



SKREYN'S REGISTER:™

THE BONDS OF MAGIC

VOLUME I: CABAL

A CHARACTER BOOK
by
SEAN K REYNOLDS

THE BONDS OF MAGIC VOL. I

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The Characters

One of the most basic appeals of fantasy gaming is magic. With the release of the new edition of the most popular fantasy roleplaying game, not only is there an entirely new sort of magic-user available for play, but spellcasters of all kinds can break out of the archetypical "robes and pointy hat" model. Mages can wear armor. Mages can sneak. Mages can create magic items in their spare time.

The purpose of this book is to provide instantly usable spellcaster characters for the busy DM. Of all characters, spellcasters require the most work to create and flesh out, simply because they have so many spell options available to them. In this book, you have 25 ready-to-go arcanists of many levels. Use them as cohorts for player characters (PCs). Use the low-level ones as "boss" villains for newer adventurers. Use the more powerful ones as adversaries, mentors, or agents of greater forces. If someone joining your campaign needs a character to play right now, these characters work for that, too. Being a DM is fun, so anything that makes your work easier lets you focus on the fun.

All game material and descriptions in this character book

are Open Gaming

Content and are called out as such on the title page. (For full details, please turn to the Legal Appendix.) Designing them all to be open makes it easier for everyone to use them in their games and products, and that's really the point of the *Skreyn's Register* series: to provide characters that everyone can use, in as many ways as possible.

Look for this book's companion volume, *The Faithful*, on sale now. It contains 25 new clerics, rangers, druids, and paladins in the same format as the sorcerers, bards, and wizards presented here.

All the characters listed alphabetically in this book may be used "as-is" as nonplayer characters (NPCs), whether as allies, cohorts, or enemies of your adventuring party. They can be used as player

characters, but because PCs usually have more gear than NPCs, each character's entry features a list of additional gear he or she should have, or upgrades to the existing gear (such as increasing a *cloak of resistance* +2 to a *cloak of resistance* +3). Be sure to note the effects these changes have on the character's stat block.

The characters all use the default array of ability scores (15, 14, 13, 12, 10, 8) modified by race and template. The listed hit points for the characters are exactly average; if used as a PC, the character should get maximum hit points at 1st level, and the player should roll the remaining Hit Dice. Each character's equivalent level, unless otherwise noted, is equal to that character's class level.

These characters not only feature unique stats and background information, but each one also has at least one new magic item, feat, or spell. You can find the complete stats and descriptions for these additions—11 new spells, 17 magic items, and one feat—in the Appendix starting on page 28. Some traditional items appear in *Cabal* in variant forms. For example, Jaurdaan the lich has a *necklace of mind shielding*. It works exactly like a *ring of mind shielding*, except that it uses a necklace space instead of a ring space.

None of these characters has abilities based on alignment (except for Yewlanavae the bard, who cannot be lawful), so you can change their alignments without altering their abilities. In fact, with the exception of the undead, any of these characters could be good instead of neutral or evil. If you want to use them as PCs, feel free to make this change. Also to help in adapting the characters to your game's background, *Cabal* specifically leaves out geographic details and similar particulars.

In this new edition of *Cabal* we have updated the character stat material to conform to the v. 3.5 revision of the core rules. Everything else in the book has stayed the same—if you already have the previous edition of *Cabal*, this update does not invalidate your version.

Throughout this book, a dagger (†) is used to refer to a new feat, magic item, or spell found in the Appendix. A double dagger (‡) indicates material from *The Book of Eldritch Might*. Two of them (‡‡) designates a spell from the *Book of Eldritch Might II: Songs & Souls of Power*. Otherwise, all references to spells, feats, and other rules are from the three Core Rulebooks: the *Player's Handbook*, the *DMG*, and the *MM*.

About the Author

Sean K Reynolds was born in a coastal town in southern California. A professional game designer since 1998, he has worked on role-playing game products for Wizards of the Coast, Malhavoc Press, and other game companies. He spends his free time reading, painting miniatures, and writing two- to three-sentence biographies. He has also written *The Bonds of Magic*, Vol. 2: *The Faithful and Anger of Angels* for Malhavoc Press. Read more about him at www.seankreynolds.com.

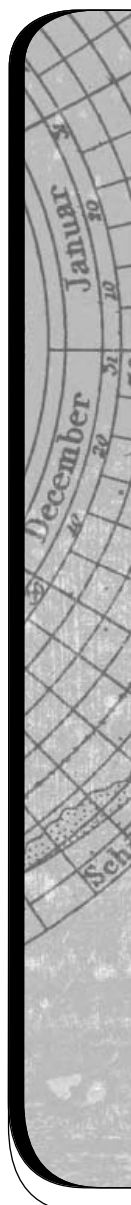
About the Illustrators

Cover artist **Lars Grant-West** is a New York City native currently living in rural Rhode Island with his wife and dogs. He got his BFA from the School of Visual Arts in 1990. After a thankfully short-lived career as a fuzzy green skating dinosaur, he got a job designing and building animal exhibits at a zoo in Providence. Now the zoo's art director, he also maintains a busy freelance illustration workload.

Toren "MacBin" Atkinson is known by night as the lead singer of the Cthulhu rock band, *The Darkest of the Hillside Thickets*, but by day he collects Saturday morning cartoons and draws monsters for money. You've seen his work in the award-winning books *Delta Green* and *Death in Freeport*. His illustrations also appear in *If Thoughts Could Kill* and *Book of Eldritch Might II: Songs and Souls of Power*. He recently wrote and illustrated the *Spaceship Zero* roleplaying game.

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ANTAT VAR

Antat Var: Male dark elf Sor7; CR 8, Equiv. Lvl. 9; Medium humanoid (elf); HD 7d4; hp 17; Init +2; Speed 30 feet; AC 16 (touch 12, flat-footed 14); Base Attack +3; Grapple +3; Attack/Full Attack +3 or +4 melee (1d6, quarterstaff or 1d4/19–20, masterwork dagger); or +5 ranged (1d4/19–20, hand crossbow); SQ Diminutive monstrous spider familiar, dark elf traits, empathic link with familiar, share spells with familiar, touch spells (via familiar); AL CE; SV Fort +4, Ref +8, Will +6; Str 10, Dex 15, Con 10, Int 14, Wis 8, Cha 18

Skills and Feats: Concentration +5, Knowledge (arcana) +6, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (planes) +5, Listen +3, Search +4, Spellcraft +8, Spot +3; Alertness, Craft Wondrous Item, Exotic Weapon Proficiency^B (hand crossbow), Lightning Reflexes, Spell Penetration

Diminutive Monstrous Spider Familiar Abilities: Darkvision, poisonous bite (DC 11, 1 Dex/1 Dex)

Dark Elf Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; darkvision 120 feet; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; SR 18; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—*dancing lights*, *darkness*, and *faerie fire*, caster level 7th); light blindness (blinded for 1 round by abrupt exposure to bright light, dazzled while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics above)

Sorcerer Spells Known: (6/7/7/5; base DC = 14 + spell level):
0—*detect magic*, *detect poison*, *light*, *mage hand*, *open/close*, *read magic*, *resistance*; 1st—*creature loresight*^{††}, *identify*, *mage armor*, *magic missile*, *object loresight*^{††}; 2nd—*invisibility*, *locate object*, *protection from arrows*; 3rd—*clairaudience/clairvoyance*, *sleet storm*

Gear: Hand crossbow, 10 bolts, quarterstaff, bracers of armor +3, amulet of natural armor +1, cloak of resistance +2, gem of charisma +2 (as cloak, uses headband location), blade ring[†], potion of cure moderate wounds, 448 gp

PC Gear: Ring of protection +3; upgrade: amulet to +2

Antat is a male dark elf raised in a matriarchal society. Born a commoner but gifted with natural arcane magic, he trained in his city's academy and after graduation was quickly snapped up to serve a noble house that dealt with large numbers of magic items and informants from the surface world. He gained much status there thanks to his abilities. When a rival wiped out that family, Antat escaped death and found employment with the conquering house, whose leaders recognized his value in terms of his knowledge and power and for his contacts with the surface world.

Unfortunately, this status went to his head, and Antat began to annoy lesser members of the house with his strutting and claims for personal space and luxuries. Antat has forgotten that in his city, he is but a male, and a commoner at that. As such, he has no rights in the eyes of the females. Antat is about a step and a half away from seriously angering the leaders of his house, which may result in his death. If he is lucky, he may find himself only exiled—he might even escape before he is punished.

PERSONALITY

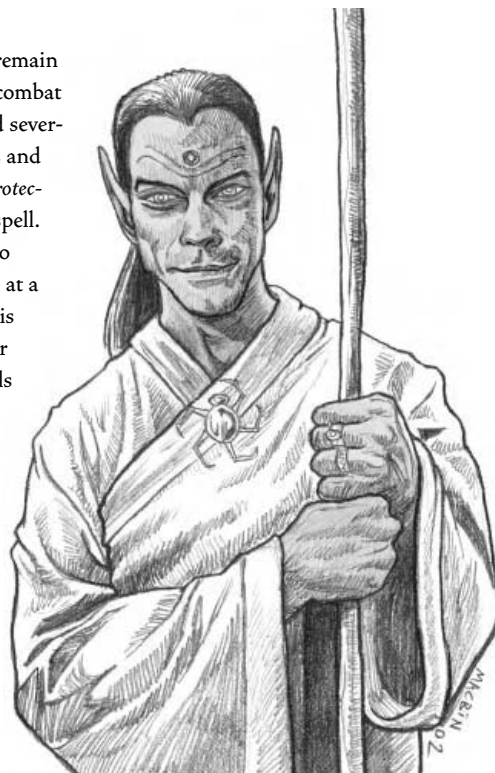
Antat feels confident and secure in his niche of power. Considered particularly attractive by his people's standards, he has enjoyed liaisons with many important dark elves, which has only helped feed his ego. He does not appreciate people questioning his statements or the results of his magic. Like most dark elves, he has a cruel streak and is not above purchasing a slave upon whom to test a new poison his contacts have brought him. He dislikes open violence, particularly when directed at him, and he is likely to run away if he thinks he could come to serious harm.

USES

Outside of a dark elf city, Antat might wander in search of a particular item, aided by a small force of dark elf warriors. He can be used as a sage, magic item reseller, or interrogator, for his sorcery allows him to unravel mysterious aspects of objects and people. As a player character, he can be in exile or fleeing the wrath of dark elf females.

TACTICS

Antat prefers to remain invisible during combat or at least behind several strong fighters and backed up by a *protection from arrows* spell. When he needs to attack he does so at a distance, using his hand crossbow or *magic missile* spells to directly assail foes. He might use *darkness* and *sleet storm* to disrupt his foes and make it easier for his allies to eliminate them.



BRUL THE TONGUE

Brul the Tongue: Male orc Sor5; CR 5; Medium humanoid (orc); HD 5d4; hp 12; Init +5; Speed 30 feet; AC 14 (touch 11, flat-footed 13); Base Attack +2; Grapple +3; Attack/Full Attack +2 melee (1d6+1/X3, halfspear); or +2 ranged (1d6+1, javelin); SQ Darkvision, light sensitivity (dazzled in bright light), empathic link with familiar, raven familiar, share spells with familiar, touch spells (via familiar); AL NE; SV Fort +1, Ref +2, Will +4; Str 12, Dex 13, Con 10, Int 12, Wis 10, Cha 14

Skills and Feats: Appraise +4, Craft (alchemy) +5, Craft (weapon-smithing) +8, Knowledge (arcana) +4, Listen +2, Speak Language (Common), Spellcraft +7, Spot +3; Alertness, Craft Magic Arms and Armor, Improved Initiative

Sorcerer Spells Known: (6/7/5; base DC = 12 + spell level; 15 percent chance of spell failure when using shield): 0—*arcane mark*, *detect magic*, *detect poison*, *mage hand*, *mending*, *read magic*; 1st—*cause fear*, *charm person*, *expeditious retreat*, *mage armor*; 2nd—*invisibility*, *Mel's acid arrow*

Gear: +1 large steel shield, halfspear, javelins (3), +1 acid arrows (25), acid salve†, potions of cure light wounds, levitate, cat's grace, and sneaking; flasks of acid (3), 367 gp

PC Gear: Ring of protection +1, scroll of stinking cloud

Born of a half-orc tribal chieftain, Brul favored his human grandparent enough to pull him above the brutish level of his peers. Although he was never as strong as the other orcs, his own magic and his father's influence was enough to protect him until he reached adulthood. He wandered as a nomad in the wildlands near his tribe's territory for a time. He visited some of the less reputable human cities on the edge of the human lands, where he saw the benefits and weaknesses of human civilization.

Brul returned to his tribe when he heard his father had been killed in a fight for dominance. Knowing his father's successor might not want a mage in the tribe, he wisely brought a human-forged greataxe he had enhanced with magic and gave it to the new chief. This gift showed the new chief respect and secured Brul's position in the tribe—one equivalent to that of the shaman. Since that time, Brul has used his magic to provide magic weapons for his tribe, and they have become famous in the nearby lands for their use of the bow and acid-dripping arrows. He doesn't often join these raids, but demands a share of their loot, hoping that it may contain new magic he can study. He once encountered Leg-Breaker Gauth (see page 14) during a big battle and was quite impressed with the bugbear's magic.

PERSONALITY

Brul considers himself an integral part of his tribe and quickly retaliates against any orc (or stranger) who suggests that he

doesn't belong or isn't pulling his weight (as a PC, he would do the same thing to anyone who questioned his usefulness to the party). He has grown arrogant, for he is the most powerful orc mage he has ever heard of and expects his name to become legend someday—perhaps after he has fathered a few strong sorcerer sons to carry on his legacy. Among orcs and half-orcs he seems patient and deliberate, taking as much time as needed to explain concepts to his slow-witted tribemates. Among humans he acts coolly indifferent, recognizing their power but not quite trusting them. He shares the typical orc hatred of elves and half-elves, not out of any personal experience but due to stereotypical tribal prejudice; the right circumstances might sway him from this view. Likewise, he is very dominant toward females and expects their subservience, but a strong female presence could change his stance.

USES

Brul makes for a good behind-the-scenes manipulator and advisor in a tribe. Raiding orcs with a few acidic arrows each are a new twist on an old idea; Brul would be found in the orcs' lair or observing the raid from a nearby position under cover of *invisibility* or with his familiar. Characters also might encounter him alone on another period of wandering, or as a negotiator between his tribe and a nearby human settlement. As a player character, Brul can be an outcast from his tribe, on a quest for a spell to increase his own power, or in search of some great magic to oust a rival.

TACTICS

Brul prefers to stay out of melee, but when he has to fight up close he always casts *mage armor* and *expeditious retreat*. It's not that he is afraid of fighting; he knows he is more effective supporting the tribe's warriors and barbarians. At a distance, he prefers his *acid arrow* spell to throwing javelins because of the greater range. He enjoys using *charm person* to convince opponents to protect him in a fight, and feels safest with a big orc barbarian in front of him.



CHAZ ZEMIR

Chaz Zemir: Male dark elf Enc10; CR 11; Equiv. Lvl. 12; Medium humanoid (elf); HD 10d4; hp 25; Init +1; Speed 30 feet; AC 13 (touch 11, flat-footed 12); Base Attack +5; Grapple +4; Attack/Full Attack +4 melee (by spell, touch spell) or +5 melee (1d4–1/19–20, masterwork dagger) or +6 ranged (1d4/19–20, hand crossbow); SQ Dark elf traits, prohibited schools (evocation, abjuration); AL NE; SV Fort +5, Ref +6, Will +10; Str 8, Dex 12, Con 10, Int 16, Wis 13, Cha 14

Skills and Feats: Bluff +6, Diplomacy +6, Gather Information +4, Intimidate +6, Knowledge (arcana) +9, Knowledge (history) +8, Knowledge (local) +8, Knowledge (nobility and royalty) +8, Listen +3, Profession (torturer) +7, Search +5, Spellcraft +7, Spot +3; Combat Casting, Combat Expertise, Craft Wand, Exotic Weapon Proficiency^B (hand crossbow), Extend Spell, Scribe Scroll, Spell Focus (enchantment), Spell Penetration

Dark Elf Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; darkvision 120 feet; entitled to a Search check when within 5 feet of a secret or concealed door as though actively looking for it; SR 21; +2 racial bonus on Will saves against spells or spell-like abilities; spell-like abilities (1/day—*dancing lights*, *darkness*, and *faerie fire* at caster level 10th); light blindness (blinded for 1 round by abrupt exposure to bright light, dazzled while operating in bright light); +2 racial bonus on Listen, Spot, and Search checks (already figured into the statistics above)

Wizard Spells Prepared: (5/6/6/5/4/3; base DC = 13 + spell level, 14 + spell level for enchantment): 0—*arcane mark*, *detect magic*, *detect poison*, *mage hand*, *read magic*; 1st—*cause fear*, *charm person* (2), *comprehend languages*, *mage armor*; 2nd—*blindness/deafness* (2), *invisibility* (2), *summon swarm*, *Tash's hideous laughter*; 3rd—*fly*, *hold person* (2), *suggestion*, *vampiric touch*; 4th—*charm monster*, *dimension door*, *phantasmal killer*, *stoneskin*; 5th—*cloudkill*, *dominate person* (2)

Spellbook: 0—*arcane mark*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*cause fear*, *charm person*, *comprehend languages*, *hypnotism*, *mage armor*, *sleep*, *unseen servant*; 2nd—*blindness/deafness*, *daze monster*, *detect thoughts*, *invisibility*, *Mel's acid arrow*, *summon swarm*, *Tash's hideous laughter*; 3rd—*deep slumber*, *fly*, *displacement*, *hold person*, *rage*, *suggestion*, *vampiric touch*; 4th—*charm monster*, *dimension door*, *enervation*, *lesser geas*, *phantasmal killer*, *stoneskin*; 5th—*cloudkill*, *dominate person*, *lesser planar binding*, *nightmare*

Gear: Masterwork dagger, hand crossbow, hand crossbow bolts (10), *amulet of natural armor* +2, *cloak of resistance* +2, 750 gp worth of diamond dust (spell components for

stoneskin), *fang bracelet*, masterwork manacles with good lock, *ring of mind shielding*, scroll of *displacement*, wand of *arcane lock* (11 charges), wand of *detect thoughts* (20 charges), wand of *dispel magic* (6 charges), wand of *unseen servant* (40 charges), 615 gp

PC Gear: *Gloves of dexterity* +2, *iron bands of Birallo*, *pearl of power* (1st), *ring of protection* +2; upgrades: amulet to +3, cloak to +4

The second son of a dark elf noble

house in a city less matriarchal than Anat's (see page 3), Chaz graduated from the academy early and convinced his family to lend him a squad of warriors to search the nearby reaches of the deep caverns to

find monsters he could enslave with his magic. He returned with a strange menagerie of terrible creatures that now guard his family's compound. He acts as the house torturer and slavemaster and is busy replacing many torture instruments after a bizarre prank perpetrated on his house (see page 22).

PERSONALITY

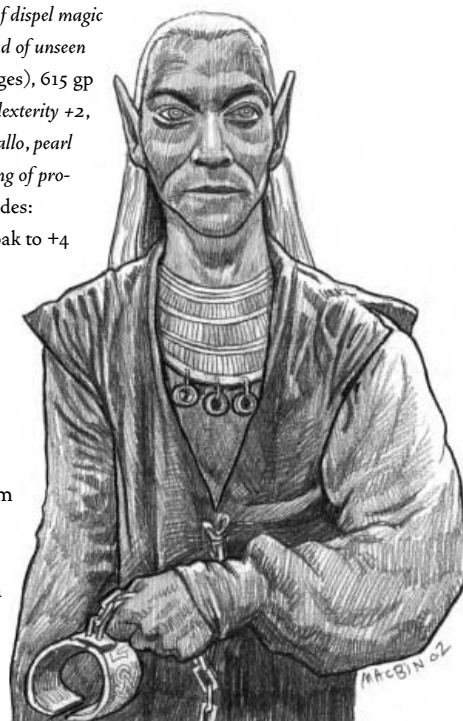
A powerful noble, Chaz considers himself superior to all non-dark elves. He likes to present a pleasant and humble demeanor until he needs to extricate information from a subject.

USES

Chaz is suitable for use in any band of powerful dark elves and makes a good leader figure for a cell of dark elf spies. He might capture heroes when it serves the plot to leave them alive, and also might act as their interrogator (giving them a strong reason to want to hunt him down later). As a player character, he can be fleeing the destruction of his house or simply spying on surface folk.

TACTICS

Chaz feels that killing an enemy is a waste of a good slave. He prefers to turn foes to his side with *charm person*, *charm monster*, and *dominate person*, hiding invisibly if those don't work.



DAR HALAN

Dar Halan: Male halfling Tra7; CR 7; Small humanoid (halfling);

HD 7d4+7; hp 24; Init +4; Speed 20 feet; AC 17 (touch 16, flat-footed 13); Base Attack +3; Grapple -3; Attack/Full Attack +3 melee (1d4-2/19-20, masterwork dagger) or +9 ranged (1d4-2/19-20, masterwork dagger); SQ Halfling traits, prohibited schools (enchantment, illusion); AL N; SV Fort +4, Ref +9, Will +7; Str 6, Dex 18, Con 13, Int 14, Wis 12, Cha 10

Skills and Feats: Climb +0, Concentration +7, Hide +10, Jump +0, Knowledge (arcana) +7, Listen +5, Move Silently +9, Spellcraft +11, Spot +4; Combat Casting, Craft Wand, Lightning Reflexes, Scribe Scroll, Vitality Spellsource†

Wizard Spells Prepared: (5/6/5/3/2; base DC = 12 + spell level):

0—*disrupt undead*, *light*, *mage hand*, *open/close*, *ray of frost*;
1st—*burning hands*, *expeditious retreat*, *mage armor*, *magic missile*, *shocking grasp*, *true strike*; 2nd—*darkvision*, *protection from arrows*, *rope trick*, *see invisibility*, open slot; 3rd—*haste*, *keen edge*, open slot; 4th—*dimension door*, *fire shield*

Spellbook: 0—*arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*; 1st—*burning hands*, *endure elements*, *expeditious retreat*, *mage armor*, *magic missile*, *shocking grasp*, *true strike*; 2nd—*darkvision*, *bear's endurance*, *locate object*, *protection from arrows*, *rope trick*, *see invisibility*; 3rd—*dispel magic*, *greater magic weapon*, *haste*, *keen edge*, *slow*; 4th—*dimension door*, *fire shield*

Gear: Masterwork dagger, ring of protection +1, amulet of natural armor +1, potion of cure serious wounds, potion of invisibility, potions of lesser restoration (2), wand of bear's endurance (7 charges), wand of endure elements (15 charges), wand of expeditious retreat (19 charges), 108 gp

PC Gear: Gloves of dexterity +2, scroll of teleport; upgrades: ring to +2, wand of bear's endurance to 14 charges

Born of a merchant family, Dar traveled across much of the known world with one halfling caravan or another, always willing to lend a hand (magically speaking) to defend the merchandise when bandits or monsters raided. One year his caravan was attacked by an elite band of ogre mercenaries that had fallen on hard times and taken to banditry, and all the halflings were killed or captured. The ogres tortured and then ate them one by one; Dar's punishment was to have his tongue torn out by hot tongs. Powerless, he was left to amuse the ogre bandit leader—like a jester, but even more put upon.

He eventually managed to escape and asked his merchant contacts to loan him the money for a *regenerate* spell to restore his tongue. Once back in service, he led a band of halfling adventurers to slaughter the mercenaries and give a proper



burial to the slain halflings. He later developed an unusual magical ability to draw upon his own life force to cast his spells (the Vitality Spellsource† feat, see page 28). This practice causes tiny wounds to appear all over his body, reminiscent of the tortures that he refuses to forget, despite advice to the contrary from his cousin Fintus, a paladin of the halfling god of vigilance. (His description appears in Vol. 2: *The Faithful*.)

PERSONALITY

Dar seems a little obsessive about protecting his friends and extremely hateful of all ogres—he gives no quarter when fighting them. When not around ogres, and when his friends are in no danger, he acts much like any other halfling, though he slips into periods of melancholy from time to time.

USES

Dar makes an excellent leader of a caravan or halfling military unit. He also might recruit player characters for an attack on an ogre stronghold or for a rescue party. You could use Dar as a villain, assuming some mental derangement from his torture and abuse finally surfaces. As a player character, Dar might join up with other heroes just about anywhere as long as exploration and reward await.

TACTICS

Dar prefers to use his magic to power himself up for melee and ranged combat rather than striking directly at an opponent with spells. His favorite combination is *mage armor*, *expeditious retreat*, *haste*, *greater magic weapon*, and *keen edge*. He prepares this set of spells every day, unless he has reason to choose otherwise.

EVAN ROCKSPLITTER

Evran Rocksplitter: Male gnome Sor10; CR 10; Small humanoid (gnome); HD 10d4+40; hp 65; Init -1; Speed 20 feet; AC 13 (touch 11, flat-footed 13); Base Attack +5; Grapple +0; Attack/Full Attack +7 melee (1d6-1/×4, masterwork heavy pick) or +6 ranged (1d6, sling with +1 sling bullet); SQ Gnome traits; AL NG; SV Fort +9, Ref +2, Will +8; Str 8, Dex 8, Con 18, Int 12, Wis 13, Cha 15

Skills and Feats: Concentration +12, Craft (alchemy) +10, Craft (stoneworking) +10, Hide +3, Knowledge (arcana) +5, Listen +3, Speak Language (Celestial, Terran), Spellcraft +8; Combat Casting, Great Fortitude, Martial Weapon Proficiency (heavy pick), Weapon Focus (heavy pick)

Sorcerer Spells Known: (6/7/7/6/5/3; base DC = 12 + spell level): 0—*dancing lights*, *detect magic*, *disrupt undead*, *light*, *mending*, *open/close*, *ray of frost*, *read magic*, *resistance*; 1st—*burning hands*, *endure elements*, *mage armor*, *spider climb*, *unseen servant*; 2nd—*bull's strength*, *darkvision*, *invisibility*, *summon monster II*; 3rd—*displacement*, *hold person*, *summon monster III*; 4th—*minor creation*, *stoneskin*; 5th—*summon monster V*

Gear: Masterwork heavy pick, sling, +1 sling bullets (10), ring of protection +1, amulet of natural armor +2, Evran's earthstone†, 231 gp

PC Gear: Bracers of health +2 (as amulet), potions of cat's grace, cure serious wounds, and gaseous form; upgrades: amulet to +4, heavy pick to +1, sling bullets to +2

Evran discovered at an early age that he had a talent for working with stone. When his sorcerer abilities manifested themselves, he used them to repair damaged stones and to treat other stones for use in art and as tools. When religious experiences in his local church convinced him of a connection between the gnomes, the living rock, and the gnome deities, he set his mind on using his magic to draw upon those connections. While he has little interest in the small details of the gnome faith, he believes his magical gifts come from his race's gods and points to his ability to summon celestial badgers as proof.

When the local priests need to visit other gnome settlements, Evran always volunteers to serve as a guard, and so he has traveled much. Not coincidentally, his journeys have given him the opportunity to work with and study stone from many parts of the world, increasing his skill and earning him a reputation as a patient and talented artisan.

PERSONALITY

Evran is friendly and open, although he often looks irritated and anxious to get back to work on a new piece of stone. He is patient with his work and with people, willing to go slowly to coax an ideal result rather than forcing a quick solution that



may hold flaws. In the presence of normal and celestial badgers (and dire badgers) and creatures from the Earth Elemental Plane he becomes truly animated and happy. Rarely does a day go by in which Evran doesn't summon one for advice on a piece of work or simply to talk. He likes to explore old stone buildings and discuss the skill of the builders, and has made many friends among the dwarves by exchanging stonelore and a few drinks. His closest friend is Regrin, a dwarf cleric of the god of mining. (He appears in Vol. 2: *The Faithful*.)

USES

A skilled character, Evran can pop up anywhere as a guide or guard to other gnomes, as the leader in a quarrying expedition, or as an expert in the layout of various old dungeons. An evil-inclined Evran makes for an arcane spellcaster ally for a group of evil gnomes or earth cultists, particularly when the traditional gnome illusionist stereotype becomes insufficient for the task; in such cases, Evran should speak Abyssal instead of Celestial and summon fiendish moles (using fiendish badger stats) instead of celestial badgers. As a player character, Evran might seek unique stones, particularly those shaped by magic or other powerful forces. He also might be looking to help other gnomes or trying to find clues to lost stonelore.

TACTICS

Evran prefers to let summoned creatures do the fighting, favoring celestial badgers (and dire badgers) and Small and Medium earth elementals. However, he has been known to summon a xorn to sneak through solid walls and report back on what it sees. In melee he guards himself with *mage armor* (and *stoneskin*, if battling a particularly strong foe) and attacks with *burning hands*, *hold person*, and his beloved pick. He might suggest a spell to turn everyone *invisible* to sneak past dangerous creatures.

FANATRAX

Fanatrax: Male half-dragon (red) human Sor6; CR 8; Eq. Lvl. 9; Medium dragon (augmented human); HD 6d4+12; hp 27; Init +6; Speed 30 feet; AC 16 (touch 12, flat-footed 14); Base Attack +3; Grapple +6; Attack +6 melee (1d4+3, claws), or +7 melee (1d8+6/×3, +1 *shortspear*), or +7 ranged (1d10+2/19–20, +1 *heavy crossbow* with masterwork crossbow bolts); Full Attack +6 melee (1d4+3, 2 claws), +4 melee (1d6+1, bite), or +7 melee (1d8+6/×3, +1 *shortspear*), +5 melee (1d6+1, bite), or +7 ranged (1d10+2/19–20, +1 *heavy crossbow* with masterwork crossbow bolts); SA Breath weapon (6d8 fire, 30-foot cone, DC 11); SQ Dragon traits; AL CN; SV Fort +6, Ref +4, Will +5; Str 16, Dex 14, Con 14, Int 15, Wis 10, Cha 18

Skills and Feats: Balance +4, Climb +7, Concentration +9, Knowledge (arcana) +6, Knowledge (local) +4, Listen +5, Spellcraft +6, Spot +6; Alertness, Great Fortitude, Improved Initiative, Multiattack

Breath Weapon (Su): 1/day, 6d8 fire, 30-foot cone, DC 11

Dragon Traits: Immune to sleep and paralysis effects; darkvision; low-light vision; immune to fire

Sorcerer Spells Known: (6/7/6/4; base DC = 14 + spell level):
 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *ray of frost*, *read magic*; 1st—*Fanatrax's breathtwist*, *feather fall*, *mage armor*, *shocking grasp*; 2nd—*see invisibility*, *vivid discharge*; 3rd—*lightning bolt*

Gear: +1 *shortspear* (*item image*†, deals +1 damage [included in the above totals]), +1 *heavy crossbow* (*item image*†, deals +1 damage [included in the above totals]), masterwork crossbow bolts (50), *wand of lightning bolt* (21 charges, *item image*†, +2 DC), *potions of cure moderate wounds*, *invisibility*, and *alter self*; 602 gp

PC Gear: *Ring of protection* +2, *rope of climbing*, *wand of keen edge* (30 charges, *item image*†, +2 caster level); upgrade: *shortspear* to +2

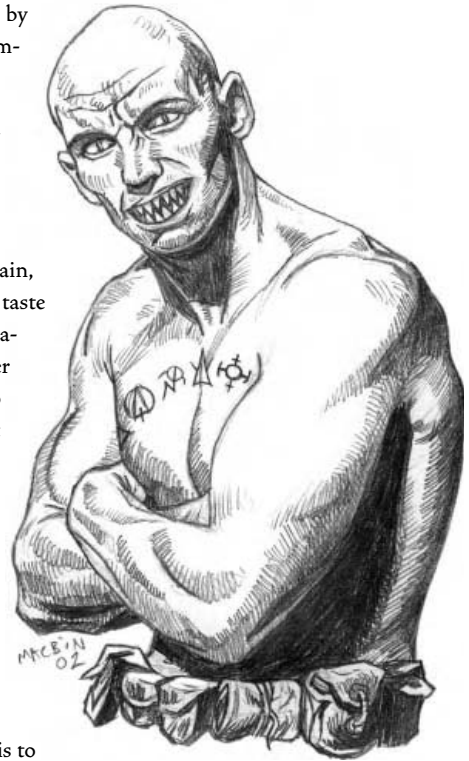
Born of a red dragon father and a dragon cultist, Fanatrax was seen by his human mother as a blessing from the gods. Raised by the cult and pampered his entire life, he believed himself to be the son of a divine being. When his sorcery manifested, he surprised everyone with its electrical nature, leading to some speculation that the red dragon had some blue dragon blood in him.

When he reached adulthood his father was driven off after a fight with another dragon, and the new arrival forced out Fanatrax as well (the female didn't want the other dragon's spawn in her new lair, although she liked the presence of the cultists). Setting out on his own, Fanatrax was surprised to find that most people considered him a freak instead of a divinity. He killed many people in fights after they vocally suspected he was some

kind of demon. Pushed by draconic desires but tempered by his humanity, Fanatrax is trying to find a place for himself in the world.

PERSONALITY

Fanatrax is hotheaded, vain, and greedy. He loves the taste of meat and disdains creatures like elves that prefer lighter meals. He likes to jump into battle without giving time for planning or strategy, confident in his physical and magical power to pull him through any situation. Despite the bravado, he wants to be accepted as part of a group as he once was, although his preference is to have the adoration of lesser beings rather than an equal partnership. Those who respect him and do not consider him an outcast are more likely to earn his friendship and trust.



USES

Fanatrax makes a good villain, particularly if you set him up as the leader of a cult of sorcerers. As he is immune to fire, having a volcano as his base of operations suits his draconic heritage and makes his lair a dangerous place for visitors. He would make an excellent bodyguard or assassin for an evil organization or a servant to an actual red dragon (who may or may not be his father). As a PC, Fanatrax is a good choice for players who want a character experiencing some conflict over his heritage. Fanatrax could easily be the son of a gold dragon instead of a red, with a LN or LG alignment. This option allows him to remain conflicted though less tainted by innate evil.

TACTICS

Fanatrax loves clawing and biting at humanoid creatures, enjoying the taste of blood in his mouth. Against stranger creatures he girds himself with *mage armor* and *vivid discharge*. Although he lacks the blindsight of true dragons, he can use magic to sense invisible things and likes to pretend he doesn't see invisible creatures until he's near enough to attack them. Against undead and other weird monsters that he doesn't recognize (or doesn't want to put his mouth on), he is more likely to use his ranged spells and breath weapon.

GORIN THE UNTOUCHABLE

Gorin the Untouchable: Male human Abj7; CR 7; Medium humanoid (human); HD 7d4+7; hp 24; Init +6; Speed 30 feet; AC 13 (touch 12, flat-footed 11); Base Attack +3; Grapple +5; Attack/Full Attack +7 melee (1d6+3, masterwork quarterstaff); SQ Prohibited schools (enchantment, necromancy); AL N; SV Fort +3, Ref +4, Will +5; Str 15, Dex 14, Con 12, Int 14, Wis 10, Cha 8

Skills and Feats: Balance +4, Concentration +11, Jump +7, Knowledge (local) +6, Listen +3, Profession (gladiator) +5, Spellcraft +5, Spot +3, Tumble +7; Combat Expertise, Extend Spell, Improved Initiative, Power Attack, Scribe Scroll, Weapon Focus (quarterstaff)

Wizard Spells Prepared: (5/6/5/3/2; base DC = 12 + spell level): 0—*light*, *mage hand*, *mending*, *ray of frost*, *resistance*; 1st—*expeditious retreat*, *jump*, *mage armor*, *protection from evil*, *shield* (2); 2nd—*acuminate*††, *blur*, *bull's strength*, *protection from arrows*, *shatter*; 3rd—*dispel magic*, *haste*, *protection from energy*; 4th—*dimension door* (2), *stoneskin*

Spellbook: 0—*arcane mark*, *dancing lights*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *ray of frost*, *resistance*; 1st—*expeditious retreat*, *jump*, *mage armor*, *protection from evil*, *shield*, *true strike*; 2nd—*acuminate*††, *blur*, *bull's strength*, *cat's grace*, *protection from arrows*, *shatter*; 3rd—*dispel magic*, *displacement*, *greater magic weapon*, *haste*, *protection from energy*; 4th—*dimension door*, *stoneskin*

Gear: Masterwork/masterwork quarterstaff, Gorin's belt†, ring of natural armor +1, potion of cure moderate wounds, 250 gp worth of gold dust (for *stoneskin*), 25 gp

PC Gear: Boots of striding and springing, potion of delay poison, Quarl's feather token (whip), ring of protection +1, upgrade: quarterstaff to +1 on one end



Trained in magic by his father, a rather paranoid man who also was an abjurer, Gorin fell on hard times in a decadent city known for its bloodsports. Lacking any other options, he signed up to compete in an arena and bet his last remaining gold coin on himself. Bolstered by protective magic, Gorin earned enough money to pay his debts and give him a place to stay for a week, and his career as a gladiator began. He soon gained fame and attention, becoming a celebrity in short order. The rules of the arena disallow the use of magic directly on another combatant, so Gorin's spells were perfectly suited for life as a gladiator. He spent all of his money acquiring new spells and items to make himself a better gladiator, and eventually went into debt with the local thieves' guild that financed one of his larger purchases.

Only recently having worked his way out of debt again, Gorin is ready to leave the life of a gladiator, fearing not the ring but the corrupting influences that control it. The bets on the battles of "Gorin the Untouchable" often center around whether his foe will manage to hit him, rather than on whether he'll win (he usually does).

PERSONALITY

In his private life Gorin is quiet and reserved, careful to not let anyone get too close to him—he has been burned many times by so-called friends and lovers whose only interest was his money and fame. He dresses simply, in contrast to his life in the arena, and prefers to eat and sleep in quiet places where there is little or no chance of a brawl starting. When working, Gorin wears stark red clothes and a kilt of broad leather straps like a wildlands barbarian. Sometimes he paints his face and skin in garish colors as well. He fights in a cool and methodical manner, letting his opponent tire before taking the offensive, but sometimes stepping in to trip a foe and provide a good show.

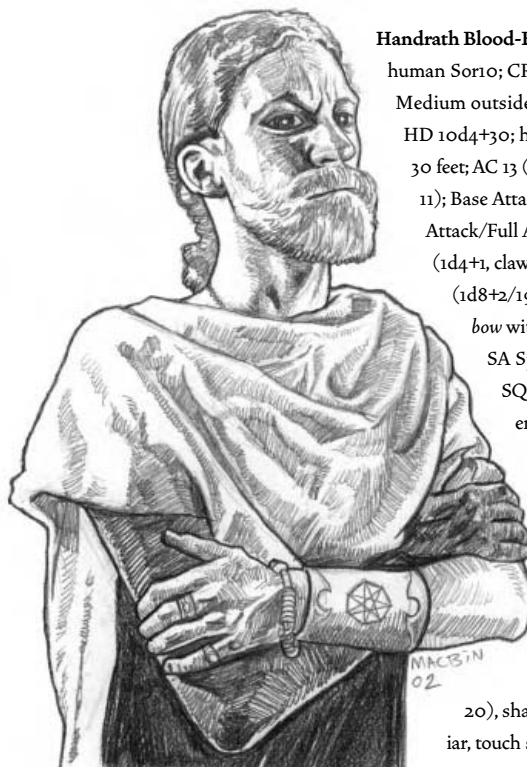
USES

Gorin can be used as a mage-for-hire or an opponent in the gladiator arena. With a more evil bent he might be a retired gladiator working for the thieves' guild to evaluate new prisoners' ability to fight. If the heroes end up in the arena, Gorin can become a sympathetic ear or help them escape. As a player character, Gorin might join a famous group of adventurers as part of a "retirement" deal with the thieves' guild, or he could be on the run from more debts or angry criminals who want to punish him for not taking a fall.

TACTICS

Gorin is used to studying his opponent and having time to prepare before a fight. On short notice he casts *haste*, and *mage armor*, then activates one of the powers of his belt (see page 29), adding more protections as the circumstances warrant.

HANDRATH BLOOD-EYE



Handrath Blood-Eye: Male half-fiend human Sor10; CR 12; Equiv. Lvl. 16; Medium outsider (human); HD 10d4+30; hp 55; Init +2; Speed 30 feet; AC 13 (touch 12, flat-footed 11); Base Attack +5; Grapple +6; Attack/Full Attack +6 melee (1d4+1, claw) or +10 ranged (1d8+2/19–20, +1 light crossbow with +1 crossbow bolts); SA Spell-like abilities; SQ Bat familiar, empathic link with familiar, immune to poison, outsider traits (dark-vision, cannot be raised or resurrected), resistances (acid, cold, electricity, and fire 20), share spells with familiar, touch spells (via familiar); AL NE; SV Fort +7, Ref +6,

Will +12; Str 12, Dex 14, Con 16, Int 16, Wis 14, Cha 18

Skills and Feats: Bluff +11, Craft (alchemy) +11, Concentration +16, Knowledge (arcana) +16, Knowledge (the planes) +9, Listen +9, Move Silently +7, Spellcraft +16, Spot +6; Alertness, Combat Casting, Iron Will, Spell Penetration, Weapon Focus (light crossbow)

Spell-Like Abilities (Sp): 1/day—desecrate, unholy blight, contagion; 3/day—darkness, poison (caster level 10)

Sorcerer Spells Known: (6/7/7/7/6/3; base DC = 14 + spell level): 0—detect magic, disrupt undead, flare, ghost sound, light, mage hand, mending, prestidigitation, read magic; 1st—disguise self, expeditious retreat, mage armor, magic missile, mount; 2nd—blindness/deafness, invisibility, mirror image, spectral hand; 3rd—fly, summon monster III, vampiric touch; 4th—dimensional anchor, scrying; 5th—I summon my brother†

Gear: +1 light crossbow, robe of resistance +1 (as cloak), +1 crossbow bolts (5), +2 crossbow bolts (5), +1 frost crossbow bolts (5), +1 holy bolts (5), boots of elvenkind, Handrath's demonward bracer†, ring of counterspells, wand of hold person (6 charges), wand of lightning bolt (28 charges), scrying mirror (for the scrying spell), 105 gp

PC Gear: +2 morningstar, evil outsider greater slaying arrows (4), cloak of Charisma +4, periapt of Wisdom +2, potion of cat's grace; upgrades: light crossbow to +3, robe to +3

Born of a powerful demon and a human woman in the demon's harem, Handrath grew up an Abysmal plane under the shadow of his two warlike brothers. His brothers made his life miserable, constantly abusing Handrath for his weakness (compared to them). Only with his magic could he earn some respite, either by disguising himself as a more powerful creature in his father's service or outrunning his brothers at a magically-enhanced speed. As a young adult he was fortunate to be called by a spell cast by a mortal wizard on the Material Plane. Handrath readily agreed to the wizard's service in exchange for permission to remain. After he completed the service, he bolted before the wizard could change his mind. In secret he developed his own fiend-summoning powers and eventually perfected the spell that would force his brothers to come to him and fight his enemies for him. Now he relishes using the spell at every opportunity, enjoying the compelled service of his former tormentors.

PERSONALITY

Handrath is bitter and twisted from years of abuse. He generally dislikes people in authority, particularly if they seem loud and cruel. Sympathy and kind gestures still surprise him, and he often develops an unnatural attachment to people who treat him well. Although he summons evil creatures, he doesn't consider himself evil (he acts his alignment in subtle ways he doesn't entirely realize). In the presence of someone clearly inferior to him, Handrath acts haughty and mean. He is the sort of two-faced person who can have a pleasant conversation with a guest after personally beating a clumsy servant black and blue.

USES

Handrath can serve as a minion to a more powerful evil conjurer or as the leader of a cell of demon-worshipping cultists. In the latter case he gloats over his power in front of underlings, but toes the line when his master appears. Given his hatred of demons, he can become an unusual demonslayer; he might hire on to an adventuring party planning to tackle demons, as long as it doesn't involve actually traveling to the lower planes. As a player character, think of Handrath as a conjurer tainted by evil or as someone under evil's influence but seeking redemption.

TACTICS

Handrath prefers to lead with stronger spells and likes summoning his brothers (see page 31) against opponents they have no chance of defeating, just so he can watch them die. He is more likely to use his crossbow than to direct attack spells against enemies.

IRRIN TOL

Irrin Tol: Male human Sor11; CR 11; Medium humanoid (human); HD 11d4+22; hp 49; Init +7; Speed 30 feet; AC 17 (touch 15, flat-footed 14); Attack +5; Grapple +4 Attack/Full Attack +5 melee (1d6–1/×3, masterwork half-spear) or +10 ranged (1d8/19–20, masterwork light crossbow with masterwork crossbow bolts); SQ Empathic link with familiar, hawk familiar, share spells with familiar, touch spells (via familiar); AL LN; SV Fort +5, Ref +6, Will +7; Str 8, Dex 16, Con 14, Int 12, Wis 10, Cha 16

Skills and Feats: Concentration +10, Diplomacy +5, Knowledge (arcana) +8, Knowledge (history) +2, Knowledge (military tactics) +5, Listen +5, Ride (horse) +6, Spellcraft +10, Spot +5*; Alertness, Combat Casting, Enlarge Spell, Improved Initiative, Spell Focus (evocation)

* *Irrin gets a +3 bonus to Spot checks in bright light because of his familiar*
Sorcerer Spells Known: (6/7/7/7/6/4; base DC = 13 + spell level, 14 + spell level for evocation): 0—*dancing lights, daze, detect magic, detect poison, flare, ghost sound, mage hand, message, read magic*; 1st—*magic missile, mount, shield, sleep, true strike*; 2nd—*darkvision, flaming sphere, protection from arrows, see invisibility, whispering wind*; 3rd—*clairaudience/clairvoyance, fireball, Leo's tiny hut, lightning bolt*; 4th—*confusion, greater invisibility, wall of ice*; 5th—*cone of cold, teleport*

Gear: Masterwork halfspear, masterwork light crossbow, masterwork crossbow bolts (10), *bracers of armor* +2, *gloves of dexterity* +2, *shirt of illusory chainmail**, *helm of protection* +2 (as ring), *rope of climbing*, *potion of cure moderate wounds*, 503 gp

PC Gear: *Boots of elvenkind*, *cloak of charisma* +4, *eyes of the eagle*; upgrades: *bracers* to +4, *gloves* to +4, *light crossbow* to +1

The son of an influential noblewoman, Irrin was schooled in the art of war by generals and military commanders from several countries and races. Pushed into the military by his mother, he rose through the ranks as an officer, but he always felt that the true soldiers under him resented him. So he changed his appearance and re-enlisted as a common soldier. After two years he earned the respect of the lower ranks and revealed his true identity. In so doing, he not only alienated all his former grunts, he incensed the nobility for consorting with commoners. His mother suggested he leave the country for a few years, and he has since worked as a mercenary captain for various nobles in nearby lands. While this served the primary purpose of getting him out of the eyes and minds of his fellow nobles, it also allowed him to make contacts with important foreigners and keep an eye out for potential enemies. He has also been looking for a magic item called the *six-sided sphere*†; his latest information says it is in the hands of a lich (see page 21).

PERSONALITY

Irrin has two distinct modes of behavior. When among the nobility or outside a military situation he seems a personable and slightly aloof man with a fondness for noble debutantes, fine wines, and expensive clothes. He acts polite but condescending toward commonfolk and enjoys quiet subterfuge among the cultural elite. He doesn't tolerate backtalk from inferiors. When associating with adventurers or military types, he becomes a domineering, belligerent officer accustomed to giving orders that people obey without question. In smaller groups (such as adventuring parties) he seeks to establish a clear hierarchy. Irrin prefers to occupy the top of that hierarchy himself, of course. In situations where he is not the highest-ranked person present he remains crisp, efficient, and meticulous.

USES

Irrin can lead any well-structured military band. As he is lawful neutral, he might work for a noble with a good heart or a cruel tyrant; the cause doesn't matter to him, as long as he's employed by nobility in support of law (as opposed to banditry or the murder of peasants). He can act as the military advisor for a noble or the master of defense of a castle. If aged a few years he can serve as a mentor for a player character fighter, cleric, or military-minded sorcerer. Turn him a few shades toward evil and he becomes the stereotypical dour lord oppressing the peasants. As a player character, Irrin might join adventurers seeking to restore a noble to power, searching for battle magic, or trying to bring order and civilization to the outskirts of human communities.

TACTICS

Irrin uses his magic shirt (see page 29) to keep from standing out in a crowd of soldiers, allowing him to surprise opponents when he starts casting spells. As most of his magic is overt and flashy, he makes use of defensive fortifications, strong allies, or invisibility to keep himself safe. When directing large numbers of soldiers and area spells are too risky, he uses his spells to mark key targets, relay orders, and cut off enemy offensives.



Jaurdaan

Jaurdaan: Male human lich Sor11; CR 13; Equiv. Lvl 15; Medium undead (human); HD 11d12+3; hp 74; Init +1; Speed 30 feet; AC 21 (touch 12, flat-footed 21); Base Attack +5; Grapple +4; Full Attack/Attack +4 melee (1d8+5 negative energy [DC 19, Will half] plus paralysis, touch) or +5 melee (1d4–1/19–20, masterwork dagger); SA Fear aura, paralyzing touch; SQ Damage reduction 15/bludgeoning and magic, immunities (cold, electricity, polymorph), turn resistance +4, undead traits; AL NE; SV Fort +6, Ref +7, Will +13; Str 8, Dex 12, Con —, Int 14, Wis 13, Cha 19

Skills and Feats: Bluff +14, Concentration +18,

Diplomacy +6, Disguise +8, Gather Information +7, Hide +9, Intimidate +6, Knowledge (arcana) +16, Knowledge (the planes) +4, Listen +11, Move Silently +9, Search +10, Sense Motive +9, Spellcraft +16, Spot +11; Alertness, Craft Wondrous Item, Empower Spell, Iron Will, Toughness

Fear Aura (Su):

Creatures of less than 5 HD in a 60-foot radius who look at the lich must succeed at a Will save (DC 19) or be affected as though by a *fear* spell (caster level 11th).

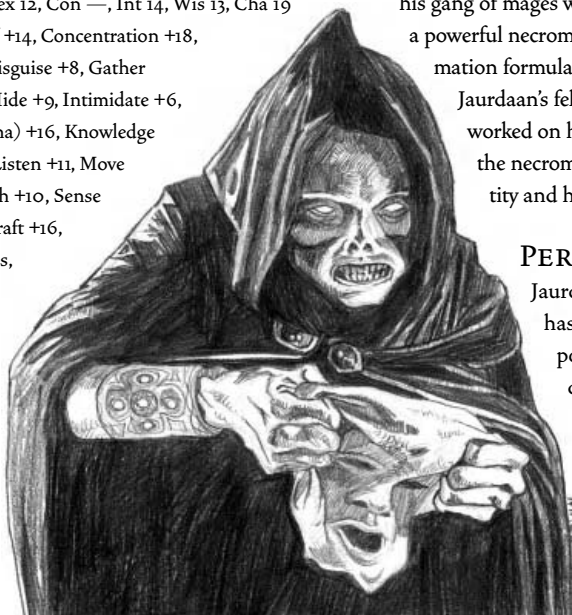
Paralyzing Touch (Su): Any creature the lich touches must succeed at a Fortitude save (DC 19) or become permanently paralyzed.

Sorcerer Spells Known: (6/7/7/7/7/4; base DC = 14 + spell level):

0—*dancing lights*, *daze*, *detect magic*, *flare*, *mage hand*, *mending*, *open/close*, *ray of frost*, *resistance*; 1st—*charm person*, *feather fall*, *mage armor*, *magic missile*, *spider climb*; 2nd—*alter self*, *arcane lock*, *flaming sphere*, *ghoul touch*, *magic mouth*; 3rd—*dispel magic*, *fireball*, *major image*, *nondetection*; 4th—*charm monster*, *greater invisibility*, *lesser globe of invulnerability*; 5th—*feeblemind*, *nightmare*

Gear: Masterwork dagger, bracers of armor +4, ring of protection +1, cloak of resistance +3, flayed skin mask†, necklace of mind shielding (as ring), 100 gp worth of gold dust (material components for *arcane lock*), belt of fireballs VI (as necklace), robe of charisma +2 (as cloak), slippers of spider climbing, 548 gp

PC Gear: Ring of major fire resistance, rod of cancellation, serpentine owl figurine, wand of lightning bolt (36 charges) (caster level 10th); upgrades: bracers to +5, cloak to +5, ring to +5, robe to +6



An unexpected talent born of a tribe of desert nomads, Jaurdaan was cast out of his tribe when his magic manifested itself. His people expected him to die alone among the dunes. Fortunately for him he encountered members of a merchant caravan, who gave him water and let him ride along to their next civilized destination. Amazed at people's acceptance of magic in this new and strange city, Jaurdaan joined a group of young mages selling their services. This work gave him an opportunity to learn more about magic and those who practiced it. Unfortunately, though, Jaurdaan proved an unambitious sorcerer. After several years of work, his gang of mages was hired under false pretenses by Volgarn, a powerful necromancer who wanted to test his lich transformation formula before applying it to himself. One by one Jaurdaan's fellows died horribly, but the experiment worked on him. Flush with new power, he struck out at the necromancer and escaped. Now he hides his identity and his nature, afraid to show his true face.

PERSONALITY

Jaurdaan alternates between hating what he has become and enjoying the additional powers the change gives him. Normally a quiet and religious man like the rest of his people, he has experienced a crisis of faith and now feels uncertain of his place in the world. He clings to things that remind him of his normal life, and uses his magic to take on his original appearance so he may interact with people he knew before the transformation.

Full of self-loathing, he hates undead and happily slays them when given the chance. Jaurdaan's evil nature is more a side effect of the negative energy that makes him a lich than any inclination of his own alignment.

USES

Jaurdaan can serve as a lich adversary for a group of medium-level heroes or as a member of a secret organization of undead spellcasters. As a protagonist, he might hire adventurers to attack or spy on the necromancer who killed his friends and transformed him. As a PC, the conflicted Jaurdaan still clings to his old life rather than give in to the overwhelming call of evil. He can work with non-evil characters as long as he is careful. Jaurdaan does not know what his phylactery is, but believes it lies somewhere in Volgarn's tower. He has put off returning to search for it, fearing the necromancer might capture him again.

TACTICS

Jaurdaan does not fear using strong magic to defeat his foes, especially considering his many spells per day. If attacked in melee, he uses his lich touch attack. To non-evil allies he explains it as a spell he invented or the effect of a rare magic item.

KEVISH

Kevish: Female kobold Sor3; CR 3; Small humanoid (reptilian);

HD 3d4; hp 7; Init +3; Speed 30 feet; AC 15 (touch 14, flat-footed 12); Base Attack +1; Grapple -4; Attack/Full Attack +1 melee (1d6-1/x3, halfspear) or +6 ranged (1d8/19-20, masterwork light crossbow); SQ Darkvision, light sensitivity (dazzled in bright light); AL LE; SV Fort +1, Ref +4, Will +2; Str 8, Dex 17, Con 10, Int 13, Wis 8, Cha 14

Skills and Feats: Concentration +6, Craft (trapmaking) +5, Hide +7, Knowledge (arcana) +4, Profession (mining) +3, Search +3, Speak Language (Common), Spellcraft +6; Dodge, Point Blank Shot

Sorcerer Spells Known: (6/6; base DC = 12 + spell level): 0—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending*; 1st—*color spray*, *lesser invisibility*†, *spider climb*

Gear: Halfspear, masterwork light crossbow, crossbow bolts (10), *potion of blur*, *vest of many hands*†, *wand of magic missiles* (3rd-level caster, 14 charges), 233 gp

PC Gear: *Potions of cure light wounds* and *sneaking*

Kevish was born into a large tribe of kobolds serving a very old blue dragon. In the past the dragon had mated with some of her slaves to produce powerful half-dragon leaders, but as she got older and her eggs became less fertile she stopped this practice, and the original half-dragons died out. Her blood ran in the veins of their descendants, though, and after a few generations (less than a hundred years) all the kobolds shared her as an ancestor. Eventually almost all of the tribe had some minor sorcerer ability, even if it was only the power to cast a couple of cantrips. Kevish was one of the lucky ones, with true power in her blood, and the dragon hoped that Kevish would take a position of leadership in the tribe and become a very valuable slave.

Unfortunately, the little kobold had the attention span of a rabbit, the common sense of a cow, and the will to lead of a sheep. The dragon very quickly became fed up with her. Kevish wasn't stupid, however; she realized the dragon's wrath would fall upon her soon, so the

next time the dragon went hunting she ran away and never looked back. Having learned the Common tongue from other slaves, she is trying to fit in on the fringes of human society, using her magic to help her adopted "tribe" (no matter how temporary) and establish a place for herself in its hierarchy, so far with little success.

PERSONALITY

Kevish is nervous and has a hard time keeping still. Easily startled, she reacts to most surprises by pointing her spear and casting her *lesser invisibility* spell (see page 32).

Growing up a slave in the lair of a dragon, she doesn't understand concepts like "friendship" very well and tends to express her wants and needs in terms of power and rewards for anyone involved. She stays fiercely loyal to anyone who offers to protect her, particularly those who do so without threats. She tends to panic at the sight of dragons, even small ones, and doesn't know enough about the world outside her old mistress' lair to easily tell the difference between an actual dragon or wyvern and a big lizard or snake. Unlike most kobolds, she is not a coward and never fears a fight (except in the case of fighting something she thinks is a dragon). She does still share the typical kobold tendency toward cruelty. For instance, she likes to purchase or capture live food, then torture it for a while before eating it. (She has earned her keep at several human inns by hunting rats, although she was not allowed to eat in front of the customers.)

USES

Kevish can serve as leader of a small tribe of kobolds, a lieutenant in a larger kobold force, or an agent of a dragon more tolerant of her shortcomings than her original mistress. She makes a good lackey or apprentice for a more powerful spellcaster, particularly a reptilian one such as a lizardfolk druid or sorcerer or even a yuan-ti (assuming it convinces her it's not a dragon, of course). As a player character, Kevish makes an ideal "savage spellcaster" with preconceived notions of how the world works and a lot of quirks.

TACTICS

Kevish understands that her people are inherently physically weak, so she doesn't take undue risks. She prefers to enter combat with a *color spray* spell to disable as many foes as possible, giving her allies time to kill the downed opponents. In an extended battle she likes to fire her crossbow from the rear of the group, alternating firing and casting *lesser invisibility* every round to make it harder for enemies to find her. She may also use *spider climb* to reach a ledge or other high point where foes can't reach her in melee, and shoot from there.



LEG-BREAKER GAUSH



Leg-Breaker Gaush: Male bugbear Tra5; CR 7; Equiv. Lvl. 9; Medium humanoid (goblinoid); HD 3d8+6, 5d4+10; hp 41; Init +3; Speed 30 feet; AC 19 (touch 14, flat-footed 16); Base Attack +4; Grapple +5; Attack/Full Attack +5 melee (1d8+1, morningstar) or +7 ranged (1d6+1, javelin); SQ Darkvision, prohibited schools (conjunction, necromancy); AL CE; SV Fort +4, Ref +7, Will +7; Str 12, Dex 16, Con 14, Int 16, Wis 14, Cha 8

Skills and Feats: Concentration +10, Hide +5, Knowledge (arcana) +8, Listen +4, Move Silently +9, Spellcraft +11, Spot +6; Alertness, Armor Proficiency (Light), Combat Expertise, Craft Wand, Scribe Scroll, Shield Proficiency
Wizard Spells Prepared: (5/5/4/3; base DC = 13 + spell level; 15 percent chance of spell failure): 0—*dancing lights, detect magic, mage hand, mending, read magic*; 1st—*burning hands* (2), *magic weapon, shield, true strike*; 2nd—*bull's strength, invisibility* (2), *protection from arrows*; 3rd—*fireball* (2), *slow*

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, read magic*, 1st—*burning hands, endure elements, expeditious retreat, magic weapon, shield, spider climb, true strike*; 2nd—*bull's strength, cat's grace, Gaush's mighty scout†, invisibility, protection from arrows*; 3rd—*fireball, slow*

Gear: Large steel shield, morningstar, javelins (2), bracers of armor +2, ring of protection +1, amulet of health +2, wand of endure elements (24 charges), wand of magic weapon (33 charges, caster level 5), wand of spider climb (13 charges), wand of Gaush's mighty scout† (16 charges, caster level 5th), 245 gp

PC Gear: Cloak of resistance +1; upgrades: amulet to +4, bracers to +3, ring to +2.

Gaush was always particularly smart for a bugbear, and when his band slew a group of young adventurers, he picked up the wizard's spellbook out of curiosity. At first intrigued by its pictures and diagrams, he kept examining the book in his free time. It took him a year

to puzzle out the mage's script, but once he understood it he attacked it with zeal, and soon was casting a few minor spells on his own. Gaush eventually learned how to cast all the spells in the wizard's spellbook and, without realizing it, he became a transmuter like its original owner. (As the spellbook contains very little information on conjuration magic, Gaush has no experience with it. He would consider any conjuration scrolls or wands he found simply "broken," not attribute the failure to anything within himself.) Gaush went on to develop his own spell to facilitate raids by his fellows, and the group has become very successful. Gaush rightly claims much of the status of these victories and has earned a reputation among the other bugbear clans for his rare skill with arcane magic. He has met Brul the Tongue (see page 4) on the battlefield but doesn't think much of the orc's abilities.

PERSONALITY

Gaush appears as aggressive and greedy as any other bugbear, although unlike most spellcasters he tends to strike out with weapons first rather than spells (old habits die hard). He prefers magic treasure to collecting weapons, armor, and other metallic shiny things. Cruel and mean, Gaush earned his nickname from his habit of breaking the legs of any live prey captured before throwing it into the stew pot, claiming it enhanced the flavor. He knows he will never be the biggest and meanest in his clan, so he accepts a lesser but still valuable role and makes sure the common bugbears don't forget his station. He's a team player and prefers to use his spells to enhance his allies rather than using them on himself and fighting in person. However, he isn't above borrowing some armor and participating in an ambush just like in the old days—except that now he does so with the added power of his precast spells.

USES

Gaush can be used as a lieutenant in a large bugbear gang, or a leader in a smaller one. If the leader of his gang turns against him or becomes suspicious of arcane magic, a party may find him wandering in search of a new lair. Given his power, he could easily come to dominate a tribe of goblins or hobgoblins and enhance their raiders with his magic. As a player character, Gaush could be looking for greater opportunities for treasure and magic. He might sign up with some less-than-discriminating adventurers or agree to work as a translator or guide in goblinoid lands.

TACTICS

Gaush doesn't wear armor, as he doesn't like it interfering with his spells. He carries a shield on his back and brings it out only after he casts all the spells he wanted to use in the battle. He normally uses his magic on himself and his allies. He treasures casting his *fireball* and has worked hard to teach his gang to not rush in until after he casts it.

MERGMORNI

Mergmorni: Female dwarf Sor9; CR 9; Medium humanoid (dwarf); HD 9d4+9; hp 31; Init +1; Speed 20 feet; AC 13 (touch 12, flat-footed 12); Base Attack +4; Grapple +6; Attack/Full Attack +7 melee (1d4+3, +1 light hammer) or +6 ranged (1d4+2, masterwork light hammer); SQ Dwarf traits; AL LN; SV Fort +4, Ref +6, Will +5; Str 14, Dex 12, Con 12, Int 13, Wis 8, Cha 13

Skills and Feats: Concentration +13, Craft (metalworking) +3, Craft (stoneworking) +10, Knowledge (arcana) +8, Spellcraft +11; Lightning Reflexes, Martial Weapon Proficiency (light hammer), Point Blank Shot, Power Attack

Sorcerer Spells Known: (6/7/6/6/4; base DC = 11 + spell level):

0—*dancing lights, daze, detect magic, disrupt undead, mage hand, mending, open/close, ray of frost*; 1st—*animate rope, burning hands, grease, magic weapon, shield*; 2nd—*bull's strength, locate object, Mel's acid arrow, necrophage†*; 3rd—*dispel magic, protection from energy, vampiric touch*; 4th—*shout, stoneskin*

Gear: +1 light hammer, masterwork light hammer, amulet of natural armor +1, 500 gp worth of diamond dust (material components for *stoneskin*), floating skull (as dull gray ioun stone), bracelet of protection +1 (as ring), wand of animate dead (11 charges, one body per charge), stone golembane scarab, potion of cure moderate wounds, 348 gp

PC Gear: Cloak of resistance +2, ring of counterspells; upgrades: amulet to +2, bracelet to +2, magic hammer to +1 light returning hammer

Mergmorni is the first dwarf in her clan to develop sorcerous powers. Although wizardry was known to them, and a few dwarves in their history had dabbled in arcane magic, the natural sort of magic she evidenced was new and unusual to them. After receiving the proper blessings from the dwarven gods, they allowed her to nurture her abilities, and she found within herself a penchant for defensive magic and other useful spells suitable to life in a dwarven city. She was sent on armed patrols to help keep the territory's perimeter

safe, and as such she developed close friendships with many dwarves in her community. Unfortunately, new mining tunnels broke through into a series of caves controlled by derro, and a vicious war started between Mergmorni's people and the evil dwarf degenerate crossbreeds.

While she was on a mission to ambush derro patrols, her city was attacked by derro forces backed up by a stone golem they had managed to activate and control, and most of her clan was wiped out. Returning from a dangerous battle of their own, the survivors of Mergmorni's squadron came upon the bodies of their dead. Knowing they were hopelessly outnumbered, the remaining dwarves chose to salvage what they could, bury their fallen comrades in a great tomb, and relocate to a new home. Mergmorni stayed. After the others had gone, she brought out a wand of forbidden magic she had taken off a slain derro savant and began animating her dead clanfolk as zombies, hoping to build an army to attack the derro town. She now spends most of her time going between her fallen clanhome and places on the surface where she hopes to find more magic items suitable for her purpose.

PERSONALITY

Obsessed with killing the derro who destroyed her clan, Mergmorni seems on the border of madness. Before the massacre, she was a friendly dwarf interested in magic, stonework, and metalcraft, happy to exchange a tale or share a drink with another dwarf. Now her desire for revenge has driven out most other feelings and much of her common sense. She spends the majority of her time among the undead of her city.

USES

If pushed to true madness, Mergmorni can become a weird villain, using her undead servants to attack any "derro" that enter her city. PCs may also encounter her leading a squadron of dwarven undead through the tunnels in search of derro—she might join up with adventurers if they convince her that the two groups have a common purpose. She can also become a customer for some of the heroes' less savory magic items; in this case, give her access to secret caches of dwarven gold to use to buy them. As a player character, ignore the undead angle and send Mergmorni in search of mercenaries, adventurers, or friendly dwarves willing to start a crusade against the derro city.

TACTICS

Mergmorni uses *grease* and *shout* to break enemy formations and *dispel magic* to disrupt enemy spellcasters. With *bull's strength* and *stoneskin* cast and a *vampiric touch* on her off hand, she is ready to enter melee combat.



NOSGRUNDANGA

Nosgrundanga: Female dwarf Div5; CR 5; Medium humanoid (dwarf); HD 5d4; hp 12; Init +0; Speed 20 feet; AC 11 (touch 10, flat-footed 11); Base Attack +2; Grapple +3; Attack/Full Attack +3 melee (1d4+1/19–20, dagger) or +2 ranged (1d4/19–20, dagger); SQ Dwarf traits, prohibited school (necromancy); AL LN; SV Fort +1, Ref +1, Will +8; Str 13, Dex 10, Con 10, Int 16, Wis 14, Cha 10

Skills and Feats: Concentration +8, Craft (metalworking) +5, Craft (stoneworking) +5, Knowledge (arcana) +7, Knowledge (architecture and engineering) +7, Knowledge (history) +6, Knowledge (local) +6, Knowledge (nobility and royalty) +6, Knowledge (the planes) +5, Knowledge (religion) +5, Listen +4, Spellcraft +8, Spot +4; Alertness, Brew Potion, Iron Will, Scribe Scroll

Wizard Spells Prepared: (5/5/4/3; base DC = 13 + spell level):
 0—*dancing lights*, *detect poison*, *light*, *mage hand*, *mending*;
 1st—*comprehend languages*, *magic missile* (2), *Ten's floating disk*, *true strike*; 2nd—*blindness/deafness*, *detect thoughts*, *locate object*, *Mel's acid arrow*; 3rd—*clairaudience/clairvoyance*, *hold person* (2)

Spellbook: 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, 1st—*comprehend languages*, *creature loresight*††, *endure elements*, *identify*, *magic missile*, *object loresight*††, *Ten's floating disk*, *true strike*; 2nd—*blindness/deafness*, *detect thoughts*, *glitterdust*, *locate object*, *Mel's acid arrow*; 3rd—*clairaudience/clairvoyance*, *hold person*

Gear: Dagger, divining bone†, vest of armor +1 (as bracers), mortar-stone†, scroll of arcane eye, potions of endure elements (fire), endure elements (acid), and detect thoughts; 223 gp

PC Gear: Cloak of resistance +1, scroll of charm monster; upgrade: vest to +2

Born of two clerics of the dwarven god of invention and discovery, Nosgrundanga grew up in a large and protected city under the guidance of educated and conservative parents. Members of the upper class, her parents came from families with a long history of success and respect, and raised her anticipating more of the same. She surprised them somewhat when she took to arcane studies instead of the clergy, but she quickly proved useful with her ability to sort through fragments of lore to find material they could apply to the modern day.

Although the insular dwarves in her city desired little contact with the outside world, she felt the need to visit sages, wizards, and learned folk outside the sheltered confines of her stone home, so she has made several sojourns to the outer world in search of knowledge. In recent years she has delved into temple archives and grown very learned about the dwarven pantheon and the interaction of the planes with celestial and fiendish creatures.

PERSONALITY

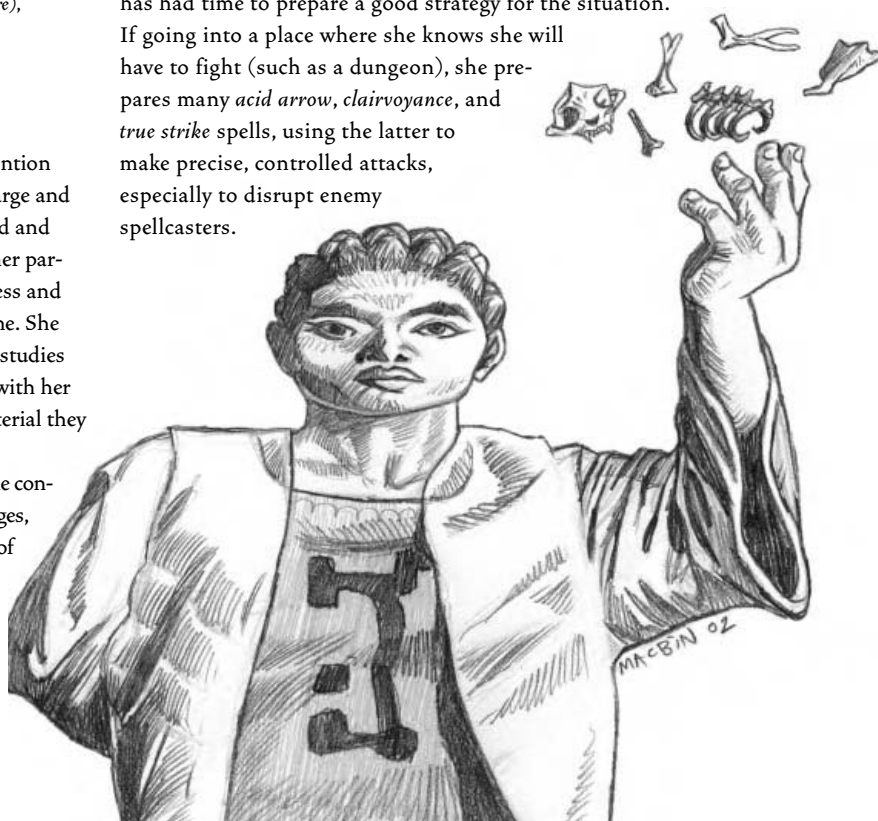
Despite her expeditions outside her home city, Nosgrundanga knows little about interacting with people, having spent most of her time in libraries and vaults poring over old books or listening to lectures. A handsome and personable dwarf, she has the bad habit of talking down to her intellectual inferiors and speaks at length about strange topics of little interest to common folk or even adventurers. Conservative in her views, she does not take to radical acts, preferring radical thinking and radical research to reckless behavior. She has been known to chastise a dwarf barbarian coming out of a rage, and she doesn't understand the point of gambling at all.

USES

Nosgrundanga makes an excellent sage or mentor for low-level characters—perhaps as a teacher of divination at a wizard academy. She might be found anywhere, as long as there is access to a library or the hint of old documents on a lost dwarven settlement. Nosgrundanga has been known to spend a week with human smiths teaching them to better work their metal. In a pinch, adventurers can hire her to *identify* magic items. As a player character, she might go adventuring in search of the things described above or simply to follow someone she thinks has interesting firsthand knowledge of a topic she wishes to learn about.

TACTICS

Nosgrundanga prefers to remain out of melee unless she has had time to prepare a good strategy for the situation. If going into a place where she knows she will have to fight (such as a dungeon), she prepares many *acid arrow*, *clairvoyance*, and *true strike* spells, using the latter to make precise, controlled attacks, especially to disrupt enemy spellcasters.



ORVIN

Orvin: Male human Cjr 8; CR 8; Medium humanoid (human); HD hp 44; Init +1; Speed 30 feet; AC 13 (touch 12, flat-footed 12); Base Attack +4; Grapple +4; Attack/Full Attack +5 melee (1d4/19–20, masterwork dagger); SQ Empathic link with familiar, prohibited schools (enchantment, evocation), quasit familiar, share spells with familiar, touch spells (via familiar); AL CE; SV Fort +5, Ref +3, Will +7; Str 10, Dex 12, Con 16, Int 15, Wis 13, Cha 8

Skills and Feats: Concentration +11, Craft (alchemy) +11, Heal +5, Jump +10, Knowledge (arcana) +6, Knowledge (nature) +8, Listen +3, Search +5, Spellcraft +8, Spot +7; Alertness, Brew Potion, Combat Casting, Combat Expertise, Quasit Familiar, Scribe Scroll

Wizard Spells Prepared: (5/6/5/4/3; base DC = 12 + spell level):

0—arcane mark, detect magic, detect poison, disrupt undead, mage hand; 1st—chill touch, detect undead, endure elements, grease, mage armor, obscuring mist; 2nd—darkvision, ghoul touch (2), Mel's acid arrow, summon monster II; 3rd—gaseous form, halt undead, stinking cloud, vampiric touch; 4th—black slime, minor creation, polymorph

Spellbook: 0—arcane mark, detect magic, detect poison, disrupt undead, ghost sound, mage hand, mending, open/close, prestidigitation, ray of frost, read magic; 1st—chill touch, detect undead, endure elements, grease, mage armor, obscuring mist, spider climb; 2nd—darkvision, ghoul touch, invisibility, Mel's acid arrow, summon monster II, web; 3rd—gaseous form, halt undead, protection from energy, slow, stinking cloud, vampiric touch; 4th—black slime, dimension door, minor creation, polymorph

Gear: Masterwork dagger, ring of protection +1, ring of warmth, boots of the winterlands, robe of armor +1 (as bracers), potions of neutralize poison, spider climb, invisibility, protection from energy (acid), and protection from energy (electricity); 298 gp

PC Gear: Amulet of natural armor +2, potion of protection from energy (fire), scroll of cloudkill; upgrade: robe to +3

Orvin's birthplace is unknown, although he speaks with the accent of someone native to the colder lands. He has been found skulking about in the cesspools and sewers of several large cities, collecting samples of disgusting material and looking out for exotic slimes and oozes he can bring to his druid friend Umbrus. (His description appears in Vol. 2: *The Faithful*.) Orvin has been in and out of favor with various thieves' guilds for, while he knows the ins and outs of every major sewer (which guild members sometimes use to sneak about), he has a bad habit of deliberately infecting guild members with small oozes to observe the results.

PERSONALITY

Orvin is a thoroughly disgusting individual. His complete lack of bathing and frequent wadings through pools of



sewage give him a horrible smell that ought to attract otyughs for miles around. Even his more mundane spells (such as *grease*, *mage armor*, and *obscuring mist*) tend to smell pungent, and when people complain he only grins. This warped individual actually loves being filthy and obsesses over creatures that live in or on offal. He doesn't take kindly to attempts to clean him, and anyone who tries would be subject to several minor diseases that he probably carries.

USES

Orvin is a good villain that even the most reticent heroes won't be afraid to dispose of. He can serve as an ally of a rat cult (or any similarly secluded group that lives in sewers), the tender of the moat-otyugh in an evil lord's castle, or the man responsible for unleashing oozes into an orphanage or green slime into a city's water supply. As a player character, Orvin works well as a hermit or exile coming out of isolation. In this scenario, his problems stem from culture shock and ignorance of civilized behavior rather than deliberate villainy.

TACTICS

Orvin prefers to remain out of melee combat at all costs, although if confronted in melee he might try to grapple an opponent just to cause revulsion. He prefers to use ranged spells such as *grease*, *acid arrow*, and *stinking cloud* to harry enemies at a distance, or use his quasit familiar to transmit touch spells like *chill touch*, *vampiric touch*, and (his favorite) *black slime* (see page 30). Just for the sake of annoying paladins and good clerics, he likes to use *summon monster II* to conjure a lemure, which he considers the ideal summoned monster.

PAZ MURALI

Paz Murali: Female half-elf fleshbound vampire* Sor6;

CR 7; Equiv. Lvl 10; Medium undead (half-elf);
HD 6d12+3; hp 42; Init +9; Speed 30 feet; AC 23
(touch 15, flat-footed 18); Base Attack +3; Grapple
+5; Attack/Full Attack +6 melee (1d4+3 plus 1d6
electricity/19–20, +1 shock dagger);
SA Blood drain, create spawn;
SQ Damage reduction 10/silver, fast
healing 5, fleshbound vampire vul-
nerabilities, half-elf traits, resist-
ances (cold and electricity 10),
slow regeneration, turn
resistance +4, undead traits;
AL CN; SV Fort +2, Ref
+9, Will +7; Str 14, Dex 21,
Con –, Int 13, Wis 14, Cha
17

Skills and Feats: Concentration

+10, Hide +13, Knowledge (arcana) +6, Knowledge (geog-
raphy) +4, Listen +13, Move Silently +13, Profession
(weapons merchant) +5, Search +2, Spellcraft +7, Spot +12;
Alertness, Combat Reflexes, Craft Magic Arms and Armor,
Improved Initiative, Improved Unarmed Strike, Lightning
Reflexes, Silent Spell, Still Spell, Toughness

Blood Drain (Ex): A fleshbound vampire can suck blood from
a living victim with her fangs by making a successful grapple
check. If she pins the foe, she drains blood, inflicting 1d4
points of temporary Constitution damage each round she
maintains the pin. Paz currently has no need to feed in
this manner due to her magical ring (see below).

Create Spawn (Ex): A humanoid or monstrous humanoid slain
by a fleshbound vampire's blood drain attack rises as a
fleshbound vampire 1d3 days after its death. These new
vampires are not under the control of their vampire sire in
any way. Paz has no desire to create any spawn at this time.

Fast Healing (Ex): A fleshbound vampire heals 5 points of
damage each round so long as she has at least 1 hit point.
Damage from silver or magic weapons is healed last, and
only at a rate of 1 point per round.

Fleshbound Vampire Vulnerabilities: Garlic when used like poi-
son inflicts a negative level to a fleshbound vampire (an
exception to the rule making undead immune to negative
levels). Exposure to sunlight for a full round deals the
vampire damage equal to her maximum hit points; less
than a full round deals one-half her maximum hit points.
Cover reduces the damage proportionately.

Slow Regeneration (Ex): Fleshbound vampires can slowly
regenerate lost limbs over the course of several days, but
cannot reattach severed limbs.

Sorcerer Spells Known: (6/7/6/4; base DC = 13 + spell level): o—
arcane mark, detect magic, mage hand, mending, open/close, ray
of frost, read magic; 1st—mage armor, nightshroud†, object lore-



sight††, shocking grasp; 2nd—cat's grace, invisibility;
3rd—fly

Gear: +2 shock dagger, +1 punching dagger, +1
kukri, crown of fire† (9 charges), robe of armor +2
(as bracers), ring of sustenance, potion of invisibility,
+1 longsword, stone salve, elixir of hiding, potions of
inflict light wounds (3). 298 gp

PC Gear: Luckstone, ring of protection +3,
upgrade: dagger to +2 returning shock
dagger

Born of a human noble
and his elven wife, Paz
fell under the sway of
the mysterious sorcerer
Nevonn, a fleshbound vam-
pire*. He turned her into a
vampire and forced her to
join his criminal guild,
where she acted as a spy in

another city under cover as an arms merchant. When he was
slain by adventurers (see page 21), his guild collapsed.
Packing up her money and smaller weapons and selling
everything else, Paz took this opportunity to travel to exotic
places.

PERSONALITY

Paz is cordial and inviting, having been raised an aristocrat
and required to operate a business serving powerful and
volatile personnel. Last year a client paid for his weapon with
a *ring of sustenance*, which she wears and so has not felt the
blood-hunger for some time. Without her unnatural hunger,
Paz's original desires (as a living woman instead of an
undead monster) have started to come to the fore again, and
she may try to have herself restored to life at some point.

USES

Paz can be an arms merchant, buying and selling master-
work and magic weapons in a large city. As such, she would
have many adventurers as clients and would hear many
things of interest to such people. As a player character, she
may be searching for reasons to stay a vampire or become
alive again. She might join any party willing to let her travel
with them, just to give her time to think.

TACTICS

Paz has few attack spells and in combat relies on her vampir-
ic physical enhancements. She prefers to make hit-and-run
attacks, letting her fast healing take care of any damage she
suffers before attacking again.

* The monster template for "fleshbound vampire," a type of
vampire with no supernatural abilities, is available at *The
Bonds of Magic* product page at <www.montecook.com>. All
information needed to play Paz appears here, however.

RELOSA QUARDAK

Relosa Quardak: Female elf Sor6; CR 6; Medium humanoid (elf); HD 6d4–6; hp 21; Init +7; Speed 30 feet; AC 13 (touch 13, flat-footed 10); Base Attack +3; Grapple +2; Attack/Full Attack +7 melee (1d6/18–20, +1 rapier) or +6 ranged (1d6–1/x3, shortbow); SQ Elf traits, empathic link with familiar, owl familiar, share spells with familiar, touch spells (via familiar); AL NG; SV Fort +1, Ref +5, Will +7; Str 8, Dex 16, Con 8, Int 12, Wis 15, Cha 14

Skills and Feats: Concentration +8, Hide +10, Knowledge (arcana) +6, Listen +8, Move Silently +10, Search +3, Spellcraft +4, Spot +7*; Alertness, Craft Wondrous Item, Improved Initiative, Weapon Finesse

* Relosa gets a +3 bonus to Spot checks in bright light because of his familiar

Sorcerer Spells Known: (6/7/6/3; base DC = 12 + spell level):

0—dancing lights, detect magic, flare, light, mage hand, mending, read magic; 1st—disguise self, color spray, lesser invisibility†, mage armor; 2nd—invisibility, misdirection; 3rd—keen edge

Gear: +1 rapier, shortbow, arrows (50), boots of elvenkind, cloak of elvenkind, crystal of impersonation†, 47 gp

PC Gear: Dust of tracelessness, gloves of dexterity +2, ring of protection +1, wand of bear's endurance (6 charges)

Relosa was a scout for her forest tribe, trained to recognize danger and observe enemies without being seen. On patrol when a small party of dark elves attacked her people and separated her from her village: Two dark elf scouts waylaid her while the main force attacked her home. She managed to dispatch her opponents despite a nearly lethal blow to her neck. Choosing to run back to her village rather than tend her wound, she dropped unconscious from the strain.

She awoke again the next day. She found much of her village burned and many people dead, including the tribe's leader.

Grief-stricken, the leader's widow accused her of treachery, saying that she led the dark elves to the village or was paid not to warn them.

Despite her story of being separated and the obvious injuries, the tragedy-maddened elves agreed

with the widow and decided to put her on trial for her crime. Outraged and still severely wounded, she fled rather than face her tribe's irrational justice. Understanding that her people would need time to bury the dead and mourn, and knowing their sheltered nature would make them avoid the human cities in their pursuit of her, she made her way toward the closest large human city. She has been running ever since, hiding among the tall and uncouth humans until she can find a way to convince her people of her innocence. She avoids other elves and uses her *crystal of impersonation* (see page 28) to change her appearance every few days.

PERSONALITY

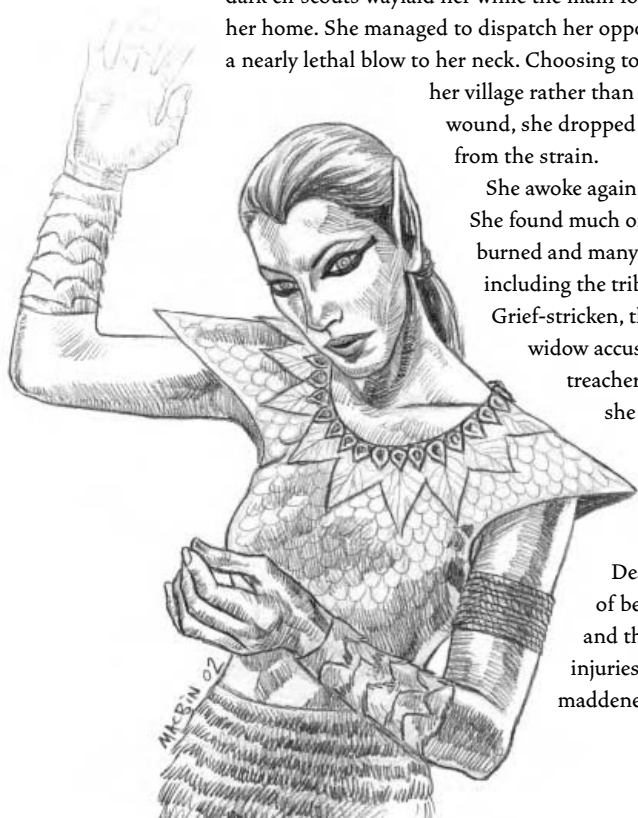
While some elves are xenophobic toward other races, Relosa replaced that feeling with a healthy dose of paranoia toward her own race instead. Her trust in her people betrayed in a moment of weakness, she has become suspicious of all elves and half-elves, fearing they may be watching her and reporting her whereabouts to her tribe. She seems tolerant of humans, halflings, and gnomes, but prefers to surround herself with dwarves and half-orcs; while she personally dislikes many things about them, she knows that her kin like them even less and would go out of their way to avoid talking to such creatures. In her heart she remains a protector and won't participate in activities that bring harm to innocent elves. This protective aspect extends to whomever she trusts or allies with, and has resulted in some odd friendships with dwarves and half-orcs.

USES

Relosa can be a member of a scouting party or war party of aggressive elves, a fugitive of a dark elf attack, or a plot hook to further adventure involving her pursuers. She might sign on with a group of adventurers planning on going far from the elven lands or into the deep caverns to attack the dark elves. If you use Relosa after her peaceful reunion with her tribe, her experiences with nonelves make her a good candidate to speak with trespassers—she is more likely than most to talk intruders into leaving without threat of violence. As a player character, Relosa would go adventuring for the above reasons or to find some sort of magic that can prove her story to her tribe.

TACTICS

As a scout trained in ambush tactics, Relosa prefers to use her stealth to her advantage, firing a shot from her bow and then moving before being discovered. In continuing melee, she might use *lesser invisibility* to help her get to a new position undetected and fire again to give the illusion of more than one archer's involvement. She uses *color spray* to break up groups of enemies and casts *keen edge* on her rapier if she expects to enter melee.





SEL KYREE

Sel Kyree: Female half-medusa*
human Sor5; CR 7; Equiv. Lvl. 8;

Medium monstrous
humanoid
(human);
HD 5d4; hp 12;
Init +3; Speed 30
feet; AC 15 (touch
14, flat-footed 12);
Base Attack +2;
Grapple +1;
Attack/Full
Attack +1
melee (1d4 plus
poison, snakes) or
+2 melee
(1d4–1/19–20, master-
work dagger); SA
Petrifying attack, poi-
son; SQ Dark-vision,

empathic link with familiar, medusa blood, share spells with familiar, snake familiar, touch spells (via familiar); AL LE; SV Fort +2, Ref +8, Will +6; Str 8, Dex 16, Con 10, Int 13, Wis 12, Cha 17

Skills and Feats: Bluff +10, Concentration +8, Diplomacy +7, Disguise +5, Listen +3, Sense Motive +3, Spellcraft +5, Spot +3; Alertness, Extend Spell, Silent Spell, Spell Focus (enchantment)

Petrifying Attack (Su): A half-medusa's visage is less potent than her full-blooded parent; creatures are not turned to stone simply by looking at her. However, she can focus her power upon a single creature within 30 feet just like a medusa actively using her gaze as an attack action. The targeted creature can avoid the gaze as normal (see "Gaze Attacks" in the DMG); those who fail to avoid the half-medusa's gaze must succeed at a Fortitude save (DC 15) or be turned to stone permanently. She can use this ability a number of times per day equal to her Charisma bonus.

Poison (Ex): Snakes, Fortitude save DC 12; initial damage 1d4 temporary Strength, secondary damage 2d4 temporary Strength

Medusa Blood (Ex): For all special abilities and effects, a half-medusa is considered a medusa. Half-medusas, for example, are immune to the gaze attacks of medusas, and vice versa.

Sorcerer Spells Known: (6/7/5; base DC = 13 + spell level, 14 + spell level for enchantment): 0—*dancing lights*, *daze*, *detect magic*, *light*, *mage hand*, *open/close*; 1st—*charm person*, *hypnotism*, *sleep*, *unseen servant*; 2nd—*alter self*, *detect thoughts*

Gear: Masterwork dagger, *ring of protection +1*, *cloak of resistance +1*, *potions of glibness* and *invisibility*; *Tular of Nevf*, 298 gp

PC Gear: *Brooch of shielding* (60 points), *minor circlet of blasting*,

potion of love, *ring of warmth*; upgrades: dagger to +1, ring to +2

Sel Kyree is the daughter of Vandira, a medusa sorcerer, and Kellarn, a human ranger. While most cross-breeds like her have scaly, earthlike skin, Sel Kyree was born with smooth skin and a rich olive complexion. Raised by a medusa among her mother's strange monster allies, Sel Kyree longed to see the world of her father. When she became an adult, she decided to travel to a human city and learn about the other half of her heritage. Careful to conceal her snaky hair, she discovered that the humans found her incredibly attractive and that she could easily manipulate human men. Since that time she charms and seduces men, with or without magic, using them to acquire luxuries and live in beautiful homes. At some point she would like to settle down and establish some sort of business or perhaps a minor cult devoted to her, but for now she is enjoying herself far too much to get involved in something that requires more work.

PERSONALITY

Sel Kyree is a hedonist and a narcissist. She loves attention, loves pretty things, and loves the pleasures of the flesh. Surrounded by charmed and enamored sycophants, she never has to do anything for herself and enjoys a position of power over others. She is a master of delegation, using *unseen servant* spells and her charmed employees and lovers to accomplish her desires for her. Those who irritate her often end up poisoned in the middle of a kiss, their paralyzed bodies dumped into the river to drown.

USES

A practiced manipulator, Sel Kyree can easily take over a small group of people of any origin, whether a local temple, martial academy, or thieves' guild. With such a group under her power, she would funnel all its resources to her own purposes, letting the group's original projects fall by the wayside. She makes a good guildmaster for a group of thieves or (in a more benign capacity) a collector of news in the city. As a player character, a non-evil Sel Kyree might be fleeing the wrath of a lover's wife or trying to decide if there is more to life than just relaxation and pleasure.

TACTICS

Sel Kyree prefers not to fight on her own behalf and relies on her friends to protect her. She tries to *charm* or *sleep* most opponents, but those who anger her fall to her poison and petrification attacks.

* "Half-medusa" is a monster template available at *The Bonds of Magic* product page at <www.montecook.com>. All information needed to play Sel appears here, however.

TAKRAL TWO-BONES

Takral Two-Bones: Male human lich Wiz12; CR 14; Equiv. Lvl. 16;

Medium undead (human); HD 12d12; hp 78; Init +2; Speed 30 feet; AC 24 (touch 14, flat-footed 22); Base Attack +6/+1; Grapple +7; Attack +7 melee (1d8+5 negative energy [DC 16, Will half, plus paralysis], touch); Full Attack +7/+1 melee (1d8+5 negative energy [DC 16, Will half, plus paralysis], touch); SA Fear aura, paralyzing touch; SQ Damage reduction 15/bludgeoning and magic, immunities (cold, electricity, polymorph), turn resistance +4, undead traits; AL NE; SV Fort +6, Ref +8, Will +11; Str 12, Dex 15, Con —, Int 20, Wis 16, Cha 10

Skills and Feats: Concentration +15, Craft (alchemy) +15, Hide +8, Knowledge (arcana) +20, Knowledge (dungeoneering) +11; Knowledge (history) +10, Knowledge (local) +10, Knowledge (the planes) +10, Listen +13, Move Silently +10, Search +13, Sense Motive +11, Spellcraft +20, Spot +13; Alertness, Craft Wondrous Item, Great Fortitude, Heighten Spell, Lightning Reflexes, Scribe Scroll, Silent Spell, Spell Focus (enchantment), Spell Focus (evocation)

Fear Aura (Su): Creatures of less than 5 HD in a 60-foot radius who look at the lich must succeed at a Will save (DC 16) or be affected as though by a *fear* spell (caster level 12th)

Paralyzing Touch (Su): Any creature the lich touches must succeed at a Fortitude save (DC 16) or become permanently paralyzed.

Wizard Spells Prepared: (4/10/5/5/4/4/2; base DC = 15 + spell level, 15 + spell level for enchantment or evocation): 0—

detect magic, mage hand, mending, read magic; 1st—*burning hands* (2), *disguise self, charm person* (2), *magic missile, obscuring mist, shield* (2), *shocking grasp*; 2nd—*invisibility* (2), *magic mouth, mirror image* (2); 3rd—*dispel magic, fireball, haste, lightning bolt, vampiric touch*; 4th—*arcane eye, improved invisibility, minor globe of invulnerability, phantasmal killer*; 5th—*cone of cold, dominate person, Mord's faithful hound, teleport*; 6th—*chain lightning, disintegrate*

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, read magic*; 1st—*burning hands, disguise self, charm person, identify, mage*

armor, magic missile, obscuring mist, shield, shocking grasp; 2nd—*arcane lock, cat's grace, detect thoughts, invisibility, levitate, magic mouth, mirror image*; 3rd—*dispel magic, fireball, fly, haste, lightning bolt, vampiric touch*; 4th—*arcane eye, charm monster, improved invisibility, minor globe of invulnerability, phantasmal killer*; 5th—*cone of cold, dominate person, hold monster, Mord's faithful hound, teleport, wall of force*; 6th—*antimagic field, chain lightning, disintegrate, true seeing*

Gear: *Ring of protection* +2, *six-sided sphere*†, *vest of armor* +5 (as bracers), *boots of levitation*, *beads of force* (2), *belt of dexterity* +4 (as gloves), *ring of wizardry I*, *wand of magic missiles* (21 charges, caster level 9th), *medallion of thoughts*, *scroll of finger of death*, *scroll of antimagic field*, 765 gp

PC Gear: *Cloak of resistance* +4, *headband of intellect* +6, *scroll of legend lore* (transcribed into spellbook), *pearls of power* (3rd, 4th, and 5th, respectively), *periapt of wisdom* +6, *scroll of limited wish, staff of frost* (32 charges); upgrades: *belt* to +6, *ring* to +5, *vest* to +6

The son and apprentice of the necromancer Volgarn (see page 12), Takral left his father's tower when he finished his training, wanting to see more of the world and irritated with his father's domineering ways. Takral joined an adventuring party and spent several years traveling up and down the coast in search of work and treasure. After his group slew the vampire guildmaster Nevonn (see page 18), Takral became interested in the concept of necromancy to extend life. He abandoned his allies and returned home only to find his father gone and much of the tower blasted. He was able to salvage notes on his father's experiments and turned himself into a lich within the past month.

PERSONALITY

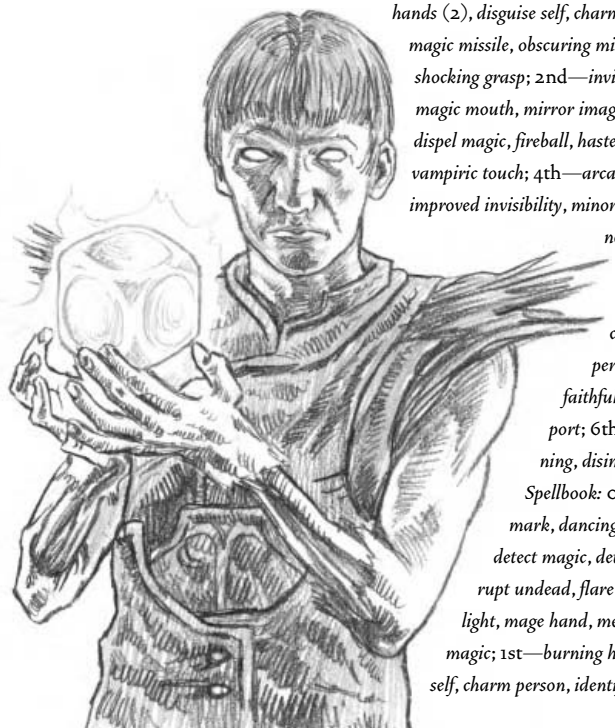
Takral is rebellious, forceful, and blunt. He likes the practice of metamagic and seems curious about new and different ways to alter spells, particularly to make them stronger.

USES

Takral can easily disguise himself as human and live in a city, hiring folk to explore magical ruins for him. He could just as easily be the stereotypical lich in the hidden lair and stealing people for magical experiments. As a player character, Takral is a hotheaded man dealing with the unexpected changes to his personality brought on by lichdom.

TACTICS

Secure in his power, Takral blasts away with destructive spells, using his *sphere*† (see page 29) to shape them around his allies. Unlike most liches, he has not yet learned to cautiously analyze opponents for weeks before attacking. (The *six-sided sphere* is also this lich's phylactery.)



URN OF THE ONE HAND

Urn of the One Hand: Male gnome Ill8; CR 8; Small humanoid (gnome); HD 8d4+8; hp 28; Init +2; Speed 20 feet; AC 15 (touch 14, flat-footed 13); Base Attack +4; Grapple +0; Attack/Full Attack +5 melee (1d4/19–20, dagger) or +8 ranged (1d8+1/19–20, +1 *light crossbow*); SQ Empathic link with familiar, gnome traits, prohibited schools (divination and necromancy), share spells with familiar, touch spells (via familiar), weasel familiar; AL NG; SV Fort +3, Ref +6, Will +5; Str 10, Dex 14, Con 12, Int 17, Wis 8, Cha 13

Skills and Feats: Balance +4, Concentration +12, Craft (alchemy) +12, Craft (stoneworking) +6, Hide +6, Jump +2, Knowledge (arcana) +8, Knowledge (nature) +8, Listen +3, Spellcraft +11, Spot +1, Tumble +7; Alertness, Combat Casting, Craft Wand, Dodge, Scribe Scroll, Spell Focus (illusion)

Wizard Spells Prepared: (5/6/5/5/3; base DC = 13 + spell level, 14 + spell level for illusion): 0—*detect magic* (2), *ghost sound*, *open/close*, *ray of frost*; 1st—*charm person*, *color spray* (2), *expeditious retreat*, *mage armor*, *shield*; 2nd—*blur*, *gust of wind*, *invisibility* (2), *protection from arrows*, *rope trick*; 3rd—*displacement*, *fly*, *major image*, *suggestion*; 4th—*greater invisibility*, *phantasmal killer*, *rainbow pattern*

Spellbook: 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*; 1st—*charm person*, *color spray*, *expeditious retreat*, *mage armor*, *magic missile*, *shield*; 2nd—*blur*, *cat's grace*, *gust of wind*, *hypnotic pattern*, *invisibility*, *protection from arrows*, *rope trick*; 3rd—*displacement*, *fly*, *major image*, *suggestion*; 4th—*greater invisibility*, *illusory wall*, *phantasmal killer*, *rainbow pattern*

Gear: Dagger, +1 *light crossbow*, crossbow bolts (20), *ring of protection* +1, *hat of disguise*, *glove of empty space*†, *coat of armor* +1 (as bracers), *wand of magic missile* (14 charges), *wand of cat's grace* (6 charges), *wand of mage hand* (20 charges), 386 gp

PC Gear: *Amulet of natural armor* +2, *wand of greater invisibility* (12 charges), *wand of invisibility* (25 charges); upgrade: bolts to +1 bolts

Urn is a typical prankster gnome, and only his skill at magic has kept him alive so far. His bad habit of taking pranks too far and making jokes on taboo subjects has gotten him kicked out of his home, his town, three different adventuring parties, and many inns and taverns in civilized lands. He has lived in communities by the sea, forest, desert, hills, and mountains, and has picked up tips from druids and rangers in all of those places. His favorite and greatest prank was to sneak into a dark elf city with his friends, free all prisoners from one noble house, and replace all of their torture instruments with flowers and candy (see page 5).



PERSONALITY

Urn has the mind to create elaborate multilayered tricks and stories and can maintain very complex illusions, but lacks the sense the gods gave a mule. He makes whistling jokes about martyred clergy, paints half-orc barbarians' weapons a delicate shade of pink, slips demonic literature into the bedrolls of paladins, shaves wolf animal companions to look like prize poodles, and replaces wizards' spell components with sneezing powder. He is not cruel—he just thinks people should be able to laugh about things that are precious and sacred to them, because he considers life a fun gift from the gods.

USES

Urn can be the annoying sidekick that everyone else wants to choke, a leader for a group of young gnome illusionists, or a teacher at a wizard school. If he can keep his jokes in line, he might be found in the employ of a wealthy noble, paid to produce dramatic illusions for plays and celebrations, or hired by an adventurer's guild or general to recreate illusions of known dungeons, ruins, or castles to help plan attacks. As a player character, Urn is good for laughs, although a smart player will confine most of the tricks to NPCs rather than other members of the adventuring party.

TACTICS

Urn prefers to disable opponents quickly before he or his friends can be hurt, so he uses spells like *color spray* and *phantasmal killer* to strike hard. If enemies need redirecting or distracting he uses *major image* and *illusory wall* to create barricades or *rainbow pattern* to keep enemies milling about. If captured, Urn likes to pretend he has only one hand, revealing the “missing” one (holding his *wand of magic missiles*) when his enemies think him unarmed and helpless. If forced to fight with weapons, he prefers his crossbow and makes sure to protect himself with *mage armor* and *blur* or *displacement*.

VOK BURNSCAR

Vok Burnscar: Female half-orc Nec3; CR 3; Medium humanoid (half-orc); HD 3d4+3; hp 10; Init +0; Speed 30 feet; AC 10 (touch 10, flat-footed 10); Base Attack +1; Grapple +4; Attack/Full Attack +4 melee (1d6+4, club) or +1 ranged (1d10/19–20, heavy crossbow); SQ Darkvision, prohibited schools (enchantment, illusion); AL N; SV Fort +4, Ref +1, Will +4; Str 16, Dex 10, Con 13, Int 13, Wis 12, Cha 6

Skills and Feats: Concentration +7, Knowledge (arcana) +7, Spellcraft +7, Combat Casting, Great Fortitude, Scribe Scroll

Wizard Spells Prepared: (5/4/2; base DC = 11 + spell level): 0—*dancing lights*, *disrupt undead*, *light*, *mage hand*, *ray of frost*; 1st—*burning hands*, *chill touch*, *mage armor*, *skinsend*; 2nd—*ghoul touch*, *web*

Spellbook: 0—*arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *prestidigitation*, *ray of frost*, 1st—*burning hands*, *chill touch*, *mage armor*, *magic weapon*, *skinsend*, *spider climb*; 2nd—*ghoul touch*, *web*

Gear: Club, heavy crossbow, crossbow bolts (20), bracelet with *pearl of power* (1st), *potion of blur*, *wand of shocking grasp* (11 charges), *scroll of vampiric touch*, *scroll of bone tattoo*, 233 gp

PC Gear: *Potion of cure light wounds*, *scroll of invisibility*

Vok's father's tribe is a small one near a small human settlement. The two communities have had a stable and peaceful relationship for many years and mixed every season to trade and share news. Vok is the second

half-orc child born of her human mother, although she is several years younger than her older sibling. While her brother joined the orc tribe to live as a barbarian, she stayed with her human kin and studied magic with the local hedge wizard. When her brother left the tribe and became an adventurer, there was much talk in both communities about his exploits, fame, and riches. All the while she was growing up she could not escape his name and grew to

resent him greatly. When she matured she left to become an adventurer herself so she might prove herself the equal of her famous brother. She never mentions his name, but if people realize the connection between the two (for they look much alike and share the same last name) she does not deny her relationship to the fellow who comes to mind when someone says "half-orc barbarian." For a short time she traveled with Brul the Tongue (see page 4) while he was wandering, and even struck up a friendship with Kevish (see page 13), as both of them remain very loyal to those who show them appreciation or interest.

PERSONALITY

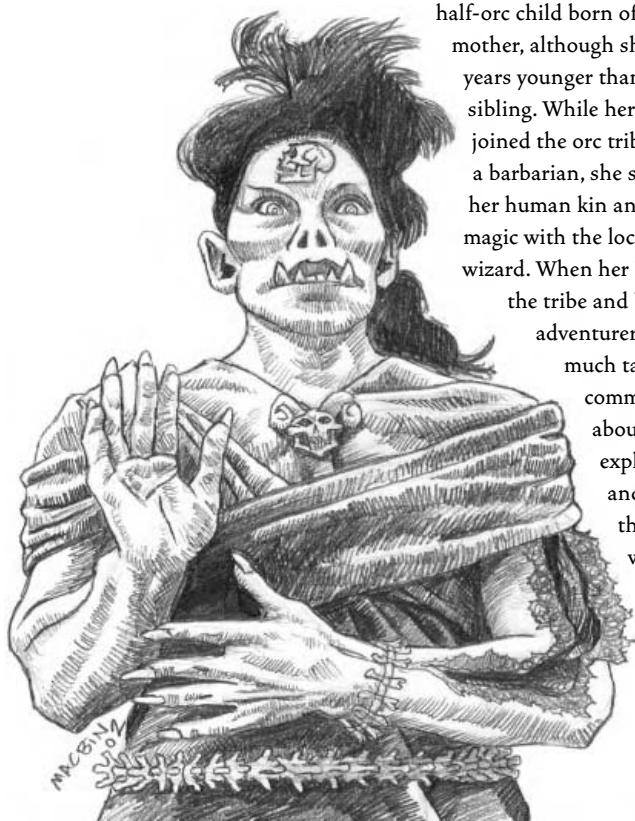
Always in the shadow of her brother, Vok finds ways to draw attention to herself. She is callous, crude, rude, and disrespectful of others' feelings. Even as a child she would act out to get attention, including dragging home dead animals to leave on her mother's doorstep (a habit that eventually grew into an interest in death and the undead, thus her work as a necromancer). When a person does seem honestly interested in her she becomes extremely attached and almost fawning in her affection, which does little to endear her to people. From her orc family she inherited a strong temper and, while she cannot rage in the barbarian sense, her emotional tirades and the collateral damage she inflicts make people think she can, which of course leads to the inevitable (and infuriating) comparisons to her brother.

USES

Vok makes a good overzealous young adventurer, willing to take on challenges that are too great for her and her friends in the hopes of making a name for herself. Because she responds well to praise, she can easily end up in the service of a charismatic but evil leader. She can be a shamanlike figure in a small group of orcs or half-orcs, or can serve (poorly) as a diplomat between orcs and humans on the frontier. As an adventurer, Vok is young enough to join almost any group for any reason, and would appear desperate to prove her worth as an individual.

TACTICS

Vok is unafraid to enter melee personally, but only after casting *mage armor* on herself and *magic weapon* on her club (using her *pearl of power* to recall *magic weapon* so she can cast it in another fight). She enjoys the rush of combat and keeps her head about her when under stress. While in melee she casts spells such as *chill touch* or *ghoul touch* on a single opponent, *burning hands* on a group of nearby foes, or *web* to block enemy reinforcements or retreats. She uses her *skinsend* spell (see page 32) to scout, preferably in the evening so she can rest after her skin returns.



WAL DAZOR

Wal Dazor: Male orc Evog; CR 9; Medium humanoid (orc);

HD 9d4+9; hp 31; Init -1; Speed 30 feet; AC 11 (touch 10, flat-footed 11); Base Attack +4; Grapple +6; Attack/Full Attack +7 melee (1d12+4/x3, +1 frost greataxe) or +5 ranged (1d10+1/19-20, +1 heavy crossbow with master-work crossbow bolts); SQ Darkvision, light sensitivity (dazzled in bright light), prohibited school (enchantment, illusion); AL CE; SV Fort +6, Ref +2, Will +6; Str 14, Dex 8, Con 13, Int 15, Wis 10, Cha 12

Skills and Feats: Concentration +9, Knowledge (arcana) +6, Knowledge (local) +4, Knowledge (nature) +4, Listen +2, Spellcraft +6, Spot +4, Survival +5; Combat Casting, Craft Magic Arms and Armor, Great Fortitude, Martial Weapon Proficiency (greataxe), Power Attack, Scribe Scroll

Wizard Spells Prepared: (5/6/6/4/3/2; base DC = 12 + spell level): 0—detect magic, flare, ray of frost (3); 1st—endure elements, expeditious retreat, ice armf (2), mage armor, Ten's floating disk; 2nd—bear's endurance, protection from arrows, resist energy (2), scare (2); 3rd—fly, haste, keen edge, sleet storm; 4th—fire shield, ice storm, wall of ice; 5th—cone of cold, transmute rock to mud

Spellbook: 0—arcane mark, dancing lights, detect magic, detect poison, disrupt undead, flare, light, mage hand, mending, open/close, prestidigitation, ray of frost, 1st—endure elements, expeditious retreat, ice armf, mage armor, Ten's floating disk; 2nd—bear's endurance, fog cloud, protection from arrows, resist energy, scare, whispering wind; 3rd—fly, gaseous form, haste, keen edge, sleet storm, wind wall; 4th—coldscreeamf, fire shield, ice storm, solid fog, wall of ice; 5th—cone of cold, transmute rock to mud

Gear: +1 frost greataxe, +1 heavy crossbow, masterwork crossbow bolts (50), ring of protection +1, amulet of natural armor +1, potion of cure serious wounds, 275 gp

PC Gear: Gauntlets of ogre power +2; upgrades: amulet to +2, ring to +2, crossbow to frost crossbow, bolts to +1 bolts

Wal Dazor is one of the last surviving members of an orc tribe slaughtered and scattered by human encroachment in the cold lands. Full of hatred at mankind for the destruction of his tribe, he has swallowed his emotions, burying them deep so they fester and poison him with their potency. After cradling his arcane mentor's dead body in his hands, he fled his village with his mentor's spellbooks, vowing revenge against those who destroyed his people. He spent several years living in an ice cave, studying his master's magic and practicing his own on the walls of his home. From time to time he emerged to spy on the human settlers and launch surprise attacks on stragglers. Having spent most of his adult life alone, only recently has he started to forge alliances with other creatures native to his land in the hopes of driving back the humans.

PERSONALITY

This orc is cold rage personified. Rarely does he get to act on his feelings, so his suppressed emotion is evidenced by frequent twitches, small acts of destruction, and an aura of tension about him. When casting spells he lets his rage fly free: His eyes light up, he falls into an almost-feral crouch, and he howls like an animal. After such episodes he becomes calm for a time and behaves normally—which for an orc means he acts quarrelsome, vulgar, and covetous.

USES

Wal Dazor is a good one-shot villain for adventurers traveling in snow-covered lands; a few ambushes convince heroes to follow him to his lair, where a dramatic battle ensues. He also can ally with less intelligent cold monsters or creatures that could use a friend with hands and magical attacks, and can act as the leader behind a group of such monsters responsible for unusually well-planned raids on human settlements. He can also serve as a powerful minion of a nonhuman ice cleric or druid. For a player character, reduce Wal Dazor's racial hatred to the level of offensive prejudice, at which point he can join other adventurers in search of magic or other means to help him convince the human settlers to leave his ancestral lands.

TACTICS

Wal Dazor prefers to use his area attack spells at distant opponents unless he has allies to back up his efforts in close combat. He uses *fog cloud* and *sleet storm* to drive enemies into dangerous natural hazards, creates freezing mires with *transmute rock to mud*, and sends haunting messages with *whispering wind*. He uses *expeditious retreat* and *fly* to overcome the slowing effects of deep snow, and in melee he applies *keen edge* to his magic axe after enspelling himself with *mage armor*, *bear's endurance*, *protection from arrows*, and *haste*.





XAVEN

Xaven: Female human Tra11; CR 11; Medium humanoid (human);

HD 11d4+11; hp 38; Init +2; Speed 30 feet; AC 12 (touch 12, flat-footed 10); Base Attack +5; Grapple +6; Attack/Full Attack +7 melee (1d4+2/19–20, +1 *returning dagger*) or +8 ranged (1d4+2/19–20, +1 *returning dagger*); SQ Prohibited schools (abjuration, evocation); AL N; SV Fort +6, Ref +9, Will +12; Str 12, Dex 14, Con 13, Int 17, Wis 12, Cha 10

Skills and Feats: Concentration +15, Knowledge (arcana) +12, Knowledge (nature) +11, Knowledge (the planes) +12, Listen +10, Spellcraft +17, Spot +3, Use Rope +7; Alertness, Craft Wand, Craft Wondrous Item, Flyby Attack, Iron Will, Lightning Reflexes, Quicken Spell, Scribe Scroll

Wizard Spells Prepared: (5/6/6/6/4/3/2; base DC = 13 + spell level): 0—*detect magic*, *ghost sound*, *mage hand* (2), *ray of frost*; 1st—*cause fear*, *chill touch* (2), *hypnotism*, *mage armor*, *sleep*; 2nd—*alter self* (2), *bite the soul* (2), *cat's grace*, *darkvision*; 3rd—*displacement*, *fly*, *haste*, *slow*, *vampiric touch* (2); 4th—*dimension door*, *enervation*, *phantasmal killer*, *polymorph*; 5th—*nightmare*, *persistent image*, *teleport*; 6th—*circle of death*, *disintegrate*

Spellbook: 0—*arcane mark*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*, 1st—*cause fear*, *charm person*, *chill touch*, *feather fall*, *hypnotism*, *mage armor*, *sleep*; 2nd—*alter self*, *bite the soul*, *bull's strength*, *cat's grace*, *darkvision*, *summon swarm*; 3rd—*displacement*, *fly*, *haste*, *hold person*, *slow*, *vampiric touch*; 4th—*dimension door*, *enervation*, *phantasmal killer*, *polymorph*; 5th—*nightmare*, *persistent image*, *teleport*; 6th—*circle of death*, *disintegrate*

Gear: +1 *Returning dagger*, *cloak of resistance* +2, *belt of giant strength* +4, *wand of dispel magic* (21 charges), *wand of charm person* (11 charges), 253 gp

PC Gear: *Bracers of armor* +5, *gloves of dexterity* +6, *headband of intellect* +2; upgrade: *cloak* to +5

Always a strange child, Xaven collected insects as a young girl and used them to scare people she didn't like. When she trained in magic, she studied spells that would allow her to emulate the powers of insects, and took to dressing in snug gray clothing and observing people as if they were potential prey. She thought it was only right that her younger brother also study magic, and was very distressed when she heard he had been slain by bugbears shortly after finishing his training (see page 14). Xaven decided she would become a manifestation of the death's head moth and locate those who killed her brother. She is hampered by the fact that her brother's body was not found and she does not know which tribe might be responsible. Now she is a hunter, on a quest to find her brother's killer. She knows she will have found the murderer when she finds her brother's spellbook.

PERSONALITY

An odd, aloof woman, Xaven seems detached from human feelings. She is extremely mercenary in her attitude about everything, reluctant to participate in any action unless it offers her or her close companions some clear benefit. Mirroring her special interests, all of Xaven's spells have an insect theme, from her *fly* spell which sprouts intangible moth's wings from her back, to her *mage armor* spell that hardens the air around her into a barely-visible carapace, to her *hold person* spell that seemingly entwines the subject in silken threads. She uses these thematic spells to frighten and control those she dislikes.

USES

Xaven can be an enigmatic hunter who shows up many times in an adventurer's career, asking for any news on spellcasting bugbears. She could lead an insect-worshiping cult or a team of explorers in search of buglike magic items (such as a *cloak of arachnida*, an *ebony fly* figurine, or a *staff of swarming insects*). As a player character, she fits in almost anywhere she might find some bit of information regarding her brother or insect magic.

TACTICS

Xaven is always careful to never hurt her allies with her spells. She favors using nonlethal attack spells for intelligent opponents so she can question them, but hurls the deadly ones against unintelligent monsters or things she feels would not respond to her questioning. She often uses *fly* and *haste* to lift herself above the battlefield and attack each round with a spell and her throwing dagger. She casts defensive and enhancing spells upon herself if she has to enter melee and uses her touch spells instead of her dagger.

YEWLANAVAE

Yewlanavae: Male elf Brd8; CR 8; Medium humanoid (elf); HD 8d6–8; hp 20; Init +3; Speed 30 feet; AC 18 (touch 14, flat-footed 15); Base Attack +6/+1; Grapple +5; Attack +6 melee (1d6/18–20, +1 rapier) or +10 ranged (1d6–1/×3, masterwork short bow); Full Attack +6/+1 melee (1d6/18–20, +1 rapier) or +10/+5 ranged (1d6–1/×3, masterwork shortbow); SQ Bardic knowledge +9, bardic music (countersong, fascinate, inspire competence, inspire courage +2, suggestion) 8/day, elf traits; AL CN; SV Fort +1, Ref +9, Will +7; Str 8, Dex 16, Con 8, Int 13, Wis 12, Cha 17

Skills and Feats: Balance +9, Bluff +7, Concentration +7, Diplomacy +7, Gather Information +9, Jump +1, Listen +11, Move Silently +8, Perform (singing) +12, Perform (lute) +7, Perform (pipes) +7, Perform (harp) +7, Search +3, Sense Motive +6, Spellcraft +6, Spot +3, Swim +2, Tumble +10; Combat Expertise, Dodge, Spell Focus (enchantment)

Bard Spells Known: (3/4/4/2; base DC = 13 + spell level, 14 + spell level for enchantment): 0—*dancing lights*, *detect magic*, *ghost sound*, *light*, *mage hand*, *read magic*; 1st—*charm person*, *cure light wounds*, *lesser confusion*, *silent sound*; 2nd—*cat's grace*, *detect thoughts*, *mirror image*, *suggestion*; 3rd—*charm monster*, *deep slumber*, *lesser geas*

Gear: +1 rapier, masterwork shortbow, arrows (20), chain shirt, *ring of protection* +1, *boots of elvenkind*, bottle of fine wine, *dreaming skull*, 38 gp

PC Gear: *Amulet of health* +2, *cloak of charisma* +2, *potion of invisibility*, *potion of sneaking*; upgrades: 25 arrows to +1, shortbow to +1, rapier to keen

Yewlanavae was groomed from a young age to become the lorekeeper of his village, trained by the elder lorekeeper, who was in failing health. He practiced song magic and studied the use of the rapier, both of which he vastly preferred to the tedium and memorization of old stories. The elder lorekeeper became frustrated with Yewlanavae's obsession with strange bits of history such as tales of magic weapons and the names of dragons rather than the records of his own people and village, and began to regret choosing the young elf for this duty. Before the elder could find a new student, Yewlanavae had his destiny forced upon him when dark elves raided their village and murdered the elder and many others. When it was discovered that one of their own led the dark elves to the village and fled rather than face trial (see page 19), the widow of the village leader—who also happened to be the elder's sister and knew of his disappointment in his student—suggested that Yewlanavae find the fugitive and bring her back to the village.

Yewlanavae agreed. He left the village and looked everywhere he thought she might be, but he couldn't find her. Exhausting other possibilities, he came to a human city in

search of the elf. Frustrated at his lack of success, he drowned his sorrows in a large cup of strong human spirits. Now he splits his time between searching for the traitor and getting drunk in city taverns.

PERSONALITY

Like many elves, Yewlanavae (called Yewlan by the humans who know him) feels superior to other races and isn't afraid to use his magic to convince people to agree with him. He is so disparaging of human intelligence and ability that in pursuit of his quest, he routinely uses magic to befriend people he needs to question—even those already friendly toward him. This earns him trouble from the law, and he has been run out of town on several occasions (often with charmed "friends" in tow). While he is angry at the village traitor, he knows elves live long lives, so he has quite a bit of time to catch her.

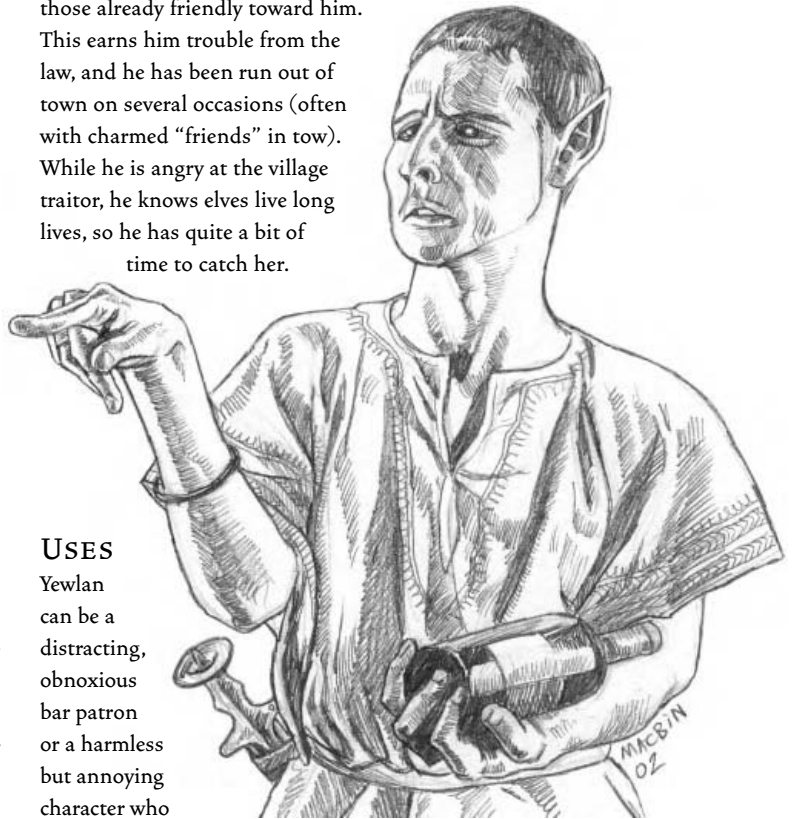
USES

Yewlan can be a distracting, obnoxious bar patron or a harmless but annoying character who charms PCs to

interrogate them about the missing traitor. In more serious situations he might hire adventurers to help him find the traitor or to participate in a retaliatory raid on the dark elves. As a player character, Yewlan can take the role of a more traditional bard, although he makes a decent second-rate rogue or fighter when backed up by his magic.

TACTICS

Yewlan uses *charm person* and *suggestion* to turn enemies into allies or at least indifferent observers and *silent sound* and *greater sleep* to disable opponents. With *cat's grace* and *mirror image* he's ready to enter melee combat, and as an archer he can stay out of harm's way and still remain ready to run up to aid a fallen ally.





ZURSHA

Zursha: Female human fleshbound vampire* Cjr 9; CR 10; Equiv. Lvl. 13; Medium undead (augmented human); HD 9d12+3; hp 61; Init +8; Speed 30 feet; AC 24 (touch 14,

flat-footed 20); Base Attack +4; Grapple +8; Attack/Full Attack +9 melee (2d4+7/18–20, +1 falchion) or +8 ranged (1+4, shuriken); SA Blood drain; SQ Create spawn, damage reduction 10/silver, fast healing 5, fleshbound vampire vulnerabilities, prohibited schools (enchantment, evocation), resistances (cold and electricity 10), slow regeneration, undead traits; AL LE; SV Fort +6, Ref +12, Will +12; Str 18, Dex 18, Con –, Int 17, Wis 17, Cha 16

Skills and Feats: Concentration +15, Hide +12, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility and royalty) +7, Knowledge (the planes) +12, Knowledge (religion) +6, Listen +13, Move Silently +12, Spellcraft +15, Spot +13; Alertness, Combat Casting, Combat Reflexes, Craft Wondrous Item, Exotic Weapon Proficiency (shuriken), Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Martial Weapon Proficiency (falchion), Point Blank Shot, Rapid Shot, Scribe Scroll, Toughness

Blood Drain (Ex): A fleshbound vampire can suck blood from a living victim with her fangs by making a successful grapple check. If she pins her foe, she drains blood, inflicting 1d4 points of temporary Constitution damage each round she maintains the pin.

Create Spawn (Ex): A humanoid or monstrous humanoid slain by a fleshbound vampire's blood drain attack rises as a fleshbound vampire 1d3 days after its death. These new vampires are not under the control of their vampire sire in any way.

Fast Healing (Ex): A fleshbound vampire heals 5 points of damage each round as long as she has at least 1 hit point. Damage from silver or magic weapons heals last, and only at a rate of 1 point per round.

Fleshbound Vampire Vulnerabilities: Garlic when used like poison inflicts a negative level to a fleshbound vampire (an exception to the rule making undead immune to negative levels). Exposure to sunlight for a full round deals the vampire damage equal to her maximum hit points; less

than a full round deals one-half her maximum hit points.

Cover reduces the damage proportionately.

Slow Regeneration (Ex): Fleshbound vampires can regenerate lost limbs slowly over the course of several days, but cannot reattach severed limbs.

Wizard Spells Prepared: (5/6/6/5/3/2; base DC = 13 + spell level):

0—detect magic, disrupt undead (2), mage hand, ray of frost; 1st—cause fear, chill touch, mage armor, obscuring mist, ray of enfeeblement (2); 2nd—invisibility, Mel's acid arrow (2), misdirection, see invisibility, web; 3rd—dispel magic, fly, gaseous form, phantom steed, suggestion; 4th—animate dead, dimension door, incorporeal soul door†, solid fog; 5th—cloudkill

Spellbook: 0—arcane mark, detect magic, detect poison, disrupt undead, ghost sound, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, 1st—cause fear, chill touch, mage armor, obscuring mist, ray of enfeeblement, summon monster I; 2nd—cat's grace, invisibility, Mel's acid arrow, misdirection, see invisibility, web; 3rd—dispel magic, fly, gaseous form, phantom steed, suggestion; 4th—animate dead, dimension door, incorporeal soul door†, solid fog; 5th—cloudkill

Gear: +1 falchion, shuriken (20), bracers of armor +4, periapt of wisdom +2, vest of resistance +3 (as cloak), belt of dexterity +4 (as gloves), cape of the mountebank, pearl of power (1st), potion of inflict serious wounds, 650 gp

PC Gear: Headband of intellect +4, pearl of power (4th), ring of protection +4, wand of haste (13 charges); upgrade: falchion to flaming keen

The daughter of Nevonn the sorcerer, Zursha and her father became fleshbound vampires together in a dark pact with a demon. Zursha was in charge of Nevonn's security forces but was away from home when he was slain. When she returned she vowed to find her father's killers (see page 21).

PERSONALITY

Petty, vindictive Zursha enjoys lording her power over others. She considers humanoid creatures little more than talking food.

USES

Zursha makes a good leader of a death cult or a gang of undead, or an enforcer for an evil guild. As a player character, she works best as a hunter with a secret.

TACTICS

Zursha normally attacks with spells but when in an odd mood she pretends to be a strange monk, fighting with falchion and shuriken.

* The monster template for "fleshbound vampire," a type of vampire with no supernatural abilities, is available at *The Bonds of Magic* web page at <www.montecook.com/impres>. All information needed to play Zursha appears here, however.

Appendix

Every character in this book has a new feat, magic item, or spell. This appendix presents all these new options in standard format for easy reference.

NEW FEAT

You may make this feat available to the characters in your campaign, including player characters.

VITALITY SPELLSOURCE (GENERAL)

You can use your body's vitality to force a higher-level spell you normally can cast into a lower-level spell slot. (See *Dar Halan*, page 6.)

Prerequisite: Caster level 3rd

Benefits: If you are a caster who prepares spells, you may prepare spells you know using spell slots of lower levels than normal. Doing so causes you 2 points of Constitution damage for every spell level between the spell's actual level and the level of the slot you used. For example, a wizard could use a 2nd-level spell slot to prepare a *fireball* spell (normally 3rd level) at a cost of 2 points of Constitution damage.

If you are a caster who does not prepare spells, you may cast spells you know using lower-level spell slots and suffer 2 points of Constitution damage for every spell level between the spell's actual level and the level of the slot you used to cast the spell. For example, a sorcerer could use a 2nd-level slot to cast *fireball* at a cost of 2 points of Constitution damage.

The spell counts as its normal level (not the level of the spell slot used) for all effects: Difficulty Class, counterspelling, and so on. For example, a cleric could use a *prayer* spell he had prepared with a 2nd-level spell slot to spontaneously cast *cure serious wounds*. You do not regain the Constitution lost due to this feat when you cast, abandon, or otherwise lose the spell; only rest or curative magic restores the lost ability score points.

Spells altered with metamagic feats count as their modified level for determining how many points of Constitution damage you incur when forcing the spell into a lower-level slot. For example, a silent *fireball* (which normally takes up a 4th-level slot) forced into a 3rd-level spell slot would deal 2 points of Constitution damage. You cannot use this feat to cast spells of a level higher than you could normally access. For example, a 5th-level wizard could not use this spell to prepare a silent *fireball*, since a 5th-level wizard does not have access to 4th-level spell slots.

Special: You cannot use this feat if you don't have a Constitution score or if you are immune to ability damage.

NEW MAGIC ITEMS

While some of these wondrous items are unique, none of them are artifacts, so any character who meets the prerequisites may create them.

Acid Salve: This pungent green paste is meant to be spread on a weapon as a standard action. It causes the weapon to ooze acid for one hour, similar to the way a *flaming* weapon exudes flame. The salve does not harm the weapon. The acid deals +1d6 points of acid damage on a successful hit. (See *Brul the Tongue*, page 4.)

Faint conjuration aura; caster level 4th; Brew Potion, *Mel's acid arrow*; Price 900 gp; Weight —

Blade Ring: This dull and discolored steel ring is barely thicker than a fine wire. On command, it transforms into a masterwork dagger or back into ring form. If a weapon-enhancing spell is cast upon the dagger, the spell is suppressed while the dagger remains in ring form, but this time counts against the spell's duration. (See *Antat Var*, page 3.)

Faint transmutation aura; caster level 5th; Forge Ring, *shrink item*; Price 1,302 gp; Cost to Create 802 gp + 40 XP

Crown of Fire: This elaborate crown of bronze, brass, copper, and gold is crafted to look like twisting flames. This spell trigger item carries 50 charges of the *scorching ray* spell. (See *Paz Murali*, page 18.)

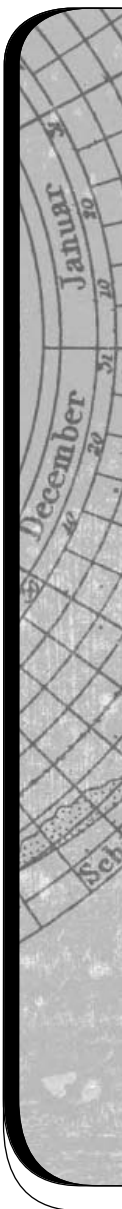
Faint evocation aura; caster level 7th; Craft Wondrous Item, *scorching ray*; Price 4,500 gp; Weight —

Crystal of Impersonation: When the bearer studies a person within 30 feet through this clear crystal lens for at least one minute, she can then activate the crystal's power to disguise herself as that person as if using the *disguise self* spell. The crystal also misdirects all divination spells to detect as if she were the other person. The bearer may use the crystal once per day to generate an effect that lasts for 30 minutes. (See *Relosa Quardak*, page 19.)

Faint illusion aura; caster level 3rd, Craft Wondrous Item, *disguise self*, *misdirection*; Price 2,000 gp; Weight —

Divining Bones: The small animal bones in this set are carefully carved with tiny symbols. A spellcaster can use the bones as an additional focus for divination spells. This use increases the casting time by 50 percent (minimum of one full minute) but gives a +2 bonus to caster level checks on those spells. (See *Nosgrundanga*, page 16.)

Faint divination aura; caster level 5th; Craft Wondrous Item, Spell Focus (divination); Price 1,000 gp; Weight 1 lb.



Dreaming Skull: The eye sockets of this humanoid skull are sealed shut, and its forehead bears a carved triangle within a circle. The skull's wielder may use it to *detect thoughts* on a sleeping creature within range once per day. The bearer may ask questions of the sleeper and detect the resulting thoughts as if the sleeper were awake and responding to the questions. (See *Yewlanavae*, page 26.)

Faint divination aura; caster level 5th; Craft Wondrous Item, *detect thoughts*; Price 2,500 gp; Weight 2 lbs.

Evran's Earthstone: This roughly humanoid figurine of dark stone normally measures about the size of a human fist. Once per day it can summon a Small earth elemental as if using the *summon monster III* spell. (See *Evran Rocksplitter*, page 7.)

Faint conjuration aura; caster level 3rd; Craft Wondrous Item, *summon monster III*; Price 5,000 gp; Weight 2 lbs.

Fang Bracelet: One end of this thick brass bracelet looks like the head and open jaws of a snake. Once per day its wearer may activate it as a free action. Once it is activated, the

wearer may make a bite attack with the bracelet as a natural attack once each round for the next 3 rounds. The attack deals no hit point damage but injects poison (DC 11, initial and secondary damage 1d6 Constitution).

(See *Chaz Zemir*, page 5.)

Faint necromancy aura; caster level 3rd; Craft Wondrous Item, *summon monster II*; Price 2,000 gp; Weight —

Flayed Skin Mask: This mask looks exactly like the tanned and preserved face of a humanoid creature. If placed on the face of a dead creature, the mask eats the skin from the dead face, leaving the muscle, bone, and other tissue. Anyone who wears the mask assumes the face (including tactile features) of the creature the mask last ate—but only the face (no other body parts, equipment, and so on). This evil item bestows a negative level (in the manner of an unholy weapon) on any good creature wearing it. The mask counts as a pair of goggles for determining what space on the body it uses. It gives its wearer a +5 bonus to Disguise checks made to look like the person whose face the mask duplicates, but other factors (wrong gender or race, extreme differences in weight, and so on) may negate this bonus. (See *Jaurdaan*, page 12.)

Faint transmutation aura; caster level 3rd; Craft Wondrous Item, *alter self*, creator must be evil; Price 1,000 gp; Weight —

Glove of Empty Space: This loose leather glove creates an extradimensional space that holds up to 5 cubic feet of material (maximum weight 75 lbs.). The extradimensional space lies inside the glove and, due to a quirk of the item's functioning, the glove is not visible when worn—thus, a wearer appears to have an amputated hand. A hand in the glove cannot perform other actions, such as grabbing things or casting spells. Treat the glove as a small *bag of holding*,

although some owners choose to wear it simply to mislead viewers. (Crafty assassins have been known to wear the glove with a weapon inside, removing the glove to reveal their “missing limb,” concealing a deadly surprise.) Retrieving an item from the glove is a move-equivalent action (which includes removing the glove, if worn). If brought within another extradimensional space, the glove immediately and harmlessly falls off the wearer's hand and ceases to function while within the other extradimensional space. (See *Urn of the One Hand*, page 22.)

Moderate conjuration aura; caster level 9th; Craft Wondrous Item, *Leo's secret chest*; Price 1,000 gp; Weight —

Gorin's Belt: This broad leather gladiator-style belt is decorated with metal studs and carved with runes. Once per day the wearer may speak a command word to invoke one of the following spell effects on himself: *bull's strength*, *cat's grace*, or *bear's endurance*. (See *Gorin the Untouchable*, page 9.)

Faint transmutation aura; caster level 3rd; Craft Wondrous Item, *bull's strength*, *cat's grace*, *bear's endurance*; Price 4,000 gp; Weight 2 lbs.

Handrath's Demonward Bracer: A large septagram (seven-sided pentagramlike symbol) decorates this iron bracer. Its wearer can invoke a *protection from evil* spell once per day. Stored within the bracer is a single charge of a *dismissal* spell, activated by spell trigger. (See *Handrath Blood-Eye*, page 10.)

Moderate abjuration aura; caster level 9th; Craft Wondrous Item, *dismissal*, *protection from evil*; Price 5,500 gp; Weight 1 lb.

Mortarstone: This flat piece of stone measures 6 inches on a side and bears the dwarven rune for “wall.” Upon command, it becomes a *wall of stone* 1 inch thick and up to 10 feet on a side, oriented as the bearer desires. Once used, the *mortarstone* cannot return to its small form. (See *Nosgrundanga*, page 16.)

Moderate conjuration aura; caster level 9th; Craft Wondrous Item, *wall of stone*; Price 1,000 gp; Weight 1 lb.

Shirt of Illusory Chainmail: Normally used to disguise the nature of arcane spellcasters engaged in combat, this black cloth shirt causes its wearer to appear to be wearing fine chainmail. The effect is an illusion and does not provide protection, nor does it cause armor check penalties, spell failure, and so on. Variations of this item provide the illusion of studded leather, full plate, and so on. (See *Irrin Tol*, page 11.)

Faint illusion aura; caster level 2nd; Craft Wondrous Item, *disguise self*; Price 500 gp; Weight —

Six-Sided Sphere: This cube of onyx, wood, and lead randomly glows and changes to a spherical form and back again. When held in the hand, the item allows a spellcaster to create “holes” in the area effect spells he casts. The sphere can be used up to five times per day and does not require an



action to activate (the sphere counts as an extra focus used in the spellcasting). Each use creates a single hole in a cast spell, just large enough to enclose a single creature of up to Medium size. The wielder may place the hole anywhere in the spell's area, for example, to prevent the spell from affecting an ally. The wielder may activate one or all of the sphere's daily uses at a time, crafting enough spell "holes" for multiple allies. Any creature within one of these holes does not count as being within the area of the spell. If the effect of the spell moves (such as with *cloudkill*), the hole moves with it. All other effects within the hole that are not tied to the altered spell work normally. (See *Takral Two-Bones*, page 21.)

Moderate abjuration aura; caster level 11th, Craft Wondrous Item, *antimagic field*, creator must be at least 11th level; Price 10,000 gp; Weight—

Tular of Nev: This silver orb is set within a ring 6 inches in diameter. Runes cover the ring, and the orb bears a single large rune. When held in the hand, it gives the bearer acid resistance 5 and the ability to use *Mel's acid arrow* once per day. (See *Sel Kyree*, page 20.)

Faint conjuration aura; caster level 3rd; Craft Wondrous Item, *endure elements*, *Mel's acid arrow*; Price 5,000 gp; Weight 6 lbs.

Vest of Many Hands: Pictures of black hands decorate this vest. When worn, it creates four small magical points in the air that move with you. Each of these points acts as an invisible "hand," which can hold a small object (up to 10 lbs.) that the wearer could normally hold in one hand. Placing an object on or removing an object from one of these points is a free action. The items held by the vest are considered attended objects for the purpose of all effects, as with *ioun stones*. (See *Kevish*, page 13.)

Faint transmutation aura; caster level 5th; Craft Wondrous Item, *mage hand*; Price 1,000 gp; Weight —

NEW SPELLS

While many of these spells appear in this book as unique creations of particular spellcasters, there is no reason another character couldn't research one of them or find it on a scroll or in a book.

BITE THE SOUL

Necromancy [Death, Evil]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: One action

Range: Touch

Target: Creature touched

Duration: Instantaneous (see text)

Saving Throw: Fortitude negates

Spell Resistance: Yes

You cause a black maw of negative energy to form on your hand. If you touch a target with it, the target suffers one negative level, which lasts 1 round per caster level. Because this negative level dissipates so quickly, it never results in level loss. (See *Xaven*, page 25.)

Material Component: Vampire dust or other physical remains of an undead creature that inflicts negative levels

BLACK SLIME

Conjuration (Creation) [Disease]

Level: Drd 3, Sor/Wiz 4

Components: V, S, M

Casting Time: Standard action

Range: Touch

Target: One creature touched

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a coating of black slime on your hand. A creature you touch with this hand pulls the slime completely free from you, at which point it acts like green slime, dealing 1d6 points of temporary Constitution damage per round while it devours flesh.

Anything that destroys green slime (scraping, freezing, burning, cutting, sunlight, or *remove disease*) destroys this slime as well. If the slime kills a creature, it consumes the body and then dies. It cannot transfer to a creature other than the original target. (See *Orvin*, page 17.)

Material Components: A drop of acid and a black glass sphere.



FANATRAX'S BREATHTWIST

Transmutation [Varies, See Text]

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Personal

Target: You

Duration: One minute or until discharged

You change the nature of your energy breath weapon so that it deals a different type of energy (acid, cold, electricity, fire, or sonic) the next time you use it within one minute. All other parameters of the breath weapon (range, shape, damage, and so on) remain unchanged. This spell is an acid spell when you change your breath weapon to acid, a cold spell when you change it to cold, and so on.

This spell has no effect on creatures without a breath weapon. Using a magic item such as a *potion of fire breath* counts as having a breath weapon. (See *Fanatrax*, page 8.)

GAUSH'S MIGHTY SCOUT

Transmutation

Level: Sor/Wiz 2

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One creature

Duration: One minute/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The target creature gains a +2 enhancement bonus to Dexterity, a +4 competence bonus to Hide and Move Silently checks, and a +10 enhancement bonus to her base speed. When the spell ends, the target is fatigued. (See *Leg-Breaker Gaush*, page 14.)

I SUMMON MY BROTHER

Conjuration (Summoning) [Chaotic, Evil]

Level: Sor/Wiz 5

As *summon monster V*, except as noted above. The spell calls one of two particular creatures named Kalkarn and Virat. Both are half-fiend human chaotic evil 6th-level fighters, brothers to the sorcerer Handrath. If Kalkarn and Virat are ever truly killed—not just slain while summoned—this spell no longer has any effect. Unlike the “Summoning Individual Monsters” variant rule on page 96 of the DMG, the caster cannot replace the slain creature with a new one. (See *Handrath Blood-Eye*, page 10.)

ICE ARM

Transmutation [Cold]

Level: Drd 1, Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Touch

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

You shroud your hand and forearm in extreme cold, which you can use to damage an opponent. Your successful melee touch attack deals 1d8 points of cold damage +1 point per caster level (maximum +20). A successful melee touch attack discharges the spell.

As long as you hold the charge, your hand and forearm remain protected from fire damage, allowing you to reach into fire unharmed. When the spell has absorbed 1 point of fire damage per caster level (similar to the function of a *protection from energy* spell), it is discharged. While the spell protects your arm in this manner, touching an object does not discharge the spell unless you want it to. This allows you to reach through a *wall of fire* to grasp a gem on the other side, for example. The spell does not protect any other part of your

body, so you could not use it to walk across a pool of lava or to stick your head in a campfire. (See *Wal Dazor*, page 24.)

INCORPOREAL SOUL DOOR

Conjuration (Calling) [Evil, See Text]

Level: Sor/Wiz 4

Components: V, S, M, XP

Casting Time: Full round

Range: Personal

Effect: One called incorporeal undead

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You conjure an incorporeal undead creature (of 6 HD or less) from the Negative Material Plane, such as a shadow or wraith. The creature considers you an ally and willingly performs one simple task for you without payment, after which it may remain or leave. You may bargain for additional tasks in the manner of *lesser planar ally*.

When conjured, the creature uses your life force (whether positive energy or negative energy) as a beacon and passes through your body on its way to the Material Plane. This contact deals the damage appropriate to the creature's incorporeal touch, plus one negative level because of the contact with the Negative Material Plane. For example, conjuring a wraith with this spell deals 1d6 points of Constitution drain plus one negative level. Note that undead are immune to most effects of undead incorporeal attacks, so undead casters of this spell generally go unharmed after being used as a doorway in this manner.

When you use a calling spell such as this to call a chaotic, evil, or lawful creature, it becomes a spell of that type. Spells that create or summon undead always carry the evil descriptor. For example, *incorporeal soul door* is a chaotic and evil spell when used to call a chaotic evil shadow. (See *Zursha*, page 27.)

Material Component: A black onyx gem worth at least 50 gp per Hit Die of the undead to be called

XP Cost: 100 XP

LESSER INVISIBILITY

Illusion (Glamer)

Level: Brd 1, Sor/Wiz 1

Duration: 1 round/level

As *invisibility*, except as noted above. (See *Kevish*, page 13, or *Relosa Quardak*, page 19.)

NECROPHAGE

Necromancy

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: Standard action

Range: Short (25 feet + 5 feet/two levels)

Target: One corporeal undead creature or dead body

Duration: 1 round/level

Saving Throw: Fortitude half

Spell Resistance: No

You create a pale yellow slime on the target. The slime begins to devour the target's flesh rapidly, causing 1d6 points of damage per round. An undead creature may attempt a Fortitude saving throw in the first round of the spell to reduce all damage caused by the slime. A *neutralize poison* or *remove disease* spell can destroy the slime (although it is neither a poison nor a disease). Other methods include the application of one flask of strong alcohol or an attack that deals at least 5 points of fire damage to the target. (See *Mergmorni*, page 15.)

Material Component: A maggot, alive or dead

NIGHTSHROUD

Abjuration

Level: Sor/Wiz 1

Components: V, S

Casting Time: Standard action

Range: Touch

Target: One creature touched

Duration: One minute/level

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You enshroud the target in a gray aura that protects it from the powers of sunlight. The target does not suffer the effects of light sensitivity, light blindness, or other sunlight-related penalties (such as a vampire's vulnerability to sunlight) while under the protection of this spell. The aura does not impede vision. (See *Paz Murali*, page 18.)

SKINSEND

Necromancy

Level: Sor/Wiz 2

Components: V, S

Casting Time: One minute

Range: Personal

Target: You

Duration: One hour/level (D)

You cause your own skin to peel off your body and animate as a magical creature you control.

You may project your consciousness to your skin or return it to your actual body as a free action; you remain helpless during this spell when in your own body but you may control your skin as though you were possessing a living creature. Your possessed skin is identical to you in all ways, except the following: It has only half the number of hit points you had at the time you cast the spell and cannot be healed above this maximum; it has Str 3 and Con —; it

carries all the immunities of a construct and immunity to bludgeoning weapons; and it can fit through openings two sizes smaller than your normal size (a Medium humanoid's skin could fit through a Tiny gap in a wall, for example). Your skin can take any actions you could normally take in your own body (such as fight or cast spells).

When your skin leaves your body, your hit points drop to 0. Your body cannot heal damage naturally while you have no skin, nor do spells that cure hit point damage work on your body; only regeneration (from a *regenerate* spell, *ring of regeneration*, the regeneration ability, or any other effect that can regrow missing limbs) can regrow your skin and allow you heal above 0 hit points.

If your body is regenerated before your skin returns to it, the skin dies and your consciousness returns automatically to your body. Your skin can be preserved with *gentle repose* and is suitable for any purpose requiring some of your flesh (such as a *resurrection* spell) or any horrible rite that requires a creature's skin.

When your skin returns to your body, you regain hit points equal to your skin's remaining hit points. If the spell ends before you reunite with your skin or if your skin is killed while you are in your body, you remain helpless and at 0 hit points until your full body is restored to you (requiring a regeneration effect as described above). If your body dies while you are possessing your skin, you die when the spell ends, regardless of how many hit points the skin has left. If your body or skin is slain while you possess it, the spell ends and you are killed instantly.

Skinsend is useful for spying (particularly in places where your body would not survive, such as underwater or in a vacuum), for battling (from a distance) foes that might kill you (especially if *regenerate* is available to repair your body if your skin is destroyed), or for relaying information (as you and your skin can talk, an ally can carry your skin somewhere while your body remains in town with a sage and you can shift your mind between your body and skin).

Skinsend leaves long scars on your skin where it has split apart, although these fade normally with the use of healing magic. (See *Vok Burnscar*, page 23.)

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ANGER OF ANGELS

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ANGER OF ANGELS



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Half-Medusa (Template)

Although they normally only breed among their own kind because their gaze petrifies all others, sometimes a medusa finds a mate that is unaffected by its stony stare. These half-medusa offspring inherit some of the traits of their snake-haired parent.

A half-medusa generally resembles its non-medusa parent, save that its partly scaly skin tends to be an earthy color and it has four to six snakes growing from its head mixed in with its hair. Some individuals have red-rimmed eyes, and others have eyes that only show red when using their petrifying gaze. Many conceal their hair under a hooded cloak or a large hat when travelling in disguise.

A half-medusa generally speaks whatever languages its medusa parent speaks.

Creating a Half-Medusa

"Half-medusa" is an inherited template that can be added to any humanoid or monstrous humanoid of Small to Large size (referred to hereafter as the "base creature"). The creature's type changes to "monstrous humanoid." A humanoid base creature gains the augmented subtype. It uses all of the base creature's statistics and special abilities except as noted here.

Speed: As the base creature.

AC: Natural armor improves by +1.

Attacks: Same as the base creature, plus it gains an attack by its snakes for 1d4 plus poison.

Special Attacks: A half-medusa retains all of the special attacks of the base creature and also gains the following attacks:

SAMPLE HALF-MEDUSA

This example uses a 4th-level human rogue as the base creature.

Koz, human half-medusa Rog4

Medium Monstrous Humanoid (augmented humanoid)

Hit Dice: 4d6+4 (18 hp)

Initiative: +4 (+4 Dex)

Speed: 20 ft.

AC: 19 (touch 14, flat-footed 15)

Base Attack Bonus: +3

Grapple: +2

Attack/Full Attack: Masterwork short sword +8 melee (1d6-1); or snakes +3 melee (1d4 and poison); or masterwork dagger +4 melee (1d4-1); or masterwork shortbow and masterwork arrow +9 ranged (1d6)

Space/Reach: 5ft./5 ft.

Special Attacks: Petrifying attack, poison, sneak attack +2d6

Special Qualities: Darkvision 60 ft., evasion, medusa blood, trapfinding, trap sense +1, uncanny dodge

Saves: Fort +3, Reflex +9, Will +3.

Abilities: Str 8, Dex 18, Con 12, Int 14, Wis 13, Cha 12.

Skills: Climb +8, Decipher Script +5, Diplomacy +4, Disguise +5, Hide +11, Intimidate +4, Jump +9, Listen +10, Move Silently +11, Open Lock +13, Search +9, Spot +10, Use Rope +9.

Feats: Alertness, Dodge, Weapon Finesse (short sword).

Combat

Petrifying Attack (Su): 1/day, Fortitude save DC 13.

Poison (Ex): Fortitude save DC 13, initial damage 1d4 temporary Str, secondary damage 2d4 Str.

Gear: masterwork short sword, masterwork dagger, masterwork shortbow, 10 masterwork arrows, 10 +1 arrows, +1 studded leather, +1 cloak of resistance, hat of disguise, potions (alter self, eagle's splendor, cure moderate wounds, invisibility), 50 ft. silk rope, grappling hook, climber's kit, masterwork thieves' tools,

backpack, 200 gp.

Challenge Rating: 6
Alignment: Lawful evil

Petrifying Attack (Su): A half-medusa's visage is less potent than its fullblooded parent; creatures are not turned to stone simply by looking at it. However, it can focus its power upon a single creature within 30 feet just like a medusa actively

using its gaze as an attack action. The targeted creature can avoid the gaze as normal (see page 294 in the DMG) and if she fails to avoid the half-medusa's gaze she must succeed at a Fortitude save (DC 10 + 1/2 half-medusa's HD + half-medusa's Cha modifier) or be permanently turned to stone. The creature can use this ability a number of times per day equal to its Charisma bonus (minimum 1).

Poison (Ex): Snakes, Fortitude save (DC 10 + 1/2 half-medusa's HD + half-medusa's Con modifier); initial damage 1d4 temporary Strength, secondary damage 2d4 temporary Strength.

Special Qualities: A half-medusa retains all of the special qualities of the base creature and also gain darkvision with a range of 60 feet and the following:

Medusa Blood (Ex): For all special abilities and effects, a half-medusa is considered a medusa. Half-medusas, for example, are immune to the gaze attacks of medusas, and vice versa.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Dex +2, Cha +2.

Skills: Same as the base creature.

Feats: Same as the base creature.

Environment: Any land and underground

Organization: Same as the base creature.

Challenge Rating: Same as the base creature +2 [[Compare to a half-fiend: fewer special abilities, no immunities other than medusa-petrification, weaker ability score modifiers, but still worth more than a +1]]

Level Adjustment: +3

Treasure: Same as the base creature.

Alignment: Usually lawful evil

Advancement: Same as the base creature.

Fleshbound Vampire (Template)

(This is a variant vampire template, useful if you prefer the physically oriented vampires of movies such as *Blade* and shows such as *Buffy the Vampire Slayer* to more classical representations of vampires with *shapechanging* and *gaseous form* abilities).

Fleshbound vampires are bloodsucking undead creatures possessing superior physical abilities. Although they are undead, they can breed with each other to produce young or infect humanoids by forcing them to ingest vampire blood. Damaged by sunlight, garlic, and silver, vampires are not bound to coffins and lack many of the strange abilities often attributed to supernatural vampires.

Vampires appear just as they did in life, although they are often more pale than their living counterparts and their eyes sometimes have an unnatural glow in firelight. They cast shadows and have reflections in mirrors.

Vampires speak any languages they knew in life.

Creating a Fleshbound Vampire

"Fleshbound vampire" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "undead" and it gains the augmented subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase all current and future Hit Dice to d12s.

Speed: Same as the base creature.

AC: The base creature's natural armor improves by +6.

Attacks: A fleshbound vampire retains all the attacks of the base creature.

Special Attacks: A fleshbound vampire retains all the special attacks of the base creature and also gains those listed below.

Blood Drain (Ex): A fleshbound vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained.

Create Spawn (Ex): A humanoid or monstrous humanoid slain by a fleshbound vampire's blood drain attack rises as a fleshbound vampire 1d3 days after its death. These new vampires are not under the control of their sire in any way.

Special Qualities: A fleshbound vampire retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Damage Reduction (Su): A fleshbound vampire's undead body is tough, giving the creature damage reduction 10/silver.

Turn Resistance (Ex): A fleshbound vampire has +4 turn resistance.

Resistance (Ex): A fleshbound vampire has cold and electricity resistance 10.

Fast Healing (Ex): A fleshbound vampire heals 5 points of damage each round so long as it has at least 1 hit point. A fleshbound vampire harmed by silver or magic weapons cannot heal that damage until all of its other damage has been healed, and even then only heals at a rate of 1 point of damage per round.

Slow Regeneration (Ex): Fleshbound vampires can slowly regenerate lost limbs over the course of several days, but cannot reattach severed limbs.

Sample Fleshbound Vampire

This example uses a 2nd-level human fighter as the base creature.

Pav, human male fleshbound vampire Ftr2

Medium Undead (augmented humanoid)

Hit Dice: 2d12+6 (19 hp)

Initiative: +5 (Dex, Improved Initiative)

Speed: 20 ft.

AC: 25 (+7 armor, +2 shield, +6 natural), touch 19, flat-footed 25

Base Attack Bonus: +2

Grapple: +6

Attack/Full Attack: Masterwork longsword +8 melee (1d8+4); or

masterwork mighty (+4) composite longbow +8 ranged (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, create spawn

Special Qualities: damage reduction 10/silver, fast healing 5, resistance (cold and electricity 10), slow regeneration, turn resistance +4, vampire weaknesses

Saves: Fort +3, Reflex +7, Will +0.

Abilities: Str 19, Dex 21, Con --, Int 10, Wis 10, Cha 12.

Skills: Handle Animal +6, Hide +6, Jump +2, Listen +8, Move Silently +6, Ride +12, Spot +8

Feats: Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Quick Draw, Toughness (x2), Weapon Focus (longsword).

Gear: masterwork longsword, masterwork mighty (+4) composite longbow, 20 arrows, masterwork half-plate, masterwork large steel shield, potion of inflict moderate wounds, potion of bull's strength.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +6, Dex +6, Wis +2, Cha +2. As undead creatures, fleshbound vampires have no Constitution score.

Skills: Fleshbound vampires receive a +8 racial bonus to Hide, Listen, Move Silently, and Spot checks. Otherwise same as the base creature.

Feats: Fleshbound vampires gain Alertness, Combat Reflexes, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, and Toughness as bonus feats.

Environment: Any land and underground.

Organization: Solitary, pair, gang (2-5), or troop (1-2 plus 2-5 vampire spawn).

Challenge Rating: Same as the base creature +1.

Level Adjustment: +4.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Fleshbound Vampire Weaknesses

Like supernatural vampires, fleshbound vampires have a number of weaknesses.

Garlic: Fleshbound vampires can be killed by garlic. A single clove of garlic crushed onto a weapon allows the weapon to inflict one negative level upon a vampire in addition to its normal damage (this is an exception to the rule that undead are immune to negative levels); each application has a limit of one successful strike, in the manner of poisoned weapons. An entire vial of garlic juice injected into or consumed by the vampire inflicts 2d4 negative levels. If the vampire's negative levels ever meet or exceed its actual hit dice, the vampire is destroyed.

Sunlight: Fleshbound vampires cannot stand sunlight. Exposing one to sunlight for a full round causes it to take damage equal to its maximum hit points, killing it instantly. A vampire exposed to sunlight for less than a full round loses half its maximum hit points. Cover or concealment reduces the amount of damage by the amount of cover or concealment (so being exposed to sunlight for a full round through nine-tenths cover, such as an arrow slit, means the vampire only loses one-tenth of its maximum hit points).

Variant Rule: Staking a Fleshbound Vampire's Heart

In a more cinematic game, consider making a fleshbound vampire's heart vulnerable to certain attacks. A wooden stake or a silver weapon thrust into its heart can destroy it instantly (a weapon with a metal blade and wooden shaft, such as a spear, can be used in this manner at a -4 penalty to hit because of the extra force needed to push past the blade). To strike its heart, an opponent must use a full-round action to aim for its heart with a melee weapon (the opponent may use a bow or crossbow if they are adjacent to the vampire). Making a heart strike draws an attack of opportunity from the defender and from all threatening foes. The attacker then makes an attack roll at -4 (the penalty for using a spear or similar weapon stacks with this penalty); if the attack succeeds, the vampire suffers normal damage and must make a Fortitude save (DC 10 + damage dealt) or be destroyed instantly. The attack is not a critical hit, nor does sneak attack damage apply.

Father of Fanatrax

A web enhancement for *The Bonds of Magic: Cabal* by Sean K Reynolds

In our special *Cabal* preview, we introduced the character of Fanatrax (pictured here), half-dragon, half-human son of a red dragon. The fact that his unique spell, *Fanatrax's breathtwist*, allows him to switch from his fire breath weapon to electricity breath and other types, may be attributable at least in part to the mixed ancestry of his father, the dragon Farnathrakinax.

Decide for yourself. Below are the statistics and a brief descriptions for Farnathrakinax, a red dragon with some blue blood.

Farnathrakinax, male mature adult red dragon; CR 11*; Huge dragon; HD 25d12+150; hp 312; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 32, touch 8, flat-footed 32; Base Atk +25; Grp +42; Atk +32 melee (2d8+9, bite) or +32 melee (2d8+13, crush); Full Atk +32 melee (2d8+9, bite), +28 melee (2d6+4, 2 claws), +27 melee (1d8+4, 2 wings), +27 melee (2d6+4, tail slap), or +32 melee (2d8+13, crush); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breath weapon (50-foot cone of fire and electricity, 12d10 fire/2d10 electricity, DC 28), frightful presence, spell-like abilities; SQ Damage reduction 10/magic, dragon traits, spell resistance 23; AL CE; SV Fort +20, Ref +14, Will +20; Str 29, Dex 10, Con 23, Int 18, Wis 23, Cha 20.



Skills and Feats: Appraise +14, Bluff +25, Concentration +26, Diplomacy +15, Escape Artist +15, Gather Information +7, Heal +11, Hide -8, Intimidate +27, Jump +24, Knowledge (arcana) +24, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (local) +14, Listen +36, Search +32, Sense Motive +16, Sleight of Hand +2, Spellcraft +26, Spot +34, Tumble +2; Alertness, Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Snatch, Weapon Focus (natural weapon), Wingover.

Breath Weapon: 50-foot cone of fire and electricity, 11d10 fire/1d10 electricity, Reflex half DC 28

Frightful Presence (Su): This ability takes effect automatically when the dragon attacks, charges, or flies overhead; it affects all creatures within 210 feet with fewer than 25 Hit Dice. Affected creatures must make a successful Will save (DC 27). Those who fail are panicked (4 HD or fewer) or shaken (5 HD or more) for 4d6 rounds. Success indicates that the target is immune to the dragon's frightful presence for one day.

Spell-Like Abilities (Sp): 7/day -- *locate object* (caster level 9th)

Dragon Traits: Immune to *sleep* and paralysis effects, immune to fire, -4 to saving throws against cold; darkvision 700 feet; low-light vision; blindsight 210 feet

Sorcerer Spells Known: (6/8/7/7/5; base DC = 15 + spell level): 0 -- *daze, detect magic, ghost sound, mage hand, mending, open/close, read magic*; 1st -- *charm person, feather fall, mage armor, magic missile, true strike*; 2nd -- *darkness, fog cloud, invisibility, web*; 3rd -- *haste, lightning bolt, vampiric touch*; 4th -- *lesser geas, polymorph self*

* Because Farnathrakinax has been driven from his lair without most of his treasure (see *The Faithful*), you need to adjust his EL accordingly.

Farnathrakinax's blue dragon ancestor affects some of his abilities: He does not have the fire subtype, he does not take double damage from cold, and his breath weapon inflicts electricity damage in addition to fire damage. His unusual heritage is not evident in his appearance, except for a purplish hue in some of the scales along his neck.

Handrath's Brothers

A web enhancement for *The Bonds of Magic: Cabal* by Sean K Reynolds

Those of you who have *Cabal* have already met Handrath Blood-Eye, the half-fiend sorcerer, pictured here. You know of the pain he suffered as a child at the hands of his fiendish brothers, who tormented him for being so much weaker than they. When Handrath was fortunate enough to be summoned to the Material Plane, he began researching a new spell to get his revenge. The name of the spell is *Summon my brother*, and with it Handrath gleefully summons his fiendish siblings to come and fight his battles for him. After all, they are so much stronger.... (And if he happens to overestimate the strength of the opponents he sends them against -- well, Handrath doesn't shed any tears over their "deaths" on the Material Plane.)

Here are the statistics and brief descriptions for Handrath's two brothers: Kalkarn and Virat. Feel free to summon them into your next game session.



Kalkarn

Kalkarn, male half-fiend human Ftr6; CR 8; Medium outsider (native) (augmented humanoid) ; HD 6d10+18; hp 51; Init +7; Speed 20 feet; AC 25 (touch 11, flat-footed 24); Base Atk +6; Grp +11; Attack +13/+8 melee (1d10+8/19-20, +1 *bastard sword*), +6 melee (1d6+2, bite); SA Smite good (1/day, +6 damage), spell-like abilities; SQ Outsider traits, DR 5/magic, poison immunity, resistances (acid, cold, electricity, fire 10), natural weapons treated as magic for bypassing DR, SR 16; AL CE; SV Fort +9, Ref +6, Will +4; Str 20, Dex 17, Con 16, Int 12, Wis 12, Cha 12

Skills and Feats: Climb +7, Handle Animal +3, Intimidate +9, Jump +8, Knowledge (the planes) +3, Swim +6, Use Rope +5; Blind-Fight, Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Power Attack, Quick Draw, Weapon Focus (bastard sword), Weapon Specialization (bastard sword) .

Spell-Like Abilities (Sp): 3/day -- *darkness* (DC 15); 1/day -- *desecrate*, *unholy blight* (DC 15). Caster level 7th. The DCs are Charisma based.

Outsider Traits: Darkvision 60 feet; cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life)

Gear: +1 *full plate*, +1 *large steel shield*, +1 *bastard sword*, *cloak of resistance* +1, 45 gp

Kalkarn is the elder and more aggressive brother of the pair: the instigator and dominant persona. He is one to start fights with other demons and always gets the first pick of the spoils. Kalkarn resembles Handrath Blood-Eye except for his vestigial tail and the fine black scales that cover most of his skull. Strange tufts of wiry hair sprout from his head in between the scales; he just ties the strands in knots.

Kalkarn hates the fact that Handrath can summon him to the Material Plane and he's always looking for ways to get there under his own power in the hopes of punishing "that weak boy" one final time.

Virat

Virat, male half-fiend human Ftr6: CR 8; Medium outsider (native) (humanoid); HD 6d10+24; hp 57; Init +3; Speed 20 feet; AC 25 (touch 14, flat-footed 22); Base Atk +6; Grp +10; Attack +12/+7 melee (1d8+7, +1 *trident*), +5 melee (1d6+2, bite); SA Smite good (1/day, +6 damage), spell-like abilities; SQ Outsider traits, poison immunity, resistances (acid, cold, electricity, fire 10), natural weapons treated as magic for bypassing DR, SR 16; AL CE; SV Fort +9, Ref +7, Will +3; Str 18, Dex 17, Con 18, Int 14, Wis 12, Cha 10

Skills and Feats: Climb +9, Intimidate +8, Jump +9, Knowledge (the planes) +4, Listen +3, Ride +7, Spot +5, Swim +7, Use Rope +6; Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Disarm, Lightning Reflexes, Weapon Focus (*trident*), Weapon Specialization (*trident*).

Spell-Like Abilities (Sp): 3/day -- *darkness* (DC 14); 1/day -- *desecrate*, *unholy blight* (DC 14). Caster level 7th. The DCs are Charisma based.

Outsider Traits: Darkvision 60 feet; cannot be raised or resurrected (though a *wish* or *miracle* spell can restore life)

Gear: +1 *breastplate*, +1 *large steel shield*, +1 *trident*, *ring of protection* +1, *potion of cure moderate wounds*, 65 gp

Virat follows his brother Kalkarn's lead, content to beat up whomever his brother decides needs a beating. Although he's smarter than his sibling, he accepts the secondary role, knowing that if they are ever punished for their actions, Kalkarn (as the instigator) will bear the brunt of it. Virat has long metal teeth that appear to be made of rusted iron, and his breath is like fine smoke. He otherwise looks similar to his brothers. Virat appreciates the irony of Handrath's summonings but has grown tired of near-daily death on the Material Plane, which leaves him recovering in the underworld and unable to pursue other activities.