

HOUSE WIZARD

CR 9

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

AC 19, touch 14, flat-footed 16

(+3 Dex, +5 armor, +1 deflection)

hp 19 (8 HD)

Immune magic sleep effects

SR 19

Fort +1, **Ref** +5, **Will** +7 (+9 against spells, spell-like abilities, and other enchantments)

Weakness light blindness

Speed 30 ft. (6 squares)

Melee rapier +3 (1d6–1/18–20)

Ranged mwk hand crossbow +8 (1d4/19–20 plus poison)

Base Atk +4; **Grp** +3

Atk Options poison (drow sleep poison, Fort DC 13, unconscious 1 minute/unconscious 2d4 hours), warmage edge +3

Combat Gear dose of drow sleep poison, *potion of bear's endurance*, *potion of cure moderate wounds*, *potion of sanctuary*, *wand of magic missile* (CL 7th, 20 charges)

Warmage Spells Known (CL 8th):

4th (3/day)—*blast of flame* (DC 19)^{SC,CAr}, *contagion* (DC 18), *Evard's black tentacles* (grapple +16), *orb of acid*^{SC,CAr} (+7 ranged touch, DC 19), *orb of cold*^{SC,CAr} (+7 ranged touch, DC 19), *orb of electricity*^{SC,CAr} (+7 ranged touch, DC 19), *orb of fire*^{SC,CAr} (+7 ranged touch, DC 19), *orb of force*^{SC,CAr} (+7 ranged touch), *orb of sound*^{SC,CAr} (+7 ranged touch, DC 19), *phantasmal killer* (DC 22), *shout* (DC 22), *wall of fire*

3rd (5/day)—*explosive cascade* (DC 17)^{SC}, *fire shield*, *fireball* (DC 17), *flame arrow* (+7 ranged touch), *gust of wind* (DC 17), *ice storm*, *lightning bolt* (DC 17), *poison* (DC 17), *ring of blades*^{SC,CAr}, *sleet storm*, *stinking cloud* (DC 18)

2nd (6/day)—*battering ram*^{SC}, *blades of fire*^{SC,CAr}, *continual flame*, *fire trap* (DC 16), *fireburst*^{SC,CAr} (DC 16), *flaming sphere* (DC 16), *ice knife*^{SC,CAr} (+11 ranged touch, DC 17), *Melf's acid arrow* (+7 ranged touch), *pyrotechnics* (DC 16), *scorching ray* (+7 ranged touch), *shatter* (DC 16), *whirling blade*^{SC,CAr}

1st (6/day)—*accuracy*^{CAr}, *burning hands* (DC 15), *chill touch* (+2 melee touch, DC 15), *fist of stone*^{SC,CAr}, *hail of stone*^{SC,CAr}, *magic missile*, *lesser orb of acid*^{SC,CAr} (+7 ranged touch), *lesser orb of cold*^{SC,CAr} (+7 ranged touch), *lesser orb of electricity*^{SC,CAr} (+7 ranged touch), *lesser orb of fire*^{SC,CAr} (+7 ranged touch), *lesser orb of sound*^{SC,CAr} (+7 ranged touch), *persistent blade*^{SC} (+6 melee), *shocking grasp* (+3 melee touch), *true strike*

0 (6/day)—*acid splash* (+7 ranged touch), *disrupt undead* (+7 ranged touch), *light*, *ray of frost* (+7 ranged touch)

Spell-Like Abilities (CL 9th):

1/day—*dancing lights*, *darkness*, *faerie fire*

Abilities Str 8, Dex 16, Con 8, Int 16, Wis 12, Cha 18

SQ armored mage (medium), fiendish servant (fiendish dire rat)

Feats Coercive Spell*, Improved Initiative, Spell Focus (conjuration), Sudden Empower^{CAr}

* See page 47

Skills Concentration +10, Intimidate +15, Knowledge (arcana) +14, Knowledge (history) +14, Listen +3, Search +5, Spellcraft +16, Spot +3

Possessions combat gear plus elven chain, rapier, masterwork hand crossbow with 10 bolts, *ring of protection* +1, piece of jade (5 gp)

Light Blindness (Ex) Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. In addition, they take a –1 circumstance penalty on attack rolls, saves, and checks when in bright light.

Warmage Edge (Ex) This house wizard deals an additional 3 points of damage whenever he casts a warmage spell that deals hit point damage.

FIENDISH SERVANT

CR —

Fiendish dire rat

CE Small magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Listen +5, Spot +5

Languages empathic link, speak with master

AC 17, touch 14, flat-footed 14

(+1 size, +3 Dex, +3 natural)

hp 28 (5 HD)

Resist improved evasion, cold 5, fire 5

Fort +13, **Ref** +9, **Will** +7

Speed 40 ft. (8 squares), climb 20 ft.

Melee bite +7 (1d4+1 plus disease)

Base Atk +3; **Grp** +0

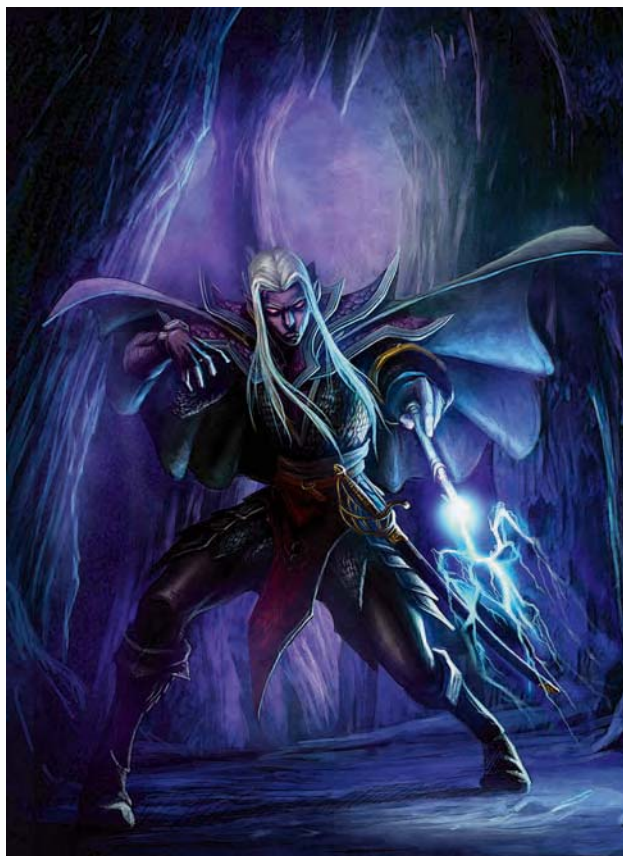
Atk Options disease (Fort DC 13, 1d3 days, 1d3 Dex and 1d3 Con), smite good (+5 damage)

Abilities Str 12, Dex 17, Con 12, Int 7, Wis 12, Cha 4

SQ share spells

Feats Alertness, Improved Initiative, Weapon Finesse^B

Skills Hide +9, Listen +5, Move Silently +5, Spot +5, Swim +11



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