# HERDES OF NEDEXODUS: BRELIN SWIFT

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BATHFINDER ROLEPLAYING GAME COMPATIBLE

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Some men are drawn to danger and ruin like moths to a flame. This rare breed seeks out lethal conflicts, deadly beasts, and cunning foes with reckless abandon, forever searching for a greater conquest, for the ultimate thrill. Brelin Swift is one such man, but thankfully an honorable nature guides him towards battles that can benefit the world.

Born into a noble family on a world far beyond Exodus, Brelin spent his adolescence on deadly safaris. His dabbling in the mystical arts provided broad new vistas to hunt: the elemental and outer planes. All the multiverse was his playground, and many of his battles led him to greater and greater mastery of strange spells and incantations which strengthened and empowered his body. And powerful he became. By the time he was 20, Brelin was known as a slayer of demons, devils, and worse, yet he was still not satisfied. He was a good man at heart but the hells could not be changed by his conquests. Dejected, he turned his attention to the mortal realms, and one world caught his attention – Exodus.

When Brelin arrived in this strange world, he was taken aback by the ubiquity of corruption and vice. Criminals and murderers threatened to topple nations and enslave just and righteous men. Ultimately, he discovered that much of the machination and evil in the world could be traced back to small groups of highly intelligent and dangerous individuals, working in concert to achieve ever greater heights of power and control. Brelin could not assault them directly – even a slayer of demons knew his limits. He could, however, deal with their agents, and perhaps stymie their efforts at manipulation and control. So, Brelin became a killer of killers, an assassin hunter.

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When out on a self-appointed mission, Brelin wears a long, hooded cloak in a red so dark that it's nearly black. He covers his face with a lacquered mask in white and black that looks something like a horned demon, revealing only faintly glowing yellow eyes.

When out and about and not on the hunt, Brelin maintains a non-descript appearance and seamlessly blends in with the local population. His natural form is human, or at least close to human, with darker skin, a shaved head, and the aforementioned glinting eyes.

# PERSONALITY

Brelin is not very subtle, tactful, or conniving – he relies upon honesty and earnestness to interact with other people. He is hotheaded, prone to snapping at those who annoy him and spouting wry insults. Most of all, Brelin is a man on a mission, and his single-mindedness extends to his dealings with other people. If you share his goals or can help him, he's your ally. If you oppose him, he's a deadly foe.



#### **BRELIN LIKES**

- Being provided with information about powerful, dangerous foes (especially criminals) (+4 diplomacy)
- Being spoken to plainly without complements or guile (+2 diplomacy)

#### **BRELIN HATES**

 People who speak slowly or take more than a few seconds to answer a question (-2 diplomacy per instance)

# USING BRELIN

Brelin, though a good-aligned character may very well appear as a recurring villain or opponent to the PCs. He pursues his own goal at the expense of everyone else. He often places the greater good over the good a few. As such Brelin would be willing to let a few people die if he can destroy a great evil.

Brelin has been actively pursuing the terrorists known as the Folding Circle (full detail can be found in Enemies of NeoExodus: The Folding Circle). Brelin has convinced himself that unless and until the Folding Circle is completely destroyed, Exodus cannot know peace. As everyone seems to ignore the problem, Brelin has convinced himself that most people are unworthy of his help.

Although the section below gives examples of how Brelin could be used as an ally or an opponent, it is most likely that he would fill both roles over the course of a longer campaign.

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Brelin does not play well with others. He has no qualms about changing plans without telling others. He always assumes – and believes – that anyone who does not fully agree with his is an idiot. A fact he does not hide and vocally tells to anyone who wants to hear. Anyone working with Brelin must be ready to be insulted, belittled and ignored.

If the PCs are willing to work through the difficulties, Brelin is a powerful ally. He is a powerful arcane spell caster and he knows many things and definitely thinks outside the box to defeat his foes.

## X2 XN OPPONENT

As an opponent, Brelin is ruthless and merciless towards those he considers his enemies. His list of enemies is long, extending to members of the Folding Circle, their underlings but also those who harbor or assist them – often unknowingly. He has no issue destroying bases and safehouses for the Folding Circle if it will bring them.

# PCS COULD EXSILY BE TARGETED

When faced with opponents he believes he can defeat – or already has defeated – Brelin tends to monologue about his greatness, how perfect his plan was and how foolish the PCs have been. He never assumes that with regards to the Folding Circle, and is all business when dealing with them.

# TACTICS

Before Combat: Brelin is rarely caught without an Extended expeditious retreat, and a stoneskin. Althought arrogant, overconfident and full of himself, Brelin has no qualms about using stealth, guile or any dirty trick that may lead him to victory.

**During Combat:** Brelin targets spellcasters over warriors. He uses his most powerful abilities first to cut down his foes as soon as possible, disintegrate and Empowered scorching rays are favorites of his. His philosophy is to kill his foes as quickly as possible, before they can overwhelm and kill him. When facing extra-planar opponents, he favors the use of dismissal to cut down the number of opponents.

**Morale:** Brelin is supremely confident in his own abilities and relishes a challenge, so he will only flee if he faces an army or supremely powerful being, like a demon lord or god.

### **BRELIN SWIFT**

Male human Ranger 1/ Sorcerer (starsoul) 14 CG Medium humanoid (human) Init +4; Senses low-light vision, Perception +7

#### DEFENSE

AC 20, touch 15, flat-footed 15 (+5 armor, +4 Dex, +1 dodge)

hp 138 (14d6+1d8+60)

Fort +12, Ref +15, Will +13

**Defensive abilities** evasion, no longer needs to breathe, may use Deflect Arrow 2/day; Resist cold 5, fire 5

#### OFFENSE

Speed 30 ft.

Melee Demonbane +15/+10 (1d6+5/ 15-20) Ranged ray +12 (as spell)

Special Attack favored enemy (evil outsider +2),

Sorcerer Spells Known (CL 14th; concentration +23) 7th (4/day) – plane shift (DC26)

**6th (6/day)** – disintegrate (DC25), repulsion<sup>B</sup>, true seeing

**5th (8/day)** – dismissal (DC 24), feeblemind (DC24), overland flight<sup>B</sup>, teleport

**4th (8/day)** – call lightning storm<sup>8</sup> (deals fire damage, damage increased outdoors at night), fire shield, shout (DC24), stoneskin,

**3rd (8/day)** –blink<sup>B</sup>, dispel magic, haste, lightning bolt, slow (DC22)

**2nd (8/day)** – blur, flaming sphere (DC22), glitterdust<sup>8</sup>, knock, mirror image, scorching ray

**1st (9/day)** – comprehend languages, expeditious retreat, magic missiles, protection from evil, unseen servant<sup>B</sup>, true strike

**0 (at will)** – arcane mark, detect magic, disrupt undead, flare (DC20), ghost sound, light, mage hand, prestidigitation, read magic

**Spell-Like Abilities** (CL 14th; concentration +23)

**At will** – aurora borealis (up to 14 rounds/day, like wall of fire but inflicts cold damage and does not radiate heat; one sides may fascinate up to 28HD of creatures within 10ft.; Will DC26 negates)

**12/day** – minute meteors (5'x30' column, 1d4+7 fire damage, Reflex 26 negates)

#### STATISTICS

#### Str 14, Dex 18, Con 16, Int 14, Wis 8, Cha 28 Base Atk +8; CMB +10; CMD 25

**Feats** Combat Reflexes, Dodge<sup>B</sup>, Empower Spell, Eschew MaterialB, Greater Spell Penetration, Iron WillB, Lightning Reflexes, Spell Focus (evocation), Spell Penetration, Weapon Finesse

**Skills** Acrobatics +19, Bluff +27, Fly +8, Knowledge (arcana) +20, Knowledge (planes) +10, Perception +7, Spellcraft +20, Survival +7

Languages Common, Abyssal

SQ voidwalker, wild empathy (1d20+10)

**Treasure** +4 belt of physical perfection, +6 headband of alluring charisma, amulet of proof vs. detection and location, bracers of armor +5, cloak of resistance +3, gloves of arrow snaring, ring of evasion, ring of feather falling, rod of lesser extend spell, rod of lesser empower spell

#### **SPECIAL ABILITIES**

**Bloodline Arcana** Whenever you cast an evocation spell, targets that fail their saves are dazzled by tiny sparkling starlights for 14 rounds.

**Demonbane** Demonbase is a +3 keen evil-outsider bane mithral rapier that was forged at the beginning of time by angels dedicated to the forces of good.



Written By Neal Bailey with JP Chapleau and Louis Porter Jr. Editing By Simon Rocquette Artwork by Eduardo Bromhbley All gaming mechanics on all pages is Open Game Content as defined by the Open Gaming License.

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