

Paegin

Male gnoll sorcerer 9

LE Medium humanoid (gnoll)

Init +2; **Senses** darkvision 60 ft.; Perception +0

Languages Common, Gnoll, Infernal

DEFENSE

AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +4 natural)

hp 66 (11 HD)

Fort +11, **Ref** +8, **Will** +10; +4 vs. poison

Resist fire 10

OFFENSE

Speed 30 ft. (6 squares)

Melee *rod of withering* +7 touch (1d4 Str plus 1d4 Con damage/ability drain; Fort DC 17 negates)

Ranged by weapon +6

Bloodline Spell-like Abilities (CL 9th; Concentration +16)

10/day – corrupting touch (4 rounds)

1/day – hellfire (9d6, DC 21)

Sorcerer Spells Known (CL 9th; Concentration +16)

4th (5/day) – *charm monster, enervation, wall of fire*

3rd (7/day) – *dispel magic, fireball, phantom steed* (looks like a fiendish dire hyena), *suggestion*

2nd (8/day) – *alter self, blindness/deafness, darkness, flaming sphere, scorching ray*

1st (8/day) – *burning hands, comprehend languages, grease, magic missile, protection from good, shield*

0 (at will) – *bleed, detect magic, detect poison, light, mage hand, message, prestidigitation, read magic*

Bloodline infernal

STATISTICS

Abilities Str 12 (+2), Dex 12 (+2), Con 12 (+2), Int 12 (+2), Wis 10 (+1), Cha 24 (+8)

Base Atk +5; **CMB** +6; **CMD** 17

Feats Arcane Armor Mastery, Arcane Armor Training, Armor Proficiency (medium), Craft Rod, Craft Magic Arms and Armor, Craft Wondrous Item, Eschew Materials^B, Skill Focus (knowledge: planes^B)

Skills Bluff +16, Diplomacy +16, Intimidate +16, Knowledge (arcana) +13, Knowledge (planes) +18, Linguistics +3, Spellcraft +13, Stealth +22

SQ bloodline arcana (+2 DC for charm spells), infernal resistances

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 mithral chainmail, cloak of resistance +3, amulet of natural armor +3, headband of alluring charisma +6, robe of shadows (see below), rod of withering, stone of good luck (inlaid in amulet), tender (10pp)

Encumbrance light 43 lb., medium 86 lb., heavy 130 lb.; **Weight Carried** 22 lb. (excluding tender)

SPECIAL ABILITIES

Corrupting Touch (Sp) You can cause a creature to become shaken as a melee touch attack. This effect persists for a number of rounds equal to ½ your sorcerer level. Creatures shaken by this ability radiate an aura of evil, as if they were an evil outsider (see detect evil). Multiple touches do not stack, but they do add to the duration. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Hellfire (Sp) Once per day you can call down a column of hellfire. This 10-foot-radius burst does 1d6 points of fire damage per sorcerer level. Those caught in the area of your blast receive a Reflex save for half damage. Good creatures that fail their saves are shaken for a number of rounds equal to your sorcerer level. The DC of this save is equal to 10 + ½ your sorcerer level + your Charisma modifier. This power has a range of 60 feet.



ROBE OF SHADOWS

Aura strong evocation; **CL** 20th

Slot robe; **Price** 40,000gp; **Weight** 1 lb.

This menacing black robe, created from the hide of a shadow demon, drains away light and sound from its immediate surroundings, granting a +20 competence bonus on Stealth checks to its wearer. Like a black *robe of the archmagi*, a *robe of shadows* is attuned to the evil alignment. If it is ever donned by a good character, she immediately gains three permanent negative levels. A neutral character who wears the robe gains two permanent negative levels. While these negative levels remain as long as the garment is worn and cannot be overcome in any way (including *restoration* spells). These penalties are immediately removed if the robe is removed.

Construction Requirements Craft Wondrous Item, *darkness*; **Cost** 20,000gp

