

**Mozek Steamwind** (male small half-fiend gnome) – Al: NE

Rogue 3, Fighter 1, Illusionist 10; HD: 3d6+1d10+10d4+28; hps: 81; Dies: -50

Init +7 (+3 dex, +4 improved init); Speed 30 ft (6 boxes);

AC 26/24/22 ((+7/+5/+3 elven chain shirt +1), +1 natural, + 3 BDB +3 dex, +2 *ring of protection*);

Touch: 18; Flat-footed: 20/18/16

Attack: BAB: +8/+3; +13/+8 (melee), + 11/+6 (ranged), +16/+16/+10 (short sword of *speed* +2; weapon focus); +13 claw/+8 bite; Dmg: 1d6+7 (short sword of *speed* +2), 1d4+5 (claws), 1d3+5 (bite)

SV: Fort: +10, Ref: +11, Will: +10

Ability Scores: Str 20(+5), Dex 16 (+3), Con 14 (+2), Int 17 (+3), Wis 11 (+0), Cha 16(+3)

Skills: Appraise +3, Balance, Bluff +13, Climb +12, Concentration +13, Diplomacy +9, Disable Device +6, Hide +17, Intimidate +7, Jump +9, Know (arcana) +11, Know (planes) +9, Know (History; Derome-Delem) +7, Listen +7, Move Silently +10, Open Lock +7, Perform (sing) +5, Ride +4, Search +8, Sense Motive +7, Speak Gnomish +5, Speak Common +4, Speak Infernal +4, Literacy (common) +4, Literacy (gnomish) +5, Literacy (kotah runes) +5, Literacy (elven) +4, Spellcraft +9, Spot +4,

Feats: Fleet-Footed, Dodge, Mobility, Improved Grappling, Scribe Scroll, Craft Wand, Power Attack, Improved Initiative

Special Attacks: +1 to atk kobolds and goblinoids, Sneak Attack +2d6,

Special Qualities: Darkvision 60', +4 dodge to AC vs. giants, immune poison, SR 24, Cold, Fire Resistance (20), Damage Reduction (10/cold iron), *Darkness* (3/day), *Desecrate* (1/day), *Unholy Blight* (1/day; dmg: 5d8 + *sickened* 1d4 rds DC 17), *Poison* (3/day; DC 17), *Contagion* (p.213), *Blasphemy* (p.205), *Unholy Aura* (3/day; ), *Unhallow*

Spell Progression; 4 /5 /5 /4 /4/3

Prepared Spells:

0<sup>th</sup>: Unnerving Gaze (x2), Detect Magic, Read Magic

1<sup>st</sup>: Seething Eyebane (FORT DC 14; costs 1d6 points of CON – does 1d6 acid 5' radius)),

Tongue Tendrils (range: 30', 2 tendrils: ac 14, 10 hps, break dc 24), Stupor, Shield, Ventriloquism.

2<sup>nd</sup>: Lahm's Finger Darts (4 darts, DMG: 1d4 dex), Dance of Ruin (2d10 in 50 ft to non-demons), Detect Thoughts, Invisibility, Mirror Image.

3<sup>rd</sup>: Dispel Magic, Displacement, Vampiric Touch, Slow

4<sup>th</sup>: Phantasmal Killer, Scrying, Greater Invisibility, Grim Revenge

5<sup>th</sup>: Teleport (x2), Shadow Evocation

Notable Equipment: *Hornet* (short sword +2, of *speed*), Chain Shirt of Elvinkind +1 (no arcane failure chance). *Ring of Spell-Storing*: (Bull's Strength (at 6<sup>th</sup>), Cat's Grace (at 6<sup>th</sup>), Eagle's Splendor (at 6<sup>th</sup>), Owl's Wisdom (at 6<sup>th</sup> level), Bear's Endurance (at 6<sup>th</sup> level)), Potion of Cure Serious Wounds (bitter), 2 Potions of Lesser Restoration (salty), Scroll (Project Image (at 15<sup>th</sup>), Wall of Ooze (at 12<sup>th</sup>), Heal (at 14<sup>th</sup>)).

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### Purple-spite (huge fiendish wyvern)

Initiative: +1; Speed: 20 ft. (4 squares), fly 60 ft. (12 boxes; poor)

HD: 8d12+40; hps: 96 Dies: -58

AC: 24 (-2 size, +12 natural, +4 BDB), touch 12, flat-footed 20

Attack: BAB/Grapple: +7/+15; +10 melee (sting) or +10 melee (talon) or +10 melee (bite);

Dmg: 1d8+8 + poison (sting), 3d6+8 (talon) or 3d8+12 (bite)

SA: Poison (DC 17, 2d6/2d6 Con), Improved Grab, Smite Good (+7 damage)

SQ: Darkvision 60 ft., Immunity to *sleep* and paralysis, Low-light vision, Scent, Cold/Fire Resistance (10), Damage Reduction (5/cold iron)

Saves: Fort +8, Ref +7, Will +7

Stats: Str 27, Dex 10, Con 19, Int 6, Wis 12, Cha 9

Skills: Hide +7, Listen +13, Move Silently +11, Spot +18, Swim +7

Feats: Ability Focus (poison), Alertness, Flyby Attack

**Tinka** (female small half-fiend gnome) – Al: CE

Rogue 3, Fighter 4; HD: 3d6+4d10+21; hps: 66; Dies: -43

Init +5 (+5 dex); Speed 20 ft (4 boxes), fly 20 ft (average)

AC 23/23/23 (+6 *Bones Bracers*, + 1 BDB +5 dex, +1 natural);

Touch: 16; Flat-footed: 17

Attack: BAB: +6/+1; +7/+2 (melee), + 11/+6 (ranged), +12/+7 (or +10/+10/+5) (masterwork short bow); +2 claw/+7 bite; Dmg: 1d6+4 (masterwork shortbow), 1d4+1 (claws), 1d3+1 (bite)

SV: Fort: +8, Ref: +9, Will: +2

Ability Scores: Str 12(+1), Dex 20 (+5), Con 16 (+3), Int 12 (+1), Wis 10 (+0), Cha 20 (+5)

SA: *Darkness* (3/day), *Desecrate*, *Unholy Blight*, *Poison* (3/day), Sneak Attack (+3d6)

SQ: Acid, Cold, electricity and fire resistance (20), Darkvision (60'), +4 dodge to AC vs. giants, immune poison, SR 17, Damage Reduction (5/cold iron), Evasion, Trap Sense

Skills: Appraise +6. Bluff +9, Climb +7, Hide +15, Jump +9, Listen +8, Literacy (dwarvish) +2, Literacy (elvish) +2, Literacy (gnomish) +2, Move Silently +10, Perform (sing) +11, Search +2, Sleight of Hand +11, Speak Language (dwarven) +2, Speak Language (elven) +2, Spot +8, Tumble +11

Feats: Dodge, Point Blank Shot, Weapon Focus (Short bow), Precise Shot, Rapid Shot, Weapon Specialization (shortbow)

Notable Equipment: 3 Arrows of *Speed* +1 (extra arrow attack at highest BAB), 1 Arrow of *True Strike*, 2 *Keen Arrows* +1 (crit range 17-20) , 1 Flame Arrow (+2d6 fire Reflex (14) or catch fire), *Bones Bracers* (every miss by 6 causes Fort (15) or be *Fatigued* for 10 rounds)

**Ajax** (male small half-fiend gnome) - Al: CE

Barb 3, Fighter 4; HD: 3d12+4d10+28; hps: 81 (95); Dies: -50

Init +2 (+2 dex); Speed 30 ft (6 boxes)

AC 22/19/19 (+9/+6/+6 *masterwork* breastplate, +1 BDB, +2 dex);

Touch: 16; Flat-footed: 17

Attack: BAB: +7/+2; +12/+7 (melee) or +14/+9, + 9/+4 (ranged), +17/+12 (*Chaos-breaker*, Battle Axe +2); +7 (+9) claw/+12 (+14) bite; Dmg: 1d8+11 (or +14) (*Chaos-breaker*), 1d4+3 (claws), 1d3+10 (bite), Javelin of *Lightning* (5d6 dmg; Reflex DC 15)

SV: Fort: +11, Ref: +4, Will: +4

Ability Scores: Str 21 / 25 (+5/+7), Dex 14 (+2), Con 18 / 22 (+4/+6), Int 12 (+1), Wis 10 (+0), Cha 20 (+5)

SA: *Darkness* (3/day), *Desecrate*, *Unholy Blight*, *Poison* (3/day), *Rage* (1/day), *Uncanny Dodge*  
SQ:

Skills:

Feats: *Cleave*, *Iron Will*, *Power Attack*, *Weapon Focus* (battle axe), *Weapon Specialization* (battle axe)