

**Name:** sir Angus McGregor, Granson of Prince Brannatr McGregor **player: NPC**  
(known), Necromancer of 3<sup>rd</sup> Circle of the Secret Craft of Necromancy  
(secret) and a Member of the Brotherhood of Radiance (secret),. **age:** 10  
**Human Male, Necromancer 10<sup>th</sup> level – Death Master 5<sup>th</sup> level – Radiance Mage 1<sup>st</sup>** **hair:** blonde

**Xp** 130.000 **eyes:** blue

**AL** Chaotic Neutral (Evil)

**hp** 43 (4 +15d4) –

**Init** +8 (+4 dexterity, +4 improved initiative)

**Spd** 30 ft. (30 base)

**AC** 27 (touch 20, flat-footed 23) ((10 base, +7 bracers of armor, +4 from dexterity, +4 from ring of protection, +2 deflection from cloak of the bat))

**Atk** +9/+4 melee (dagger +4) ((+7/+2 base, -2 strength, +4 enhancement from magical weapon))

**Dam** 1d4 +2 melee crt. 19-20/x2 (dagger +4) ((+4 enhancement from magical weapon, -2 strength))

**SV** Fort +10 ((+4 base, +4 vest of resistance, +2 greater fortitude)) Refl +14 ((+4 base, +4 dexterity, +4 vest of resistance, +2 lightning reflexes)) Will +21 ((+13 base, +2 wisdom, +4 vest of resistance, +2 iron will))

**Abil** Str 7 ((7 base,)) Dex 18 ((18 base)) Con 10 ((8 base, +2 belt of endurance)) Int 24 ((20 base, +4 headband of intellect)) Wis 14 ((12 base, +2 ioun stone)), Cha 12 ((12 base))

**Skills** ((total skill bonus (ranks, characteristic, synergy, special)): Alchemy +19 (12,7,0,0), Concentration +23 (19,0,0,4), Heal +7 (5,2,0,0), Knowledge (arcana) +26 (19,7,0,0), Knowledge (local) +12 (5,7,0,0), Knowledge (planes) +26 (19,7,0,0), Knowledge (History) +17 (10,7,0,0), Knowledge (Nobility) +15 (8,7,0,0), Listen +7 (5,2,0,0), Scry +17 (10,7,0,0), Spellcraft +26 (19,7,0,0), Spot +7 (5,2,0,0).

**Feats** [Human] Iron Will [Level] Lightning Reflexes, Improved Initiative, Combat Casting, Spell Focus (necromancy), Spell Penetration, Forge Ring [Wizard] Summon Familiar, Scribe Scroll, Craft Wondrous Item, Heighten Spell

**Languages:** Thyatian (Common), Klantyre (antica lingua del principato), Alphantian, Draconic, Abyssal, Giant, Infernal, Ignan, Goblin

**Special Qualities:** [Wizard] Spells 4 – 6+1 – 6+1 – 10+1 – 5+1 – 5+1 – 4+1 – 4+1 – 2+1 [Death Master] Protection from Undead, Control Undead, Partial Animation, Create Minor Undead, Strength Loss, 3<sup>rd</sup> Circle [Radiance Mage] Brotherhood Contact.

**Magic Item:** Undying Staff [27.375 gp], Mask of Lie [17.000 gp] and Belt of Endurance [10.000 gp] from Arms & Equipment Guide, Vest of Resistance +4 [16.000 gp] from Complete Arcana, Hand of Glory [7.200 gp], Dagger +4 [32.302 gp], Ring of Protection +4 [32.000 gp], Ring of Mind Shielding [8.000 gp], Ring of Wizardry III [70.000 gp], Cloak of the Bat [24.000 gp], Bracers of Armor +7 [39.000 gp], Headband of Intellect +4 [16.000 gp], Ioun Stone Incandescent Blue [8.000 gp], Radiance Receptacle. **Potion of:** charisma, hiding, cure critical wounds (x2), blur, neutralize poison and fire breath (x2),.

**Undying Staff:** animate dead (1 charge), create undead (2 charge). Caster level 12<sup>th</sup>

**Mask of Lie:** cast *change self* on himself at will and is continually under the effect of undetectable alignment. +5 bonus on Bluff checks. Caster level 5<sup>th</sup>

**Belt of Endurance:** the wearer gains a +2 enhancement bonus to Constitution and the feat Great Fortitude

**PROTECTION FROM UNDEAD:** 3/day can ward off a number of undead whose hit dice does not exceed the Death Master's level. Lower undead are affected first. This is a supernaturally ability and cannot be dispelled. The warded undead do not count when figuring the max. amount affected by control undead or other effects.

**CONTROL UNDEAD:** At 2<sup>nd</sup> Circle the D.M. is able to control more undead than other necromancer. His D.M. level count as 2 levels in order to find how many undead can be brought under his control using animate dead. The number of HD create however does not change.

**PARTIAL ANIMATION:** He can cast animate dead even on body parts. The undead body part has half the HD and speed of a normal undead (zombie or skeleton), can make only one claw attack and has a strength score reduced by 2.

**CREATE MINOR UNDEAD:** 1/night can cast a special version of Create Undead spell. The undead create by this spell must be corporeal and with fewer than 10 HD and are always under the control of its creator.

**STRENGTH LOSS:** -1 Strength.

**Spells Prepared: [Wizard Level 16<sup>th</sup> : 4 – 6+1 – 6+1 – 10+1 – 5+1 – 5+1 – 4+1 – 4+1 – 2+1] DC: 17+ spell's level or 19+ spell's level (necromacy)**

**Level 0:** (cantrips): detect poison, read magic, detect magic (x2)

**Level 1:** protection from law, shield, charm person, hold portal, magic missile, detect undead, *ray of enfeeblement*.

**Level 2:** detect thoughts, mirror image, darkness, misdirection, see invisibility, *false life\**, *ghoul touch*, *scare*.

**Level 3:** dispel magic (x2), heightened shriveling°, lighting bolt, protection from elements, *negative energy burst\** (x2), devil's eye°, displacement, clairaudience/clayravoyance, *vampiric touch*.

**Level 4:** charme monster, stonesskin, Evard's black tentacles, scrying, detect scrying, *enervation*

**Level 5:** *soul shackles*°, cone of cold, *spiritwall\**, lesser call of Angus§, *animate dead* (x2)

**Level 6:** greater dispelling, repulsion, mislead, chain lightning, *circle of death*.

**Level 7:** spell turning, phase door, Mordenkainen's sword, call of Angus§, *control undead*.

**Level 8:** discern location, *gutwrench*°, *horrid wilting*.

**Spellbook:**

**Level 0** (cantrips): All

**Level 1:** comprehend languages, protection from law, magic missile, sleep, identify, mount, hold portal, shield, *cause fear*, *chill touch*, *ray of enfeeblement*, charm person, obscuring mist, detect undead.

**Level 2:** detect thoughts, invisibility, arcane lock, mirror image, darkness, *shriveling*°, Melf's acid arrow, see invisibility, *false life\**, *ghoul touch*, *scare*, *spectral hand*, misdirection.

**Level 3:** dispel magic, fireball, lighting bolt, protection from elements, *negative energy burst\**, devil's eye°, displacement, Sepia snake sigil, clairaudience/clayravoyance, tongues, *gentle repose*, *halt undead*, *vampiric touch*.

**Level 4:** charme monster, remove curse, wall of ice, stonesskin, Evard's black tentacles, scrying, detect scrying, *grim revenge*°, arcane eye, *contagion*, *enervation*, *negative energy wave\**.

**Level 5:** dismissal, lesser planar binding, Mordenkainen's faithful hound, dominate person, *soul shackles*°, cone of cold, *spiritwall\**, feeblemind, lesser call of Angus§, *animate dead*, *magic jar*.

**Level 6:** greater dispelling, repulsion, legend lore, mass suggestion, *undeath to death\**, mislead, chain lightning, contingency, *circle of death*.

**Level 7:** spell turning, phase door, Mordenkainen's sword, insanity, call of Angus§, power word (stun), forcecage, *control undead*, *finger of death*.

**Level 8:** great shout\*, discern location, protection from spells, *gutwrench*°, *clone*, *horrid wilting*.

\* from *Tome and Blood*

° from *Book of Vile Darkness*

§ new spell

<p><b>Lesser Call of Angus</b>                  Conjuratation (Summoning)  <b>Level:</b> Sor/Wiz 5  <b>Components:</b> V,S,F  <b>Casting Time:</b> 1 full round  <b>Range:</b> Close (25 ft. + 5 ft./2 levels)  <b>Effect:</b> One or more summoned undead creatures  <b>Duration:</b> 1 round/level  <b>Saving Throw:</b> None  <b>Spell Resistance:</b> No  <b>Description:</b> Summon one wraith or 1d3 wights</p>	<p><b>Call of Angus</b>                  Conjuratation (Summoning)  <b>Level:</b> Sor/Wiz 7  <b>Components:</b> V,S,F  <b>Casting Time:</b> 1 full round  <b>Range:</b> Close (25 ft. + 5 ft./2 levels)  <b>Effect:</b> One or more summoned undead creatures  <b>Duration:</b> 1 round/level  <b>Saving Throw:</b> None  <b>Spell Resistance:</b> No  <b>Description:</b> Summon one vilewight (Book of Vile Darkness) or 1d3 wraiths</p>
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