







calix sabinus

Wings spread, maw agape, sheathed in leather and gold and spun from the blood of thousands stands Calix Sabinus, godemperor of the undead lords, bringer of death, destroyer of angels, a power before the cataclysm, a tyrant after.

background

Calix Sabinus was born before the cataclysm to a family of minor nobles in the city of Aos on the island of Kathar, capital of the Xeres islands, now the Xeres mountains. An unremarkable third son, marked only by his above average intelligence, Calix was educated at his father's expense with a mind to pawning him off upon the priesthood at a later date, though religion was – by no means – to Calix's interests.

Rebelling against his father's intentions Calix fell in with a bad crowd of younger second and third sons from other noble families and neglected his lessons, preferring to spend his time drinking, carousing and getting fascinated with these noble scions' patronage of magicians, alchemists and other workers of arcane magic.

As a result of these early, fumbling explorations, Calix scandalised his family by deciding on his own behalf to engage in the study of arcane magic, rather than being foisted off on the priesthood. As a result he was disinherited and beggared, but he showed such a strong propensity for magical ability that he was able to progress in the Collegiate before this, too, he ruined for himself by intently studying the forbidden practices of Necromancy.

As a result of his illegal studies he was cast out of the collegiate in disgrace and yet, despite his impoverishment – now on two fronts – he continued to indulge himself, spending money on credit at a fantastic rate, purchasing corpses to experiment on and throwing himself into Aos drinking holes and whorehouses with uncommon enthusiasm.

It was during one of these sojourns into Aos' underside that he met Sabine, an alluring and sophisticated woman from the distant northern islands. Calix was enchanted by her, but more importantly for him she sponsored him financially and made sure that his studies into necromancy could continue unabated. She even supplied a great many rare tomes for him to explore and understand all the greater the magic of death.

In time she revealed herself to him, she was a vampire and she was sponsoring him to search for a cure to her condition. He was torn, his studies had twisted his mind and he had become obsessed by undeath and immortality and here was the woman he loved, rejecting the very things he sought. Their argument raged and she nearly killed him before they parted company with his promise that he would search for a cure. When she returned to him two years later he swore to her that he had a means to return her to living, breathing mortality and they renewed their relationship. Once he had her in his laboratory however he showed the steely core of treachery and self-interest that would serve him so well in later years. He rendered her helpless with magics and devices and used her blood to turn himself, becoming all that he had ever wished to be before he destroyed her.

Become a vampire Calix began to take revenge on those he felt had slighted him, all compassion and empathy driven out of him having destroyed the woman he loved in order to gain eternal life. He cut a swathe through his noble household of birth, killing his parents and his brothers and leaving himself the only heir to the estates and the fortune which he duly inherited before turning his ruthless attentions upon the masters of the Collegiate.

The cataclysm brought an end to his life in the shadows, forcing him to move publicly as the skies burned, the ash fell and the people he had been controlling as a puppeteer began to die in droves. Calix found himself in the peculiar position of working to preserve the lives of the people, needing a steady supply of blood he used artefacts and magic to raise legions of the undead and put them to work, shoring up the city, tirelessly toiling the ground for what meagre crops could be gathered and leading armies of the dead against refugees, scavengers, bandits and rivals who would threaten his lands.

In time this lead him into direct conflict with the imperially minded Asi Magnor and Calix Sabinus became an unlikely 'hero' in the rebellion against Asi Magnor's ambitions at the head of an army of mortals and undead alike. Calix is a cunning and deadly fighter but lacks the power and prowess to take Asi Magnor's armies on in a full frontal assault. Realising this he switches to defensive tactics while he completes his magical studies, finally emerging, his forces beaten back almost to his stronghold, transformed for a second time by magic, become the first and only vampiric lich, all but as powerful as a god and annihilating Asi Magnor's forces and leading his desperate army to a final victory.

Since that victory Calix Sabinus has largely withdrawn, with his brood, into his castle-laboratory in the mountain city of Aos and has left the undead lords to squabble and fight as they wish, concentrating his studies and efforts upon his next transformation, whatever that might be...



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Init +7; **Senses** Darkvision 60 ft., Blindsight 70 ft. (*life sight*); Perception +16

defense

AC 26, Touch 17, Flat Footed 22 (+3 Dex, +1 Dodge, +6 Natural, +6 Armor)

HP 291, Fast Healing 5 Save Fort +13, Ref +10, Will +19

Defensive Abilities Immune to all mind-affecting, death disease, paralysis, poison, sleep and stunning effects. Not subject to nonlethal damage, ability drain, or energy drain. Immune to damage to physical ability scores as well as to exhaustion and fatigue. Negative energy heals, rather than harms. Immune to any effect that requires a Fortitude save. Not at risk of death from massive damage, but immediately destroyed when reduced to 0 hit points. Not affected by raise dead and reincarnate spells or abilities. Does not breathe, eat, or sleep. Channel resistance +4. DR 15/magic, bludgeoning and silver. Immune to cold and electricity. Fast healing 5. If reduced to 0 hit points in combat, he assumes gaseous form and attempts to escape When Calix is destroyed, his phylactery immediately begins to rebuild his body nearby to its location.

Weaknesses vampiric weaknesses.

offense

Speed 30 ft.

Melee The Burning Blade +25/+15/+10 (2d4+1d6+5 base plus 3d10 on critical strikes), or slam (1d8+16 + Energy Drain)

Special Attacks Grave touch, spell critical, blood drain, fear aura, paralyzing touch, children of the night, create spawn, dominate (*DC 30*), energy drain (*DC 30, 2 Levels*).

Wizard Spells Known (*Calix Sabinus has access to all spells available in the campaign, CL 30, +24 ranged touch*)

9th (4/day) - Meteor Swarm x4.
8th (4/day) - Create Greater Undead x4.
7th (5/day) - Control Undead x3, Finger of Death x2.
6th (5/day) - Create Undead x4, Undeath to Death.
5th (5/day) - Cone of Cold x3, Wall of Force x2.
4th (5/day) - Animate Dead x5.
3rd (6/day) - Gentle Repose, Halt Undead, Ray
Exhaustion, Fireball x2, Wind Wall.
2nd (6/day) - Blindness/Deafness, False Life, G

2nd (6/day) - Blindness/Deafness, False Life, Ghoul Touch, Spectral Hand, Darkness, Gust of Wind.

Ray of

- **1st (6/day)** Chill Touch, Ray of Enfeeblement, Burning Hands, Charm Person, Magic Missile x2.
- **0** (4/day) Bleed, Disrupt Undead, Ray of Frost. Touch of Fatigue.

statistics

Str 18, **Dex** 16, **Con** -, **Int** 25, **Wis** 21, **Cha** 18 **Base Atk** +21/+11/+6 **CMB** +25 **CMD** 38 Feats Alertness, Arcane Armor Mastery, Arcane Armor Training, Arcane Strike, Brew Potion, Combat Casting, Combat Reflexes, Command Undead, Craft Magic Arms and Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Critical Focus, Deceitful, Disruptive, Dodge, Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Forge Ring, Great Fortitude, Heighten Spell, Improved Counterspell, Improved Initiative, Intimidating Prowess, Iron Will, Leadership, Lightning Reflexes, Maximise Spell, Persuasive, Scribe Scroll, Toughness.

Skills Appraise +21, Bluff +22, Climb +20, Craft (*Alchemy*) +23, Craft (*Armor*) +23, Craft (*Jewelery*) +23, Craft (*Weapons*) +23, Diplomacy +5, Disguise +8, Fly +17/22, Intimidate +9, Knowledge (*arcana*) +31, Knowledge (*history*) +21, Knowledge (*nobility*) +23, Knowledge (*planes*) +21, Knowledge (*religion*) +21, Linguistics +31, Perception +16, Ride +16, Sense Motive +24, Spellcraft +31, Stealth +11/16, Swim +16.

Languages Common, Celestial, Infernal, Elven, Dwarven, Draconic.

SQ Arcane bond (*gold chain*), arcane school (*Necromancy*, *opposition schools Transmutation and Illusion*), life sight, diverse training, change shape (*dire bat or wolf, beast shape II*), gaseous form, shadowless, spider climb.

Equipment Shadow Harness of Smoke and Flame, Figurine of Wondrous Power - Carrion Fly, Fallen Angel Wings, The Burning Blade, The Undying Eye, Staff of Charming, +4 dagger.

class jeatures:

- Arcane Bond (*Ex or Sp*): Calix is bonded to the golden Chain of Authority that once marked his father and, briefly, his older brother as head of House Sabinus.
- Arcane School: Calix Sabinus is a member of the Necromancy school of magic and as such has Power over Undead (*Su*), giving him Command Undead as a bonus feat, usable 7 times a day. His opposition schools are Transmutation and Illusion.
- Grave Touch (*Sp*): As a standard action, Calix may make a melee touch attack that causes a living creature to become shaken for 15 rounds. If he touches a shaken creature with this ability, it becomes frightened for 1 round if it has fewer than 30 Hit Dice. He can use this ability 10 times per day.
- Life Sight (Su): Calix has blindsight to a range of 70 feet, usable for 30 rounds per day This ability only allows him to detect living and undead creatures. This sight also tells him whether a creature is living or undead. Constructs and other creatures that are neither living nor undead (*such as Harrowed*) cannot be seen with this ability.
- Spell Critical (Su): Whenever Calix successfully confirms a critical hit he can cast a spell as a swift action. The spell must include the target of the attack as one of its targets or in its area of effect. Casting this spell does not provoke an attack of opportunity.

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• Proficient with simple and martial weapons, all armor and shields.

special features

- Proficient with natural weapons.
- Undead do not breathe, eat, or sleep.
- If reduced to 0 hit points in combat, he assumes gaseous form and attempts to escape. He must reach his coffin home within 2 hours or be utterly destroyed. (*He can normally travel up to 9 miles in 2 hours.*) Additional damage dealt to a gaseous form has no effect. Once at rest, Calix is helpless. He regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.
- **Rejuvenation** (*Su*): When Calix is destroyed, his phylactery (*which is hidden in a safe place far from where he chooses to dwell*) immediately begins to rebuild his body nearby. This process takes 1d10 days if the body is destroyed before that time passes, the phylactery starts the process anew. After this time passes he wakens fully healed (*albeit without any gear it left behind on its old body*). Calix keeps his coffin and his phylactery in two, separate, heavily fortified dungeons on the furthest north and furthest south mountaintops in the Xeres range.
- Calix has a slam attack that does 1d8+16 damage and causes energy drain. His natural weapons are treated as magic weapons for overcoming damage reduction. This attack is infused with negative energy and can be used to heal undead or, as a full-round action, Calix can use the ability on himself to heal.
- Blood Drain (Su): Calix can suck blood from a grappled opponent; if he establishes or maintains a pin it drains blood, dealing 1d4 points of Constitution damage. Calix heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to his full normal hit points) each round he drains blood.
- Fear Aura (Su): Creatures of less than 5 HD in a 60foot radius that look at Calix must succeed on a Will save (*DC 30*) or become frightened. Creatures with 5 HD or more must succeed at a Will save or be shaken for 32 rounds. A creature that successfully saves cannot be affected again for 24 hours. This is a mind-affecting fear effect.
- **Paralyzing Touch (Su):** Any living creature a Calix hits with his touch attack must succeed on a Fortitude save (*DC 30*) or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (*see the bestow curse spell description, with a DC of 30*). The effect cannot be dispelled. Anyone paralyzed seems dead, though a DC 20 Perception check or a DC 15 Heal check reveals that the victim is still alive.
- Children of the Night (*Su*): Once per day, Calix can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6

wolves as a standard action. These creatures arrive in 2d6 rounds and serve him for up to 1 hour.

- Create Spawn (Su): Calix can create spawn out of those he slays with blood drain or energy drain, provided that the slain creature is humanoid. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of Calix and remains enslaved until his destruction. Calix may have enslaved spawn totaling no more than 64; any spawn he creates that would exceed this limit become free-willed undead. Calix may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.
- **Dominate** (*Su*): Calix can crush a humanoid opponent's will as a standard action. Anyone he targets must succeed on a Will save (*DC 30*) or fall instantly under his influence, as though by a dominate person spell (*caster level 12th*). The ability has a range of 30 feet. Calix has learned to dominate other creature types, such as animals, not just humanoids.
- Energy Drain (Su): A creature hit by Calix's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks he makes.
- Change Shape (Su): Calix can use change shape to assume the form of a dire bat or wolf, as beast shape II.
- **Gaseous Form** (*Su*): As a standard action, Calix can assume gaseous form at will (*caster level 5th*), but can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.
- Shadowless (*Ex*): Calix casts no shadows and shows no reflection in a mirror.
- Spider Climb (*Ex*): Calix can climb sheer surfaces as though under the effects of a spider climb spell.

weaknesses

- Weaknesses: Calix cannot tolerate the strong odor of garlic and will not enter an area laced with it.
- He recoils from mirrors or strongly presented holy symbols. These things don't harm him they merely keep it at bay. When recoiling he must stay at least 5 feet away from the mirror or holy symbol and cannot touch or make melee attacks against that creature. Holding him at bay takes a standard action. After 1 round he can overcome his revulsion of the object and function normally each round he makes a DC 25 Will save.
- Calix cannot enter a private home or dwelling unless invited in by someone with the authority to do so. This does not apply within his direct dominion, where everything belongs to him as its rightful and absolute lord and there is no private property.
- Reducing Calix's hit points to 0 or lower incapacitates him but doesn't always destroy him. However, certain attacks can slay him. Exposing him to direct sunlight staggers him on the first round of exposure and

destroys him on the second consecutive round of exposure if he does not escape (*causing his phylactery to begin reconstructing him*). Each round of immersion in running water inflicts damage on him equal to one-third of his maximum hit points – if reduced to 0 hit points in this manner he is destroyed (*again, driven back to his phylactery*). Driving a wooden stake through his helpless heart instantly slays him and prevents his phylactery reforming him somewhere else (*this is a full-round action*). However, he returns to life if the stake is removed, unless the head is also severed and anointed with holy water, which again, destroys him, returning him to his phylactery to be renewed.

equipment

Shadow Harness of Smoke and Flame: The strapping and toughened leather forms a magical shield around Calix Sabinus that deflects blows (+2) and absorbs 10 incoming fire damage. It also wreathes the wearer in smoke and shadow providing a +5 bonus to Stealth.

Figurine of Wondrous Power, Carrion Fly: When animated, the Carrion Fly is the size of a warhorse and has all the statistics of a Pegasus but can make no attacks. The item can be used three times per week for up to 12 hours per use. When 12 hours have passed or when the command word is spoken, the ebony fly again becomes a tiny statuette.

Fallen Angel Wings: A pair of great bat wings have been permanently implanted into Calix Sabinus' back using dark sorcery. Some even claim they are Zebadiah's wings, torn off and changed, preserved using necromancy. They can be transformed into the appearance of a cloak of black feathers or activated and spread as great bat wings. When activated Calix is empowered to fly with a speed of 60 feet (*average maneuverability*) with a +5 competence bonus on Fly skill checks.

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The Burning Blade: A scythe, crafted from a single piece of obsidian and infused with necromantic energy, the burning blade is a +1 magical weapon of flaming burst. It does 2d4+1d6+1 base damage and an additional 3d10 points of fire damage on a successful critical hit. Anyone slain by The Burning Blade rises as a skeleton under the control of the wielder, blasted black by the unnatural fire.

The Undying Eye: In his fortress laboratory Calix maintains a perfect sphere of necromantic obsidian, six feet in diameter. In its depths he can scry at great distances with almost undefeatable power. This us a Crystal Ball with see invisibility, telepathy, true seeing and detect thoughts.

Calix carries a Staff of Charming on the rare occasions he holds court, an implicit threat and a way of keeping his more recalcitrant minions in line. He keeps a +4 dagger as a reserve weapon, in case The Burning Blade is taken from him.

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