

Age of Chaos Character Record

Name	Caliban	Race	Goblin	Sex	Male	Age	23
Class	Rogue/Wizard	Origin	Hakh-Zherad	Hair	Black	Height	4' 0"
Level	4/7	Skin	Gray	Eyes	Yellow-Green	Weight	98 lbs



Character Portrait

Strength	13	Intelligence	16
Muscle	11 +5%	Knowledge	16 +12 PP; +3/+15%
Stamina	15 +2/+15%	Reason	16 +3/+15%
Dexterity	16	Wisdom	15
Aim	17 +3/+20%	Intuition	15 +2/+15%
Balance	15 +2/+15%	Willpower	17 +3/+20%
Constitution	15	Charisma	12
Fitness	15 +2/+15%	Appearance	11 +5%
Health	15 +2/+15%	Leadership	13 +1/+10%
Perception	16 +3/+15%	Luck	13 +1/+10%

Hit Points **51** | **Damage** R=d8 min 5; W=d8 min 4 (min - max = 41 to 56)

Normal AC 13 | **Flatfooted AC** 11 | **AC Factors** +1 DEF vs Missiles

Armor/AC Notes | **HP** 1 | **AP** 14

Saving Throws | **Reflex** +7 +1 Smoke Dodge | **Fortitude** +6

Willpower +8 +1 vs Mind Control | **Save Notes** +4 vs Poison; Immune to Disease

Combat Summary

Combat Move 10 hexes | **Non-Combat Move** 9 mph/jog | **Full Day Move** 20 miles/day

Special Movement/Notes Light leather, no impact to movement speed due to armor proficiency

Weapon/HTH Form	WS	Att/Rnd	Base Damage	Bonuses	Range/Modifiers/Special/Notes
Heavy Oberman Crossbow *	R	2/1	d10	+9/+3	R - 20/40/60
Goblin Knife	F	1/1	d4	+2/+1	

* +1 to hit and +1 damage while mounted

** Fast Reload allows free action reload of Oberman

Base Attack Bonus = +2 (DM Auto Calc)

Proficiencies	%	Use	Proficiencies	%	Use	Proficiencies	%	Use
Observation ®	89		Modern Lang: Uruk	53		Sleight of Hand/Pickpocket ®	45	
Alertness	51		Modern Lang: Common	49				
Distance Determination ®	55		Gesture/Sign Lang: Team Signals ®	48		Disguise: General ®	47	
Navigation ®	58		Literacy: Uruk	44				
Navigation: Underdark ®	43		Literacy: Common	43		Move Silently	63	
Detect Noise ®	54					Hunting: Warg	42	
Detect Magic ®	44		Signaling: Warg	51		Hide in Shadows	59	
Danger Sense: Mind Attacks ®	51					Camouflage	47	
Light Sleeping ®	42		Lore: Demon: General ®	42		Ambush	47	
Animal Noise: Warg	49		Lore: Circles: General ®	36				
Animal Training: Warg	44		Lore: Planar: General ®	39				
Animal Handling: Warg	56		Lore: Animal/Insect: Warg/Wolf ®	48		Combat Spellcasting	42	
First Aid: Warg ®	41		Lore: Alternate Magics: Smoke	21				
			Lore: Monsters: Underdark	45		Blind Fighting	33	
Foraging: Smokable Ingredients ®	54		Lore: Foci: Smoke	50		Tactics: Warg	19	
Trade Skill: Tobacco Enhancement	53		Lore: Foci: Crossbow	39		Fast Draw: Oberman ®	51	
Trade Skill: Saddler: Warg	50		Lore: Plant/Fungi: Smokable ®	65				
Fire Building/Control ®	51		Physics: Smoke ®	107		Class Abilities Bonus Added (+25%)		
Breath Control: Smoke Control ®	50					Wpn Fam: Tight Group: Large Knife		
Rope Use/Nets: General ®	60		Spellcraft ®	102		Prof: Goblin Knife		
			Somatic Concealment	50		Dam Focus: Goblin Knife		
Locksmith: General ®	50							
Open Locks: General ®	47		Psychology: Warg	44				
Riding: Land Based: Warg ®	54		Meditation: Mental Combat ®	28		Spec: Heavy Oberman Crossbow		
Jumping: General ®	33		Forensics: General ®	39		Wpn Focus: Lesser: Crossbow		
Running: Warg Pacing ®	42					Dam Focus: Lesser: Crossbow		
Climbing: General ®	53							
Looting ®	43		Local History: Hakh-Zherad	51				
			OK: Borec Gustak	52		Spec: Missile Style		
Artistic Ability: Smoke Creations ®	49					Prof: Light Leather		
Survival: Chaos Planes ®	45		AK: Hakh-Zherad	54				
Swimming	33		AK: City of Lor'Aserion	48		Unused Pts		

Caliban Items



Degatul Golemuli (the Golem's Toe): the Great Toe of an ancient human of some kind which has been subjected to a myriad of magic both from theurgic sources as well as mana based sources. The toe was made into somewhat of a Hakh-Zherad relic that has been passed down to favored goblin spellcasters from time to time. The toe has been bound in fine silver and affixed to a silver necklace, it has become apparently indestructible over time as well as having an innate POW of 4 and possibly other unknown traits

Kennel Bag: a magical bag which supplies an unending supply of warg biscuits (very similar to a meat flavored Milkbone) which can be fed to any type of warg or canine (DM) and provide it with a normal day's food (additionally for those who can stomach them, they generally provide enough nourishment to survive on and no problem at all for a goblin with Iron Gut)



Pack Leader's Gorget: a leather gorget that enables the wearer to whistle in a variety of methods both audible and ultrasonic (only able to be heard by dogs, wargs and other creatures). The audible whistle may be heard for up to 5 miles as can the ultrasonic whistles. Even an untrained wearer may use these simple commands: call animals to you; attack (accompanied by a gesture); call off/heel. Those trained with appropriate signaling and animal training skills can develop virtually any type of communication signaling desired (DM)

Andras' Pipe: a pipe crafted especially for Caliban by Andras, the pipe can summon a packed and ready load from Andras' considerable non-enchanted tobacco horde. Once lit, the pipe smokes exceptionally well and also causes the smoker to become muted to all around him, making the smoker appear very nondescript and unremarkable (DM). Unless actively being hunted, those without special skills will simply not take any notice and those who are seeking him take a -50% penalty to any skill of standard or below (DM)



Andras' Smoke Kennel: a tiny replica of a kennel enchanted with Andras' smoke kennel magic, linked to an actual site on the elemental demi-plane of smoke. The kennel can only be used by an individual with affinity for the smoke element (DM) or a smoke mage and becomes more capable as the "owner" develops. At the start of the game, Caliban will only be able to summon two smoke wargs, one small hunting/tracking warg and one larger battle warg. The kennel will take 24 hours to adapt to a new plane before wargs can be summoned (DM). All smoke wargs have a base 12 hex movement outside the demi-plane of smoke. Hunting wargs are 2HD creatures and prefer not to actually fight, but rather track at a base 150% tracking via scent but can fight at ¼ the mage's BAB, 1 att/rnd and a d6+4 damage. Battle wargs are 6+HD creatures and fight at +10BAB or the goblin's BAB whichever is better, have 3 att/rnd (claw/claw/bite – d8+8 claws/d12+10 bite.) At will the goblin may summon any number of the creatures housed at the kennel to aid him on the appropriate tied plane and will last until slain, dispelled or up to 2 days per level have passed. While tied to the element of smoke, these wargs are not immune to non-magical attacks and can be killed (which simply returns them to the demi-plane of smoke permanently.) Subsequent castings of the spell can call upon the same smoke elemental wargs creating a bond with the goblin (DM)



Miksa – Hunting Warg – 2HD/19hp; size of a large retriever dog with a coat of fur that fluctuates like gently flowing smoke; 12 hex combat speed (max sprint 27mph); prefers not to actually fight (won't unless commanded to do so), but rather track at a base 150% tracking via scent. Fighting is +1BAB; 1 att/rnd (bite) d6+4 damage



Fodor – Battle Warg – 6+HD/56hp; size of a large wolf with a thicker coat of smoke trailing fur; 12 hex combat speed (max sprint 27mph); does not have the innate tracking abilities, but knows attack tactics and pack hunting tactics (plus any additional training given); +10BAB; 3 att/rnd (claw/claw/bite – d8+8 claws/d12+10 bite.)

+1 Leather Armor of Acid Immunity: a suit of leather armor sized for a male gnome (3 to 3½ feet tall/50-80lbs) with bracers, arms, paldrons, cuirass, belt, legs and knee pieces. If donned by a suitable sized wearer, they gain +4 DEF with no impact to movement and damage absorption of 1hp/die of damage. Additionally, they are completely immune to acid effects of any kind (spell, breath weapon, natural, etc.)



Necklace of Non-Detection: a simple chain necklace that can be hidden away on one's person that protects the wearer as a permanent Non-Detection spell – Cloaks the target from detection by scrying and other divination means. If a divination attempt is made, the caster of the Non-Detection spell must save and if successful, the divination attempt fails

Earring of Team Speak: an extremely simply gold earring that is empowered with Andras' version of Team Speak. Automatically attuned to Andras, the 8 members of the team and up to 5 other "people" may be added or removed at any time desired. All team members can speak to each other at will as long as they are within 14 miles of each other, with the additional feature of the 'Tongues' spell allowing all members to speak in their preferred language and be understood by all. Additionally, all team members know roughly how far away from each other they are. Caliban as the "focus" is aware of all conversations and team member locations (DM)

Bandolier of Endure Elements Potions: four identical Endure Elements potions. They appear as if an opaque, thick (heavy cream consistency) liquid in a pale blue, pastel pink and faded amber color "swirl" that seems to remain in its swirled state despite any amount of shaking, further swirling, etc. (DM)

Endure Elements: Median

Range	0	Duration	1 turn/level (12 turns; aka 3 hours)
Casting Time	4	AOE	One Creature
Save	None	School	Abjuration/Elemental

Allows the drinker to be immune to the core element focused upon (only the classic elements are possible; fire, water, air or earth) for the duration, allowing them to live, breathe and survive as a creature of the elemental plane focused upon (DM)

Potion of Storm Giant Strength: potion in a slender, tall (1½ inch diameter x 8 inches tall) flask. There are two doses contained within of a purple clear liquid with what appears to be golden flakes floating within (similar to Goldschläger). Upon drinking a dose, the drinker will gain a temporary Muscle stat of 30 for 10 melee rounds (a total of 80 seconds) which allows the drinker to be able to lift nearly 4 tons (8000 lbs) and gaining a +10 damage with melee attacks for the duration (other strength related feats may be possible while under the influence of this potion; DM) – **1 use left!**

Caliban Info

Magika (Goblin Magic)

Born in the underbelly of the Underdark below what would become the ancient human capital of Isengard through the ingenious Goblins of the Hakh-Zherad, Magika is an ancient art. This art shares its history with human magic, however and stories tell that the grandfather of all primary Goblin magic stole magic secrets from human mages in the early towns which preceded Isengard. Grandmaster Mijenko would go on to teach many masters and four of them became exceptionally special. Matrica (Master) Lesko developed smoke magic, Matrica Jadran developed the goblin version of earth magic, Matrica Aldako developed creature summoning and Matrica Boža developed black magic. As the power of Isengard grew, the goblins mastered their own arts, stealing bits of power through the Age of Humanity and the Age of Magic. With the destruction of Isengard, some brave goblins even entered the ruined deep library and found even more. These days, Magika is part of goblin history and the goblin world and no moreso than within the Hakh-Zherad

Weapon and Armor Restrictions: Goblins are often battle mages, but rarely wear metal armor and prefer one handed weapons, but there are no overall restrictions (DM)

Ethos: Goblin mages often end up being promoted to positions of authority within goblin society on par with exceptional warriors. In most of the goblin collectives, young pups are automatically reviewed for magic potential and promising students are taught. Magika is seen as an integral part of goblin society and goblins to not fear magic, they see it as a tool

Echelon of Power: There is not an overall echelon of power, but each goblin collective has an echelon

Locations: There are no guilds, but generally goblins follow one of the Magika paths per their natural affinity

Clothing: There are no official restrictions, but goblins usually dress like goblins

Guild Member Restrictions: There are no known non-goblin practitioners

Dim Magika (Goblin Smoke Magic)

The practice of Smoke Magic is a long standing tradition among the goblins of the Central Underdark. Each goblin tribe having its own secrets passed down from master to pupil style of teaching. The father of goblin Smoke Magic, however is thought to have been a powerful mage aiding the Orcs during the Age of Wars. Known as Matrica Lesko (THE Master Lesko,) he crafted the primary aspects of smoke magic as it stands today, most of its current variants able to be traced back to his original manipulations. Smoke magic is a magic of subterfuge, stealth and illusion facilitated by elemental smoke powers

Admittance to the School: To learn Dim Magika, a prospective student must be hand selected by an existing master and endure a goblin-esque initiation process. The prospect must show considerable Dexterity and intuition

Ability Requirements: Must meet all admittance requirements and must additionally have a minimum Dexterity of 14 and minimum intuition of 14

Oppositional Spheres: Necromancy and Elemental Ice

School Hierarchy: Dijet (Level 0-1), Inicirati (Level 1-2), Ucenik (Level 3-4), Vikan (Level 5-6), Matrica Vika (Level 7-11), Matrica Visoko (Level 12-13), Matrica Velika (14+)

Caliban Wizard Spells

Minor Sphere Magic

1st Level Spells (14 of 14 maximum)

Cough

Range	5 feet/level	Duration	2 melees/level
Casting Time	1	AOE	10 foot radius cloud
Save	Reflex or Fort/Reduced	Sphere	Enchantment/Elemental Smoke

Allows the goblin to blow a small jet of smoke that quickly travels to the target location and expands to fill the AOE with an irritating smoke. Creatures must make a Reflex or Fort save (whichever is better) to either escape the cloud or resist it's effects. Creatures who successfully save suffer a -2/-10% on actions for 1d4 melees and spellcasters must make successful combat spellcasting rolls to act. Creatures that fail the save suffer a -4/-20% penalty to all actions (DM) and have their Dex bonus to DEF cut in half for the full duration. Within confined indoor and underground settings the duration is increased to 3 melees/level while in outdoor settings where there is a breeze the duration is reduced to 1 melee/level

Erase

Range	10 yards/level	Duration	Permanent
Casting Time	1	AOE	Special
Save	Special	School	Transmutation

Allows the caster to erase or partially alter writings, tattoos, engravings, etc. The caster may affect up to 2 pages/level or a 6 inch square area/level. Mundane inscriptions receive no saving throw and it is automatically successful against other minor sphere glyphs and symbols. Other magical inscriptions have a base 10% + 5%/level chance of being erased and functions similarly to Dispel Magic (DM's ruling)

Feather Fall

Range	10 yards/level	Duration	1 round/level
Casting Time	1	AOE	10 foot cube
Save	None	School	Alteration/Abjuration/Air

Causes objects in the area of effect to assume the mass of a piece of down. This slows falling or projectile rates to 10ft/melee (100ft/round) and affects up to 200 lbs + 200 lbs/level. The casting of the spell requires a verbal command only (Smoke notes – upon executing this spell a small cloud of smoke appears around the goblin magically slowing his fall to the speed of drifting smoke)

Lasting Breath

Range	5 yards/level	Duration	1d4 rounds + 1 round/level
Casting Time	1	AOE	1 creature/level
Save	None	School	Alteration/Air

Allows affected creatures to hold their breath for the spell's duration beyond that which is normally possible by the creature (normally 1 minute per point of CON)

Lull

Range	0	Duration	1 turn/level
Casting Time	1	AOE	10 foot radius cloud
Save	Will	Sphere	Charm/Elemental Smoke

Allows the goblin while passively smoking in an area to cause creatures in the AOE to need to make a will save or be lulled into not noticing anything happening beyond five feet from them. Creatures do not generally notice (DM) they were affected whether they save or not, they simply smell a waft of the goblin's smoke

Magic Aura

Range	Touch	Duration	1 day/level
Casting Time	1 round	AOE	One item (5lbs/level mass)
Save	Special	School	Enchantment

Confers a mystical aura on the affected object. The aura can range from general ambience to specific schools and may even mimic auras of other true magical items. The saving throw is actually a combination of detection, reasoning and intuition to deduce the actual nature of the aura (DM)

Mending

Range	Touch	Duration	Permanent
Casting Time	1 round	AOE	1 object up to 1 foot/level cube in size
Save	None	School	Transmutation

Permanently repairs mundane items of minor damage including severely damaged cloth, leather, wooden and ceramic items and minor damage to metallic and stone items (DM's ruling) – smoke mage must blow smoke on the damaged items to repair

Reduce

Range	10 feet/level	Duration	2 turns/level
Casting Time	1	AOE	1 object or creature
Save	Negates (Fort)	School	Transmutation (Alteration)

Allows the caster to reduce the size of a single creature or an object of up to a 3 feet/level cube. The target shrinks one size class (Human becomes Small, etc.) movement is reduced by 2 hexes/melee and damage is reduced by a die level (i.e. – d8 becomes d6) However, the target's defense will increase accordingly as well. The spell may be stacked to continue to reduce willing creatures to a minimum of Tiny (about 6 inches tall minimum) and unwilling creatures gain a save

Sleep

Range	10 feet/level	Duration	1 turn/level
Casting Time	1	AOE	Creatures in a 15 foot radius
Save	Negates (Fort)	School	Necromancy/Enchantment (Charm)

Causes 2d4 HD worth of creatures to fall into comatose slumber. Zero and 1HD creatures gain no save, beings of 3rd level or 3+HD gain a save at +2, while those of higher level are unaffected by the spell. The sleep affects lowest HD creatures first and each of the targets must be within 30 feet of each other

Smoke Cantrip

Range	0	Duration	1 hour/level
Casting Time	1	AOE	5 foot/level radius
Save	None	School	Illusion/Alteration

Allows the goblin to summon and/or manipulate smoke in a variety of ways as minor and very obvious magic to any observing. In general, while active, the effects are limited simply by the imagination of the smoke mage and can be altered or maintained as desired throughout the duration. Cantrips cannot cause damage and cannot duplicate any 1st level or higher spell effect (DM). However, creating colored smoke, shaping images out of smoke, ensuring smoke does not flow outside the mage's area of control, etc. are all viable actions

Smoke Fingers

Range	5 yards/level	Duration	1 round/level
Casting Time	1	AOE	10 foot/level radius
Save	None	Sphere	Divination/Alteration/Elemental Smoke

Allows the goblin to transport a puff of smoke anywhere within range. The smoke can then be directed by the goblin to move anywhere within the AOE and feel around with exceptional tactile sensitivity. The smoke can flow through the tiniest cracks and can even feel around the inside of such things as chests, drawers and crates assuming they are not air-tight. The goblin will gain +50% on any rolls to detect things via touch (DM) and can additionally direct the smoke to exert very small amounts of force on objects touched. About enough force to open a latch, lid or loose cap, but not enough to pop a tight cork, drag a bag of gold, etc. (DM)

Smoke Servant

Range	10 feet/level	Duration	2 turns/level
Casting Time	1	AOE	Special
Save	None	School	Summoning (Conjuration)/Evocation/Elemental Smoke

Summons a semi-transparent, humanoid shape of elemental, semi-solid smoke which follows the caster's commands explicitly. It may carry up to 30 lbs or push/pull up to 60 lbs (on a fairly smooth surface) and cannot fight in any way. It can be dispelled or destroyed by 10 or more points of magical damage and also dispels if it is forced or sent outside the range (the caster is the center of the radius)

Spider Climb

Range	Touch	Duration	3 rounds + 1 round/level
Casting Time	1	AOE	Creature touched
Save	Negates (Fort)	School	Enchantment/Alteration

Enables the affected creature to walk upon vertical walls and ceilings by altering their skin or enchanting their foot and hand wear. Creatures may move at a rate of 5 mph or 3 hexes/melee for the duration

Wall of Fog (Smoke)

Range	30 yards	Duration	2d4 + 1 round/level
Casting Time	1	AOE	20 ft + 10 ft/level cube
Save	None	School	Evocation/Water/Air

Summons misty vapors which obscure all vision; normal, night or infra. Must be roughly cubic and at least 10 feet wide at its smallest dimension. Duration is halved by moderate wind and the spell will be blown away by a strong wind (Smoke notes – in this version of the spell, the "wall" is actually smoke rather than fog)

2nd Level Spells (14 of 14; maximum)

Alter Self

Range	0	Duration	1 turn/level
Casting Time	2	AOE	Caster
Save	None	School	Transmutation

Allows the caster to alter his appearance and form to any generally man-shaped, bipedal creature including size/mass alteration of up to 50%. Wings and gills are possible and function normally, however, special attacks, armor class, saving throws, etc. cannot be gained. Keep in mind that without appropriate skills (Disguise, Anatomy, etc.) skilled observers may detect flaws in the form

Blur

Range	0	Duration	2 melees/level
Casting Time	2	AOE	Caster
Save	None	School	Illusion/Abjuration

Causes the outline of the caster to become distorted and blurred making all first attacks by a creature at -4 and all successive attacks at -2. In addition, the caster gains a +1 to save versus any direct magical attack (ones that must be targeted) – smoke notes – wizard blows smoke around themselves to initiate the blur effect

Choke

Range	10 feet/level	Duration	1 melee/level
Casting Time	2	AOE	One creature
Save	Negates (Fort)	School	Summoning (Conjuration)/Necromancy

Conjures a pair of disembodied hands which lunge forward and attempt to choke the target creature. If the creature saves vs Death Magic, the hands disappear, if the creature fails it is choked by the hands for 1d4 damage per melee automatically, makes casting of vocal spell impossible, etc. (DM) The hands cannot be physically touched or pulled away, but can be dispelled by various magic (DM) – for Cal this happens without hands, only a thin haze of smoke that either is dispelled or chokes them

Continual Darkness

Range	15 feet/level	Duration	Permanent
Casting Time	2	AOE	10 foot/level radius sphere
Save	Negates (Fort)	School	Illusion

Summons an area of complete darkness centered anywhere in the range. It absorbs all minor light magics and is canceled by a Continual Light spell. If cast on a creature, it receives a saving throw

Filter: Lesser

Range	0	Duration	1 turn/level
Casting Time	2	AOE	5 foot/level radius sphere
Save	None	School	Abjuration/Air

Creates an invisible sphere that filters out all noxious fumes, vapors, etc. and creates a barrier that keeps such fumes out for the duration. The spell cannot block Median Sphere Magic or higher and similarly powerful effects (DM)

Fog Cloud (Smoke)

Range	10 yards/level	Duration	2 rounds/level
Casting Time	2	AOE	Special
Save	None	School	Summoning/Water/Air

Creates a stationary fog bank of up to one 20 ft/level cube or a flowing fog of 40x20x20 which moves as the caster directs at a rate of up to 4 hexes per melee (roughly 3mph.) Both fogs obscure all forms of vision beyond two feet and either may be dispersed by strong wind in 50% of the duration – smoke notes – for a smoke mage, this is a smoke cloud, not fog, so no water element

Improved Phantasmal Force

Range	15 yards/level	Duration	2 rounds after concentration ends
Casting Time	2	AOE	15 foot/level cube
Save	Disbelieve (Will)	School	Illusion

Creates the illusion of anything known or imaginable to the caster within the area of effect. The illusion is visual with minor sound effects only (no intelligible speech) and lasts for two rounds after the caster ceases concentration (voluntarily or not.) The spell does not affect undead

Improved Sleep Smoke

Range	10 yards/level	Duration	2 turns/level
Casting Time	2	AOE	1d6/level HD w/in range
Save	None	Sphere	Charm/Elemental Smoke

A more powerful, but also a visible version of the sleep spell, causes 1d6/level HD worth of creatures to fall into comatose slumber. A light, but definitely noticeable vapor rises near each target and creatures or beings of 3rd level, 3+HD or lower gain no save and immediately fall asleep. Creatures of 4th level or 4+HD gain a Fort save at +2, while those of 5th level or higher level are unaffected by the spell. Each of the targets must be within range of each other

Irritation

Range	10 yards/level	Duration	Special
Casting Time	2	AOE	Creatures in a 15 foot radius
Save	Negates (Fort)	School	Transmutation (Alteration)

Inflicts the 1 to 4 creatures with a burning and itching sensation which they must itch the first round of effect (this disrupts spell casters.) If they do not begin scratching the affected areas, the creature begins burning and itching so violently that it's AC is lowered by 4 and attacks are at -2 for the next three rounds. If cast at one target, the save is at -3, if 2 or 3 targets, the save is at -1, otherwise the save is normal – smoke notes – smoke mage blows light smoke that surrounds target and causes them to itch, etc.

Smoke Aura

Range	Touch	Duration	1 hour/level
Casting Time	2	AOE	Willing creature
Save	None	Sphere	Illusion/Elemental Smoke

Summons a chameleonic cloud of smoke that surrounds the creature adding a +20% to stealth and hiding skills. Additionally, the cloud protects the creature adding +2 DEF, but takes damage from attacks as the creature. If the hit misses by only 1 or 2 the aura takes all the damage. The aura has the same amount of HP as the caster at the time of casting

Smoke (Rope) Trick

Range	0	Duration	2 turns/level
Casting Time	2	AOE	One extra-dimensional space
Save	None	School	Summoning (Conjuration)/Smoke

Allows the goblin to blow a puff of smoke that becomes an extra dimensional pocket on the border of the elemental demi-plane of smoke with a rope attached which the caster and up to 7 other individuals may climb into and pull up the rope. Spells may not pass in or out of the space and those inside may see out through a horizontal window (and a smoky haze) 3ft x 5ft (where the rope goes) though they are not visible to those below

Smoke Walk

Range	0	Duration	1 turn/level
Casting Time	2	AOE	Self
Save	None	Sphere	Alteration/Elemental Smoke

By means of this spell the caster may walk on any form of fog, cloud, or smoke as if it were solid. The goblin is able to move at normal movement rate on any smoky substance or may also climb any column of smoke at half movement rate by simply grasping and being carried by the rising smoke

Stinking Cloud

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	5 foot/level cube
Save	Negates (Reflex/Fort)	School	Summoning (Conjuration)/Evocation

Summons a cloud of noxious vapors causing all those within the cloud to save or be reeling for 1d4+1 melees. Those who save (either escape quickly or resist the effects long enough) may leave the cloud, those within or entering the cloud must continue to save each melee or continue to be affected

Web: Lesser

Range	5 yards/level	Duration	2 rounds/level
Casting Time	2	AOE	15 foot cube
Save	Negates or ½ (Reflex)	School	Summoning (Conjuration)

Summons a mass of ultra sticky fibers massed as desired and fastened to two opposing points (i.e. - walls across from each other, floor and ceiling, etc.) Creatures in the affected area save at -2 to jump free of the area (if this is impossible, those with successful saves experience webs which are half strength.) Creatures who fail are caught in the web. Those with under 12 STR or less cannot move, 13-16 STR can move through one foot of webs per melee and those of 17-19 STR can move through 2ft of web per melee (20 STR or large creatures are virtually unaffected being able to move through 10ft of web per melee) Webbing is highly flammable and causes 2d4 damage to creatures caught in flaming webs

3rd Level Spells (12 of 14; 2 new)

Corrosive Smoke

Range	10 feet	Duration	1 melee/level
Casting Time	3	AOE	1 foot/level square surface
Save	Fort ½ damage	Sphere	Conjuration/Elemental Smoke

Allows the goblin to breathe corrosive smoke over an area which immediately begins to make whatever it touches extremely brittle. It is most effective against non-living wood, stone and metal, but also causes some damage to living creatures with exposed skin which immediately begins to crust (generally, however, this will affect clothing, armor, etc. before getting to skin.) Damage to living creatures is 1 very painful point per melee unless washed thoroughly with water or similar liquid. It's effect on wood, leather, bone and other formerly living matter is to corrode a 1 foot expanding radius each melee from the initially affected area. Against stone and other non-metallic minerals the corrosion expands at 6 inches/melee while metals are affected at 3 inches/melee. The affected material becomes extremely brittle and can be easily broken and picked away with little pressure. Against bone, stone, iron elementals and the like (including certain types of undead like zombies and skeletons; DM) damage is 2d8/melee

Dire Charm

Range	0	Duration	2 melees/level
Casting Time	3	AOE	One Creature
Save	Negates (Will)	School	Enchantment (Charm)

Causes the target creature to suddenly be overcome with bloodlust causing them to lash out and attack the nearest person, friend and foe alike for the duration of the spell. The charmed individual will not attack the caster and will gain a new saving throw if the spell forces them to fight something or someone far more powerful than them (DM)

Far Reaching I

Range	0	Duration	Special
Casting Time	3	AOE	One spell
Save	None	School	Transmutation (Meta Magic)

Improves the range of the next 1st or 2nd level spell by one factor

Illusionary Script

Range	Touch	Duration	1 day/level
Casting Time	Special	AOE	Special
Save	Special	School	Illusion/Enchantment

Allows the caster to write information down on any surface and program it to be readable only by designated individuals. The script appears as some sort of foreign or mystic writing and unauthorized individuals looking at it must save or be subject to a suggestion (lasts about an hour) buried within the script. A Dispel Magic will remove the enchantment (failure erases it however) True Seeing or Comprehend Languages will allow its reading (if save is successful)

Invisibility 10ft Radius

Range	Touch	Duration	2 hours/level
Casting Time	3	AOE	10ft radius around creature touched
Save	None	School	Illusion

Confers invisibility to all items or creatures within 10ft of the affected creature, including light sources. Creatures under the same spell can see each other and it lasts up to 24 hours. Creatures who move out of the radius become visible, as do those who perform offensive actions. If the focus creature performs an offensive action, all creatures under the spell become visible

Poison Weapon

Range	Touch	Duration	1 hour/level
Casting Time	3	AOE	Touched Weapon
Save	½ damage (Fort)	School	Summoning/Water

Summons a small quantity of poison which coats the touched weapon and will last until used or until the duration expires. The poison is enough to coat the tip of a dagger, knife, bolt or arrow (DM) and will cause the next successful strike with the weapon to inflict a poisoned wound in addition to normal weapon damage. The poison causes 1d4+1 damage per melee for a number of melees equal to the caster's level (max 10 melees) and will temporarily reduce the target's STR and related sub-stats by 1d4 for one round (5 min) if the Fort save is failed

Pressurize

Range	10 yards	Duration	Special
Casting Time	1 turn	AOE	Up to 1d4 objects or contained space
Save	None	School	Alteration/Elemental Smoke

Causes a d4 vessels or a single space of up to 10ft to magically seal and fill with smoke vapor until pressure begins to build. Ceramic and glass items such as normal jars and bottles will simply explode causing 2d8 damage to creatures in a 10ft radius. Metal items will hold the pressure until released and can be used for various applications (DM) Small rooms and the like will explode outward at their weakest points (doors, windows, etc.) and cause 2d4 damage to creatures within 10ft of those openings. Note that certain high quality ceramics can be crafted into grenade like weapons that will explode on impact and various pressure based variants can be explored. Duration is based on the resistance of the material and how much pressure the gooblin builds within any particular structure

Slow Smoke

Range	10 yards/level	Duration	2 melees/level
Casting Time	3	AOE	5 foot/level cube
Save	Negates (Fort)	School	Transmutation (Alteration)

Covers the AOE in a thin, non-obscuring smoke that causes up to 1 target/2 levels worth of creatures to be slowed to half of their normal rates (including attacks, movement, spell casting, etc.) In addition, slowed creatures have -4 DEF, -4 to attack rolls and gain no Dexterity bonuses

Smoke Pugilist

Range	10 yards/level	Duration	1 melee/level
Casting Time	3	AOE	5 foot/level radius
Save	None	School	Summoning (Conjuration)/Illusion

Conjures a semi-transparent gooblin shaped smoke servant that can be directed to attack creatures in the AOE for the duration. The Pugilist fights with a hand to hand style familiar to the caster (either observed or with an HTH proficiency) with the equivalent of 18 STR (+4/+4) and as a warrior of ½ the caster's level. The Pugilist has a DEF of 16 and 3 hp/caster level and is dispelled when damage exceeds that total

Smokeform

Range	0	Duration	1 round/level
Casting Time	3	AOE	Caster
Save	None	School	Transmutation (Alteration)/Illusion

Transforms the caster into elemental smoke form and can only be struck by magical weapons. Elementals generally ignore individuals in Smokeform (sensing them as elemental creatures) unless under the direction of more powerful creatures. The caster may pass through tiny holes or cracks, but cannot move through sealed walls or fly (without the fly spell.) The caster may not attack or otherwise affect the Prime Material Plane, but may combat other semi-material beings or creatures

Smoke Warg

Range	0	Duration	1 hour/level
Casting Time	1 turn	AOE	Special
Save	None	School	Conjuration/Elemental Smoke

Creates a warg shaped creature from the Elemental Demi-Plane of Smoke. The creature can be ridden only by the mage and has a DEF of 18. It has 7 HP + 1/level and moves at a maximum rate of 10 mph + 10 mph/level (maximum 100 mph) and can support up to 10 additional pounds/level of non-living equipment. The creature makes no sound while moving and will not fight, but is immune to fear of any kind. At 8th level, the mount may pass over sandy, muddy and swampy ground without difficulty. At 10th level, it may pass over water as if it were solid. At 12th level, it may travel horizontally across air as if it were solid and at 14th level it may fly

Summon Elemental: Lesser (smoke)

Range	10 yards/level	Duration	1 turn/level
Casting Time	1 turn	AOE	One creature
Save	None	School	Summoning/Elemental (Variable)

Summons a minor, 2+HD elemental from a mass of the existing element within range to serve the caster

Median Sphere Magic

4th Level Spells (6 of 12; starting)

Dispelling Smoke Screen

Range	5 yards/level	Duration	1 round/level
Casting Time	5	AOE	20 foot cube cloud
Save	None	School	Abjuration/Elemental Smoke

Allows the gooblin to create a cloud of magical smoke in any shape up to the maximum AOE in size. Any magical effects present in the AOE at the time of casting are dispelled or a dispel check is made (caster vs caster levels) depending on the spell and its effects (DM) Any creature or object passing through the cloud will be affected by the dispel magic at the caster's level in a similar manner and any non-major sphere spells targeted directly in the cloud's AOE will fail

Enchanted Weapon

Range	Touch	Duration	2 turns/level
Casting Time	1 round	AOE	Weapon(s) touched
Save	None	School	Enchantment

Temporarily enchants a weapon to +1 (+1/+1/-1) or optionally two arrows, bolts, daggers or similar weapons. The spell can also temporarily increase the plus of a magic weapon up to a maximum of +3

Shadow Monsters (Smoke)

Range	30 yards	Duration	1 melee/level
Casting Time	4	AOE	20 ft cube
Save	Disbelieve (Will)	School	Illusion

Summons semi-real creatures from the demi-plane of Shadow (Smoke) to fight for the caster. Summons as many HD worth of monsters as the caster has levels and all must be of the same type (DM.) Shadow (smoke) monsters have 20% of normal HP and attack normally. Victims must disbelieve at -2 or take full damage from the creatures, those who save take only 20% of damage and attack the creatures as if they were DEF 10

Smoke Limb

Range	0	Duration	1 hour/level
Casting Time	1 round	AOE	Caster
Save	None	School	Illusion/Elemental Smoke

Allows the goblin to create an extra appendage (or replace a lost appendage) which appears semi-material and comprised of smoke. The limb can function as a normal limb, including manipulating objects, using a weapon or shield, etc. but may also become mostly immaterial and able to flow through small cracks and openings reforming on the other side. The limb can effectively exert the strength of the caster and can open complex locks, lift heavy door bars, etc. when used as immaterial and can cause normal weapon damage when semi-solid. Weapons used by the smoke limb must be small, such as knives, short swords and hatchets (DM) but can be used to deploy a shield. This use provides either a single extra attack per round or a shield bonus. The limb provides no sensing abilities beyond touch and is invulnerable to damage, but can be dispelled

Solid Fog (Smoke)

Range	30 yards	Duration	2d4 rounds + 1 round/level
Casting Time	4	AOE	20ftx10ftx10ft area/level
Save	None	School	Summoning/Water

Summons a mass of thick vapor which obscures all forms of vision within the AOE. In addition, moving through the vapor is so difficult that movement is reduced to 1 hex/melee within. The cloud is immune to gale force winds, but can be destroyed with a fireball or similar fire spell

Team Speak/Track

Range	1 mile/level	Duration	1 hour/level
Casting Time	1 round	AOE	Up to 10 creatures/level
Save	None	School	Divination/Illusion (Phantasm)

Allows the caster to set up a network of messaging between a large group of people. Each affected individual may speak to the group or to a specified individual (though the caster hears everything) at will and need only make a very minute whisper audibly in order to be easily heard by those being communicated with (only detected by successful Detect Noise standard skill.) Additionally, each team member has an idea of how far they are from each other and what their basic condition is (unconscious, dead, asleep, etc)

Caliban Wizard Powers

2nd Level Powers

Revealing Smoke at will

Range	0	Duration	Concentration
Casting Time	1	AOE	Objects/creatures w/in 5ft
Save	None	Sphere	Divination/Elemental Smoke

Allows the goblin to blow smoke over an object or creature and reveal information about the target. The smoke detects the presence of magic, will reveal runes of activation, hidden extradimensional spaces, etc. (DM) When smoke is blown across a specific area the smoke reveals such things with glows in appropriate auras

4th Level Powers

Immunity to Smoke and Gas

Range	0	Duration	Permanent
Casting Time	0	AOE	the Goblin
Save	None	School	Abjuration/Elemental Smoke

Makes the goblin immune to all debilitating effects of smoke, gas, ether, fog or any related sort of matter (DM) The goblin may see through any such obscurement as if it were not there, may breathe poisonous or noxious fumes without being affected, may stand in corrosive or burning gasses without being damaged and may move through such clouds without suffering any ill effects

6th Level Powers

Vanish in Smoke 3/day

Range	10 yards/level	Duration	Instant
Casting Time	1	AOE	Self
Save	None	Sphere	Elemental (Smoke)

Allows the goblin to vanish in a puff of smoke and teleport to any seen or known location in range (DM)

Caliban Rogue Abilities

- *Alert:* You are highly alert and perceptive and get a +25% bonus on all related skill checks (alertness, light sleeping, observation, etc.) If your first attempt fails you may automatically gain a second attempt to recover. Prerequisites: PER 13
- *Stealthy:* You are good at avoiding attention and slipping out of bonds. You get a +25% bonus on all related skills (move silent, escape artist, hiding, etc) and may move at full movement speed while remaining stealthy with no penalty. Prerequisites: None
- *Surprise Strike:* You may surprise any new opponent if you have an opportunity to use stealth, eliminating all of their DEX, Dodge and other related bonuses unless they have specific skills designed to counter. Prerequisites: L3, Hide in Shadows Proficiency, Move Silent Proficiency
- *Minor Magic:* A rogue with this talent gains the ability to cast a single 1st level spell from the generic wizard spell list. This spell can be cast 2/day as a spell-like ability. The caster level for this ability is equal to half her rogue level. This ability may be taken multiple times. Prerequisites: Appropriate proficiencies for the character concept (DM)

Self Image

Range	0	Duration	Special
Casting Time	1	AOE	Caster
Save	Negates (Will)	School	Illusion

Creates the illusion of the caster imitating whatever he was doing at the time of casting and causing a temporary minor invisibility. The caster may move one hex in any direction from the phantom image and the first attack of that round will automatically miss causing the caster to become visible again, but unlikely able to be attacked again by the same attacker that round. Creatures of 3HD or more gain a chance to save against the illusion and notice the trickery

Caliban Wizard Abilities

- *Increased Hit Die:* Gain d8 for hp/level instead of d4
- *One Handed Spell Casting:* You have learned how to actuate spells with one hand (normally spell casting requires both hands free) leaving your alternate hand available for off hand uses including one handed weapons
- *Faster Casting:* All spells you cast go off one segment faster than normal (minimum 1 segment)
- *Weapon Focus:* You may cast a spell through your weapon while attacking. Prerequisites: Lore Foci Weapons, Combat Spellcasting, L5

Caliban Warrior Abilities

- *Rapid Shot:* You can get one extra attack per round with a ranged weapon at full bonus. Prerequisites: Dex 13
- *Fast Reload:* You are exceptionally fast at reloading a crossbow or similar missile apparatus. Your reload is a free action and does not impact your rate of fire. Prerequisites: DEX 13, Fast Draw Proficiency
- *Mounted Archer:* You are skilled in using a bow, crossbow, javelin or other mounted missile weapon and gain +1 to hit and damage when attacking from a mount. Prerequisites: Appropriate Riding Proficiency (DM) and WOC or better weapon proficiency

Caliban Contacts (6)

Andras: A goblin smoke mage, a legend in Lor'Aserion and well known in Morgana, Hippocrane and most of the western Sunken Sea region. He is also a master craftsman when it comes to tobacco mixtures, cigarettes, cigars and most especially pipes. An accomplished dual wielder of hammers and the Oberman crossbow as well as a wizard with access to major sphere magic. Andras was made aware of Caliban when he arrived with the most recent group of migrants from the Hakh-Zherad where Caliban had been instrumental in saving the lot of them. Andras has taken a liking to Caliban and especially pleased that he is developing his own flavor of smoke magic and is helping him to develop any skill he can

Setebos: A goblin warrior from the Hakh-Zherad, a rare career Borek Gustak, Setebos is a well-trained tunnel ranger, well versed in the survival tactics of the Underdark, especially in the environs of the Goblin settlements. He is an expert tracker and has had various stints of tracking down those who attempt to evade their mandatory time with the Borek Gustak. This is precisely how he encountered Caliban, but after a tricky start, got him engaged with the care and management of wargs as well as discovering his latent talent with Dim Magika.

Vukomir: Kennel master of the Borek Gustak of Isengard, specialized in training wargs to perform in underground support roles, warg support tactics and any and all warg training specialties. Much like Caliban in his preference for warg companions rather than other goblins, Vukomir was resistant to Setebos' encouragement of Caliban being part of his kennel crew. However, Caliban soon won Vukomir over and began learning his tricks of the trade in bonding with wargs. Virtually every skill related to warg handling, training and support Caliban can attribute to Vukomir's guidance

Arnu: Half-Orc enforcer of a small, freelance team that works for low-mid level mafias. As a defacto leader of the group, he has insight into a variety of gang dealings, predominately operating in the area of Alonso Baeca. Caliban was put in contact with Arnu via Copperhead, Tauss and Andras to help with some dealings in the Baeca area. Arnu may have initially mistaken Caliban for Andras and treated him with more respect that Cal understood. Once it was determined what really happened, they had a laugh over it, but Arnu has shared a good deal about gang operations in Lor'Aserion as well as a variety of roguish talents that he's learned over the years with Cal

Balthazar: Archmage, Emerald Sky Lor'Aserion. The “man” for the Lor'Aserion emerald tower, Balthazar was exceptionally impressed with Andras over the past years in his city. Caliban was introduced to the archmage, giving the young smoke mage access to a powerful wizard and connections with the global organization that is the guild of Emerald Sky. While Balthazar has not taken to providing Cal any direct training or feedback, he is certainly an individual who is willing to help provide assistance to Caliban and access to Emerald Sky resources.

Clergy Contact: TBD – possibly another member of the church of Noxicuss? Possibly Li Ssu?

Caliban Enemies (3)

Kashtarhak, the Voice of Chaos – a preeminent Rakshasa Demon Lord, effectively a demi-god. Caliban and the team worked to disrupt and undo a powerful ritual magic that allowed the Voice of Chaos and his rakshasa followers to transit between the Abyss, realm of Chaos and the Prime Material Plane at will. This demon lord now marks Cal and his friends as enemies and will use his connections, followers and any other possible avenues to bring about Caliban's demise

TBD – unknown enemy from Isengard

TBD – unknown enemy related to Andras