

## Nives Burer

*"It is better to live a lie than to face a hard truth."*

An ambitious (if somewhat naïve) young man from Ustalav, Nives Burer fled his home as a boy after his family discovered his sorcerous abilities and nearly killed him for it. Forever scarred by the experience of losing his family to misunderstanding and hate, he became self-conscious about his magical powers and was driven to find ways of concealing them from others.

The young Burer wondered for years, manipulating others with his magic in order to survive before eventually finding himself in the nation of Razmiran, just south of Ustalav. There, he joined the Razmiran faith and sought to become a Razmiran priest, not out of any real love or loyalty for the Living God, but for the wealth and power he knew it could bring him. Not only did he find that his magic and natural skills of deception served him well, but that his powers were accepted and even desired by the Razmiran priesthood. He was quickly indoctrinated.

Soon after his initiation, Burer came to realize that none of the other Razmiran priests had any actual divine talents at all and instead had to con their way to their success. (Burer himself continues to believe the Living God holds said powers in reserve for only his most devout servants.) Despite this revelation, Burer continued on as a Razmiran priest, living life as he had never lived it before. He continued to develop his abilities, both magical and mundane, and slowly grew into a master conman himself, proclaiming to cure blind people of their sightlessness. More often than not, these "poor victims of disease" were people whom he had personally blinded. In only a few short years, his talents even garnered the attention of the Living God, Razmir, himself.

Over time, Burer discovered more and more of the evil underpinnings of his religion. Though he possessed no qualms against taking advantage of others for self-serving reasons, he became witness to kidnappings, murder, torture, and worse things within the shadows. Becoming incensed with the more sinister practices of the Razmiran faith despite the wealth and power it brought him, the disenchanted Burer began to seek a way out. The opportunity came to the young sorcerer when Razmir called upon Burer to join a holy quest to a foreign land to procure something called a sun orchid elixir. While journeying with his fellow acolytes, Burer was bitten by a viper and quickly succumbed to the snake's potent venom. Soon after his death, his peers robbed him of his gold and jewelry, his bejeweled holy symbol, and left his corpse to rot in the sun.

In truth, Burer had faked his own death before returning to relative anonymity in Ustalav. He knows full well that should his former colleagues ever determine the truth of his fate, he would quickly disappear into the Forgotten Track like so many others before him, or worse. Though he hates both the loss of his former life style and the intolerance his people show towards those with unusual magical ability, he found it preferable to the horrible things he was privy to in Razmiran. Ever the con artist at heart, however, Nives continues to deceive and manipulate, striving to regain some of the wealth and power he once held.



## Nives Burer

Male human sorcerer 7 (Razmiran priest)

N Medium humanoid

**Init** +1; **Senses** familiar's alertness; Perception –1

**Languages** Common, Undercommon

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### DEFENSE

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**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex); *mage armor*

**hp** 54 plus *false life* (7 HD)

**Fort** +5, **Ref** +3, **Will** +4

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### OFFENSE

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**Speed** 30 ft. (6 squares)

**Melee** by weapon +2

**Ranged** by weapon +4

**Sorcerer Spells Known** (CL 7<sup>th</sup>; Concentration +17)

3<sup>rd</sup> (5/day) – *dispel magic*<sup>B</sup>, *major image*, *nondetection*<sup>M</sup>, *remove disease*<sup>B</sup>

2<sup>nd</sup> (8/day) – *acid arrow*, *aid*<sup>B</sup>, *blindness/deafness*, *detect thoughts*, *false life*, *misdirection*

1<sup>st</sup> (8/day) – *charm person*, *mage armor*, *magic aura*, *magic missile*, *shield*, *ventriloquism*, *vocal alteration*<sup>UM</sup>

0 (at will) – *arcane mark*, *detect magic*, *ghost sound*, *light*, *mending*, *message*, *prestidigitation*

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**Bloodline** Arcane

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### STATISTICS

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**Abilities** Str 8 (–1), Dex 12 (+1), Con 16 (+3), Int 12 (+1), Wis 8 (–1), Cha 24 (+11)

**Base Atk** +3; **CMB** +2; **CMD** 13

**Feats** Craft Wondrous Item, Cunning Caster<sup>B</sup>, Deceitful, Eschew Materials, False Focus<sup>B</sup>, Silent Spell, Still Spell<sup>B</sup>

**Skills** Bluff +30, Diplomacy +25, Disguise +19 (+21 with disguise kit, +29 with *conman's mask*, +31 with both), Knowledge (religion) +5, Spellcraft +9, Use Magic Device +17; **Racial Bonuses** +2 Bluff, +2 Diplomacy

**SQ** arcane bond (viper familiar), bloodline arcana, false piety, focused study, lay healer, metamagic adept (1/day), silver tongued, traits (fast talker, hedonistic, practiced deception, world traveler)

**Combat Gear** *potions* (*cure light wounds* 16), *spell tattoos* (*break*<sup>APG</sup> 4, *dimension door*, *disguise self*, *knock* [CL 5<sup>th</sup>]); **Other Gear** bribe money (1,500gp worth), *conman's mask* (see below), disguise kit (10 uses), *headband of alluring charisma* +4, *living garments*, platinum holy symbol, tender (350gp)

**Encumbrance** light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 14 lb.

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### SPECIAL ABILITIES

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**Bloodline Arcana** Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

**False Piety (Ex)** You gain Knowledge (religion) and Perform as class skills, but lose Appraise and Fly as class skills. You add half your sorcerer level to Use Magic Device checks to activate spell trigger and spell completion items that use divine spells. You gain False Focus as a bonus feat. In addition to replacing Appraise and Fly as class skills, this ability replaces your Eschew Materials bonus feat.

**Fast Talker** You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you.

**Hedonistic** You are a creature of pleasure and comfort. Whenever you spend a day without gaining reward or treasure (at least 10 or more gold pieces) or spending an hour on entertainment or pleasure, attempt a DC 20 Fortitude save at the end of that day. If you fail, you begin the next day fatigued. This fatigue lasts 4 hours, or until you receive a reward or sufficient entertainment or pleasure.

**Lay Healer (Su)** You add *aid* to your list of spells known as a 2<sup>nd</sup>-level spell and *remove disease* as a 3<sup>rd</sup>-level spell.



**Metamagic Adept (Ex)** Once per day you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell.

**Ongoing Spells** You have used the *magic aura* spell to prevent all of your magical gear and tattoos from radiating magic (excluding your potions). Additionally, *misdirection* and *nondetection* further befuddle any attempts to divine truths about you, your familiar, or your gear.

**Practiced Deception** You gain a +1 trait bonus on Disguise checks, and you can apply and remove a disguise in half the normal time.

**Silver Tongued** You are often adept at subtle manipulation and putting even sworn foes at ease. You gain a +2 bonus on Diplomacy and Bluff checks. In addition, when you use Diplomacy to shift a creature's attitude, you can shift up to three steps up rather than just two.

**World Traveler** You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is always a class skill for you.

## CONMAN'S MASK

**Aura** moderate illusion; **CL** 11<sup>th</sup>

**Slot** head; **Price** 11,000gp; **Weight** 1 lb.

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### DESCRIPTION

A powerful tool of magical deception, this plain white porcelain mask is worth 50gp in workmanship alone and allows its wearer to alter her appearance at will, as per *disguise self*, grants its wearer a +3 competence bonus on all Charisma-based checks, and conceals the wearer's emotions; granting an additional +2 competence bonus on Bluff checks (for a +5 total bonus). Like a *hat of disguise*, the conman's mask may change its appearance to better suit a given disguise, even becoming invisible if necessary.

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### CONSTRUCTION

**Requirements** Craft Wondrous Item, *veil*; **Cost** 5,500gp

## Bijou

Viper familiar

N Tiny magical beast (augmented animal)

**Init** +3; **Senses** low-light vision, scent; Perception +9

**Languages** Common, Dwarven, Elven, Gnome, Halfling, Orc; empathic link, speak with master, speak with reptiles

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### DEFENSE

**AC** 20, touch 15, flat-footed 17 (+3 Dex, +5 natural, +2 size)

**hp** 27 (7 HD)

**Fort** +1, **Ref** +5, **Will** +6

**Defensive Abilities** improved evasion

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### OFFENSE

**Speed** 20 ft. (4 squares), climb 20 ft., swim 20 ft.

**Melee** bite +8 (1d2–2 plus poison) or  
by spell +8 touch (as the spell)

**Ranged** by weapon +8

**Space** 2½ ft.; **Reach** 0 ft.

**Special Attacks** deliver touch spells, poison

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### STATISTICS

**Abilities** Str 4 (–3), Dex 17 (+3), Con 8 (–1), Int 9 (–1), Wis 13 (+1), Cha 2 (–4)

**Base Atk** +3; **CMB** +4; **CMD** 8 (can't be tripped)

**Feats** Weapon Finesse

**Skills** Bluff +3, Climb +11, Diplomacy +3, Disguise +3, Linguistics +5, Perception +9, Spellcraft +2, Stealth +15, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth

**SQ** alertness, empathic link, familiar traits, share spells, speak with master, speak with reptiles

**Encumbrance** light 4 lb. 8 oz., medium 9 lb. 12 oz., heavy 15 lb.; **Weight Carried** 0 lb.

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### SPECIAL ABILITIES

**Alertness (Ex)** While your familiar is within arm's reach, you gain the Alertness feat.

**Deliver Touch Spells (Su)** If you and your familiar are in contact at the time you cast a touch spell, you can designate your familiar as the toucher. Your familiar can then deliver the touch spell personally. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

**Empathic Link (Su)** Your familiar has an empathic link with you out to one mile. You cannot see through your familiar's eyes, but the two of you can communicate empathically. Only general emotional content can be communicated. You have the same connection to an item or place that your familiar does.

**Improved Evasion (Ex)** When subjected to an attack that normally allows a Reflex saving throw for half damage, your familiar takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

**Poison (Ex)** Bite—injury; *save* Fort DC 9; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

**Share Spells** You may cast a spell with a target of “You” on your familiar (as a touch spell) instead of on yourself. You may cast spells on your familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

**Speak With Master (Ex)** You and your familiar may communicate verbally, using a private language no one else understands.



Bijou serves Nives as an incredibly effective informant and spy, gathering information on those around them in order to better allow Nives to manipulate and deceive. When not tasked with such underhanded dealings, Bijou sleeps under the cover of Nives' personal illusions and/or robes. It was Bijou who “bit” Nives, allowing him to trick his fellow acolytes into believing he had died from lethal doses of venom.