

Demon Cults

THE EMERALD ORDER

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The Emerald Order is devoted to the guardianship and understanding of the mysteries of the Emerald Tablet, whereon the greatest arcane secrets of Thoth-Hermes are inscribed. The inner circle has divined the secrets of the tablets, enhancing their already formidable magical abilities. Some have even tapped into the innate power invested in the gemstone from which the tablets are carved, using slivers to draw upon strange eldritch energies and create new items and fearsome guardians.

Members of the Emerald Order guard the tablets and its secrets zealously, even from their fellow worshipers of Thoth-Hermes. Outsiders who discover their secrets or meddle in the affairs of the order find swift and often fatal retribution.

NOTATIONS: This text refers to the following products: APG: *Advanced Players Guide*, DM: *Deep Magic*, by Kobold Press, MB: *Midgard Bestiary for Pathfinder*, UC: *Ultimate Combat*, UE: *Ultimate Equipment*, UM: *Ultimate Magic*.

LEADERS, ORGANIZATION, AND GOALS

The Emerald Order is a secret society of cultists devoted to Thoth-Hermes. They consider themselves the most exalted of the god's followers due to their guardianship of the Emerald Tablet, a collection of knowledge carved into plates of transparent, nigh-indestructible verdant stone, which are said to contain the greatest secrets of their deity. Though the tablets themselves are known to many followers of Thoth, the precise knowledge inscribed on the tablets is a closely guarded secret, and the order ensures that only those initiated into their ranks and indoctrinated into the mysteries of the cult know of its existence.

The head of the Emerald Order is Dromdal-Re. He is its high priest as well as the chief instructor in the alchemical arts. The heads of arcane research, astrology, history, and theology comprise the rest of the High Council of the Order, though Dromdal-Re's position allows him authority as final arbiter should the other four be evenly divided on an issue.

As custodians of ultimate knowledge, the followers

of the Emerald Order consider it their duty to guide society in the ways they think it should move. Using assassination, terrorism, manipulation, bribery, blackmail, and the other myriad tools of political manipulation, they move things the way they wish. They scoff at those who call their actions wrong. Such myopic skeptics cannot see the long term, nor do their opponents have access to the wisdom of the Emerald Tablet. The grand vision of the Emerald Order is a world that runs by their rules, if not directly under their control.

To this end, the members of the Emerald Order are insinuated into all walks of life. In their everyday lives, they are merchants, scholars, courtiers, counselors, healers, guild masters—interwoven in the fabric of society—and do their jobs without complaint. However, in secret hours of the night or in hidden meeting places during the day they come together with other members of their order to plot and conspire. These plots usually involve members using their positions to manipulate events to the order's wishes. This often involves perceived chaos, though those with the order's understanding—or simply gifted with the ability to see the greater picture—know these seemingly disparate forces are merely pieces of a larger puzzle.

Dromdal-Re

CR 15

XP 51,200

Male middle-aged human alchemist 6/disciple of the emerald esoterica 10

LE Medium outsider (native)

Init +10; **Senses** darkvision 60 ft.; **Perception** +12

DEFENSE

AC 18, touch 13, flat-footed 18 (+ 6 armor, +2 deflection, +1 Dex)

hp 109 (10d6+5d8+48)

Fort +11, **Ref** +10, **Will** +10; +4 vs. poison

DR 5/-; **Resist** cold 5, electricity 5, fire 5

OFFENSE

Speed 30 ft.

Melee

Ranged bomb +10 touch (3d6+4 cold or fire plus blind)

Special Attacks bomb (10/day, 3d6+4 cold or fire, DC 18)

Spell-Like Abilities (CL 10th, concentration +11)
3/day—*dimension door*, *haste*, *slow* (DC 14)

1/day—*breath of life*, *dancing lights*, *death knell*,

ghost sound, greater teleport, prestidigitation, speak with animals

Alchemist Extracts Prepared (CL 16th)

6th—heal

5th—*contact other plane, delayed consumption*^{APG}, *drake form* II^{DM}

4th—*death ward, detonate*^{APG}, *greater invisibility, stoneskin, universal formula*^{APG}

3rd—*amplify elixir*^{APG}, *arcane sight, fly, haste, lesser age resistance*^{UM}, *protection from energy*

2nd—*alchemical allocation*^{APG}, *alter self, firebreath*^{APG}, *fox's cunning, lesser restoration, undetectable alignment*

1st—*disguise self, expeditious retreat, identify, magnetism*^{DM}, *negate aroma*^{APG}, *shield*

TACTICS

Dromdal-Re starts his day with an extract of *lesser age resistance*, offsetting his age penalties. Should this be dispelled or otherwise unavailable, Dromdal-Re's stats are as follows. **Str 9, Dex 12, Con 14, Int 20, Wis 14, Cha 13.** If he has time to prepare for an encounter, he drinks his *shield, protection from energy*, and *fly* extracts, in that order, before confronting opponents.

STATISTICS

Str 10, Dex 13, Con 15, Int 20, Wis 14, Cha 13

Base Atk +9; CMB +8; CMD 19

Feats Brew Potion, Combat Expertise, Extraordinary, Greater Dirty Trick, Improved Dirty Trick, Improved Initiative, Improved Iron Will, Iron Will, Point Blank Shot, Precise Shot, Throw Anything, Toughness

Skills Appraise +15, Craft (alchemy) +18, Diplomacy +14, Disable Device +13, Fly +10, Heal +13, Knowledge (arcana) +24, Knowledge (nature) +21, Knowledge (planes) +21, Knowledge (religion) +21, Perception +12, Sense Motive +20*, Spellcraft +21, Use Magic Device +15

*Ranks for this skill come from the headband of mental prowess.

Languages Common, Celestial, Draconic, Elven, Gnome, Infernal, Terran (in a Midgard setting campaign, replace Celestial, Elven, Infernal, and Terran with Ankeshelian, Elemental, Enochian, and Nurian)

SQ alchemy (alchemy crafting +6, identify potions), discoveries (blinding bomb, concentrate poison,

dilution, frost bomb, poison bomb, poison conversionUC, precise bombs [4 squares], smoke bomb, sticky poison), key of freedom of space, keys of life and death, key of magic, key of mysteries, key of prophecy (+5 initiative, act during surprise round), key of time, key of wisdom, key to above and below, law of cause and effect, mutagen (+4/-2, +2 natural, 1 hour), poison use, secret of secrets (philosopher's stone grand discovery), swift alchemy, swift poisoning, throw anything

Combat Gear +1 adamantine sickle, +1 light crossbow and 20 bolts, *potion of cure serious wounds, potion of nondetection*, blue whinnis (4 doses), shadow essence (10 doses); **Other Gear** +3 studded leather armor, cloak of resistance +1, emerald shard ioun stone, feychild necklace^{UE}, headband of mental prowess +2 (Cha, Int), ring of protection +2, formula book (contains all prepared extracts as well as the following: 6th—*quintessence*^{DM}; 5th—*elude time*^{APG}; 4th—*freedom of movement, restoration*; 3rd—*haste, remove disease, water breathing*; 2nd—*detect thoughts, eagle's splendor, vital mark*^{DM}; 1st—*comprehend languages, reduce person, true strike*), healer's kit, masterwork thieves' tools, signet ring, silver holy symbol.

A striking man, Dromdal-Re is the offspring of a local Southern man and a woman who was an ambassador from a nation of the North. Though nearing 40, he is still a striking figure. His dark hair has receded slightly, forming a widow's peak, and has begun to gray at the temples. Independently wealthy, he spends his time working with local centers of academia in advisory capacities, lecturing on obscure arcana, and offering his services to those needing consultation on ancient artifacts or old magic. Those he interacts with are unaware that he is the head of the Emerald Order. Many of those he works closest with in the order are, in his assumed life, strangers, mere acquaintances, or even academic rivals. In secret, they work to decipher more knowledge from the Emerald Tablet and to use that knowledge to reshape the world into one of order, one in which the reins of power are held firmly by the hand of Dromdal-Re.