

Book of NPCs

This netbook details NPCs usable for any campaign but created specifically for my Nexus-based campaign. The section "wandering threats" contains additional NPCs usable for a quick fight.

Vivine

Auguste Pableu

Game Statistics

Medium-size Male Half-Elf
Expert 8
Hit Dice: (8d6)-8
Hit Points: 26
Initiative: -2
Speed: Walk 30'
AC: 8
Attacks: Dagger+6/+1; Dagger (Thrown)+4/-1;
Damage: Dagger 1d4; Dagger (Thrown) 1d4;
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Elven Blood, Immunity to sleep, save +2 vs enchantment spells
Saves: Fortitude: +1, Reflex: +0, Will: +6
Abilities: Str 10 (+0), Dex 7 (-2), Con 9 (-1), Int 20 (+5), Wis 15 (+2), Cha 14 (+2)
Skills: Appraise 6; Bluff 13; Decipher Script 16; Diplomacy 15; Gather Information 13; Knowledge (Arcana) 18; Knowledge (History) 16; Knowledge (Religion) 16; Knowledge (The Planes) 16; Use Magic Device 15; Spellcraft 17; Hide 8 (cloak)

Feats: Iron Will, Magical Talent, Skill Focus (Use Magic Device)

Challenge Rating: 7

Alignment: Neutral Good

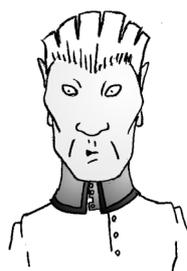
Possessions: Wand (Charm Person); Scroll (Blur); Scroll (Invisibility); Cloak of Elvenkind; Wand (Magic Missile/1st Level Caster); Wand (Detect Secret Doors);

Description

Auguste Pableu, the renown sage and antagonist of the inquisition, agnostic and authority on all matters arcane, is a font of wisdom with regard to the Nexus. He is willing to part with this information if he feels a person is worthy (i.e. intelligent and not religious).

Pableu is a strong-willed person (though some claim that he is just **out of touch with reality** due to his life of book studies). Whatever the reason, dangers and threats leave him completely undaunted. What makes matters worse is his almost **legendary clumsiness**.

The sage and honorary member of the Académie is a tall and skinny person with a flat nose and squinted eyes. Even though he looks terrible (a fact further enhanced by his sloppy suit), he has a captivating personality and is a master negotiator.



Combat

Pableu wants to avoid combat if possible. However, if attacked, he will try to utilise his magic items to his best advantage (he needs to beat DC 20 with *use magic device* to do so).

Jaques de Flamme

Game Statistics

Male Elf Fighter 2 Rogue 2

Hit Dice: (2d10)+(2d6)
Hit Points: 22
Initiative: +8
Speed: Walk 30'
AC: 17 (+3 armour, +4 dex)
Attacks: +1 Musket +8;
Damage: Musket 1d12+1;
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Automatic Search check if within 5' of secret/concealed door, Evasion, Immunity to sleep, save +2 vs enchantment spells, Sneak Attack +1d6
Saves: Fortitude: +3, Reflex: +7, Will: +3
Abilities: Str 13 (+1), Dex 18 (+4), Con 11 (+0), Int 10 (+0), Wis 8 (-1), Cha 14 (+2)
Skills: Balance 6; Climb 8; Disable Device 7; Jump 3; Open Lock 9; Ride 6;
Feats: Dodge, Exotic Weapon Proficiency, Improved Initiative, Mobility
Challenge Rating: 4
Alignment: True Neutral
Possessions: +1 Musket, Masterwork Studded Leather Amrour, Potion (Endure Elements (Cold)), Potion (Love), Thief's Tools

Description

Jaques de Flamme is a tall elf with very long and silky green hair and eyes of the same colour. He wears a black leather armour suit with many silver rings and buckles attached to it. His head is



covered with a dark grey beret with a white plume.

Jaques talks little and is only happy when working with mechanical things such as his gun or locks. His friend Jean constantly teases him but he is not bothered by the opinions of others, being a somewhat cold fish to begin with. Still, he is not evil, and while he is a sniper, he will accept surrender.

De Flamme's most prized possession is his magical musket. The weapon is well-maintained and has a goat-head symbol made of brass on its left side. It was created by a wandering priest of Amora and given to Jaques in return for some essential service both will not talk about.

The sniper and his dwarven friend, Jean le Bleu, are both soldiers in the mercenary regiments of the king. While they constantly bicker, the two are very close. Their arguments usually revolve around Jean's tall tales or Jaques' tendency to get the two into dangerous adventures.

Combat

In combat Jaques will try to find a position where he has cover and is hard to reach, often in trees. He will retreat if attacked efficiently to find another angle.

Jean le Bleu

Game Statistics

Male Dwarf Rogue 4

Hit Dice: (4d6)+8

Hit Points: 24

Initiative: +3

Speed: Walk 20'

AC: 17 (+4 armour, +3 dex)

Attacks: Rapier +7; Dart+6;

Damage: 1d6+1 or Dart1d4+1;

Face/Reach: 5 ft. by 5 ft./5

Special Qualities: +1 to hit orcs/goblinoids, +2 on Appraise of stone/metal items, +2 on stone/metal Craft check, +4 dodge vs giants, Evasion, save +2 vs spells, save +2 vs. poison, Sneak Attack +2d6, Stonecunning, Uncanny Dodge (Dex bonus to AC)

Saves: Fortitude: +4, Reflex: +10, Will: +3

Abilities: Str 12 (+1), Dex 16 (+3), Con 15 (+2), Int 14 (+2), Wis 8 (-1), Cha 8 (-1)

Skills: Appraise 9; Bluff 6; Decipher Script 7; Diplomacy 6; Disguise 6; Escape Artist 8; Forgery 7; Hide 10; Pick Pocket 12; Search 7; Spot 4;

Feats: Lightning Reflexes, Weapon Finesse (Rapier)

Challenge Rating: 4

Alignment: Chaotic Neutral

Possessions: Mercenary's Outfit, +1 Studded Leather, Masterwork Rapier, Potion (Cure Moderate Wounds), Potion

(Cure Light Wounds), Potion (Hiding), Half-Cape of Resistance +1, 10 Darts, vial with powerful liquor, two-person tent with flag, mini-bar and various perfumes, 150 gp in a chest in his house back in Vivine.

Description

Jean le Blue is a small and obese dwarf with chubby red cheeks, a thick moustache and a curly mullet. He wears a flamboyant *landsknecht* style outfit with tight black trousers, a yellow leather armour vest, and a gaudy wide-rimmed hat with a purple plume. A very short cape, checkered black and yellow covers his shoulders. His manner is extremely polite, bordering to irony. Jean is obsessed with women, wine, and food without regard to quality in all categories.



Le Bleu is a professional mercenary in the employ of the king but always willing to make an extra buck on the side. His best friend and partner de Flamme constantly gets him into bad contracts but so far they have managed to get out again. On his last adventure he came into contact with powerful undead and ever since tells tall tales of his exploits (as limited as they actually were).

Combat

In combat Jean will try to fight only one enemy and will give up rather than die. Also, he is reluctant to kill and will

gladly accept surrender on the part of his opponent.

Necropolis

Yô'sh Darktree

Dark Fey Warrior2 Expert1 Cleric 1

Hit Dice: (3d8)+(1d6)-4
Hit Points: 17
Initiative: +2
Speed: Walk 30'
AC: 12
Attacks: Scimitar+3;
Damage: Scimitar 1d6;
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Automatic Search check if within 5' of secret/concealed door, Immunity to sleep, save +2 vs enchantment spells, Smite Good 1/day, SR 7, cold resistance 6, fire resistance 6, darkvision 60 feet, control undead, spontaneous casting
Saves: Fortitude: +4, Reflex: +2, Will: +5
Abilities: Str 10 (+0), Dex 14 (+2), Con 8 (-1), Int 8 (-1), Wis 12 (+1), Cha 10 (+0)
Skills: Balance 3; Climb 1; Craft (Shipmaking) 0; Knowledge (Religion) 0;
Feats: Dodge, Weapon Focus (Scimitar)

Challenge Rating: 3

Alignment: Chaotic Evil

Domains: Forbidden Pleasure, Chaos

Spells per day (3/2+1): usually healing and other non-combat spells.

Game Notes: a dark fey is effectively a fiendish elf, which nicely reflects their heritage.

Yô'sh originally was one of the few dark fey sailors who plied the seas of the world of Vivine hunting for Vivinian supply ships from the new world colonies, before he came into conflict with a half-fiend cleric of Amora who offered to take him on as an apprentice. Having just been betrayed by his former master, the dark fey agreed to oversee the construction of a shrine to Amora in the world of Necropolis.

Yô'sh is a tall and skinny elf-like creature with pale skin, sickly blue veins and bloodshot red eyes. He has many tiny razor-like teeth that he likes to show when grinning. He usually wears a puffy shirt, baggy trousers, and a turban of matching colour. Among his common utensils are a whip, a waterpipe with dreamweed, and cheap jewellery.

The new acolyte to Amora has gone through some powerful changes. Always a follower of the darker aspects of the god, he is slowly coming to accept the more humane aspects, slowly shifting his alignment. While generally a lazy slob, he becomes agitated as soon as confronted with nonbelievers or duties that are related to his faith.

Yô'sh's behaviour towards others varies widely. He is a really bad bootlicker towards those he considers more powerful but arrogant and cruel towards those who appear weak.

Inshabiv

Currently, there are no important NPCs available for this world.

Wandering Threats

This section contains NPCs that I came up with for various reasons and which I ended up never using. For your personal

viewing pleasure, I have included them here.

Brahs Malen

Large Male Drider Cleric 6

Hit Dice: (6d8)+18
Hit Points: 46
Initiative: +1
Speed: Walk 30', Climb 15'
AC: 17 (-1 size, +1 dex, +6 natural, +1 bracer)
Attacks: Bite+5; Dagger +6; Dagger Thrown +4; +1 Mace(Heavy)+6;
Damage: Bite1d4+4 (poison); Dagger 1d4+3; Dagger Thrown 1d4+3; Mace 1d8+4;
Face/Reach: 5 ft. by 5 ft./5
Special Qualities: Poison(Ex), Rebuke Undead 8/day, Spell-like Abilities(Sp), Spells(Sp), Spontaneous casting, SR 14
Saves: Fortitude: +6, Reflex: +4, Will: +13
Abilities: Str 16 (+3), Dex 12 (+1), Con 17 (+3), Int 21 (+5), Wis 24 (+7), Cha 21 (+5)
Skills: Climb 12; Concentration 9; Hide 2; Listen 9;
Feats: Combat Casting, Necromantically Empowered Spell#, Spell Focus (Enchantment)
Challenge Rating: 7
Alignment: Chaotic Evil
Possessions: Dagger (Masterwork); Mace +1 (Heavy); Scroll (Cure Serious Wounds); Scroll (Cure Moderate Wounds); Cloak of Resistance +1;

Bracers of Armor +1; Potion (Expedious Retreat); Potion (Jump);

Spell-like abilities: 1/day - dancing lights, darkness, detect chaos, detect evil, detect good, detect law, detect magic, faerie fire, levitate (DC: 15 + level)

Poison: fortitude 16, initial and secondary damage 1d6 strength

Domains: Decay#, Destruction

Spells typically memorised: (DC: 17 + spell level, 5/5+1/5+1/4+1)

0 - Cure Minor Wounds (x2), Detect Magic (x2), Light

1 - Inflict Light Wounds (D), Doom*, Shield of Faith (x2), Random Action*, Protection from Law

2 - *necromantically empowered* Cone of Flies# (D), Hold Person* (x2), Cure Moderate Wounds, Darkness, Endurance 3 - Protection from Elements, Peaceful Weapon+, Dispel Magic, Drain Pawn#, Contagion (D)

*: enchantment spell (+2 DC), +: Book of Hallowed Might, #: Joy of Necromancy

Brahs is an agent of Grugan, travelling the wilds and disrupting trade routes when the beholder wants to make a city ripe for conquest. The cleric tries to stay in the shadows, using his gallows eye (a beholder-kin creature from the *creature collection II*) to maximum advantage. He also has a zombie with him, that he drains for temporary hit points before a combat.

Brahs is a psychotic, whose hatred for all life is only thinly veiled by his noble dark elven face.