater teleport, identify, imbue with spell ability, magic aura, planeshift, protection from spells, spell resistance, spell turning.* The save DCs are Charisma based.

Spells: As 54th-level Sorcerer (Caster level 62nd). The save DCs are Charisma-based.

Sorcerer Spells per Day: Infinite.

Sorcerer Spells Known: Hecate knows all spells; save DC 38 + spell level.

Favorite Spells: *meteor swarm (empowered, maximised and widened); power word kill (empowered x4; 400 hp), summon monster XVII (CR 25 monster)*

Epic spells per day: Infinite

Favorite Epic Spells: *Animus blizzard, epic counterspell, greater ruin, hellball, momento mori, superb dispelling.*

KNIFE OF HECATE

-

KEY TO THE UNDERWORLD

-

ROPE OF REGRESSION

-

TORCH OF ENLIGHTENMENT

-

Avatar of Hecate

Medium Outsider (Extraplanar)

Hit Dice: 27d4+ (hp)

Initiative: +24

Speed: 360 ft. (72 squares)

Armor Class: 101 (-8 size, +12 deflection, +8 Dex, +12 divine, +29 natural, +38 +30 full platemail), touch 25, flat-footed 25

Base Attack/Grapple: +60/+125

Attack: *Sword of Surtur*: +21 greatsword +122 melee (10d10+76 plus 10d10 divine fire/19-20)

Full Attack: *Sword of Surtur*: +21 greatsword +122/+117/+112/+107 melee (10d10+76 plus 10d10 divine fire/19-20)

Space/Reach: 80 ft./120 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 30/epic, darkvision 60 ft., divine traits (intermediate deity), spell resistance 82

Saves: Fort +67, Ref +52, Will +58

Abilities: Str 85, Dex 27, Con 57, Int 34, Wis 38, Cha 35

Skills: Concentration +26, Hide 2, Knowledge (arcana) +33, Knowledge (architecture and engineering) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (nobility and royalty) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +32, Search +33, Sense Motive +32, Spot +32

Feats: Alertness, Blind-Fight, Dodge, Investigator, Mobility, Skill Focus (Spot)

Epic Feats:

Divine Abilities:

Cosmic Abilities:

Environment: Muspelheim

Organization: Solitary

Challenge Rating: 66

Treasure: See possessions

Alignment: Lawful Evil

Advancement: 61-63 HD (Colossal), 64-127 HD (Titanic)

Effective Class Level: 100 (with listed equipment) or 120 (with 120th-level gear)

A tall, bald headed giant with opaline skin hovers passively before you. The head precariously

Surtur's Avatar stands 120 feet tall and weighs 2048 tons.

COMBAT

The

Possessions:

Aspect of Hecate

Medium Outsider (Extraplanar)

Hit Dice: 13d4+ (hp)

Initiative: +13

Speed: 240 ft. (48 squares)

Armor Class: 60 (-4 size, +6 deflection, +3 Dex, +6 divine, +16 natural, +23 +15 full platemail), touch 21, flat-footed 57

Base Attack/Grapple: +30/+74

Attack: *Sword of Surtur*: +11 greatsword +69 melee (8d6+76 plus 8d6 divine fire/19-20)

Full Attack: *Sword of Surtur*: +11 greatsword +69/+64/+59/+54 melee (8d6+76 plus 8d6 divine fire/19-20)

Space/Reach: 40 ft./60 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., divine traits (demi-deity), spell resistance 46

Saves: Fort +38, Ref +26, Will +31

Abilities: Str 63, Dex 17, Con 41, Int 22, Wis 26, Cha 23

Skills: Concentration +26, Hide 2, Knowledge (arcana) +33, Knowledge (architecture and engineering) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (nobility and royalty) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +32, Search +33, Sense Motive +32, Spot +32

Feats: Alertness, Blind-Fight, Dodge, Investigator, Mobility, Skill Focus (Spot)

Epic Feats:

Divine Abilities:

Cosmic Abilities:

Environment: Any

Organization: Solitary

Challenge Rating: 33

Treasure: See possessions

Alignment: Lawful Evil

Advancement: 31 HD (Gargantuan), 32-63 HD (Colossal)

Effective Class Level: 50 (with listed equipment) or 60 (with 60th-level gear)

A tall, bald headed giant with opaline skin hovers passively before you. The head precariously

The Aspect of Surtur stands 60 feet tall and weighs 128 tons.

COMBAT

The

Possessions:

Hecate's Realm

Name: Nine Hells

Size: 1709 mile diameter area.

Alignment Traits: Strong Evil and Law Traits

Elemental Traits: Weak Fire Trait

Gravity Traits: Normal

Magic Traits: Strong

Temporal Traits: Normal Time Flow

-

TOWER

The

AREAS OF INTEREST #2

The

KENNELS

The

RANDOM ENCOUNTERS

There are no set encounters only encounter suggestions, so that you may tailor them to your campaign level.

TABLE A-11: ENCOUNTER SUGGESTIONS FOR HECATE'S REALM

d20	Encounter
1-2	Animals, Canines (e.g. Dire Wolf, Sarrush)
3-5	Barghests
6-8	Devils (e.g. Erinyes)
9	Elementals, Fire
10	Genie, Efreeti
11	Constructs (e.g. Force or Iron)
12-13	Hell Hounds
14	Monsters (e.g. Chimera, Pyrohydra)
15-17	Petitioners
18	Unique (e.g. Ekerf & Ereg)
19	Visitors
20	GM's choice

Servants of Hecate

Minions: Barghests, Devils

Petitioners: Any humanoids

Saints: -

Servitors: Iron Maidens

DUKE ? (CR 41/ECL 62)

This former consort of Hecate

BARON ? (CR 31/ECL 47)

This grizzled pit fiend is a veteran of many wars and has led the legions of Hecate for

EKERF & EREG (HOUNDS OF HECATE: CR 37)

These are the pair favored by Hecate. Her two greatest hounds. Each is a Legendary Behemoth Wolf

DOGS OF WAR (STRIKE TEAM: CR 47)

Arcanadaemon = CR 25

Barghest (27 HD) = CR 27

Lady ? (18 HD Erinyes) = CR 22/ECL 33

Lich (27th-level Sorcerer) = CR 20/ECL 30

Medusa (Assassin) = CR 28/ECL 33

Worship of Hecate

Alter Rgo: None
Cleric Alignment: Lawful Evil
Cleric Gender: Any (typically male)
Cleric Raiment:
Domains: Evil, Fire, Law, War
Favored Animal: Hell Hound
Favored Class: Fighter
Favored Colors: Red, black
Favored Number:
Favored Place: Battlefields, volcanic regions
Favored Race: Fire Giants
Favored Sacrifice: Life (preferably human)
Favored Time:
Favored Weapon: Greatsword
Followers: Fire Giants
Omens: Volcanic eruptions (major omen),
Place of Worship:
Rites/Ceremonies:
Sects:
Symbol: Flaming Sword
Worshipper Alignments: LE, LN, N, NE
Worshipper Total (Surtur's Avatar): 45,000 Clerics (Highest Level NPC Cleric 24th-level), 450,000 Lay Clergy, 4,500,000 Devoted Worshippers, 45,000,000 Typical Worshippers.

DOGMA

The

FAITH STRUCTURE

The

PLACES OF WORSHIP

The

RELICS

The

ADVENTURE IDEAS

Sub-epic:

Low Epic:

Mid-epic:

Horus

Hore-US

Intermediate Deity

Age: 10,000 Years

Aliases: ?

Allies:

Enemies: Seth

Home Plane: Muspelheim

Alignment: Lawful Good

Pantheon: Egyptian

Portfolios: Good, Revenge

Relatives: Isis (mother), Osiris (father, deceased), Set (uncle)

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF HORUS

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Horus (CR 86)

Medium Outsider (Extraplanar)

46th-level Paladin, 23rd-level Wizard

Hit Dice: 69d20+897 (2277 hp) or 4554 hp within his divine realm

Initiative: +32

Speed: 90 ft. (18 squares)

Armor Class: 78 (+9 bracers of armor, +18 deflection, +12 Dex, +12 divine, +17 natural), touch 52, flat-footed 66

Base Attack/Grapple: +45/+73

Attack: Sword of Horus: +23 holy power, vorpal khopesh (treat as bastard sword) +101 melee (2d10+54/19-20)

Full Attack: Sword of Horus: +23 holy power, vorpal khopesh (treat as bastard sword) +101/+96/+91/+86 melee (2d10+54/19-20)

Space/Reach: 5 ft./5 ft. (30 feet with Double Wand of Horus)

Special Attacks: Smite, spell-like abilities, spells

Special Qualities: Damage reduction 30/chaotic and epic, darkvision 60 ft., divine traits (Intermediate Deity), spell resistance 91

Saves: Fort +61, Ref +60, Will +61

Abilities: Str 42, Dex 34, Con 36, Int 40, Wis 37, Cha 46

Skills: Concentration +97, Craft (weaponsmithing) +99, Decipher Script +99, Diplomacy +104, Handle Animal +104, Heal +97, Knowledge (arcana) +99, Knowledge (nobility) +99, Knowledge (the planes) +99, Knowledge (religion) +99, Ride +97, Sense Motive +97, Spellcraft +99

Feats: Cleave, Great Cleave, Greater Weapon Focus (bastard sword), Power Attack, Weapon Focus (bastard sword)

Epic Feats: Blinding Speed, Dire Charge, Epic Spellcasting, Great Smiting, Weapon Abatement*, Spectral Strike

*New Feat from Chapter 4

Divine Abilities:

- *Adjuration (Su):* Horus can summon 138 hit die of creatures per day
- *Improved Damage Reduction (Su):* Horus adds the Chaotic factor to his damage reduction
- *Polymorph (Su):* Horus can polymorph (as per the spell) at will
- *Shapechange (Su):* Horus can shapechange (as per the spell) at will
- *Superior Smiting (Su):* When smiting, Horus adds four times his Paladin level to damage.

Cosmic Abilities:

- *Cogency (Su):* Horus smites with every attack.

Environment: -

Organization: Solitary

Challenge Rating: 86

Treasure (Artifacts): *Crown of the Upper and Lower Kingdoms, Double Wand of Horus, Sword of Horus, Waas Sceptre*

Treasure (Non-epic Items): *Ankh, Bracers of Armor +9, Ring of Eternity*

Alignment: Lawful Good

Advancement: By Class Level

Effective Class Level: 129 (with listed equipment)

Horus' Manifestation stands 6 feet 6 inches tall and weighs 750 pounds (due to muscular density).

COMBAT

Horus' natural attacks or any weapons he wields, are treated as epic, good-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Divine Traits (Intermediate deity) (Ex): As an intermediate deity, Horus gains a +12 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Smiting (Su): Horus gains a +18 bonus to hit and deals an additional 184 damage against evil-aligned opponents.

Spell-like Abilities: *At will* - air walk, banishment (DC 46), bear's endurance, chain lightning (DC 46), control weather, control winds, elemental swarm (cast as an Air spell), fire shield, gaseous form, mark of justice, obscuring mist, shield of faith, speak with dead, spell turning, storm of vengeance (DC 49), whirlwind (DC 48). Caster Level 81st. The save DCs are Charisma based.

Spells: As 46th-level Paladin (Caster level 81st). The save DCs are Wisdom-based.

Paladin Spells Typically Prepared: -/7/6/6/6; save DC 35 + spell level.

Spells: **1st** - bless, bless water, bless weapon, create water, detect poison, detect undead, divine favor; **2nd** - bull's strength, delay poison, eagle's splendor, resist energy, shield other, zone of truth; **3rd** - cure moderate wounds, daylight, discern lies, magic circle against evil, prayer, remove curse; **4th** - cure serious wounds, death ward, dispel evil, mark of justice, neutralize poison, restoration.

As 23rd-level Wizard (Caster level 81st). The save DCs are Intelligence-based.

Typical Wizard Spells Prepared: 4/8/8/8/7/7/7/7/6/6; save DC 37+ spell level:

Spells: **0** - detect magic, ghost sound, message, read magic; **1st** - burning hands, charm person, magic missile, obscuring mist, protection from evil, shield, shocking grasp, true strike; **2nd** - alter self, blur, flaming sphere, invisibility, mirror image, protection from arrows, scorching ray (2); **3rd** - dispel magic, displacement, fireball (2), lightning bolt, magic circle against evil, non-detection, protection from energy (cold); **4th** - arcane eye, charm monster, detect scrying, dimensional anchor, greater invisibility, solid fog, wall of fire; **5th** - break enchantment, cloudkill, cone of cold, dismissal, hold monster, mirage arcana, wall of force; **6th** - acid fog, chain lightning, contingency, disintegrate, greater dispel magic, planar binding, repulsion; **7th** - banishment, delayed blast fireball, forcecage, greater arcane sight, greater scrying, mass hold person, reverse gravity; **8th** - dimensional lock, discern location, horrid wilting, incendiary cloud, polymorph any object, temporal stasis; **9th** - disjunction, gate, imprisonment, meteor swarm, time stop, wish.

Epic spells per day: (9)

Epic spells known: contingent resurrection, epic counterspell, epic mage armor, epic spell reflection, mass frog, nailed to the sky, peripety, soul scry, superb dispelling.

CROWN OF THE UPPER AND LOWER KINGDOMS

This fabled device bestows upon the wearer the ability to triple the power of any single magic item they wield (other than the crown itself of course). Or alternatively, double the power of two separate magic items.

e.g. When Horus uses the crown to triple the power of his sword, the weapon becomes a +69 (instead of +23), deals a base 6d10 damage (instead of 2d10), deals 9d6 holy damage and drains 3 energy levels to any evil opponent (instead of 3d6 holy damage and draining 1 level), will decapitate an opponent on a roll of 18-20 (instead of just 20), blocks spells of 1st-6th level (instead of simply 1st-2nd) and confers a +39 sacred bonus to saving throws (rather than merely +13).

DOUBLE WAND

SWORD OF HORUS

This potent blade may well have been the template for the holy avenger and holy devastator weapons. This majestic bronze khopesh is inlaid with orichalcum hieroglyphics making it far more dense (the sword weighs 384 pounds and deals a base 2d10 damage; though it requires a Strength score of 40 to wield). The weapon itself is a +23 holy power, vorpal blade. It also blocks any 1st or 2nd-level spells cast against the user. Lastly, the sword confers a sacred bonus to the saving throws of the wielder equal to their Wisdom modifier.

WAAS SCEPTRE

Avatar of Horus

Medium Outsider (Extraplanar)

Hit Dice: 34d20+1380 (2580 hp) or 5160 hp in Muspelheim

Initiative: +24

Speed: 360 ft. (72 squares)

Armor Class: 101 (-8 size, +12 deflection, +8 Dex, +12 divine, +29 natural, +38 +30 full platemail), touch 25, flat-footed 25

Base Attack/Grapple: +60/+125

Attack: *Sword of Surtur*: +21 *greatsword* +122 melee (10d10+76 plus 10d10 divine fire/19-20)

Full Attack: *Sword of Surtur*: +21 *greatsword* +122/+117/+112/+107 melee (10d10+76 plus 10d10 divine fire/19-20)

Space/Reach: 80 ft./120 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 30/epic, darkvision 60 ft., divine traits (intermediate deity), spell resistance 82

Saves: Fort +67, Ref +52, Will +58

Abilities: Str 85, Dex 27, Con 57, Int 34, Wis 38, Cha 35

Skills: Concentration +26, Hide 2, Knowledge (arcana) +33, Knowledge (architecture and engineering) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (nobility and royalty) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +32, Search +33, Sense Motive +32, Spot +32

Feats: Alertness, Blind-Fight, Dodge, Investigator, Mobility, Skill Focus (Spot)

Epic Feats:

Divine Abilities:

Cosmic Abilities:

Environment: Muspelheim

Organization: Solitary

Challenge Rating: 66

Treasure: See possessions

Alignment: Lawful Evil

Advancement: 61-63 HD (Colossal), 64-127 HD (Titanic)

Effective Class Level: 100 (with listed equipment) or 120 (with 120th-level gear)

Surtur's Avatar stands 120 feet tall and weighs 2048 tons.

COMBAT

The Possessions:

Aspect of Horus

Medium Outsider (Extraplanar)

Hit Dice: 12d10+ and 3d4+ (161 hp)

Initiative: +13

Speed: 240 ft. (48 squares)

Armor Class: 60 (-4 size, +6 deflection, +3 Dex, +6 divine, +16 natural, +23 +15 full platemail), touch 21, flat-footed 57

Base Attack/Grapple: +30/+74

Attack: *Sword of Surtur*: +11 *greatsword* +69 melee (8d6+76 plus 8d6 divine fire/19-20)

Full Attack: *Sword of Surtur*: +11 *greatsword* +69/+64/+59/+54 melee (8d6+76 plus 8d6 divine fire/19-20)

Space/Reach: 40 ft./60 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., divine traits (demi-deity), spell resistance 46

Saves: Fort +38, Ref +26, Will +31

Abilities: Str 63, Dex 17, Con 41, Int 22, Wis 26, Cha 23

Skills: Concentration +26, Hide 2, Knowledge (arcana) +33, Knowledge (architecture and engineering) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (nobility and royalty) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +32, Search +33, Sense Motive +32, Spot +32

Feats: Alertness, Blind-Fight, Dodge, Investigator, Mobility, Skill Focus (Spot)

Epic Feats:

Divine Abilities:

Cosmic Abilities:

Environment: Any

Organization: Solitary

Challenge Rating: 33

Treasure: See possessions

Alignment: Lawful Evil

Advancement: 31 HD (Gargantuan), 32-63 HD (Colossal)

Effective Class Level: 50 (with listed equipment) or 60 (with 60th-level gear)

The Aspect of Surtur stands 60 feet tall and weighs 128 tons.

COMBAT

The Possessions:

Horus' Realm

Name: -

Size: 13,568 mile diameter area.

Alignment Traits: Strong Good and Law Traits

Elemental Traits:

Gravity Traits: Normal

Magic Traits: Normal

Temporal Traits: Normal Time Flow

A great golden desert

AREAS OF INTEREST #1

The

AREAS OF INTEREST #2

The

AREAS OF INTEREST #3

The

RANDOM ENCOUNTERS

There are no set encounters only encounter suggestions, so that you may tailor them to your campaign level.

TABLE A-11: ENCOUNTER SUGGESTIONS FOR HORUS' REALM

d20	Encounter
1	Angels
2-3	Animals, Avians (e.g. Dire Hawk, Roc)
4-5	Archons
6	Dragons, Gold
7	Elementals, Air
8	Genie, Djinni
9	Golems (e.g. Gold or Stone/Sandstone)
10	Guardians
11-15	Petitioners
16-17	Sphinx (e.g. Androsphinx, Sphinx)
18	Unique (e.g. -)
19	Visitors
20	GM's choice

Servants of Horus

Minions: Archons

Petitioners: Humans, Some Demihumans

Saints: ?

Servitors: Gold Constructs, Stone Constructs (Sandstone)

KEY INDIVIDUAL #1

The

KEY INDIVIDUAL #2

The

KEY INDIVIDUAL #3

The

STRIKETEAM

When

Worship of Horus

Alter Rgo: None

Cleric Alignment: Lawful Evil

Cleric Gender: Any (typically male)

Cleric Raiment:

Domains: Evil, Fire, Law, War

Favored Animal: Hell Hound

Favored Class: Fighter

Favored Colors: Red, black

Favored Number:

Favored Place: Battlefields, volcanic regions

Favored Race: Fire Giants

Favored Sacrifice: Life (preferably human)

Favored Time:

Favored Weapon: Greatsword

Followers: Fire Giants

Omens: Volcanic eruptions (major omen),

Place of Worship:

Rites/Ceremonies:

Sects:

Symbol: Flaming Sword

Worshipper Alignments: LE, LN, N, NE

Worshipper Total (Surtur's Avatar): 45,000 Clerics (Highest Level NPC Cleric 24th-level), 450,000 Lay Clergy, 4,500,000 Devoted Worshippers, 45,000,000 Typical Worshippers.

DOGMA

The

FAITH STRUCTURE

The

PLACES OF WORSHIP

The

RELICS

The

ADVENTURE IDEAS

Sub-epic:

Low Epic:

Mid-epic:

Dagda

Dag-DA

Greater Deity

Age: 1,000 Millenia

Aliases: The Dagda, Daghdha, the Dozen King, the Good God ('good' as in talented)

Allies: All celtic gods not listed as enemies*, 'The Four': Esias, Morfessa Simias, Uscias (epic-level wizards)

Enemies: Arawn* (NE), Balor (and the Brood), Bhuilig (and the Firbolg), Bres* (CE), Cernun (imprisoned Elder One), Cernunnos* (LE), Crom Cruach, the Technites (Inevitables), the Mesopotamian Pantheon, Morrigan* (CN) (occasional enemy), the Orc Dynasty.

Home Plane: Tir Na Nog "Land of Youth" (Limbo)

Alignment: Chaotic Neutral

Pantheon: Tuatha De Danaan (Celtic Gods)

Portfolios: Fertility, Stoicism

Relatives: Aenghus (son; by Boann), Brigit (daughter), Danu (mother), Eladu (father), Morrigan (wife)

LEGEND

The

Myths:

PERSONALITY

Dagda is generally of jovial disposition, smiling even in the face of adversity. In fact he even grins and laughs while raging. He is given to boastfulness and will seek to show his superiority at feasting, drinking, wenching or in battle. Typically though he seeks to humble an enemy rather than slay them.

Vulnerabilities: Gluttony; lust and pride.

GOALS

Dagda is somewhat unpredictable, as happy to initiate a war just as much as a great feast. However, the celtic pantheon has garnered numerous enemies over the years. If given the opportunity he would like to prove himself over these foes. While reckless on occasion, he is not stupid, far from it in fact. The celtic gods may have warred in some capacity with virtually every faction of divine beings at one time or another. But Dagda sees this more as a fun distraction rather than any serious agenda to eradicate his enemies.

THREATS

As the chief of the celtic gods, Dagda is the embodiment of their ideals. As such, any who threaten him threaten the pantheon entire.

Balor of the Evil Eye (God-slayer): The last demon ruler to become nether emperor of the lower planes. Balor conquered the Abyss, Pandemonium, Tarterus and most of Limbo. Subjugating the brood, he led his forces against the celtic gods but was slain by the god Lugh (who was being aided by the Four). After his death Balor's corpse was hung from a tree whereupon it dripped poison and split into two (Avatars).

Celtic Gods: Within his own pantheon Dagda faces opposition from Arawn, Bres, Cernunnos and on occasion Morrigan.

Cernun (Pantheon Destroyer): Known to many as the "Shadow of the Beast"; Cernun is a hatemonger fated to bring about the destruction of the celtic gods. This bestial elder one may be the avatar of Satan. The intermediate god, Cernunnos (the Horned God) is the avatar of Cernun. The aspect of Cernunnos (who wields the power of a hero-deity) is known as Herne the Hunter.

Crom Cruach (Cosmic Umbilical): Dagda has tried to slay the great worm-god many times but each time it discorpoates into

Demons:

Brood (Fomorians): The locale of Tir Na Nog p

The Four: This mysterious cadre of ultra-high level wizards (each at least 80th-level) are, unbeknown to Dagda, agents of pseudonatural powers from the Far Place. These mighty magicians have aided the celtic gods many times in the past both directly and indirectly. But their long term

agenda is to ultimately bring about a war between the forces of chaos and those of order.

Giant Dynasty:

Inevitables:

Mesopotamian Pantheon: Dagda cannot stand these law-abiding humorless fools. They in turn regard the celtic gods as uncivilised barbarians. This animosity has been further fuelled

Orc Dynasty: Ancient enemies of the celtic gods. The orc dynasty has unleashed many curses upon their celtic peers in the form of monstrous boars (Ben Bulben and Torc Triath being the most reknowned).

DEATH OF DAGDA

The demise of Dagda, would not be as great a blow to the celtic pantheon, as the loss of their leader would for most other pantheons. This is primarily because his rule is very lenient and liberal. Of course however, Dagda's death would have to be avenged, that goes almost without saying. But certainly Lugh, Nuada or perhaps even Morrigan could fill the role of figurehead for the celtic gods without too much upheaval. Its unlikely many of the others would gain the sufficient backing of their peers, and while

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Dagda (CR 117)

Medium Outsider (Extraplanar)

32nd-level Barbarian/32nd-level Bard/32nd-level Druid

Hit Dice: 96d20+3648 (5568 hp) or 111,136 hp within his divine realm

Initiative: +46

Speed: 90 ft. (18 squares)

Armor Class: 98 (+7: +5 *Leather Armor of Heavy Fortification*, +19 deflection, +22 Dex, +16 divine, +24 natural), touch 67, flat-footed 76

Base Attack/Grapple: +58/+96

Attack: *Dagda's Club*: +31 *greatclub of echoing* +130 melee (3d10+64/18-20; x4)

Full Attack: *Dagda's Club*: +31 *greatclub of echoing* +130/+125/+120/+115 melee (3d10+64/18-20; x4)

Space/Reach: 5 ft./5 ft. (10 feet with *greatclub*)

Special Attacks: Bardic music, rage, spell-like abilities, spells

Special Qualities: Damage reduction 40/epic and lawful, darkvision 60 ft., divine traits (Greater Deity), spell resistance 122

Saves: Fort +94, Ref +85, Will +85

Abilities: Str 48 (54) Dex 48 (54), Con 80 (86), Int 48, Wis 48, Cha 48

Skills: Appraise +85, Balance +88, Bluff +134, Climb +88, Concentration +153, Craft (Carpentry) +134, Decipher Script +85, Diplomacy +134, Disguise +85, Escape Artist +88, Gather Information +85, Handle Animal +85, Heal +85, Hide +85, Intimidate +85, Jump +88, Knowledge (arcana) +134, Knowledge (nature) +134, Knowledge (the planes) +134, Knowledge (religion) +134, Listen +134, Move Silently +88, Perform ++134, Ride +85, Sense Motive +134, Sleight of Hand +88, Spellcraft +134, Spot +123, Survival +85, Swim +88, Tumble +88, Use Magic Device +85

Feats: Cleave, Great Cleave, Great Fortitude, Greater Weapon Focus (*greatclub*), Improved Bull Rush, Improved Critical (*greatclub*), Improved Critical Multiplier* (*greatclub*), Improved Initiative, Improved Overrun, Improved Sunder, Natural Spell, Monkey Grip, Power Attack, Weapon Focus (*greatclub*)

Epic Feats: Automatic Metamagic Capacity* (x12), Blinding Speed, Epic Fortitude, Epic Spellcasting, Greater Critical* (*greatclub*), Greater Critical Multiplier* (*greatclub*), Greater Sunder*, Improved Power Attack*, Light Armor Mastery*, Metamagic Freedom*, Superior Initiative

*New Feat from Chapter 4

Divine Abilities:

- **Bloodstrike:** While raging Dagda can expend up to 32 hit points to add an equal amount of damage to his blows.
- **Improved Damage Reduction:** Dagda adds the lawful factor to his damage reduction.
- **Superior Power Attack:** Dagda can trade 1 point of BAB for 3 points of damage.

Cosmic Abilities:

- **Legion (x2):** Dagda can split his manifestation into twelve separate avatars.

Environment: Tir Na Nog

Organization: Solitary

Challenge Rating: 117

Treasure (Artifacts): Cauldron of Plenty; *Dagda's Club*; Oak of Two Cries; Throne of the Gods

Treasure (Non-epic Items): Belt of Might (+6 *enhancement bonus to Dexterity, Strength and Constitution*); +5 *Leather Armor of Heavy Fortification*, Torc of the Gods (*shapechange at will*)

Alignment: Chaotic Neutral

Advancement: By Class Level

Effective Class Level: 176 (with listed equipment)

This figure appears as a very large man of immense girth. He has unkempt, longish black hair, a great, black beard and is dressed in the clothes of a peasant. Behind him he drags a huge oak club.

Dagda's manifestation stands 7 feet tall and weighs 1500 pounds (due to muscular density).

COMBAT

Dagda relishes any chance to show off, and as such will usually try to beat his enemies at their own game. However, patience is not his strength and if he gets frustrated he will enter a rage and seek to crush all before him with his mighty club.

Dagda's natural attacks or any weapons he wields, are treated as chaotic-aligned and epic for the purpose of overcoming damage reduction.

Divine Traits (Greater deity) (Ex): As a greater deity, Dagda gains a +16 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Spell-like Abilities: At will - *alter self, animate dead, astral projection, create greater undead, death knell, destruction (DC 45), enervation (DC 42), greater dispel magic, greater teleport, harm, planeshift, slay living (DC 43), telekinesis (DC 43); 3/day - wail of the banshee, wish; 1/day - ruin (DC 48); 1/week - momento mori (DC 48).* The save DCs are Charisma based.

Spells: As 32nd-level Bard (Caster level 112th). The save DCs are Charisma-based.

Bard Spells per Day: 4/9/9/9/8/8/8

Bard Spells Known: 6/5/5/5/5/5/4; save DC 45 + spell level.

Spells: **0** - *dancing lights, detect magic, ghost sound, message, read magic, summon instrument; 1st* - *charm person, disguise self, expeditious retreat, identify, ventriloquism; 2nd* - *alter self, blur, calm emotions, mirror image, whispering wind; 3rd* - *charm monster, dispel magic, displacement, major image, see invisibility; 4th* - *break enchantment, freedom of movement, greater invisibility, hold monster, legend lore; 5th* - *dream, greater dispel magic, greater heroism, mislead, song of discord; 6th* - *find the path, greater shout, irresistible dance, mass charm monster.*

Spells: As 32nd-level Druid (Caster level 112th). The save DCs are Wisdom-based.

Typical Druid Spells Prepared: 6/10/10/10/9/9/8/8/7/7; save DC 45 + spell level).

Spells: **0** - *flare, guidance, know direction, purify food and drink, resistance, virtue; 1st* - *charm animal, cure light wounds, entangle, longstrider, obscuring mist, pass without trace, speak with animals, summon nature's ally I; 2nd* - *animal messenger, bear's endurance, bull's strength, delay poison, fog cloud, gust of wind, heat metal, owl's wisdom, summon nature's ally II; 3rd* - *call lightning, cure moderate wounds, dominate animal, neutralise poison, sleet storm, speak with plants, summon nature's ally III; 4th* - *air walk, command plants, cure serious wounds, flame strike, freedom of movement, ice storm, summon nature's ally IV; 5th* - *animal growth, awaken, call lightning storm, control winds, cure critical wounds, summon nature's ally V; 6th* - *find the path, greater dispel magic, liveoak, mass bear's endurance, summon nature's ally VI, transport via plants.*

Epic spells per day: (13)

Epic spells known: *contingent resurrection, epic counterspell, epic mage armor, epic spell reflection, greater ruin, kinetic control, let go of me, mass frog, nailed to the sky, peripety, spell worm, superb dispelling, verdigris.*

CAULDRON OF PLENTY

This magic cauldron can shrink to the size of a cup for easy transportation. It is able to produce any liquid or food upon command and can thus feed a limitless amount of people. All those allies within either the divine aura (or 100 feet - if they have no divine aura) of the owner of the cauldron gain a +16 morale bonus on all dice rolls. The owner also benefits from this morale bonus.

DAGDA'S CLUB

This heavy wooden *greatclub* is oversized (10 feet in length) and extremely heavy; oghams inlaid with orichalcum decorate its surface (the club itself weighs two tons). The powers of the club are twofold. Firstly, it acts as a +31 *large greatclub of echoing* dealing a 3d10 base damage. Dagda has been known to fell as many as nine opponents with a single blow from his club. Secondly, the small end of the club can resurrect (as per *true resurrection*) anyone it touches.

NEW EPIC SPECIAL WEAPON ABILITY

Echoing: Should a weapon with this enchantment score a hit on an

opponent, all targets within the wielders reach suffer damage as if they had also just been struck. This effect stacks with whirlwind attack.

Very strong transmutation; CL 75th; Craft Epic Arms & Armor, *greater shout*; Price +25 bonus.

OAK OF TWO CRIES

This magical harp, also known as the “Hand of Fourfold Music” animates and plays by itself (as if being played by the wielder).

THRONE OF THE GODS

As with all other Skyfathers, Dagda controls the Throne of the Gods on his plane (Limbo).

Aspect of Dagda

Gargantuan Outsider (Extraplanar)**Hit Dice:** 8d12+ and 8d6+ and 8d8+ (hp)**Initiative:** +13**Speed:** 240 ft. (48 squares)**Armor Class:** 60 (-4 size, +6 deflection, +3 Dex, +6 divine, +16 natural, +23 +15 full platemail), touch 21, flat-footed 57**Base Attack/Grapple:** +30/+74**Attack:** *Sword of Surtur*: +11 greatsword +69 melee (8d6+76 plus 8d6 divine fire/19-20)**Full Attack:** *Sword of Surtur*: +11 greatsword +69/+64/+59/+54 melee (8d6+76 plus 8d6 divine fire/19-20)**Space/Reach:** 40 ft./60 ft.**Special Attacks:** Spell-like abilities**Special Qualities:** Damage reduction 15/epic, darkvision 60 ft., divine traits (demi-deity), spell resistance 46**Saves:** Fort +38, Ref +26, Will +31**Abilities:** Str 63, Dex 17, Con 41, Int 22, Wis 26, Cha 23**Skills:** Concentration +26, Hide 2, Knowledge (arcana) +33, Knowledge (architecture and engineering) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (nobility and royalty) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +32, Search +33, Sense Motive +32, Spot +32**Feats:** Alertness, Blind-Fight, Dodge, Investigator, Mobility, Skill Focus (Spot)**Epic Feats:****Divine Abilities:****Cosmic Abilities:****Environment:** Any**Organization:** Solitary**Challenge Rating:** 29**Treasure:** See possessions**Alignment:** Lawful Evil**Advancement:** 31 HD (Gargantuan), 32-63 HD (Colossal)**Effective Class Level:** 50 (with listed equipment) or 60 (with 60th-level gear)

A tall, bald headed giant with opaline skin hovers passively before you. The head precario

The Aspect of Surtur stands 60 feet tall and weighs 128 tons.

COMBAT

The

Possessions:

Dagda's Realm

Name: Tir Na Nog, Land of the Young, Land of Youth.

Size: 161,832 mile diameter area.

Alignment Traits: Chaotic

Elemental Traits: Variable

Gravity Traits: Variable

Magic Traits: Variable

Temporal Traits: Slow

Tir Na Nog is a beautiful, lush green realm of rolling hills, deep valleys, forests, lakes and bogs. Scattered throughout are the fabulous castles and towers of the celtic immortals. The land mass itself is surrounded by a great ocean

The AREAS OF INTEREST #1

The AREAS OF INTEREST #2

The AREAS OF INTEREST #3

RANDOM ENCOUNTERS

There are no set encounters only encounter suggestions, so that you may tailor them to your campaign level.

TABLE A-11: ENCOUNTER SUGGESTIONS FOR DAGDA'S REALM

d20	Encounter
1	Animals (e.g. Dire Bear, Behemoth Boar)
2	Animated Weapons
3-4	Brood (e.g. White Brood, Green Brood)
5	Demons
6	Dragons, Sea
7-8	Fey (e.g. Leprechauns)
9	Golems, Chalk
10	Monster (e.g. Chaos Beast, Hagunemnon)
11-15	Petitioners
16-17	Plants (e.g. Mu-Spore, Treant)
17	Undead (e.g. Banshee)
18	Unique (e.g. -)
19	Visitors
20	GM's choice

Servants of Dagda

Minions:

Petitioners: ?

Saints: ?

Servitors: ?

-

The

KEY INDIVIDUAL #1

The

KEY INDIVIDUAL #2

The

KEY INDIVIDUAL #3

When

STRIKETEAM

Worship of Dagda

Alter Rgo: None

Cleric Alignment: Chaotic Neutral

Cleric Gender: Any (typically male)

Cleric Raiment:

Domains: Chaos, Sky, Stoicism

Favored Animal: All natural animals

Favored Class: Barbarian, Bard, Druid

Favored Colors: Green

Favored Number: 12

Favored Place: Forests

Favored Race: Humans

Favored Sacrifice: Animals

Favored Time:

Favored Weapon: Greatclub

Followers: Free spirited folk

Omens: -

Place of Worship: Forest Groves

Rites/Ceremonies:

Sects:

Symbol: Cauldron

Worshipper Alignments: CE, CG, CN, N, NE, NG

Worshipper Total: 400,000 Druids (Highest Level NPC Druid 24th-level), 4,000,000 Lay Clergy, 40,000,000 Devoted Worshipers, 400,000,000 Typical Worshipers.

DOGMA

The

FAITH STRUCTURE

The

PLACES OF WORSHIP

The

RELICS

The

ADVENTURE IDEAS

Sub-epic:

Low Epic:

Mid-epic:

Surtur

Sir-toor

Elder One (Divine Rank 24)

Age: At least 1,000 millennia

Aliases: Surt, Surtr

Alignment: Lawful Evil

Allies (Surtur): None

Allies (Surtur's Avatar): Devils, Ordos (Sand Giants deity), Umbrax (Shadow Giant deity)

Enemies (Surtur): Angels, Norse Pantheon, Ymir (imprisoned)

Enemies (Surtur's Avatar): Fey, Norse Pantheon, Salamanders

Home Plane: Muspelheim (Para-Elemental Plane of Magma)

Nemesis: Ymir (Surtur), Frey (Surtur's Avatar)

Pantheon: Giant Dynasty (member, Surtur's Avatar), Norse Pantheon (Surtur)

Portfolios: Fire and Earth (Surtur), Fire and War (Surtur's Avatar)

Quintessence: 1,000,000,000

Relatives (Surtur's Avatar): Logi (son), Sinmore (wife)

LEGEND

Surtur is the leader of the fire giants of the south and the ruler of Muspelheim, the realm of fire. He is the oldest being in Norse cosmology.

However, Surtur, along with all other cosmic beings was incarcerated long ago by the angelic first choir. It is thought that Odin may also have had a hand in his imprisonment.

Myths: At Ragnarok, Surtur will make war against the gods and triumph over them, personally slaying the god Frey. He will then set the nine world's ablaze and destroy them, leaving behind only Hodmimir's Forest.

PERSONALITY

While Surtur's temperament is as fiery as his nature, he is backed by the self-confidence that destiny is preordained and his victory is assured and only a matter of time.

Vulnerabilities: Overconfident.

GOALS (SURTUR)

Surtur's immediate goal is to unbind himself from the cosmic shackles that keep his manifestation dormant. He would then proceed to usher in Ragnarok, and bring about the doom of the gods.

- Freeing Surtur would require a sacrifice of 10,000,000,000 QP.

RELATIONSHIPS (SURTUR)

Angels: Surtur has not forgotten the treachery of these feathered interlopers and dreams of their destruction.

Norse Pantheon: Surtur is the being fated to bring about the oblivion of the Norse Pantheon. As such they are not eager to have him released. In fact perhaps only the goddess Hel would welcome Surtur's freedom. The rest, including even Loki, would most certainly conspire against him.

Ymir: Surtur's frozen counterpart, is also perhaps his greatest foe. These two prometheans exist to plague the Norse gods, each vying for the right to be the one to ultimately destroy it.

GOALS (SURTUR'S AVATAR)

For all intents and purposes Surtur's Avatar is regarded as Surtur by most immortals. While powerful in his own right, Surtur's Avatar is not powerful enough to challenge the likes of Odin and rightly knows it. As such, Surtur's Avatar will not pursue an open agenda against Odin or any of the major Norse deities. Though if an opportunity to weaken the Norse gods arises Surtur may aid those responsible. He does however, have a bitter rivalry with the Norse god Frey.

RELATIONSHIPS (SURTUR'S AVATAR)

Azer: The traditional dwarf/giant rivalries occasionally manifest themselves during trade and border disputes between the azer and the fire giants of Muspell.

Devils: Surtur acts as something of an arms dealer to the archdukes, supplying them with magical iron weapons from his foundries for use against their foes the demons. In return the devils aid the fire giants whenever requested. Surtur does not trust the archdukes, but the deal has been a successful one up to now. Surtur does not want to drive a wedge between the fire giants and the devils and ensures the outcast infernal Grimsnes is out of sight when visited by diabolical delegations.

Fey: The accursed servants of the god Frey are to be exterminated whenever encountered. This includes all chaotic good outsiders, elves, fey and their allies. Surtur has battled Frey in the past and rightfully fears the sting of that god's icy giantslaying sword. On the material plane Surtur has his fire giants burn down elven forests wherever possible.

Genies: Surtur trades with both the Dao and the Efreeti. Rarely do such deals work in Surtur's favor, as his usual threats and intimidations ring hollow, for both the Dao and the Efreeti are ruled by greater powers.

Giant Dynasty: Surtur exists on the fringes of the giantish dynasty, alienated to an extent as he is one of the few lawful aligned gods amidst a predominantly chaotic group. Though he has an alliance of sorts with some of the lawful-aligned giantish gods of lesser known giantish races such as the nomadic sand giants and the secretive shadow giants. Unknown to Surtur's avatar, Ordos, god of the sand giants is working for the Efreeti.

Linnorms: Surtur maintains a large presence of flame linnorms in his capital. Mounted fire giants on flame linnorms are invaluable shock troops.

Norse Pantheon: Surtur hates all the Norse gods, especially Frey. He would like nothing better than to behead the fool. In the past he has become embroiled in plots with the god Loki, but has found through experience not to trust the trickster who tried to pit him against Thor, not a confrontation Surtur wants to blunder into lightly.

Salamanders: Salamanders are used as slaves in Muspell. Occasionally groups will revolt and escape to salamander colonies on the elemental plane of fire.

DEATH OF SURTUR

Aside from the purely physical ramifications of the death of Surtur (a massive fireball engulfing all those within a mile radius of his sundered manifestation), his demise would have notable planar consequences.

Firstly, Muspelheim (the para-elemental plane of lava) may start to burn and crumble away, in effect destroying itself within about 120 days. This will almost certainly see an exodus of its fleeing residents into not only nearby planes, but also into prime material worlds as they try to escape by any means necessary. Those immortals who rule from the elemental planes of earth and fire may see a waxing of their power as these fiery immigrants flock to their banner. Alternatively, if Surtur's avatar has survived he may lead his forces against these neighbours in an attempt to carve out a new realm.

Secondly, the Norse pantheon will have seemingly escaped its demise. However, fate has a way of balancing itself, and before long a new destroyer (such as Ymir) may appear.

If Surtur's avatar survived his destruction, then it is likely the death of Surtur's manifestation would not have that great an effect upon fire giant religion since his avatar already fulfils that role while Surtur remains imprisoned. Although this depends upon how long the manifestation is free to roam before it is laid low.

ADVENTURE IDEAS

Low Epic: A leshay strike team sent to assassinate Surtur's avatar have been ambushed. Those not already slain have been crucified on the walls of Sundergard. If even one of these fading fey were rescued it might salvage some pride for the god Frey.

Mid-epic: Surtur's avatar is trying to create a new race of genie combining the best (or worst depending upon your perspective) traits of the dao and the efreeti. To this end he seeks a necklace artifact known as the Binding Collar; reputed to be located somewhere within the plane of Limbo guarded by a mad prismatic dragon.

High Epic: Surtur is freed by the chance shifting of dimensional tectonics caused by an exploding galaxy. Already the clarion call of Heimdall's horn has sounded and battle is imminent.

Manifestation of Surtur (CR 160)

Elder One of fire and destruction (Divine Rank 24)

Titanic Outsider (Earth, Extraplanar, Fire, Outsider)

Hit Dice: 120d100+4,800, x2 (33,600 hp)

Initiative: +52

Speed: 1600 ft. (320 squares)

Armor Class: 217 (-16 size, +25 deflection, +20 Dex, +24 divine, +154 natural), touch 63, flat-footed 197

Base Attack/Grapple: +120/+231

Attack: *Sword of Revenge:* +43 *flashing, lawful power, unholy power* greatsword +238 *melee* (40d10+143 (average 363) plus 30d20 *divine damage* (average 315)/15-20; x4)

Full Attack: *Sword of Revenge:* +43 *flashing, lawful power, unholy power* greatsword +238/+238/+238/+238 *melee* (40d10+142 (average 363) plus 30d20 *divine damage* (average 315)/15-20; x4)

Space/Reach: 160 ft./240 ft.

Special Attacks: Alter reality, divine aura (5200 ft. radius), spell-like abilities

Special Qualities: Damage reduction 90/-, darkvision 60 ft., divine traits (Elder One), earth portfolio traits (Elder One), fire portfolio traits (Elder One), regeneration 60 (special), spell resistance 154

Saves: Fort +128, Ref +106, Will +112

Abilities: Str 144 (+67), Dex 50, Con 90, Int 60, Wis 62, Cha 60

Skills: Omniscient - All skills 147 + ability modifier

Feats: Cleave, Craft Magic Arms and Armor, Craft Wondrous Item, Great Cleave, Great Fortitude, Greater Weapon Focus (greatsword), Improved Critical (greatsword), Improved Critical Multiplier* (greatsword), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Leadership, Power Attack, Weapon Focus (greatsword)

Epic Feats: Blinding Speed, Craft Epic Magic Arms and Armor, Craft Epic Wondrous Item, Dire Charge, Epic Fortitude, Epic Leadership, Epic Weapon Focus (greatsword), Epic Will, Greater Critical* (greatsword), Greater Critical Multiplier* (greatsword), Great Strength (x7), Greater Sunder*, Heavy Fortification*, Improved Power Attack*, Legendary Commander, Light Eradication*, Light Fortification*, Moderate Fortification*, Superior Cleave*, Superior Sunder*

*New Feat from Chapter 4

Divine Abilities:

- *Adjuration (Su):* Summon up to 240 hit die of creatures per day (no single creature can have more than 80 hit die)
- *Carapace (Ex):* Natural Armor bonus equal to your hit die
- *Elemental Ancestry (Ex):* Surtur has the elemental traits
- *Improved Divine Aura:* Can use stunning or pain effects with its aura
- *Moderate Eradication (Ex):* 50% chance of dealing a critical hit to an opponent immune to critical hits
- *Perfect Sunder (Ex):* Successful attacks also count as sunder attempts
- *Regeneration (Su):* Gain regeneration equal to 1/2 your hit die
- *Squamous (Ex):* Natural Armor bonus equal to 3/4 your hit die
- *Superior Divine Aura:* Can use charm or weakness effects with its aura.
- *Superior Power Attack (Ex):* Trade 1 point of BAB for 2 points of damage
- *Uncanny Weapon Focus (Greatsword) (Ex):* Always uses the highest attack bonus for iterative attacks
- *Weaponbreaking (Su):* Weapons that don't penetrate your damage reduction take sunder damage equal to the difference

Cosmic Abilities:

- *Unearthly Power Attack (Ex):* Trade 1 point of BAB for 4 points of damage
- *Heavy Eradication (Ex):* 100% chance of dealing a critical hit to an opponent immune to critical hits

Transcendental Abilities: *These abilities fill three of four artifact slots.*

- *Invincibility (Su):* Surtur can attempt a Fortitude save to avoid taking any damage. The DC is equal to the damage from the attack (applied after Surtur's damage reduction, if applicable). The damage can be from spell or weapon.
- *Ultimate Power Attack (Ex):* Trade 1 point of BAB for 10 points of damage
- *Uncanny Cosmic Mastery (Ex):* The ability allows Surtur to do **one** (even if he can activate it as a free action) of the following per round (see Table A-9: Uncanny Cosmic Mastery (Surtur)), save DCs are Constitution based.

TABLE A-9: UNCANNY COSMIC MASTERY (SURTUR)

Effect	Damage (avg)	Range/Radius	Action	DC/Ref
Beam (Ray)	120d20 (1260)	5200 ft.	Standard	-
Blast	60d20 (630)	5200 ft./260 ft.	Standard	139/half
Blood	30d20 (315)	Melee	Free	139/half
Breath*	120d20 (1260)	325 ft. (cone)	Standard	139/half
Hand	240d20 (2520)	Melee Touch	Standard	-
Immolation	240d20 (2520)	5200 ft. radius	Free	139/half
Storm	30d20 (315)	5200 ft. radius	Free	-
Strike	30d20 (315)	Melee (bonus)	Free	-
Wrath (Gaze)	60d20 (630)	325 ft.	Both	139/none

*Can be used every 1d4 rounds

Environment: Muspelheim (Para-Elemental Plane of Lava)

Organization: Solitary

Challenge Rating: 160

Treasure: The Sword of Revenge

Alignment: Lawful Evil

Advancement: 121-127 HD (Titanic), 128-255 HD (Macro-Fine)

Effective Class Level: 240

The titanic ebon-giant before you seems to tower into the clouds. Its body, black as soot, belches fire and smoke as if some living volcano just about to erupt. Its features are unmistakably demonic, curved horns, fanged visage and writhing tail, as if this was the primordial template for all other demons that would follow. In its mighty hands it grasps an immense fiery runesword that shines with the light of a thousand suns promising destruction and doom for all. Even from a mile away the heat is palpable, worse yet is its gaze which seems to burn into your very soul. As it approaches every instinct tells you to flee...

Surtur's Manifestation stands 240 feet tall and weighs 65,536 tons.

COMBAT

Surtur strides confidently into combat brandishing the sword of revenge which he further empowers by igniting using the cosmic strike ability to deal an additional 30d20 (average 315) *divine damage* per strike.

Surtur's natural attacks or any weapons he wields, are treated as epic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Alter Reality (Su): Once per round as a free action Surtur can duplicate any spell of 9th-level or less. This ability can also duplicate any epic spells of DC 182 or less. Instead of duplicating a spell, Surtur can use this to give himself a +25 circumstance bonus on one die roll per round.

Divine Traits (Elder One) (Ex): As an elder one, Surtur gains a +24 *divine bonus* to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Earth Portfolio Traits (Elder One):

- *Earth Born:* Surtur gains a +24 competence bonus on once dice roll each round (of his choice) provided he is touching the ground.
- *Stone Shell (Ex):* Natural Armor bonus equal to 1/2 your hit die.
- *Heart of Stone:* Surtur's damage reduction increases 50%.
- *Earthen Conjunction:* Any earth-based creatures summoned by Surtur have 50% more Hit Dice than usual.
- *Earthen Messiah (Su):* Surtur cannot be harmed, either willingly or unwillingly by creatures with the earth subtype.
- *Heart of Stone (Su):* Surtur gains regeneration 60 while standing on a solid body of earth.
- *Greater Gift of Gravity (Su):* As uncanny cosmic mastery but d4 *divine force* instead of d20 *divine damage*.

Fire Portfolio Traits (Elder One):

- *Divine Fire (Su):* Any fire-based effects, spells or spell-like abilities are half *divine* in origin.
- *Fiery Conjunction (Su):* Any fire creatures summoned by Surtur have 50% more Hit Dice than usual.
- *Fiery Messiah (Su):* Surtur cannot be harmed, either willingly or unwillingly by creatures with the fire subtype.

Insert Illustration of Surtur

- *Fire Absorption (Su)*: Surtur is healed by fire/heat damage.
- *Firestarter (Ex)*: Surtur casts all fire spells as if he were 24 levels higher.
- *Uncanny Fire Mastery (Su)*: As uncanny cosmic mastery but d6 divine fire instead of d20 divine damage.

Spell-like Abilities: *At will - burning hands (DC 60), contagion, disintegrate (DC 65), earthquake, elemental swarm (cast as fire spell), fire seeds, fire shield, fire storm (DC 66), greater teleport, harm, implosion (DC 67), incendiary cloud (DC 67), inflict critical wounds, inflict light wounds, produce flame, resist energy, shatter, wall of fire.* Caster level 144th. The save DCs are Charisma based.

SWORD OF REVENGE

Surtur's mighty blade, is forged from orichalcum gathered from a thousand dying stars. The sword is a +43 flashing, lawful power, unholy power greatsword which deals a base 40d10 damage.

The weapon itself is over 200 feet long and weighs 3,834,792 tons.

NEW EPIC WEAPON SPECIAL ABILITY

Flashing: Weapons with this property allow the wielder to make an additional attack (at their highest base attack bonus) at the end of the round for every damaging melee blow landed against them during the round. Any attacks against them must deal at least 1 hit point of actual damage to grant an additional attack. Also the attacks must be melee attacks, not missile attacks.

Caster Level: 75th; *Prerequisites:* Craft Magic Arms and Armor, Craft Epic Magic Arms and Armor, *haste, wish*; *Market Price:* +25 bonus.

Avatar of Surtur (CR 80)

Intermediate Deity of fire and war (Divine Rank 12)

Colossal Outsider (Evil, Extraplanar, Fire, Lawful)

Hit Dice: 60d20+1440 (2640 hp) or 5280 hp in Muspelheim

Initiative: +25

Speed: 360 ft. (72 squares)

Armor Class: 113 (-8 size, +12 competence, +13 deflection, +8 Dex, +12 divine, +29 natural, +38 +30 full platemail), touch 47, flat-footed 105

Base Attack/Grapple: +60/+125

Attack: *Sword of Revenge:* +21 lawful power, unholy power greatsword of speed +141 melee (207 plus 15d6 divine fire/15-20; x3)

Full Attack: *Sword of Revenge:* +21 lawful power, unholy power greatsword +141/+141/+136/+131/+126 melee (207 plus 15d6 divine fire/15-20; x3)

Space/Reach: 65 ft./100 ft.

Special Attacks: Divine aura (700 ft. radius), spell-like abilities

Special Qualities: Damage reduction 30/epic, darkvision 60 ft., divine traits (Intermediate deity), fire portfolio traits (Intermediate Deity), spell resistance 82, war portfolio traits (Intermediate Deity)

Saves: Fort +67, Ref +52, Will +58

Abilities: Str 90, Dex 29, Con 58, Int 37, Wis 38, Cha 37

Skills: Bluff +88, Climb +120, Craft (metalworking) +72, Diplomacy +88, Disguise +72, Handle Animal +72, Hide +72, Intimidate +72, Jump +120, Knowledge (arcana) +88, Knowledge (nature) +88, Knowledge (religion) +88, Knowledge (the planes) +88, Listen +89, Profession (metalworker) +88, Ride +89, Search +89, Sense Motive +89, Spellcraft +88, Spot +89, Survival +89

Feats: Cleave, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Critical Multiplier* (greatsword), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Epic Feats: Dire Charge, Epic Weapon Focus (greatsword), Epic Weapon Specialization (greatsword), Greater Critical*, Heavy Armor Mastery*, Improved Power Attack*, Light Armor Mastery*, Medium Armor Mastery*

*New Feat from Chapter 4

Divine Abilities:

- *Adjuration (Su):* Summon up to 120 hit die of creatures per day (no single creature can have more than 40 hit die)
- *Improved Damage Reduction (Su):* Add 'good' factor to damage reduction
- *Moderate Eradication (Ex):* 50% chance of dealing a critical hit to an opponent immune to critical hits
- *Superior Power Attack (Ex):* Trade 2 points of damage for 1 point of BAB
- *Uncanny Weapon Focus (Greatsword) (Ex):* Always uses the highest attack bonus for iterative attacks
- *Uncanny Weapon Specialization (Greatsword) (Ex):* Always deals maximum damage

Cosmic Abilities:

- *Anaretic (Su):* This ability fills one of Surtur's Avatar's four artifact slots. When the avatar attempts a sunder, he adds the *disjunction* effect.
- *Heavy Eradication (Ex):* 100% chance of dealing a critical hit to an opponent immune to critical hits
- *Unearthly Power Attack (Ex):* This ability fills one of Surtur's Avatar's four artifact slots. When the avatar attempts a power attack, he deals an additional 4 points of damage for each point of BAB he expends.

Environment: Muspelheim (Para-Elemental Plane of Lava)

Organization: Solitary

Challenge Rating: 80

Treasure: The Burning Armor and the Sword of Revenge (facsimilie)

Alignment: Lawful Evil

Advancement: 61-63 HD (Colossal), 64-127 HD (Titanic)

Effective Class Level: 120

An enormous ebony-giant, stands defiantly before you. Its hair and beard of living, writhing fire, its body bedecked in heavy iron platemail itself glowing red hot. In its two hands it grasps a mighty flaming greatsword inlaid with runes and sigils. Its smouldering aura of ruin causes your face to blister and burn.

Surtur's Avatar stands 100 feet tall and weighs 2624 tons.

COMBAT

The Avatar of Surtur prefers to engage the strongest foe in melee as soon as possible.

The Avatar of Surtur's natural attacks or any weapons it wields, are treated as epic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Divine Traits (Intermediate Deity) (Ex): As an intermediate deity, Surtur's Avatar gains a +12 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Fire Portfolio Traits (Intermediate Deity):

- *Divine Fire (Su):* Any fire-based effects, spells or spell-like abilities are half divine in origin.
- *Fiery Conjunction (Su):* Any fire creatures summoned by Surtur have 50% more Hit Dice than usual.
- *Fire Immunity (Su):* Surtur is immune to fire/heat damage.
- *Firestarter (Ex):* Casts all fire spells as if he were 12 levels higher.
- *Uncanny Fire Mastery (Su):* The ability allows Surtur's Avatar to do one of the following per round (see Table A-10: Uncanny Fire Mastery (Surtur's Avatar)). All save DC's are Constitution based.

TABLE A-10: UNCANNY FIRE MASTERY (SURTUR'S AVATAR)

Effect	Damage (avg)	Range/Radius	Action	DC/Ref
Beam (Ray)	60d6 (210)	700 ft.	Standard	-
Blast	30d6 (105)	700 ft./35 ft.	Standard	76/half
Blood	15d6 (52)	Melee	Free	76/half
Breath*	60d6 (210)	175 ft. (cone)	Standard	76/half
Hand	120d6 (420)	Melee Touch	Standard	-
Immolation	120d6 (420)	700 ft. radius	Free	76/half
Storm	15d6 (52)	700 ft. radius	Free	-
Strike	15d6 (52)	Melee (bonus)	Free	-
Wrath (Gaze)	30d6 (105)	175 ft.	Both	76/none

*Can be used every 1d4 rounds

Spell-like Abilities: At will - *blade barrier* (DC 41), *burning hands* (DC 36), *divine power*, *elemental swarm* (cast as fire spell), *ethereality*, *fire seeds*, *fire shield*, *fire storm* (DC 42), *flame strike* (DC 40), *greater teleport*, *incendiary cloud* (DC 43), *magic weapon*, *magic vestment*, *plane shift*, *power word blind*, *power word stun*, *power word kill*, *produce flame*, *resist energy*, *spiritual weapon*, *wall of fire*. Caster level 72nd. The save DCs are Charisma based.

War Portfolio Traits (Intermediate Deity):

- *Warrior Born (Ex):* +12 competence bonus to attack and damage rolls.
- *Warrior's Guile (Ex):* +12 competence bonus to Armor Class.
- *Warrior's Code (Su):* Damage reduction only 50% effective against Surtur's avatar.
- *Ready for Battle (Su):* Any creatures summoned gain a +12 competence bonus to attack and damage rolls.
- *Uncanny Force Mastery (Su):* As uncanny fire mastery but d4 divine force instead of d6 divine fire damage.

BURNING ARMOR

This suit of blackened iron armor was forged from the iron core of a dying planet tempered by the blood of a dozen red dragons. The Burning Armor is +30 full platemail of heavy fortification. When struck by a weapon, sparks fly up dealing 20d6 fire damage (half divine) to the wielder of the weapon and the weapon itself.

SWORD OF REVENGE (FACSIMILIE)

This artifact is a weaker version of Surtur's own greatsword, but still a powerful weapon in its own right. The sword is a +21 lawful power, unholy power greatsword of speed.

Aspect of Surtur (CR 40)

Demi-deity of fire and war (Divine Rank 6)

Gargantuan Outsider (Evil, Extraplanar, Fire, Lawful)

Hit Dice: 30d20+450 (1050 hp) or 2100 hp in Muspelheim

Initiative: +19

Speed: 240 ft. (48 squares)

Armor Class: 64 (-4 size, +8 deflection, +5 Dex, +6 divine, +16 natural, +23 +15 full platemail), touch 21, flat-footed 57

Base Attack/Grapple: +30/+74

Attack: Sword of Revenge: +11 fiery blast, lawful, unholy greatsword +69 melee (8d6+50 plus 3d6 fire/17-20)

Full Attack: Sword of Revenge: +11 fiery blast, lawful, unholy greatsword +69/+64/+59/+54 melee (8d6+50 plus 3d6 fire/17-20)

Space/Reach: 40 ft./60 ft.

Special Attacks: Anaretic, divine aura (400 ft. radius), spell-like abilities, unearthly power attack

Special Qualities: Damage reduction 15/epic and good, darkvision 60 ft., divine traits (demi-deity), fire portfolio traits (demi-deity), spell resistance 46, war portfolio traits (demi-deity)

Saves: Fort +38, Ref +26, Will +31

Abilities: Str 62, Dex 20, Con 40, Int 26, Wis 26, Cha 26

Skills: Bluff +47, Climb +65, Craft (metalworking) +47, Diplomacy +47, Handle Animal +47, Intimidate +47, Jump +65, Knowledge (arcana) +47, Knowledge (religion) +47, Knowledge (the planes) +47, Listen +47, Ride +47, Search +47, Sense Motive +47, Spellcraft +47, Spot +47, Survival +47

Feats: Cleave, Great Cleave, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Critical Multiplier* (greatsword), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Epic Feats: Dire Charge, Epic Weapon Focus (greatsword), Epic Weapon Specialization (greatsword), Greater Critical*, Heavy Armor Mastery*, Improved Power Attack*, Light Armor Mastery*, Medium Armor Mastery*, Superior Initiative, Supreme Cleave

*New Feat from Chapter 4

Divine Abilities:

- *Adjuration (Su):* Summon up to 60 hit die of creatures per day (no single creature can have more than 20 hit die)
- *Improved Damage Reduction (Su):* Add 'good' factor to damage reduction
- *Moderate Eradication (Ex):* 50% chance of dealing a critical hit to an opponent immune to critical hits
- *Multifaceted (Var) (x2):* The Aspect of Surtur gains twelve bonus feats
- *Superior Power Attack (Ex):* Trade 2 points of damage for 1 point of BAB

Cosmic Abilities:

- *Anaretic (Su):* This ability fills one of Surtur's Avatar's four artifact slots. When the avatar attempts a sunder, he adds the *disjunction* effect.
- *Unearthly Power Attack (Ex):* This ability fills one of Surtur's Avatar's four artifact slots. When the avatar attempts a power attack, he deals an additional 4 points of damage for each point of BAB he expends.

Environment: Volcanic Regions

Organization: Solitary

Challenge Rating: 40

Treasure: The Burning Armor and Sword of Revenge (both facsimilies)

Alignment: Lawful Evil

Advancement: 31 HD (Gargantuan), 32-63 HD (Colossal)

Effective Class Level: 60

A massive, barrel-chested ebon-giant, towers above you. Its hair and beard aflame, its body clad in heavy iron platemail with occasional decorative bronze flames. In its two hands it grasps a mighty flaming greatsword inlaid with runs and sigils. Its gaze, so baleful, burns and tortures, forcing you to avert your eyes.

The Aspect of Surtur stands 50 feet tall and weighs 83 tons.

COMBAT

The Aspect of Surtur attacks in melee if possible, reserving its spell-like abilities for use against foes who try to keep their distance. If heavily

outnumbered it will summon allies to its side.

The Aspect of Surtur's natural attacks or any weapons it wields, are treated as epic, evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Divine Traits (Demi-deity) (Ex): As a demi-deity, Surtur's Aspect gains a +6 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Fire Portfolio Traits (Demi-deity):

- *Divine Fire (Su):* Any fire-based effects, spells or spell-like abilities are half divine in origin.
- *Fiery Conjuraton (Su):* Any fire creatures summoned by the Aspect of Surtur have 50% more Hit Dice than usual.

- *Fire Ward (Su):* Surtur's Aspect is immune to fire/heat damage.

- *Firestarter (Ex):* Casts all fire spells as if he were 6 levels higher.

Spell-like Abilities: *At will - blade barrier (DC 30), burning hands (DC 25), divine power, elemental swarm (cast as fire spell), etherealness, fire seeds, fire shield, fire storm (DC 31), flame strike (DC 29), greater teleport, incendiary cloud (DC 32), magic weapon, magic vestment, plane shift, power word blind, power word stun, power word kill, produce flame, resist energy, spiritual weapon, wall of fire.* Caster level 36th. The save DCs are Charisma based.

War Portfolio Traits (Demi-deity):

- *Warrior Born (Ex):* +6 competence bonus to attack and damage rolls.
- *Warrior's Guile (Ex):* +6 competence bonus to Armor Class.
- *Warrior's Code (Su):* Damage reduction only 50% effective against the Aspect of Surtur.
- *Ready for Battle (Su):* Any creatures summoned gain a +6 competence bonus to attack and damage rolls.

BURNING ARMOR (FACSIMILIE)

The armor worn by the Aspect of Surtur is +15 full platemail of heavy fortification. When struck by a weapon, sparks fly up dealing 20d6 fire damage (half divine) to the wielder of the weapon and the weapon itself.

SWORD OF REVENGE (FACSIMILIE)

This artifact is a weaker version of the weapon wielded by Surtur's Avatar. The greatsword is a +11 fiery blast, lawful, unholy greatsword.

Surtur's Realm

Name: Muspelheim, or just Muspell.

Size: 2800 mile diameter area (approx.) controlled by Surtur's Avatar. Should Surtur's Manifestation be freed it would control a 280,000 mile diameter area.

Alignment Traits: Evil and Lawful

Elemental Traits: Earth and Fire

Gravity Traits: Normal

Magic Traits: Normal

Temporal Traits: Normal Time Flow

Surtur's realm is a dark silhouette of basalt rock and blackened iron spires set against a blazing red sky and further illuminated by bright glowing rivers of lava.

SUNDERGARD (CASTLE OF SURTUR)

This great basalt castle is the home of Surtur's Avatar. It is called Sundergard because those armies who have fell upon it have been broken and sundered. It is especially notable for its great size, being built to giantish proportions.

The castle itself has numerous halls, including the massive throne room which doubles as an audience chamber. There are stables and kennels, as well as an extensive dungeon beneath the castle.

Castle Sundergard sits on the edge of the Sea of Fire. It is ringed by a moat of divine flame from the Sea of Fire itself (see below). Other defenses include magical catapults and ballista on the parapets.

THE RING OF STEEL (ARENA)

A great gladiatorial arena built into a dormant volcano. Occasionally the mantle is cracked and the arena flooded with lava and teams of gladiators fight from adamantine-lined vessels. Those taken prisoner may find themselves enrolled into the gladiator school.

SEA OF FIRE

This vast lake is thought to be the resting place of Surtur himself. From time to time great serpents are seen swimming in the sea, some refer to these as the fingers of Surtur, and it is seen as a sign of good fortune.

Anyone falling into the Sea of Fire suffers 20d6 damage per round, half of which is divine damage, the other half fire damage.

THE IRON FOUNDRY

A great iron plateau shaped like an anvil echoes with the sound of a thousand smiths. Large numbers of iron constructs guard the foundry. In charge of the day to day running is the fire giant archmage Kano (Wizard 17, ECL 30/CR 20), who is responsible for creating the bloodiron material.

RANDOM ENCOUNTERS

There are no set encounters only encounter suggestions, so that you may tailor them to your campaign level.

TABLE A-11: ENCOUNTER SUGGESTIONS FOR SURTUR'S REALM
d20 Encounter

1	Azer
2	Devils
3	Efreeti
4-5	Elementals (e.g. Magma or Fire elementals)
6-10	Fire Giant Spirits
11	Hell Hounds
12	Iron Constructs
13	Linnorms, Flame
14	Monster (e.g. Phaethon, Pyrohydra)
15	Salamanders
16	Slaves
17	Visitors
18	Undead (e.g. Lavawights)
19	Unique (e.g. Logi, Kerlingarf)
20	GM's choice

Servants of Surtur

Minions: Lava Elementals

Petitioners: Fire Giant Spirits (Typically with 1d6 levels); Elite Fire Giant Spirits (typically with 1d6+6 levels); Commanders (typically with 1d6+12 levels).

Saints: Mettaflame - Fire Giant (15 HD) Fighter 16 quasi-deity (ECL 49/CR 32)

Servitors: Iron Constructs (mainly golems but also includes a few sentinels, gargants and colossi)

SINMORE (WIFE OF SURTUR: CR 60)

The wife of Surtur's Avatar is the queen of the fire giants, and is worshipped by most females of the species. This flame-haired cackling witch passes for beautiful in giantish circles. She wields two flaming whips made from iron that are reputed to steal spells from those they strike.

- **Fire Giantess** (15 HD) Sorceress 28 Lesser deity (ECL 90, CR 60) with the fertility and fire portfolios.

LOGI (SON OF SURTUR: CR 46)

The hot-headed son of Surtur (rightly the son of Surtur's Avatar) is a mercenary for hire and has seen employ from many quarters; including the storm giants, the trolls and even as far afield as the efreet. Logi resembles a totally immolated fire giant. He carries a massive magical ballista that can shoot *meteor swarms* (as per the spell).

- **Fire Giant** (15 HD) Ranger 17 demi-deity (ECL 69, CR 46) with double fire portfolios.

KRAX & JOKULL (BODYGUARDS OF SURTUR: CR 39)

Both of these two brothers are former gladiators, each with one hundred triumphs in the Ring of Steel. Krax left side resembles an iron golem, while Jokull is the opposite. Krax is armed with a magical trident and net, while Jokull carries a magical sword and buckler.

- **Half-Golem (Iron) Fire Giant** (15 HD) Fighter 20 (ECL 40/CR 26).

SONS OF TWILIGHT (ADVENTURING PARTY: CR 58)

When the Avatar of Surtur requires a foe eliminated he will call upon this motley collection of veteran villains.

- **Kerlingarf:** Vampire Fire Giant (15 HD) Cleric 17 (ECL 47, CR 31). The nominal leader of the group, though each of the others see themselves as the most important. Kerlingarf is a sadistic murderer with a taste for boiling blood.

- **Hengill Ironhand:** Fire Giant (15 HD) Monk 22 (ECL 44, CR 29). This mohawked fire giant wears a magical iron death-mask which can pronounce a *power word kill* at will.

- **Neshryggur:** Great, Great Wyrm Fire Linnorm (CR 29). This vile creature commands those Linnorms who bend knee to mighty Surtur. She wears a magical bronze collar of control, crafted by Surtur which is said to double the damage dealt by the dragons breath weapon. Unknown to Sinmore, Neshryggur is currently pregnant by Surtur.

- **Grimsnes:** Infernal (ECL 45, CR 30). This outcast of the Hells has pledged his allegiance to Surtur. Grimsnes wields an artifact known as Hell's Spine; a magical composite longbow carved from the spine of a past duchess of Hell. Whenever ambassadors from Hell arrive for an audience with Surtur he always makes sure Grimsnes is absent.

- **Krusivik:** Advanced (45 HD) Shape of Fire (CR 29). Once a fire giant, This ancient being had the dubious honor of being incinerated by the hand of Surtur himself. He is instrumental in turning sufficiently powerful prisoners into lavawights.

SONS OF MUSPELL (CR 12)

The primordial servants of Surtur. These primitive killers are half-fiend fire giants. Millions of these beings once dominated Muspell, now their numbers have dwindled to mere hundreds. A few serve Surtur's avatar, but most exist in the barren wilderness of the plane, preying on the unwary.

Worship of Surtur

Alter Ego: None
Cleric Alignment: Lawful Evil
Cleric Gender: Any (typically male)
Cleric Raiment: Iron Armor
Domains: Earth, Evil, Fire, Law
Favored Animal: Hell Hound
Favored Class: Fighter
Favored Colors: Black and red
Favored Number: 9
Favored Place: Battlefields, volcanic regions
Favored Race: Fire Giants
Favored Sacrifice: Life (preferably human)
Favored Time: Midsummer's Day
Favored Weapon: Greatsword
Followers: Fire Giants
Omens: Volcanic eruptions (major omen),
Place of Worship: Dormant Volcano
Rites/Ceremonies:
Sects:
Symbol: Flaming Sword
Worshipper Alignments: LE, LN, N, NE
Worshipper Total (Surtur's Avatar): 10,000 Clerics (Highest Level NPC Cleric 22nd-level), 100,000 Lay Clergy, 1,000,000 Devoted Worshippers, 10,000,000 Typical Worshippers.

DOGMA

The

FAITH STRUCTURE

The

PLACES OF WORSHIP

The

RELICS

The Anvil of Doom:

ADVENTURE IDEAS

Sub-epic:

Low Epic:

Mid-epic:

Algol

AI-GOLL

Old One

Age: 10,000 millenia

Aliases: The Demon Star

Allies:

Enemies:

Home Plane: Outer Space

Alignment: Chaotic Neutral (Evil)

Pantheon: No affiliations

Portfolios: Death, Madness

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF ALGOL

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Algol (CR 240)

Old One of death and madness (Divine Rank 32)

Macro-Fine Outsider (Chaotic, Extraplanar)

Hit Dice: 201d100+15,075, x2 (70,350 hp)

Initiative: +28

Speed: Fly 14,400 ft. (poor) (2880 squares)

Armor Class: 221 (-32 size, +65 deflection, -4 Dex, +32 divine, +150 natural), touch 71, flat-footed 221

Base Attack/Grapple: +201/+359

Attack: Slam +317 melee (40d10+101 (average 321) plus 1d4 level energy drain plus 2d4 Con drain plus 2d4 Wis drain/19-20; x3)

Full Attack: 50 Slams +317 melee (40d10+101 (average 321) plus 1d4 level energy drain plus 2d4 Con drain plus 2d4 Wis drain/19-20; x3)

Space/Reach: 240 ft./240 ft.

Special Attacks: Rotting constriction, spell-like abilities

Special Qualities: Damage reduction 100/-, darkvision 60 ft., divine traits (Old One), insight, immunity to mind affecting effects, regeneration 100, spell resistance 243

Saves: Fort +209, Ref +130, Will +135

Abilities: Str 212 (+101), Dex 1, Con 160 (+75), Int 3, Wis 12, Cha 130 (+60)

Skills: Omniscipotent - All skills 236 + ability modifier (cannot use Dexterity or Intelligence based skills)

Feats: Cleave, Great Cleave, Improved Critical (slam), Improved Critical Multiplier* (slam), Improved Natural Attack (slam), Multi-Attack, Power Attack

Epic Feats:

*New Feat from Chapter 4

Divine Abilities:

- **Exoskeleton:** Algol has natural armor equal to 1/2 his total hit die.
- **Extend Divine Aura (x20):** Algol's divine aura has a radius of 1,688, 927 miles (8.849 billion feet).
- **Improved Divine Aura:** Can use stunning or pain effects with its aura.
- **Perfect Divine Aura:** Can use death or insanity effects with its aura.
- **Regeneration:** Algol has Regeneration 100.
- **Squamous:** Algol has natural armor equal to 3/4 his total hit die.
- **Superior Divine Aura:** Can use charm or weakness effects with its aura.

Cosmic Abilities:

- **Nebulous:** Algol has a 50% chance of avoiding any attack or spell
- **Starstruck:** Algol possesses the Pseudonatural template

Transcendental Abilities: These abilities fill all four artifact slots.

- **Interdimensional:** Algol has a 75% chance of avoiding any attack or spell
- **Sunstruck:** Algol possesses the Helioeides template
- **Transversal:** Algol has a reach equal to his divine aura
- **Uncanny Atomic Mastery:** The ability allows Algol to do **one** (even if he can activate it as a free action) of the following per round (see Table A-12: Uncanny Atomic Mastery (Algol)), save DCs are Constitution based.

Environment: Outer Space

Organization: Solitary

Challenge Rating: 240

Treasure: None

Alignment: Chaotic Neutral (Evil tendencies)

Advancement: 202-255 HD (Macro-Fine), 256-511 HD (Macro-

Diminutive)

Effective Class Level: 361

From a distance this monstrous entity appears to be a red giant star or even some vast, glaring demonic eye. However, this is only because the aura it radiates is a palpable thing. The truth of the matter lies beneath that visceral exterior and past the maelstrom of madness that comprise its outer body. At the nucleus of the 'star' beats a heart of star-spawned flesh and bone. This foetid, green mass of writhing tentacles and bubbling matter cavorts and motions as if some mad conductor leading an orchestra of insanity.

Algol's Manifestation is a sphere of flesh roughly 201 feet in diameter and weighs 86,282,825 tons.

COMBAT

Algol attacks those who approach too close with one of its many tentacles. It can bring up to four tentacles to bear upon a single Medium sized or smaller opponent. It can use six upon a Large opponent, eight against a Huge foe, twelve versus Gargantuan opposition, sixteen on a Colossal target and twenty-four when dealing with a single enemy of Titanic or greater size.

Algol's natural attacks or any weapons it wields, are treated as chaotic-aligned and epic for the purpose of overcoming damage reduction.

Alter Reality (Su): Once per round as a free action Algol can duplicate any spell of 9th-level or less. This ability can also duplicate any epic spells of DC 256 or less. Instead of duplicating a spell, Algol can use this to give himself a +32 circumstance bonus on one die roll per round.

Death Portfolio Traits (Old One):

- **Death Ward:** Algol is immune to death magic or negative energy attacks.
- **Undead Brethren:** Any undead created or summoned by Algol have 50% more Hit Dice than usual.
- **Undead Messiah (Su):** Algol cannot be harmed, either willingly or unwillingly by undead.

Divine Traits (Old One) (Ex): As an old one, Algol gains a +32 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Madness Portfolio Traits (Old One):

- **Lunatic Messiah (Su):** Algol cannot be harmed, either willingly or unwillingly by creatures who are mad.

Spell-like Abilities: At will - animate dead, cause fear (DC 103), confusion (DC 106), death knell, death ward, destruction (DC 109), insanity (DC 108), lesser confusion (DC 102), mind fog (DC 106), phantasmal killer, rage (DC 104), slay living (DC 106), symbol of insanity (DC 109), touch of madness (DC 103), wail of the banshee (DC 111), weird (DC 111). Caster level 233rd. The save DCs are Charisma based.

TABLE A-12: UNCANNY ATOMIC MASTERY (ALGOL)

Effect	Damage (avg)				Range/Radius	Action	DC (Ref)
	Disintegration (DC 217/none)	Fire	Force	Poison (Str/Dex/Con) Wind			
Beam (Ray)	402d6 (1407)	201d6 (703)	402d4 (1005)	16	None (in Space)	5200 ft.	Standard -
Blast	201d6 (703)	100d6 (350)	201d4 (502)	8	-	5200 ft./260 ft.	Standard 127/half
Blood	100d6 (350)	50d6 (175)	100d4 (250)	4	-	Melee	Free 127/half
Breath*	402d6 (1407)	201d6 (703)	402d4 (1005)	16	-	325 ft. (cone)	Standard 127/half
Hand	804d6 (2814)	402d6 (1407)	804d4 (2010)	33	-	Melee Touch	Standard -
Immolation	804d6 (2814)	402d6 (1407)	804d4 (2010)	33	-	5200 ft. radius	Free 127/half
Storm	100d6 (350)	50d6 (175)	100d4 (250)	4	-	5200 ft. radius	Free -
Strike	100d6 (350)	50d6 (175)	100d4 (250)	4	-	Melee (bonus)	Free -
Wrath (Gaze)	201d6 (703)	100d6 (350)	201d4 (502)	8	-	325 ft.	Both 127/none

*Can be used every 1d4 rounds

Insert Illustration of Algo

Metatron

Met-A-Tron

First One

Age: 100,000 millenia

Aliases: The Voice of God

Allies:

Dimension: Spirit (The Outer Planes)

Enemies:

Home Plane: The Upper, Outer Planes

Alignment: Chaotic Neutral (Evil)

Pantheon: No affiliations

Portfolios: Good (double portfolio)

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF METATRON

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Metatron

Macro-Diminutive Outsider (Extraplanar)**Hit Dice:** 266d100+4440, x2 (32,880 hp)**Initiative:** +51**Speed:** Fly 7200 ft. (1440 squares)**Armor Class:** 181 (-16 size, +24 deflection, +19 Dex, +24 divine, +120 natural), touch 61, flat-footed 162**Base Attack/Grapple:** +201/+218**Attack:** *Sword of Surtur*: +43 *greatsword* +225 melee (30d10+124 plus 30d10 divine fire/19-20)**Full Attack:** *Sword of Surtur*: +43 *greatsword* +225/+220/+215/+210 melee (30d10+124 plus 30d10 divine fire/19-20)**Space/Reach:** 160 ft./240 ft.**Special Attacks:** Spell-like abilities**Special Qualities:** Damage reduction 60/-, darkvision 60 ft., divine traits (Elder One), spell resistance 154**Saves:** Fort +123, Ref +105, Will +112**Abilities:** Str 119 (+54), Dex 49, Con 85, Int 58, Wis 62, Cha 59**Skills:** Omnicompetant - All skills 147 + ability modifier**Feats:****Epic Feats:****Divine Abilities:****Cosmic Abilities:****Environment:** Muspelheim**Organization:** Solitary**Challenge Rating:** 253**Treasure:** Sword**Alignment:** Good**Advancement:** 202-255 HD (Macro-Fine), 256-511 HD (Macro-Diminutive)**Effective Class Level:** 240 (with no equipment) or 360 (with 360th-level gear)

A tall, bald headed

Algol's Manifestation is a sphere roughly 201 feet in diameter and weighs 65,536 tons.

COMBAT

The

SWORD OF SURTUR

This

Abraxas

A-Bracks-ASS

Demiurge

Age: As old as the universe

Aliases:

Allies:

Dimension: All dimensions

Enemies:

Home Plane: The entire universe

Alignment: Unaligned

Pantheon: No affiliations

Portfolios: Any two

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF ABRAXAS

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of Abraxas

Macro-Diminutive Outsider (Extraplanar)

Hit Dice: 365d1000+4440, x2 (32,880 hp)

Initiative: +51

Speed: Fly 7200 ft. (1440 squares)

Armor Class: 181 (-16 size, +24 deflection, +19 Dex, +24 divine, +120 natural), touch 61, flat-footed 162

Base Attack/Grapple: +201/+218

Attack: *Sword of Surtur*: +43 *greatsword* +225 melee (30d10+124 plus 30d10 divine fire/19-20)

Full Attack: *Sword of Surtur*: +43 *greatsword* +225/+220/+215/+210 melee (30d10+124 plus 30d10 divine fire/19-20)

Space/Reach: 160 ft./240 ft.

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 60/-, darkvision 60 ft., divine traits (Elder One), spell resistance 154

Saves: Fort +123, Ref +105, Will +112

Abilities: Str 119 (+54), Dex 49, Con 85, Int 58, Wis 62, Cha 59

Skills: Omnicompetant - All skills 147 + ability modifier

Feats:

Epic Feats:

Divine Abilities:

Cosmic Abilities:

Environment: Muspelheim

Organization: Solitary

Challenge Rating: 253

Treasure: Sword

Alignment: Good

Advancement: 202-255 HD (Macro-Fine), 256-511 HD (Macro-Diminutive)

Effective Class Level: 240 (with no equipment) or 360 (with 360th-level gear)

A tall, bald headed

Algol's Manifestation is a sphere roughly 201 feet in diameter and weighs 65,536 tons.

COMBAT

The

SWORD OF SURTUR

This

Dabbat

Da-Bat

Time Lord

Age: Unknown (possibly trillions of years or longer)

Aliases: The Beast, the Great Beast, the World Beast

Allies:

Enemies:

Home Plane: 8th Dimension

Alignment: Chaotic Evil

Pantheon: No affiliations

Portfolios: Destruction

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF DABBAT

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Tetragrammaton

pronunciation unknown

High Lord

Age: Older than the universe

Aliases: The Fourfold God

Allies:

Dimension: All dimensions

Enemies:

Home Plane: The Upper, Outer Planes

Alignment: Unaligned

Pantheon: No affiliations

Portfolios: Any two

Relatives:

LEGEND

The

Myths:

PERSONALITY

The

Vulnerabilities:

GOALS

The

Relationships:

DEATH OF TETRAGRAMMATON

The

ADVENTURE IDEAS

Low Epic:

Mid-epic:

High Epic:

Manifestation of TetraGrammatron

Macro-Medium Outsider (Extraplanar)

Hit Dice: 3700d1000+4440, x2 (32,880 hp)

Initiative: +51

Speed: Supeluminal (1440 squares)

Armor Class: 181 (-16 size, +24 deflection, +19 Dex, +24 divine, +120 natural), touch 61, flat-footed 162

Base Attack/Grapple: +3700/+218

Attack: *The sight, the sound, the word:* +43 greatsword +225 melee (30d10+124 plus 30d10 divine fire/19-20)

Full Attack: *Sword of Surtur:* +43 greatsword +225/+220/+215/+210 melee (30d10+124 plus 30d10 divine fire/19-20)

Space/Reach: 3700 ft./Infinite

Special Attacks: Divine aura, Spell-like abilities

Special Qualities: Damage reduction 1850/negative, darkvision 60 ft., divine traits (Time Lord: Tetrad), spell resistance 154

Saves: Fort +123, Ref +105, Will +112

Abilities: Str 912 (+451), Dex 49, Con 85, Int 58, Wis 62, Cha 59

Skills: Omnicompetant - All skills 4103 + ability modifier

Feats:

Epic Feats:

Divine Abilities:

Cosmic Abilities:

Transcendental Abilities:

Omnific Abilities:

Environment: Muspelheim

Organization: Solitary

Challenge Rating: 2213

Treasure: None

Alignment: Unaligned

Advancement: 3701-4095 HD (Macro-Medium), 4096-8191 HD (Macro-Large)

Effective Class Level: 240 (with no equipment) or 360 (with 360th-level gear)

A tall, bald headed

TetraGrammatron's Manifestation is a cube roughly 3700 feet in diameter and weighs 65,536 tons.

COMBAT

Basically you've got no chance.

SWORD OF SURTUR

This

Glossary

Akashic Memory: The omniversal D.N.A.

Apotheosis: The act of a mortal becoming an immortal.

Artifact: An epic magic item (artifacts are detailed within the Immortals Handbook: Grimoire).

Aspect: The weakest incarnation of an immortal. Typically immortals will have one aspect per world.

Atma: Spirit, the seventh element, part of the tri-element of quintessence. (See also Power Points).

Avatar: A relatively weak incarnation of an immortal. Immortals typically have no more than a single avatar.

Buddhi: Soul, the sixth element, part of the tri-element of quintessence. (See also Worship Points).

Council: A group of immortals bound by a political agenda (such as the Aetnean Council).

Deity: Term generally used to denote an immortal who gains the majority of their quintessence through glory and worship.

Demiurge: An incomplete time lord.

Divinity: A being possessing quintessence.

Dynasty: A group of immortals bound by race (such as the Orc Dynasty).

EarthMother: Title given to the female ruler (or rulers) of a Pantheon.

Faith (A Faith): An area where a deity is worshipped. A deity can have more than one Faith, however, these must be geographically isolated from one another.

Eternal: Omnipotent giga-beings that exist beyond our universe. Refers to demiurges, high lords and time lords.

Exemplar: A being with two identical portfolios.

Glory (The Glory): The method of gaining quintessence through worship.

God: A male deity.

Goddess: A female deity.

Hegemony: A group of immortals bound by planar geography (such as the Demonic Hegemony).

Hierarch: Title given to a ruler (or rulers) of a Council.

Higher Dimension: Extra-universal areas beyond the confines of a single reality.

- **Aravoth:** The Tenth Dimension, The Great Library.
- **Kuvachim:** The Ninth Dimension, The Great Wall.
- **Mazaloth:** The Eighth Dimension, The Great Unknown.

Home Plane: Name given to the plane an individual immortal is spiritually bound to.

Immortal (1): Comprises any being with the power of a demi-deity, greater deity, hero-deity, intermediate deity, lesser deity or quasi-deity.

Immortal (2): Term generally used to denote an immortal who gains the majority of their quintessence through the Power.

Immortal (3): Any being that cannot die through old age.

Lower Dimension: The lower dimensions exist within the confines of a single reality.

- **Abbyss:** The Seventh Dimension, Dimension of Thought, the Plane of Failures, the Far Place. Not to be confused with the Chaotic Evil Plane of the same name that is home to demonkind.
- **Araphadatu:** Dimension Zero, the Dimension of Entropy, the Plane of Nothingness.
- **Assiah:** The First, Second and Third Dimensions, Dimension of Space, The Prime Material Plane.
- **Atziluth:** The Sixth Dimension, Dimension of Spirit, the Outer Planes.
- **Briah:** The Fifth Dimension, Dimension of Matter, the Inner Planes.
- **Yetzirah:** The Fourth Dimension, Dimension of Time, the Transitive Planes.

Magic Points (MP): Gaming term for quintessence gained through the tapping of higher dimensions.

Mana: Magic, the fifth element, part of the tri-element of quintessence

(See also Magic Points).

Numen: The term generally used to describe an individual area of Resonance.

Quintessence: The stuff of divinity, the divine spark, the tri-element composing Atma (Spirit), Buddhi (Soul) and Mana (Magic).

Pantheon: A group of immortals bound by social ties (such as the Norse Pantheon).

Portfolio: A part of reality controlled by an immortal.

Power (The Power): The method of gaining quintessence through vanquishing other immortals.

Power Points (PP): Gaming term for quintessence gained through the Power.

Primogenitor: Title given to the ruler (or rulers) of a Dynasty.

Resonance (The Resonance): The method of gaining quintessence through tapping the higher dimensions.

Sidereal: Near-omnipotent cosmic gods. Comprises any being with the power of an elder one, first one or old one.

Skyfather: Title given to the male ruler (or rulers) of a Pantheon.

Sponsor: An immortal who aids a mortal in achieving immortality.

Sovereign: Title given to the ruler (or rulers) of a Hegemony.

Supernal: Generic term for supreme beings.

Tutelar: Term generally used to denote an immortal who gains the majority of their quintessence through the Resonance.

Worship Points (WP): Gaming term for quintessence gained through glory.

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