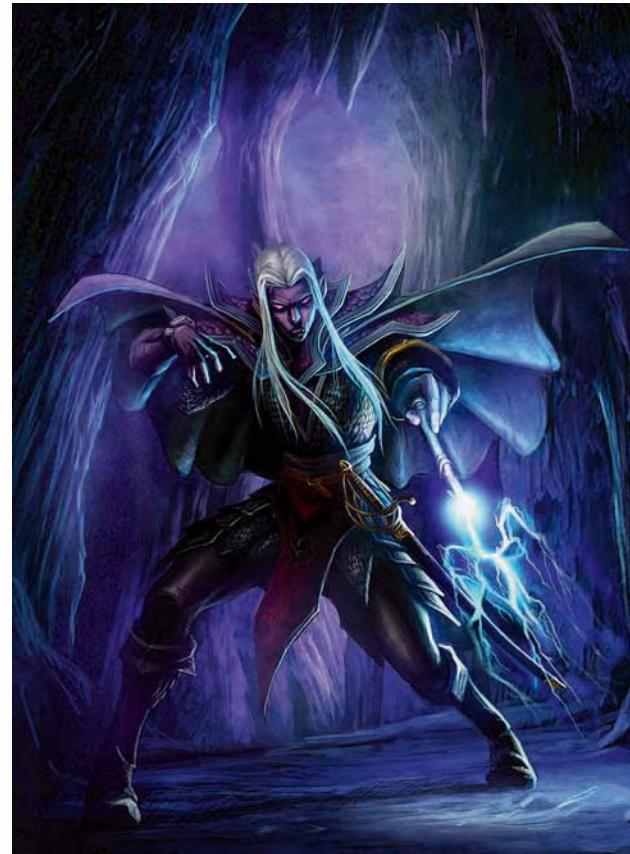


HOUSE WIZARD

<p>House Wizard</p> <p>Male drow warmage^{Car} 8 LE, NE, CE Medium humanoid (elf) Init +7; Senses darkvision 120 ft.; Listen +3, Spot +3 Languages Common, Draconic, Drow Sign Language, Elven, Undercommon</p> <hr/> <p>AC 19, touch 14, flat-footed 16 (+3 Dex, +5 armor, +1 deflection)</p> <p>hp 19 (8 HD)</p> <p>Immune magic sleep effects</p> <p>SR 19</p> <p>Fort +1, Ref +5, Will +7 (+9 against spells, spell-like abilities, and other enchantments)</p> <p>Weakness light blindness</p> <hr/> <p>Speed 30 ft. (6 squares)</p> <p>Melee rapier +3 (1d6–1/18–20)</p> <p>Ranged mwk hand crossbow +8 (1d4/19–20 plus poison)</p> <p>Base Atk +4; Grp +3</p> <p>Atk Options poison (drow sleep poison, Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), warmage edge +3</p> <p>Combat Gear dose of drow sleep poison, <i>potion of bear's endurance</i>, <i>potion of cure moderate wounds</i>, <i>potion of sanctuary</i>, <i>wand of magic missile</i> (CL 7th, 20 charges)</p> <p>Warmage Spells Known (CL 8th):</p> <ul style="list-style-type: none"> 4th (3/day)—<i>blast of flame</i> (DC 19)^{SC,Car}, <i>contagion</i> (DC 18), <i>Evard's black tentacles</i> (grapple +16), <i>orb of acid</i>^{SC,Car} (+7 ranged touch, DC 19), <i>orb of cold</i>^{SC,Car} (+7 ranged touch, DC 19), <i>orb of electricity</i>^{SC,Car} (+7 ranged touch, DC 19), <i>orb of fire</i>^{SC,Car} (+7 ranged touch, DC 19), <i>orb of force</i>^{SC,Car} (+7 ranged touch, DC 19), <i>phantasmal killer</i> (DC 22), <i>shout</i> (DC 22), <i>wall of fire</i> 3rd (5/day)—<i>explosive cascade</i> (DC 17)^{SC}, <i>fire shield</i>, <i>fireball</i> (DC 17), <i>flame arrow</i> (+7 ranged touch), <i>gust of wind</i> (DC 17), <i>ice storm</i>, <i>lightning bolt</i> (DC 17), <i>poison</i> (DC 17), <i>ring of blades</i>^{SC,Car}, <i>sleet storm</i>, <i>stinking cloud</i> (DC 18) 2nd (6/day)—<i>battering ram</i>^{SC}, <i>blades of fire</i>^{SC,Car}, <i>continual flame</i>, <i>fire trap</i> (DC 16), <i>fireburst</i>^{SC,Car} (DC 16), <i>flaming sphere</i> (DC 16), <i>ice knife</i>^{SC,Car} (+11 ranged touch, DC 17), <i>Melf's acid arrow</i> (+7 ranged touch), <i>pyrotechnics</i> (DC 16), <i>scorching ray</i> (+7 ranged touch), <i>shatter</i> (DC 16), <i>whirling blade</i>^{SC,Car} 1st (6/day)—<i>accuracy</i>^{Car}, <i>burning hands</i> (DC 15), <i>chill touch</i> (+2 melee touch, DC 15), <i>fist of stone</i>^{SC,Car}, <i>hail of stone</i>^{SC,Car}, <i>magic missile</i>, <i>lesser orb of acid</i>^{SC,Car} (+7 ranged touch), <i>lesser orb of cold</i>^{SC,Car} (+7 ranged touch), <i>lesser orb of electricity</i>^{SC,Car} (+7 ranged touch), <i>lesser orb of fire</i>^{SC,Car} (+7 ranged touch), <i>lesser orb of sound</i>^{SC,Car} (+7 ranged touch), <i>persistent blade</i>^{SC} (+6 melee), <i>shocking grasp</i> (+3 melee touch), <i>true strike</i> 0 (6/day)—<i>acid splash</i> (+7 ranged touch), <i>disrupt undead</i> (+7 ranged touch), <i>light</i>, <i>ray of frost</i> (+7 ranged touch) <p>Spell-Like Abilities (CL 9th):</p> <ul style="list-style-type: none"> 1/day—<i>dancing lights</i>, <i>darkness</i>, <i>faerie fire</i> <hr/> <p>Abilities Str 8, Dex 16, Con 8, Int 16, Wis 12, Cha 18</p> <p>SQ armored mage (medium), fiendish servant (fiendish dire rat)</p> <p>Feats Coercive Spell*, Improved Initiative, Spell Focus (conjuration), Sudden Empower^{Car}</p> <p>* See page 47</p> <p>Skills Concentration +10, Intimidate +15, Knowledge (arcana) +14, Knowledge (history) +14, Listen +3, Search +5, Spellcraft +16, Spot +3</p>	<p>CR 9</p> <p>Possessions combat gear plus elven chain, rapier, masterwork hand crossbow with 10 bolts, <i>ring of protection</i> +1, piece of jade (5 gp)</p> <hr/> <p>Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a <i>daylight</i> spell) blinds drow for 1 round. In addition, they take a –1 circumstance penalty on attack rolls, saves, and checks when in bright light.</p> <p>Warmage Edge (Ex) This house wizard deals an additional 3 points of damage whenever he casts a warmage spell that deals hit point damage.</p>
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FIENDISH SERVANT

<p>Fiendish Servant</p> <p>Fiendish dire rat</p> <p>CE Small magical beast</p> <p>Init +7; Senses darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5</p> <p>Languages empathic link, speak with master</p> <hr/> <p>AC 17, touch 14, flat-footed 14 (+1 size, +3 Dex, +3 natural)</p> <p>hp 28 (5 HD)</p> <p>Resist improved evasion, cold 5, fire 5</p> <p>Fort +13, Ref +9, Will +7</p> <hr/> <p>Speed 40 ft. (8 squares), climb 20 ft.</p> <p>Melee bite +7 (1d4+1 plus disease)</p> <p>Base Atk +3; Grp +0</p> <p>Atk Options disease (Fort DC 13, 1d3 days, 1d3 Dex and 1d3 Con), smite good (+5 damage)</p> <hr/> <p>Abilities Str 12, Dex 17, Con 12, Int 7, Wis 12, Cha 4</p> <p>SQ share spells</p> <p>Feats Alertness, Improved Initiative, Weapon Finesse^B</p> <p>Skills Hide +9, Listen +5, Move Silently +5, Spot +5, Swim +11</p>	<p>CR —</p>
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House wizard