Rite Publishing Presents

Faces of the Tarnished Souk: Viscount Zanzig, High Prognosticator of Sarnath



By Matt Banach and Justin Sluder

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Dedication: To Clinton Boomer and Jonathan McAnulty —For bringing us the *Coliseum Morpheuon*.

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Viscount Zanzig, the Crystal Seer, High Prognosticator of Sarnath

Viscount Zanzig is a fortuneteller and answerer of questions. He claims to be touring Dream 'for a limited time only' while he awaits the alignment of the proper stars, despite the fact that he has been a fixture of the Tarnished Souk for years. He is a fine-featured elf of early middle age with a flair for the dramatic and a wardrobe more befitting a lofty arch-sorcerer than a street-corner soothsayer. Despite his flaky demeanor and odd presentation, "the Crystal Seer" is a skilled diviner, learned in powerful methods of magical scrying. Vain and egocentric, Viscount Zanzig would like to be adored and envied by high society as a nobleman mystic and supreme master of his art, but his ideals of honor and respect are undermined by his chicken-hearted aversion to both conflict and responsibility. He attempts to impress potential clients with minor feats of mentalism and a hammy sense of showmanship, nervously avoiding requests to delve into the affairs of dangerous beings or perilous situations (however, being weak-willed, his cowardly prudence can often be overcome by coin, kindness, or coercion). Despite his contradictory preference for ignorance, the viscount knows a great deal of lore and has the capacity to discern hard-to-find information with frightening ease, though there are rumors that he occasionally indulges in some unsavory and risky vices in order to forget those things he wishes he didn't know. He is instantly recognizable by his namesake crystal ball and his ostentatious, high-collared robe of scintillating colors. The one fact that the Crystal Seer will never divulge is that he is secretly a reluctant pawn of the Khan of Nightmares, left in the open to ply his trade so that the Khan's enemies may be identified by their queries and then fed information that suits the Khan's evil schemes.

Dreamburning and Viscount Zanzig

Hope: Viscount Twillion Zanzig was once the court seer of Sarnath, a great and beautiful city. He foretold that a terrible doom would come, but fled in fear before whatever it was befell his beloved city. Willfully ignorant of what happened thereafter, he hopes against reason that his prediction was wrong.

Goal: Zanzig dreams of leading a life of luxury in the company of civilized aristocrats and charming nobles who laugh at his jokes and clap at his parlor tricks, considering the fact that he lives in the Tarnished Souk, he is constantly disappointed.

Note: Zanzig no longer has an Aspiration. He once aspired to overcome his shortcomings and become a great hero, but the Khan of Nightmares burned that dream away during his unsuccessful struggle to resist domination.

In the Tarnished Souk

The Crystal Seer advertises his act through booming announcements, magical pyrotechnics, and a gang of petty flunkies hired to roam the Tarnished Souk exclaiming scripted testimonials about his amazing insight. The prognosticator receives his clients in a

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dimly lit red velvet tent full of occult curiosities and icons of obscure gods and spirits. Inside, he perches on a throne-like chair behind a low wooden table upon which rests his crystal ball, inviting his clients to sit and have their fortunes told. Should he wish to end a session prematurely, he feigns a dizzy spell, asking his albino pygmy manservant, Udo, to escort everyone out.

Jore

Characters may learn the following information via Diplomacy (Gather Information) or Knowledge (Local) skill checks:

DC 15 - You learn the location of an eccentric elf fortuneteller, "the Crystal Seer."

DC 20 - He is a savant diviner. Other merchants remark, "He knows all and sees all, if you can get him to open his eyes."

DC 25 - His crystal ball is not just a prop - an expert at scrying he can see through powerful illusions with ease.

DC 35 - Despite his proud pomp, he is a coward, nervous and easily cowed. He has a vice for dreambased narcotics.

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DC 40 - Due to a nasty betting scandal years ago that involved the Pasha of Swirling Ashes and a vast sum of money, Zanzig is forbidden from providing direct information about the Coliseum's gladiatorial games or their outcomes.

How to use Viscount Zanzig

- The Crystal Seer's standard prices for divinations follow the usual formula (Caster Level × Spell Level × 10 gp), with no cap for maximum price. He charges extra for dangerous questions but also for minor spells, he considers a waste of his time.
- Unfettered access to the Crystal Seer's powerful abilities could reveal too much too soon, so GMs may wish to limit his use. It is possible that: a) he refuses to answer some questions, afraid of getting on the wrong side of a fearsome being. b) He is intoxicated with dream-narcotics and temporarily unreliable. c) A query might violate his ban on predicting the Coliseum's games [see Lore, above]. Or d) the Khan of Nightmares uses his secret influence over Zanzig to provide misinformation or misdirect the PCs.
- The PCs might know the following obscure lore with a Knowledge (History or Planes) skill check [DC 45]: "The great city of Sarnath is no more, destroyed by a mysterious flood. Looters of Sarnath's ruins found signs that the populace went mad, committing unspeakable acts before evil waters claimed them all.' If confronted with this unwelcome revelation, he snaps, spiraling into a self-destructive depression.
- The Khan of Nightmares' influence over the Crystal Seer is very subtle. The Khan almost never issues commands through the diadem of servitude, preferring to silently observe from time to time without interference (Sense Motive DC 36 to detect Zanzig's untrustworthy nature). A protection from evil spell cast upon Zanzig temporarily suppresses the diadem of servitude's link.

Viscount Zanzig, the Crystal Seer, High Prognosticator of Sarnath CR 16 XP 76,800

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Male savant elf wizard (diviner) 15 N Medium humanoid (elf) Init +13; Senses low-light vision; Perception +10

Defense

AC 22, touch 15, flat-footed 22 (+7 armor, +3 defending, +2 Dex)

hp 100 (15d6+45)

Fort +10, **Ref** +9, **Will** +19; +2 vs. enchantment **Defensive Abilities** combat insight, deductive leap, forewarned, uncanny dodge; **Immune** sleep

Offense

Speed 30 ft.

Melee *defending quarterstaff* +10/+5 (1d6+3) **Special Attacks** combat insight, diviner's fortune 15/day

Spells Prepared (CL 15th; concentration +27) 8th—discern location, greater prying eyes, mass charm monster (DC 30), mirrored oracle

7th–greater arcane sight, greater scrying (DC 31), greater teleport, insanity (DC 29), monstrous lore

6th—analyze dweomer (2), globe of invulnerability, mass suggestion, mislead (DC 28), teleport tracer

5th—contact other plane, passwall, prying eyes, sending, teleport, x-ray vision

4th—arcane eye (2), confusion (2, DC 26), greater invisibility, locate creature (2), portrait of the wanted stoneskin

3rd—arcane sight (2), clairaudience/clairvoyance (2), deep slumber (DC 25), displacement, haste,

2nd-detect thoughts (2, DC 26), locate object (3), misdirection (DC 22), resist energy, touch of idiocy

1st-detect secret doors (2), disguise self (DC 23), endure elements, feather fall, identify (2), shield

Cantrips (at will)—arcane mark, detect magic, detect poison, read magic

Opposition Schools evocation, necromancy

Jactics

Before Combat Zanzig detests violence and uses his predictive powers to avoid combat as best he can.

During Combat Should Zanzig encounter combat, he does his best to flee quickly, making use of spells such as *feather fall, greater invisibility, haste,* and *teleport.* Should he be unable to flee, he defends himself as best he can, using *stoneskin,* followed by *haste, shield,* and *greater invisibility* if not already active.

Morale Zanzig is cowardly. He flees immediately and should he be reduced to 30 hit points, he surrenders, and then *teleports* away unless prevented from doing so.

Statistics

Str 14, **Dex** 14, **Con** 16, **Int** 35, **Wis** 26, **Cha** 8 **Base Atk** +7; **CMB** +9; **CMD** 32 **Feats** Blind-Fight^B, Combat Expertise, Craft Staff, Craft Wondrous Item^B, Defensive Combat Training, Diviner's



Delving1, Greater Spell Focus (divination), Improved Initiative, Run, Scribe Scroll^B, Skill Focus (Diplomacy), Spell Focus (divination), Spell Mastery (*arcane eye*, *deep slumber, detect magic, feather fall, haste, mage armor, misdirection, nondetection, spider climb, teleport*)^B バスノッススてやマストLッマ

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Skills Appraise +30*, Climb +17, Craft (glass) +32*, Diplomacy +20*, Disable Device +17*, Disguise +14*, Knowledge (arcana, engineering, history, local, planes, religion) +30*, Knowledge (other) +12, Linguistics +30*, Perception +10, Profession (fortune teller) +26*, Sense Motive +23, Sleight of Hand +17*, Spellcraft +30*, Stealth +17; **Racial Modifiers** +2 Perception

Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Boggard, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sphinx, Sylvan, Tengu, Terran, Treant, Undercommon, Vegepygmy, Worg

SQ arcane bond (staff), elven magic, scrying adept, skill insight, skill mastery*, terrain insight

Gear +3 defending quarterstaff of transmutation, amulet of nondetection, belt of physical perfection +6, bracers of armor +7, cloak of resistance +2, crystal ball (as greater scrying [DC 20], true seeing), diadem of servitude, ring of revelation, ring of sustenance, robe of

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scintillating colors, slippers of spider climbing, mwk artisan tools, mwk thieves' tools, spell component pouch

Special Abilities

Combat Insight (Ex) Zanzig gains a +2 insight bonus on attack and damage rolls and a +2 insight bonus to armor class against any creature he has watched in combat for 3 rounds.

Deductive Leap (Ex) Once per round, Zanzig can choose to substitute his Intelligence modifier for the ability modifier usually associated with a saving throw he is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if Zanzig does not know what the saving throw is for.

Skill Insight (Ex) Zanzig gains a +4 insight bonus to Bluff, Diplomacy, Intimidate, and Sense Motive against creatures he has observed or interacted with for 1 minute. He can also Knowledge (all), Disable Device, Linguistics, and Use Magic Device skills untrained. Zanzig gains Disable Device, Knowledge (all), Linguistics, and Use Magic Device as class skills in addition to any he has from their racial hit dice and/or class levels.

Skill Mastery (Ex) Zanzig can Take 10 with the indicated skills, even if stress or distraction would normally prevent him from doing so.

Terrain Insight (Ex) Zanzig gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which he is very familiar (that is, a place that he has been to often and feels at home in).

Diadem of Servitude

Aura strong enchantment and transmutation; CL 17th Slot headband; Price 285,000 gp; Weight 1 lb. Description

Designed and crafted specifically for the Crystal Seer. this delicate looking crown grants a +6 enhancement bonus to his Intelligence and Wisdom, as well as the bonus skill ranks as a *headband* of vast intelligence (Climb, Disguise, Sleight of Hand). Additionally, the wearer is subjected to a dominate monster effect (DC 33) repeatedly until the item is removed, or the subject fails their save. Once the wearer fails their save, they do not willingly remove the diadem, attempting to put it back on should it be forcefully removed. Built to the specifications of the Khan of Nightmares, the wearer and the Khan can communicate telepathically across any distance (but not across planar boundaries), so long as the Khan himself desires.

Construction

Requirements Craft Wondrous Item, dominate monster, fox's cunning, mind fog, owl's wisdom, telepathic bond; Cost 142,500 gp

The Khan of Nightmare's Amulet of Command

Aura overwhelming enchantment; CL 20thh Slot neck; Weight -Description

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Ring of Revelation

This gold chain bears a pendant with a multitude of small gems of many different types. It grants the wearer the ability to control the minds and bodies of others. This amulet possesses 50 charges which can be used to power the following abilities (using the wearers highest mental ability score to set any save DC), and recharge automatically after 24 hours.

1 charge:

- deep slumber (DC 13; no Hit Dice limit)
- *feeblemind* (DC 15)
- mass charm monster (DC 18)
- mass suggestion (DC 16)
- mind fog (DC 15)

2 charges

- dominate monster (DC 19)
- mass hold monster (DC 19)

This amulet can also be used to control up to 20 different items designed to exert control over others, such as a *diadem of servitude*.

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Destruction

If worn by a creature wearing 10 items it controls, the amulet is destroyed, and the wearer must succeed on a Will save (DC 40) or be permanently effected by feeblemind and mind fog. A miracle spell cast by a worshiper of a deity of freedom can remove these effects.

Ring of Revelation

Aura strong divination; CL 17th

Slot ring; Price 255,000 gp; Weight -

Description

The wearer of this ring is continuously protected by both foresight and true seeing.

Construction

Requirements Forge Ring, foresight, true seeing; Cost 127,500 gp

Mirrored Oracle

School: Divination; Level: Clr 8, Sor/Wiz 8 Casting Time: 10 minutes Components: V, S, M (silver mirror) Range: Touch Target: Creature touched

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By entering into a deep trance, you can portend another creature's future and provide him with additional insight about what lies ahead of him. Mirrored oracle does not provide the character any specific or even vague knowledge about his future. Instead, the character experiences a strange sense of déjà vu throughout the spell's duration. In game terms, this spell gives the character a total insight bonus equal to the caster level that he can add, in partial increments, to his AC or to any die roll including attack and damage rolls, saving throws, skill checks and ability checks even after determining the initial outcome (excluding rolls for hit points). Whenever he applies an insight bonus under any of the preceding circumstances, he subtracts that amount from his remaining insight bonus until it is exhausted. An insight bonus added to his AC only applies to one attack made against him. For instance, a *mirrored oracle* spell cast by a 17th level cleric grants the recipient a total insight bonus of +17. If the character adds a +5 insight bonus to a saving throw, a +3 insight bonus to an attack roll and a +3 insight bonus to AC, he still has a +6 bonus that he can add to any one die roll or to multiple die rolls as long as the cumulative bonus does not exceed +6. The spell ends when the character has completely exhausted his insight bonus, and the effects of multiple oracle spells do not stack.

Monstrous Jore

School: Divination; Level: Clr 7, Drd 7, Sor/Wiz 7 Casting Time: 1 minute Components: V, S, M (a piece of the monster's body or scat)

Range: Touch

Target: One creature

Duration: Instantaneous

Saving Throw: None; Spell Resistance: Yes

You learn the names of all the creature's extraordinary, supernatural, and spell-like abilities, including but not limited to Special Defenses, Special Attacks, and Special Qualities. You can cast this spell on a piece of the creature or the creature's scat. You can cast the spell on decayed, desiccated or fresh parts of a creature. Once cast you gain the knowledge (the names), but you do not learn the details of what those abilities do.

Portrait of the Wanted

School: Divination; Level: Pal 4, Rgr 4, Sor/Wiz 4 Casting Time: 1 standard action Components: V, S, F (item on which it is cast) Range: Touch Target: Touched object

Duration: Instantaneous Saving Throw: None; Spell Resistance: No

You draw an image of the last creature that touched the targeted item. Any creature with an intelligence score of 3 or below that touched the item is not revealed. You can draw an image of the last intelligent creature to touch the item within a number of days equal to your caster level with an extreme level of skill. If the item hasn't been touched for a number of days greater than your caster level you obtain no image at all. For example, a

diviner investigating a murder can cast this spell on an item found at the murder scene and draw an image of who touched it last in hopes of identifying the killer or a witness. This spell can be fooled with illusions. For example, if a diviner cast this spell on a silver coin last touched by an elf that was affected by *polymorph* to look like a halfling, a mental image of the halfling with the silver coin in hand would be revealed. If the last person to touch the item was wearing a mask at the time he touched it, you draw only his masked face, although you still get an idea of his general size and shape.

Jeleport Tracer

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School: Divination; Level: Sor/Wiz 6 Casting Time: 1 standard action

Components: S

Range: Medium (100 ft. + 10 ft./level)

Effect: One teleportation spell

Duration: Instantaneous

Saving Throw: None; Spell Resistance: No

You immediately know the destination of the most recent spell with the teleportation subschool cast within the range. You know the location well enough to teleport to it immediately with no chance of error, although the spell confers no ability to teleport. アベルシュノアタファスペ

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X-Ray Vision

School: Divination; Level: Sor/Wiz 5 Casting Time: 1 standard action Components: V, S, M (a piece of glass) Range Touch Target Creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes (harmless) The gubiest earn are into and through golid

The subject can see into and through solid matter. At a range of 20 feet, the subject can see as if it were looking at something in normal light—even if there is none. For example, if the subject looks into a locked chest, it can see inside even if there's no light within. *X-ray vision* can penetrate matter based on the type of material and the caster's level:

Substance Scanned	*Thickness Per Round	Maximum Thickness
Organic matter (animal)	2 feet/5 levels	2 feet/level
Organic matter (vegetable)	1 foot/5 levels	2 feet/level
Stone	6 inches/5 levels	1 foot/level
Iron, steel, and so on	Half-inch/5 levels	1 inch/level
Lead, gold, platinum	Cannot penetrate	N/A

* Thickness penetrated per round of X-raying

It's possible to scan an area of up to 100 square feet in 1 round. For example, during 1 round you could scan a stone wall 10 feet wide and 10 feet high. Alternatively, you could scan an area 5 feet wide and 20 feet high. You are 90 percent likely to locate secret compartments, drawers, recesses, and doors using *X-ray vision* scanning.

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CR 11

XP 12,800 Male savant elf wizard (diviner) 10 N Medium humanoid (elf) Init +9; Senses low-light vision; Perception +8

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AC 15, touch 10, flat-footed 15 (+5 armor) hp 47 (10d6+10) Fort +4, Ref +3, Will +13; +2 vs. enchantment **Defensive Abilities** combat insight, deductive leap, forewarned, uncanny dodge; Immune sleep

Offense

Speed 30 ft.

Melee +1 quarterstaff +1 (1d6+1) Special Attacks combat insight, diviner's fortune

13/day

Spells Prepared (CL 10th; concentration +20) 5th-contact other plane, prying eyes, teleport (2), xray vision

4th-arcane eye, confusion (DC 24), greater invisibility, locate creature (2), portrait of the wanted stoneskin 3rd-arcane sight, clairaudience/clairvoyance (2), deep slumber (DC 23), displacement, haste, perilous strike 2nd-detect thoughts (2, DC 23), locate object (3), misdirection (DC 22), resist energy, touch of idiocy 1st-detect secret doors (2), disguise self (DC 21), endure elements, feather fall, identify (2), shield Cantrips (at will)—arcane mark, detect magic, detect poison, read magic

Opposition Schools evocation, necromancy

Tactics

Before Combat Zanzig detests violence and uses his predictive powers to avoid combat as best he can.

During Combat Should Zanzig encounter combat, he does his best to flee quickly, making use of spells such as feather fall, greater invisibility, haste, and teleport. Should he be unable to flee, he defends himself as best he can, using stoneskin, followed by haste, shield, and greater invisibility if not already active.

Morale Zanzig is cowardly. He flees immediately and should he be reduced to 30 hit points, he surrenders, and then teleports away unless prevented from doing so.

Statistics

Str 10, Dex 10, Con 12, Int 30, Wis 22, Cha 8 Base Atk +5; CMB +5; CMD 20

Feats Blind-FightB, Combat Expertise, Craft Wondrous ItemB, Defensive Combat Training, Improved Initiative, Scribe ScrollB, Skill Focus (Diplomacy), Spell Focus (divination), Spell Mastery (arcane eye, deep slumber, detect magic, feather fall, haste, mage armor, misdirection, nondetection, spider climb, teleport)B

Skills Appraise +23*, Craft (glass) +25*, Diplomacy +15*, Disable Device +10*, Knowledge (arcana, history, local, planes, religion) +23*, Knowledge (other) +10, Linguistics +23*, Perception +8, Profession (fortune teller) +19*, Sleight of Hand +10*, Spellcraft +23*, Stealth +10; Racial Modifiers +2 Perception

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Cyclops, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Treant, Undercommon

SQ arcane bond (staff), elven magic, scrying adept, skill insight, skill mastery*, terrain insight

Gear +1 quarterstaff, amulet of nondetection, belt of physical perfection +2, bracers of armor +5, crystal ball (detect thoughts), diadem of mental prowess +2 (Int, Wis; Sleight of Hand), ring of sustenance, robe of scintillating colors, slippers of spider climbing, mwk artisan tools, mwk thieves' tools, spell component pouch

Special Abilities

Combat Insight (Ex) Zanzig gains a +2 insight bonus on attack and damage rolls and a +2 insight bonus to armor class against any creature he has watched in combat for 3 rounds.

Deductive Leap (Ex) Once per round, Zanzig can choose to substitute his Intelligence modifier for the ability modifier usually associated with a saving throw he is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if Zanzig does not know what the saving throw is for.

Skill Insight (Ex) Zanzig gains a +4 insight bonus to Bluff, Diplomacy, Intimidate, and Sense Motive against creatures he has observed or interacted with for 1 minute. He can also Knowledge (all), Disable Device, Linguistics, and Use Magic Device skills untrained. Zanzig gains Disable Device, Knowledge (all), Linguistics, and Use Magic Device as class skills in addition to any he has from their racial hit dice and/or class levels.

Skill Mastery (Ex) Zanzig can Take 10 with the indicated skills, even if stress or distraction would normally prevent him from doing so.

Terrain Insight (Ex) Zanzig gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which he is very familiar (that is, a place that he has been to often and feels at home in).

Perilous Strike

School: Divination: Level: Sor/Wiz 3

Components: V, M (a platinum miniature archery target worth 100 gp)

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Casting Time: 1 standard action

Range: Personal

Duration: 1 round/level or until discharged

This spell guides the caster's claw (or other weapon) with supernatural knowledge. The next attack the caster makes during the duration that would miss its target gains a +20 insight bonus. If the caster strikes the target using this additional bonus, make a normal attack roll (without the +20 insight bonus) to confirm a critical as if you had threatened with a critical (whether you did or not). If you confirm the critical strike, resolve it as if you had really rolled a critical hit.

The spell affects only one attack and then ends.

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Viscount Zanzig of Sarnath CR 6

XP 2,400 Male savant elf wizard (diviner) 5 N Medium humanoid (elf) Init +1; Senses low-light vision; Perception +7

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AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex) hp 20 (5d6) Fort +1, Ref +0, Will +9; +2 vs. enchantment

Defensive Abilities combat insight, deductive leap, forewarned, uncanny dodge; **Immune** sleep

Offense

Speed 30 ft.

Melee quarterstaff +1 (1d6-1)

Special Attacks combat insight, diviner's fortune 11/day

Spells Prepared (CL 5th; concentration +13)

3rd-clairaudience/clairvoyance, deep slumber (DC 21), haste, perilous strike

2nd-detect thoughts (DC 21), locate object (2), resist energy, speak with objects, spider climb

1st-detect secret doors, disguise self (DC 19), feather fall, identify, foe's measure, shield

Cantrips (at will)-canny shot, detect magic, detect poison, read magic

Opposition Schools evocation, necromancy

actics

Before Combat Zanzig detests violence and uses his predictive powers to avoid combat as best he can.

During Combat Should Zanzig encounter combat, he does his best to flee quickly, making use of spells such as feather fall, haste, perilous strike, and spider climb. Should he be unable to flee, he defends himself as best he can, using total defense and *shield*.

Morale Zanzig is cowardly. He flees immediately and surrenders if cornered.

Statistics

Str 8, Dex 8, Con 10, Int 27, Wis 20, Cha 8 Base Atk +2; CMB +1; CMD 10

Feats Blind-Fight^B, Combat Expertise, Craft Wondrous Item^B, Scribe Scroll^B, Skill Focus (Diplomacy), Spell Focus (divination)

Skills Appraise +16*, Craft (glass) +16*, Diplomacy +7*, Knowledge (arcana, history, local, planes, religion) +16*, Knowledge (other) +8, Linguistics +16*, Perception +7, Profession (fortune teller) +13*, Spellcraft +16*; Racial Modifiers +2 Perception

Languages Abyssal, Aklo, Auran, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Infernal, Sylvan, Terran, Undercommon

SQ arcane bond (staff), elven magic, skill insight, skill mastery*, terrain insight

Gear quarterstaff, bracers of armor +2, crystal ball, robe of scintillating colors, artisan tools, spell component pouch

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Special Abilities

Combat Insight (Ex) Zanzig gains a +2 insight bonus on attack and damage rolls and a +2 insight bonus to armor class against any creature he has watched in combat for 3 rounds.

Deductive Leap (Ex) Once per round, Zanzig can choose to substitute his Intelligence modifier for the ability modifier usually associated with a saving throw he is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if Zanzig does not know what the saving throw is for.

Skill Insight (Ex) Zanzig gains a +4 insight bonus to Bluff, Diplomacy, Intimidate, and Sense Motive against creatures he has observed or interacted with for 1 minute. He can also Knowledge (all), Disable Device, Linguistics, and Use Magic Device skills untrained. Zanzig gains Disable Device, Knowledge (all), Linguistics, and Use Magic Device as class skills in addition to any he has from their racial hit dice and/or class levels.

Skill Mastery (Ex) Zanzig can Take 10 with the indicated skills, even if stress or distraction would normally prevent him from doing so.

Terrain Insight (Ex) Zanzig gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which he is very familiar (that is, a place that he has been to often and feels at home in).

Canny Shot

School: Divination; Level: Sor/Wiz o Casting Time: 1 Standard action **Components:** V, S Range: Personal Target: You Duration: see text You gain temporary, intuitive insight into the immediate

future during your next attack. Your next single ranged attack roll (if it is made before the end of the next round) gains a +2 insight bonus. Additionally, you reduce the miss chance that applies to attackers trying to strike a concealed target by 20%.

Foes' Measure

School: Divination; Level: Sor/Wiz 1 Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Target: Creatures in a 30-ft.-radius burst.

Duration: Instantaneous

Saving Throw: Special (see text);

Spell Resistance: Yes

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The caster learns the power of all affected creatures in the area of effect. He learns their class or creature type (and subtype) along with their level or HD. Disguised creatures cause the spell to provide whatever information the disguised creature wishes (example commoner level 1 or dragon (fire) HD 25).

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1. 2. 7. 2. V. S.

School: Divination; Level: Sor/Wiz 2 Casting Time: 1 standard action **Components:** V, S Range: Personal Target: You Duration: 1 min./level

You can comprehend and communicate telepathically with manufactured objects, including animated objects and constructs. You are able to ask questions and receive answers from objects. An inanimate object's sense of its surroundings is limited, so it won't be able to give or recognize detailed descriptions of creatures or answer questions about events outside its immediate vicinity. The spell doesn't make animated objects or constructs any more friendly or cooperative than normal. Furthermore, they are likely to make inane comments. If an animated object or construct is friendly toward the caster, it may do some favor or service for the caster (as determined by the GM).

Savant Creature Template (CR+0 or+2)

Savants are creatures gifted with unusual intelligence due to some accident of birth. Physically weak and socially inept, they live on the fringes of the social order and are viewed as oracles at best or freaks at worst. Despite their quick wits, flawless memories, and faultless logic, few savants become leaders of their kind. Some, however, gain considerable political power by serving as advisors to more charismatic leaders who are socially acceptable to others. Such injustice often makes savants bitter and vengeful creatures.

A savant looks much like any normal member of its race, though it usually has an enlarged skull to house its extra-large brain. The typical savant also has some physical deformity, such as a club foot or a twisted back-a feature that further erodes its ability to relate to others.

Creating a Savant Creature

"Savant" is an inherited template that can be added to any creature with an Intelligence score of 3 or higher. A savant uses all the base creature's statistics and special abilities except as noted here.

CR: Same as the base creature. The savant's high Intelligence should make it a much greater threat than an average member of its race because of the plots and machinations it can invent, but in physical combat, no adjustment or a +1 adjustment to CR should be appropriate. If the savant can cast spells as a cleric, druid, or wizard, the abnormally high save DCs may justify a +2 CR adjustment.

Defensive Abilities: The savant retains all the base creature's defensive abilities and gains those described here.

Combat Insight (Ex): A savant gains a +2 insight bonus on attack and damage rolls and A +2 insight bonus to AC against any creature it has watched in combat for at least 3 rounds.

Deductive Leap (Ex): Once per round, a savant can choose to substitute its Intelligence modifier for the ability modifier usually associated with a saving throw it is about to make. The decision to use this ability must be made before the saving throw is rolled, and this ability can be used even if the savant does not know what the saving throw is for.

Uncanny Dodge (Ex): A savant retains its Dexterity bonus to AC regardless of being caught fl atfooted or attacked by an unseen opponent. If the base creature already has uncanny dodge or gains it later as a result of class levels or a template, it gains the improved uncanny dodge quality instead.

Special Qualities: A savant gains the following.

Skill Mastery (Ex): A savant chooses number of skills equal to 3 + its Intelligence modifier when the template is added. It may take 10 on checks made with any of these skills, even if stress or distraction would normally prevent it from doing so.

Terrain Insight (Ex): A savant gains a +4 insight bonus on initiative rolls and Perception and Stealth checks in any area with which it is very familiar (that is, a place that the savant has been to often and feels at home in).

Abilities: Str -2 (minimum 1), Dex -2 (minimum 1), Con -2 (minimum 1), Int +10, Wis +6, Cha -4 (minimum 1). Savants are often physically weak and socially inept, but they have keen minds.

Skills: T e savant retains the racial skill bonuses of the base creature, but it loses all skill ranks the base creature possessed. Recalculate skill points for the savant's racial Hit Dice as 6 + intelligence modifier, then purchase its skills afresh. Treat the base creatures' skills and Linguistics, Disable Device, Knowledge (all), and Use Magic Device as class skills. The savant retains any skill points gained from class levels.

A savant gains a +4 insight bonus on Bluff, Diplomacy, Intimidate, and Sense Motive checks against creatures it has observed or interacted with for 1 minute. Furthermore, it can use all Knowledge skills, plus Disable Device, Linguistics, and Use Magic Device untrained.

Feats: A savant gains Blind-Fight as a bonus feat if the base creature does not already have it.

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