

Alliance of Evil

Alliance of Evil (Legend)

Background:

The lords of Evil have been around a long time. Although details are not forthcoming the belief is this group came into being around the time of the creation of the compact. Since that time this group has tried to rally the forces of evil into an organized group to dominate and take over, ultimately, the world. The only thing that causes them problems is that many of the evil forces hate each other as much or more than they hate the good peoples of the world. The group has had success and goes unchecked when it is quiet. So the group moves quietly until it is ready to strike. The current government in the Southern Empire is a classic example of how good Evil can work when it wants to. There does not seem to be an exact count of members but there are only 9 Evil Legendary Items of Power so that limits them to a reality of 9 no matter how many they say have joined. In the past ownership of one of these 9 items gave you membership without question, but no longer. Now any member must prove himself either in past deeds or by testing by the lords themselves. They are led by Edeva Filur she lives deep in the Takil Mountains with her kingdom of Stygian Dwarves.

Characteristics:

The Lords of evil are each evil in whatever way they are. But they must be known for some evil deeds to join the Lords. The Lords of Evil are the most likely groups to self-destruct. Each member seeks power and control over others for his own reasons and only a few really have the group as a whole in mind.

Requirements

You must have 3 of your Personality Profile numbers in Morality less than 3.
Must have an Infamy of -20 or worse.
You must be a Divine agent to at least two evil gods.

The 10 Relics of Evil			
Item	Disposition		
Staff of Evil	Owned	Cloak of Evil	Missing
Shield of Evil	Owned	Tabard of Evil	Missing
Amulet of Evil	Owned	Circlet of Evil	Missing
Sword of Evil	Owned	Ring of Evil	Missing
Gauntlets of Evil	Owned	Scepter of Evil	Missing

Path Requirements & Benefits

Path Rank	Requirements	Benefits
1	See Above	Aura,
2	Recommendation by 3 of 9 lords	Aura, Your base MR increases by 5%.
3	Recommendation by 6 of 9 lords	Resist Purity,
4	Own a Legendary Evil Item of Power	ER of Evil
5	You must have 3 of your Personality Profile numbers in Morality lower than 1.	Aura, Imbue with Evil
6	Must Destroy an epic "Good" Item or person.	Your base MR increases by 5%, Pass on Aging
7	You must have 4 of your Personality Profile numbers in Morality lower than 2.	Agent, Will of Evil
8	40 CP	Mind of Evil, Eyes of Evil
9	You must have 5 of your Personality Profile numbers in Morality lower than 1.	Will Drain

Auras

You gain one of three auras. You can invoke them at will and they have no duration.

Evil: This ability when invoked stops all healing within 20' no MR and does not affect the user.

Bane: This aura radiates from you and causes all enemies within 20' radius to receive a -4 to any checks to do harm to you. A Resolve (Resist Prowess) Check SC 25 + your path rank + your command modifier, applies.

Fear: You radiate fear and anyone within sight of you must make a Resolve (Morale) SC 30 + your rank and Command bonus or become *Fear I*.

Resist Purity: You gain a +1 per rank to resist purity effects.

ER of Evil: You gain ER 5 against sacred energy damage spells.

Imbue with Evil: This ability allows you to imbue the evil descriptor to any magical item. The Item becomes evil. This affect is permanent but a lord can remove it if they deem it necessary. The evil lord merely touches the item and imbues his mana 1 day during the process of enchantment and the item is evil.

Pass on Aging: You can designate a person that will age for you. This person does not have to be willing but every year on your birthday, they get an Athletics (Endure) SC 25 + your rank. If they make their resist check you age normally that year. Aging for either happens at midnight of that night.

Agent: This ability gives any item you wield with an evil descriptor they get a +2 sacred bonus when you use them. You can use them at the same time.

Will of Evil: You gain a +4 to your Resist checks. Further, you gain a +4 to your Prowess skill and your Critical Success with that skill is 1 better.

Mind of Evil: You can will a person to look at you. They must be within 30' of you and you both make opposed Prowess (Domination) checks. If you win the target looks at you, otherwise he does not.

Eyes of Evil: You can drain something from someone with a gaze or touch. You as a swift action state what you are taking from your target. If you touch, you must roll to hit. If you gaze your target must be looking at you. In both cases, if successful, the target then must make a Resolve (Resist Prowess) Check SC 25 + your path rank + your command modifier. If the target fails the Resist Check, they lose 1 point in the ability score named, 50% of all vitality HP, ½ their wound points or age 5 years. If the target fails their resist check by 5 you can take 1 additional thing. If the target fails the check by 10 or more they lose three things. If the target Critical Successes his check the loss is ½. Ability drains are 50% likely for each point to be lost permanently. This ability recharges on a 6 on 1d6 or in 1 minute.

Will Drain: You can use an evil weapon or touch to deliver the will drain. A successful hit is required. DR does not stop this effect. The target must make a successful Resolve (Resist Prowess) Resist Check SC 25 + your path rank + your command modifier, or take 1 point of corruption. This ability is only usable 3/d and it recharges on a 6 on 1d6. .