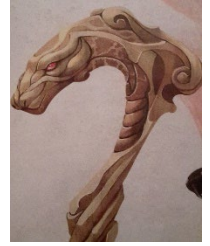


Copperhead Items



Tempest Stone Ring: a ring with a 5 POW gem

Snake Rod: a rod of enchanted wood, carved in the intricate fashion of a constrictor snake. When on the owner's person, it provides a +25% to any skills related to dealing with or handling snakes of any kind. Additionally it creates a persistent Calm Animals effect on snakes of any kind below 3HD (DM) toward any snake that is aggressive toward the rod's owner. Additionally, 1/day the rod may be thrown to the ground where it will grow into a huge python under the control of the owner of the rod (DM)



Cuff of the Chameleon: an ornate silver cuff with pink topaz gems, the cuff attunes with the wearer in 24 hours and then allows them to activate a mystical chameleon ability allowing them to blend into any background automatically (DM). While there are rare scenarios where the power will not work properly, in general this causes the wearer to be invisible to any creature without at least a standard level skill or magic ability to detect hidden things. 1/day, the wearer may empower the skill to function against all standard skills and confuse minor sphere magic as well (DM)

Ranseur of the Storm Lord +1: a fairly wicked looking pole arm enchanted to absorb lightning and with base enchantments to aid in the focus of storm related elements (DM). The weapon will absorb up to 3d6 damage worth of electricity damage and once 30 points are absorbed, transforms into 1 mana usable by the wielder. The weapon is indestructible and as a pole arm can be quite useful. Other foci based uses to be determined (DM)



Ring of Sustenance: a small gold ring with a large milky quartz surrounded by small diamonds. After attuning with the wearer for a week, the ring provides the wearer with no need to eat or drink as long as the ring is worn (though consuming food and drink are still enjoyable, they are not necessary). Additionally, the ring reduces the amount of rest needed each day to only two hours to provide the equivalent of a full 8 hour rest. This includes natural healing and the recovery of mana and theurgy (DM). As with most magic items, the ring is virtually indestructible

Hypnotic Pattern Smokes: an Andras pack of (16 of 20) expertly rolled and fancily packaged smokes. Each cigarette is empowered with the Hypnotic Pattern: Lesser spell cast at Andras' level. Once lit, at any point during the smoking, the user may exhale and empower the smoke with the spell, causing the smoke to expand in a light layer of swirling patterns and designs that fill the AOE



Hypnotic Pattern: Lesser

Range	140 yards	Duration	Special
Casting Time	2	AOE	280 foot radius
Save	Negates (Will – DC 14)	School	Enchantment (Charm)/Illusion/Smoke

Creates weaving patterns of hypnotic smoke in the air, causing any creature of 2+ HD, 2nd level or less within the area of effect to save or become fascinated by it (provided they can see of course.) The spell can affect up to 48 HD worth of creatures and lasts as long as the caster concentrates, plus two rounds after. Injuring affected creatures breaks the trance immediately

Potion of Fire Breath: a thin bottle that looks like a single dose, but this potion is better handled in "sips." Once imbibed, the drinker has one round to "breathe fire" in a chosen direction, otherwise the potion fizzles out and gives the drinker severe heartburn for 2d6 days (prevents all ability to sleep well and causes a -2 on most actions for the duration; DM)

Fire Breath

Range	0	Duration	Instant
Casting Time	3	AOE	50 foot cone
Save	Reflex (half damage)	School	Evocation/Fire

Allows the drinker to breathe fire in a cone causing 12d6 damage to all creatures in the AOE

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

Copperhead Wizard School Info

Storm Mage (Weather Magic)

Storm mages foster the growth of multi-elemental powers that mimic the various outputs of storms: rain, wind, thunder and lightning in various forms based on different masters and students. Since ancient times they have been considered a hunted type of wizard and thus generally go to great lengths to stay out of the limelight.

Admittance to the School: There are no schools, so a prospective student must be noticed or sought by a master storm mage in order to learn the discipline. The prospect must show physical fortitude and a strong level of concentration

Ability Requirements: Must meet all guild requirements and must additionally have a minimum Stamina of 12 and minimum Health of 12

Guild Member Restrictions: Guild members must show exceptional intuition and concentration to master the unwieldy elements related to storms, as well as good reasoning skills (minimum Intuition 14, minimum Willpower 12, minimum Reason 13)

Oppositional Spheres: Elemental Fire

Hierarchy: Apprentice (Level 0-1), Lesser Tempest (Level 1-2), Squall (Level 3-4), Greater Tempest (Level 5-6), Thunderstorm (Level 7-11), Thunder Master (Level 12-13), Superstorm (14+)

Copperhead Wizard Spells

1st Level Spells (16 of 16 maximum)

Audible Glamour

Range	50 yards + 10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	Hearing range
Save	Disbelieve (Will)	School	Illusion (Phantasm)

Allows the caster to produce and control an audible illusion (the center can move where desired within the range.) The volume is equal to approximately the noise of 4 men/level (DM's ruling for sound equivalents)

Cooling Mist

Range	5 yards/level	Duration	1 hour/level
Casting Time	1 round	AOE	10 foot/level cube
Save	None	School	Summoning/Water

Allows the mage to summon a cooling mist in the area of effect that can be used in multiple ways. In hot weather, it can simply be used to create a cool comfortable mist that lowers the ambient temperature slightly and makes all in the AOE more comfortable. It can be used to create a moisture barrier to become a fire block or prevent ignition of whatever desired (house, vegetation, etc.) The mage may alter the moisture content to achieve the effect desired short of actually creating cohesive quantities of water (DM)

Dancing Lights

Range	50 yards + 10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	Special
Save	None	School	Illusion

Allows the mage to summon one to four lights which appear as torch sized or one man shaped light which appears as a minor supernatural creature (such as a Fire Elemental.) The lights can be any color and moved as desired within the spell range

Electric Aura

Range	0	Duration	1 round/level
Casting Time	1	AOE	Self
Save	None	School	Abjuration/Electricity

Surrounds the mage in a crackling aura of visible electricity which causes 1 point of damage per melee round to anyone within 6 inches of the mage or closer. Unless the victim has protection from lightning or similar protections (DM) this damage cannot be resisted. Additionally, it provides a small electromagnetic field that adds +1 DEF vs any metallic thrown attacks (throwing knives, shuriken, darts, etc.; DM) and finally there are many other possible uses subject to work related to the mage's skills (i.e. – heating a cast iron pan for cooking, electroplating for weaponsmith, etc.; DM)

Feather Fall

Range	10 yards/level	Duration	1 round/level
Casting Time	1	AOE	10 ft cube
Save	Negates (Fort)	School	Transmutation (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 and unwilling creatures gain a saving throw

Floating Disc

Range	10 feet/level	Duration	2 turns/level
Casting Time	1	AOE	Special
Save	None	School	Abjuration/Evocation

Summons a slightly concave disc of force, three feet in diameter which floats approximately three feet off the ground at all times. It can support up to 100 lbs/level and moves at a max rate of 10 mph or 1 hex/6 segs. It must remain within the specified range of the caster or it winks out of existence

Forceful Nudge

Range	10 feet/level	Duration	1 melee/level
Casting Time	1	AOE	One object
Save	None	School	Evocation

Uses an invisible force to send an object of up to 1lb/level flying 5 feet/level in a direction chosen by the caster. The spell is ineffective against any object in the possession of a living being or any object that is effectively "nailed down." This hurling of the object will generally do about 1d6 damage to anyone actually struck (requires to hit roll) but will generally break fragile and semi-fragile items (DM) A new object can be hurled each melee as desired

Light

Range	10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	20 ft radius sphere
Save	Negates (Fort)	School	Illusion

Summons a torch-like light of any color desired which illuminates the area of effect. If cast on a creature's visual organs, it is effectively blinded (-4 AC, to hit and save.) The casting of this spell requires a verbal command only

Personal Summons: Lesser

Range	1 mile/level	Duration	Instant
Casting Time	Special	AOE	One small item
Save	None	School	Summoning

Allows the caster to summon a personal item from any known location in range. The item must be smaller than a two foot cube in size, belong to the caster (DM) and must be prepared for a full turn before it is ready. Once prepared the item may be summoned to the caster's hand at will though it cannot be sent back (special effect is that the object is summoned via a lightning bolt to the mage's hand)

Shield

Range	0	Duration	1 round
Casting Time	1	AOE	Frontal attacks
Save	None	School	Abjuration

Summons an invisible barrier in front of the caster which negates magic missiles. In addition, it provides DEF 18 vs hand hurled missiles, DEF 17 against small propelled missiles and DEF 16 against all other attacks. Finally, it adds +1 to all saving throws vs frontal attacks

Shocking Grasp

Range	Touch	Duration	Instant
Casting Time	1	AOE	Creature touched
Saving Throw	None	School	Evocation/Lightning

Allows the caster to develop a electrical charge in her hand and upon a successful hit, jolt the target for 1d8 +1 point/level damage (+15 maximum) After casting, the charge may be held up to 1 round/level before discharge otherwise it dissipates

Spook

Range	10 feet/level	Duration	Special
Casting Time	1	AOE	One Creature
Save	Negates (Will)	School	Illusion/Enchantment (Charm)

Causes the affected creature to view the caster as its worst nightmare and must save or turn and flee at its maximum rate. On each successive round, the creature saves again and on each failure continues to flee as far as possible until the save is made. The saving throw is made with a -1 for every two levels of the caster up to a maximum of -6

Summon Water

Range	10 yards/level	Duration	Permanent
Casting Time	1 round	AOE	4 gallons/level
Save	None	School	Summoning (Conjuration)/Water

Summons up to 4 gallons/level of water with a single casting. The water is clean and drinkable and cannot be created within a creature

Tiny Thunderclap

Range	10 yards/level	Duration	Instant
Casting Time	1	AOE	One creature or target
Save	Negates (Fort)	School	Evocation/Sonic

Summons a loud, localized thunderclap right on top of an enemy (or alternately can be used as a distraction). The targeted creature must make a Fort save -4 or be deafened for 2d4 melees and disoriented (-2/-10% on various things; DM) for 1d4 melees. Additionally those within 20 feet of the target must save or be momentarily stunned (lose initiative for that melee and a -1/-5% on actions that melee). Targets who save have their ears ringing, but do not suffer any further adverse effects

Wall of Fog

Range	10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	10 foot/level square area
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. It cannot be made into a sphere or other odd shape, but otherwise creates effectively a group of 10x10 squares merged together into a wall shape. Duration is halved by moderate wind and the spell will be blown away by a strong wind

Wizard Mark

Range	Touch	Duration	Permanent
Casting Time	1	AOE	Up to 1 square foot
Save	None	School	Enchantment/Illusion

Allows the mage to place his personal rune upon any item or creature he desires (unwilling creatures receive a saving throw.) The mark may either appear as a visible brand or as an invisible mark which appears when the appropriate means of detection are used

2nd Level Spells (14 of 16; 2 new)

Acid Arrow

Range	15 yards/level	Duration	Special
Casting Time	2	AOE	One target
Save	Items only	School	Evocation/Water

Fires a bolt of acid (roll to hit as Warrior of equal level, no bonuses or penalties) at a single target. The bolt causes 2d4 damage on impact, then lasts an additional melee per 2 levels (5 melees maximum) and burns for an additional 2d4 each melee unless neutralized (can be washed off with water, wiped to cut down duration, etc; DM)

Blindness

Range	10 yards/level	Duration	Permanent
Casting Time	2	AOE	One target
Save	Negates (Fort)	School	Transmutation (Alteration)/Necromancy

Causes complete blindness in the victim causing a multitude of problems, including -4 to its attack rolls and dodge related saves. Attackers also gain +4 to hit. The blindness can be cured by various priest spells or Dispel Magic (for Copperhead, the target sees a lightning-like flash in their eyes and a permanently blinded)

Continual Light

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

Summons an area of light as bright as daylight which totally illuminates the area of effect. It is often cast on objects (coins, stones, etc.) to serve as permanent light sources. If cast on a creature's visual organs, it will blind them, but they receive a save to be affected

Deafness

Range	15 feet/level	Duration	Permanent
Casting Time	2	AOE	One Creature
Save	Negates (Fort)	School	Transmutation (Alteration)/Necromancy

Causes complete deafness in the victim reducing their detection of surprise by 1. Deafened spell casters have a 20% chance of miscasting spells with verbal components. The deafness can be cured by various priest spells or Dispel Magic (for Copperhead, the target hears a loud thunder peal in their ears and are permanently deafened)

Destroy Portal

Range	10 yards/level	Duration	Instant
Casting Time	2	AOE	One targeted portal
Save	None	School	Evocation/Sonic/Air

Allows the magus to destroy a doorway, gate, window, trapdoor or other portal type (DM) with a sudden burst of storm wind and sonic energy. Any non-magical portal is automatically destroyed with a thunderous blast that can be heard in a mile radius (if used with Intimidation or similar skills, resistance saves are -4). The portal itself is blown off its hinges or otherwise destroyed in such a fashion that it can never be closed again and if possible, will fly up to 2d6x10 feet, damaging creatures for 2d6 damage (Reflex save to avoid) if it makes sense (DM)

Detect Supernatural

Range	10 yards/level	Duration	2 turns/level
Casting Time	2	AOE	10 foot wide path
Save	None	School	Divination

This spell identifies creatures and objects of a supernatural (extraplanar) origin. The general class of the target can be identified automatically (i.e. - undead, demonic, astral, etc.) although it is sometimes obvious (i.e. - an animated corpse.) The caster can gain slightly more information (10%/level) by making a percentile roll (i.e. - demon lord, lesser vampire, etc.)

Dust Devil

Range	10 feet/level	Duration	1 round/level
Casting Time	1 melee	AOE	Special
Save	Special	School	Summoning/Air

Allows the magus to summon a minor air elemental that is a spinning mass of wind energy like a micro tornado or dust devil. The devil must remain within 20 feet of the storm mage but otherwise may be moved around as desired. Any creature in the same space as the dust devil must make a Reflex save or be thrown 10ft in a random direction and take a d6 damage. If the devil moves over loose dirt, sand, gravel, etc. it picks up that debris and causes a d8 damage to creatures in the same space (Reflex save for ½ damage) as well as being thrown

Insatiable Thirst

Range	5 yards/level	Duration	1 melee/level
Casting Time	2	AOE	One creature
Save	Negates (Fort)	School	Transmutation (Alteration)/Enchantment (Charm)/Water

Afflicts the victim with a magically unquenchable thirst. The creature spends the duration drinking or looking for drink (if none available, will attack creatures with potable liquid.) The affected creature will not knowingly drink poisonous liquids

Levitate

Range	15 yards/level	Duration	1 turn/level
Casting Time	2	AOE	One creature or object
Save	Negates (Fort)	School	Evocation/Air

Allows the caster to move the target vertically up or down at will at a rate of 1 hex per melee. The caster may affect up to 100 lbs/level in weight and the spell does not require concentration except while altering heights

Locate Object

Range	1 mile/level	Duration	1 round/level
Casting Time	2	AOE	Special
Save	None	School	Divination

Detects any desired inanimate object within the spell range. The object must be on the same plane as the caster (DM's restrictions)

Resist Element: Lesser

Range	Touch	Duration	1 turn/level
Casting Time	2	AOE	One Creature
Save	None	School	Abjuration/Elemental (Variable)

Provides the touched creature with resistance to an element specified at the time of casting. The protected creature gains a +2 on saving throws vs the specified element for the duration and damage is reduced by 1 point per die (minimum 1)

Shatter

Range	10 yards/level	Duration	Instant
Casting Time	2	AOE	3 ft radius
Save	Negates (Fort)	School	Evocation/Earth

Shatters any non-magical objects of a breakable material and less than one pound (DM) without save. Magic materials gain a save at +4 and crystalline creatures save normally or take 1d6 damage/level up to 10d6 maximum. The spell may also be focused at a single target of up to 10 lbs/level (saves as above)

Spark Shower

Range	0	Duration	Instant
Casting Time	2	AOE	5ftx20ftx20ft Cone
Save	½ Damage (Reflex)	School	Evocation/Electricity

Allows the magus to release a sheet of electrical sparks in a cone emanating from himself and extending to a 20ft long and 20ft wide cone apex. The sparks cause 1d4 per 2 caster levels damage to all creatures in the cone unless they make a reflex save for half damage. Persons or creatures with metal weapons, armor or other conductive materials (DM) save at -4 and those fully encased in armor (i.e. – full plate, plate mail, etc.) take double damage if they fail the save

Whispering Wind

Range	1 mile/level	Duration	Special
Casting Time	2	AOE	5 foot radius
Save	None	School	Illusion (Phantasm)/Air

Allows the caster to send a message of any reasonable length anywhere familiar to the caster, above ground and on the same plane of existence as the caster. The message arrives and is delivered, regardless of if the intended recipients or no one at all is there to hear it

3rd Level Spells (9 of 16; starting)

Augmentation I

Range	0	Duration	1 round/level
Casting Time	3	AOE	One spell
Save	None	School	Transmutation (Meta Magic)

Augments the effectiveness of a single chosen Minor Sphere, damage-oriented spell cast. Increases the minimum per die damage of the attack spell to 50% and increases the maximum damage by 1pt per die. The "build up" may be held for up to the duration, but dissipates if not used within the time frame

Elemental Weapon: Lesser

Range	Touch	Duration	1 round/level
Casting Time	3	AOE	One Weapon
Save	Special	School	Enchantment/Elemental (Variable)

Causes the affected weapon to become +1 to damage due to an elemental enchantment. Versus creatures particularly vulnerable to the applied element, the weapon becomes +3 to damage. The spell does not confer any ability to strike creatures of supernatural origin

Fly

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

Allows the caster to fly at a rate of 20 hexes during combat or 40 mph non-combat for the duration

Gust of Wind

Range	0	Duration	1 round
Casting Time	3	AOE	10 foot wide x 10 yards/level long gust
Save	None	School	Evocation/Air

Summons a 30mph gust of wind which will extinguish small flames and fuel large ones, force back small creatures, hold man sized creatures at a standstill and reduce movement of larger creatures by 50%. In addition, it will blow over light objects, force away gaseous or levitating creatures and disperse most vapors (DM will assign special effects as necessary)

Lightning Bolt

Range	10 yards/level	Duration	Instant
Casting Time	3	AOE	Special
Save	½ Damage (Reflex)	School	Evocation/Lightning

Discharges a powerful stroke of lightning which causes 1d6 damage/level to all targets in its path (maximum 10d6 damage.) The stroke begins anywhere within range and moves directly away from the caster to a length of 5 feet/level (1 hex/level) or it may be forked to half that length. Bolts which strike an unyielding barrier are reflected as if off a mirror (DM) and all objects struck must save or be affected adversely

Sepia Snake Sigil

Range	Touch	Duration	Special
Casting Time	3	AOE	One sigil
Save	None	School	Enchantment/Abjuration

Adds a magic sigil to any written work, when read it activates the snake which animates and strikes the nearest living creature of up to 5 HD (not the caster,) attacking as a warrior of equal HD of the caster. If the strike is successful, the target is immobilized in a shimmering amber field of force. The victim remains frozen until released, a Dispel is successful or 1 day/caster level has passed. If the strike fails, the snake vanishes in a puff of brown smoke which fills a 10 foot radius for one round obscuring all vision

Storm Horse (Phantom Steed)

Range	0	Duration	1 hour/level
Casting Time	1 turn	AOE	Special
Save	None	School	Summoning (Conjuration)/Illusion

Summons a horse shaped creature from the elements that resemble a storm cloud. The creature can be ridden only by the mage and has an AC of 2. 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

Water Breathing

Range	Touch	Duration	1 hour/level
Casting Time	3	AOE	1 creature/level
Save	None	School	Transmutation (Alteration)/Water

Allows any air breathing creature to breathe underwater for the duration. The caster may affect the normal number of creatures at the full duration or as many creatures desired (divide duration by number of targets)

Wind Wall

Range	10 yards/level	Duration	1 round/level
Casting Time	3	AOE	5 foot/level square curtain
Save	None	School	Evocation/Abjuration/Air

Summons an invisible, vertical curtain of wind, two feet thick and of considerable strength (will blow away small birds and tear light materials from unsuspecting hands.) Normal insects, gases and most breath weapons (DM) cannot pass such a barrier. Loose materials are blown upward and lightweight missiles are deflected and miss. Other missiles under two pounds receive a -4 to hit on their first attempt and a -2 thereafter

Copperhead Wizard Powers

2nd Level Powers

Voice of Thunder: Lesser

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

Allows the magus to enhance the power of his voice to sound as if boosted by a modern-day equivalent of a loudspeaker as well as being forceful and commanding if desired. The mage may be heard clearly within 100 yards/level and if desired gains a +4/+20% bonus to skill checks that can benefit (Intimidation, Crowd Working, etc.; DM)

4th Level Powers

Storm Immunity: Lesser

Range	0	Duration	Permanent
Casting Time	0	AOE	Self
Save	None	Sphere	Elemental

Provides the magus with immunity to all minor natural storm effects (rain, up to gale force winds, natural electricity, etc; DM) and immunity to all minor sphere spell storm equivalents (i.e. any cantrip - third level spell that tries to damage or inflict movement restrictions via wind, electricity, water or sonic methods; DM)

Electrical Attunement

Range	0	Duration	Permanent
Casting Time	0	AOE	Self
Save	None	Sphere	Elemental

Provides the magus with better affinity for electricity and lightning related spells, powers and abilities. This provides a +1/+5% to any spell or power effect (damage, DEF, stun, etc.) and infers complete understanding and mastery of electricity (i.e. - they will innately feel and understand all weaknesses and implications of using electricity with metallic armor and weapons in the vicinity and how to maximize the use of such things when casting such electrical magic (this can be improved with appropriate skills; DM)

Copperhead Priest Order Info

House: Serpent Lords

God: Noxicuss, Master of Toxins

les Charmeurs (the Charmers) (Primary Order)

Minimum Ability Scores: Cha 14, Wis 12

Allowed Races: Any

Allowed Classes: Priest or Wizard/Priest are common

Gender Allowed: Either

Combat Restrictions/Benefits: Generally non-cumbersome weapons and light or no armor

Domains: All, *Featured* – Arcane, Charm, Protection; *Additional domains* – Animal, Chaos, Creation, Distraction, Domination

Spells: (spell choices below, actual number of spells a priest can get is based on their intuition stat; "all domain" spells are listed)

1st – Analyze Balance, Animal Friendship, Anti-Vermin Barrier, Bane, Bless, Call Upon Faith, Calm Animals, Cause Fear, Combine, Command, Curse, Detect Magic, Detect Order/Chaos, Forge Minor Object, Hypnotism, Invisibility to Animals, Ironmind: Lesser, Leadership, Locate Animals or Plants, Mask Poison, Mistaken Missive, Protection from Chaos, Protection from Supernatural, Restfulness, Ring of Hands (add unique Charm spell)

2nd – Augury, Charm Person or Mammal, Convince: Lesser, Dissension's Feast, Enthral, Feedback: Lesser, Glitterdust, Mask Charm, Messenger, Music of the Spheres, Mystic Transfer, Resist Acid and Corrosion, Speak with Reptiles, Wyvern Watch

3rd – Call Lightning, Confusion: Lesser, Dazzling Aura, Dispel Magic, Emotion Control, Helping Hand, Holy/Unholy Vessel, Implant Phobia, Invisibility to Undead 10ft Radius, Miscast Magic, Poison Skin, Ravenous Solitude, Summon Serpent Spirit, Weather Prediction

Copperhead Priest Spells

Minor Sphere Magic

1st Level Spells (14 of 14 maximum) +2 DC to any Charm related

Analyze Balance

Range	10 yards/level	Duration	Instant
Casting Time	1 round	AOE	One creature, object or 10 foot radius area
Save	None	Sphere	All

Allows the priest to gauge the target's condition of balance as it relates to the aspect of his god (e.g. - a priest of a god of chaos reads a dedicated militia grunt as far from his line of balance.) The priest has a 5% chance per level of detecting specific information on the target's distance from his theological axis and why, the wider the margin the better the analysis

Bless

Range	10 yards/level	Duration	1 round/level
Casting Time	1 melee	AOE	5 foot/level radius
Save	None	Sphere	All

Raises all friendly creatures' morale, giving them a +1 to hit, proficiency checks and saving throws. May also be used to bless an item or weapon of up to 1lb/level or up to 1 arrow/bolt/dagger per 2 levels (makes the item +1 to hit for the duration.) It may also be used to create holy water up to 1 gallon per level (affects lesser undead; DM)

Combine

Range	Touch	Duration	Special
Casting Time	1 round	AOE	Circle of priests
Save	None	Sphere	All

Allows 3 to 5 priests to combine their power for spell casting and undead command. Combine is cast on the most powerful priest and is temporarily endowed with one extra level for each additional priest in the circle. This does not confer any new spell abilities, but boosts the spell variables (duration, AOE, etc) by up to 5 levels for the spell cast

Detect Magic

Range	0	Duration	1 turn/level
Casting Time	1	AOE	50 foot/level radius
Save	None	Sphere	Knowledge/Arcane

Detects the radiation of mana or theurgy in the AOE, automatically revealing the intensity (minor/major sphere) and the school, element and/or domain of the magic

Detect Order/Chaos

Range	0	Duration	1 hour/level
Casting Time	1	AOE	10 foot/level radius
Save	None	Sphere	Knowledge/Chaos/Law

Detects the presence of supernatural forces of chaos, conformity and order within the radius (chaos demons, avatars, godlings, etc.) There is a 5%/level chance of determining the level of power (i.e. - godlike, greater power, lesser, etc)

Forge Minor Object

Range	Touch	Duration	Permanent
Casting Time	1 round	AOE	One foot cube
Save	None	Sphere	Creation/Construct

Takes a small (1 cubic foot or less) quantity of matter and transforms it into an object of the priest's choice. The spell does not truly alter the components, but will fuse gravel into a stone cup, sand into a glass, grasses into a ball of twine, etc (DM)

Hold Animal: Lesser

Range	10 yards/level	Duration	1 turn/level
Casting Time	1	AOE	10 foot/level cube
Save	Negates (Fort)	Sphere	Charm

Allows the priest to "hold" up to 2 HD/level worth of normal/natural (DM) animals in the AOE. Tiny creatures (insects and the like) can be affected at a level of 100 per HD and Small creatures (mice, rats, small birds, small snakes, etc.) can be affected at 10 per HD. Creatures are held virtually immobile, but in a relaxed state as the charm eliminates fear of the priest allowing them to pick up small animals or simply pass by them. The priest may alter the duration lesser than maximum as desired (i.e. – may leave the area and allow the animal to return to normal immediately after, etc.)

Hypnotism

Range	10 feet/level	Duration	1 round/level
Casting Time	1	AOE	1d6 creatures
Save	Negates (Will)	Sphere	Arcane

Allows the priest to cause 1d6 creatures to become susceptible to a brief, reasonable suggestion. Creatures must understand the priest and will not remember they have been persuaded. Victims who lock gazes with the priest at the time of casting receive a -2 to save

Ironmind: Lesser

Range	Touch	Duration	1 hour/level
Casting Time	1	AOE	Self or Creature Touched
Save	None	Sphere	Protection

Allows the priest to strengthen and shield the mind of the recipient (or themselves) blocking detrimental effects of any 1st level wizard or priest spell automatically. Additionally, it prevents actual scanning of surface thoughts or any similar penetration by Minor Sphere magic of any kind. Finally, it provides a +4 to any Will save for things that are beyond the scope of the protection spell (DM)

Leadership

Range	0	Duration	1 round/level
Casting Time	1	AOE	100 foot/level radius
Save	None	Sphere	War/Domination/Charm

Enhances the priestess' leadership skills giving a +25% on any leadership related skill and a temporary +4 on the leadership stat for the duration. Willing creatures within the AOE will easily be influenced beneficially while unwilling creatures receive a will save

Mask Poison

Range	10 feet	Duration	1 hour/level
Casting Time	1 round	AOE	One creature or object
Save	None	Sphere	Distraction/Evil

Allows the caster to mask the presence of any toxin on or in the subject creature, substance or object for the duration (DM)

Protection from Chaos

Range	Touch	Duration	1 hour/level
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Protection/Chaos/Law

Creates a magical barrier (about 3 inches away from skin) around the recipient protecting them from physical contact (natural weapons, spells or abilities which require touch, etc; DM) with creatures of supernatural chaos origin (Slaad, most Ethereal Creatures, etc) Such creatures attacking the recipient are at -2 on each attack (if using weapons or non-touch) and saving throws against such attacks are made at +2. The spell blocks mind control and domination attempts by creatures against the protected

Protection from Supernatural

Range	Touch	Duration	1 turn/level
Casting Time	1	AOE	Creature touched
Save	None	Sphere	Protection/Arcane

Creates a magical barrier (about 3 inches away from skin) around the recipient protecting them from physical contact (natural weapons, spells or abilities which require touch, etc; DM) with creatures of any supernatural nature (DM) Such creatures attacking the recipient are at -2 on each attack (if using weapons or non-touch) and saving throws against such attacks are made at +2. The spell blocks mind control and domination attempts by creatures against the protected

Restfulness

Range	0	Duration	One sleep interval
Casting Time	1 turn	AOE	Up to 50 individuals/level w/in a 100 yard radius
Save	None	Sphere	Travel/Protection/Time

Allows the priest to place a dweomer over a large number of persons, allowing them to have a restful night sleep and awaking alert and refreshed after about four hours. The spell does not make them overly drowsy through the night (or other sleep interval,) though being awoken prematurely does break the spell and its effectiveness. Repeated use cause degenerative effects (DM)

2nd Level Spells (14 of 14 maximum) +2 DC to any Charm related

Augury

Range	0	Duration	Special
Casting Time	Special	AOE	Priest
Save	None	Sphere	All

Allows the priest to see a glimpse of the future as it stands. As this is the most minor of the precognitive spells, visions granted are very cryptic and sketchy. A percentile roll is used to see how effective the spell is (how near the priestess is to her god)

Charm Person or Mammal

Range	10 yards/level	Duration	Special
Casting Time	2	AOE	One person or mammal
Save	Negates (Will)	Sphere	Animal/Charm

Allows the caster to affect one individual or mammal to treat them as their trusted friend. Duration is based on intelligence and lasts between 1 day and 3 months before a check is required. No save modifiers

Convince: Lesser

Range	Self	Duration	1 round/level
Casting Time	2	AOE	Group of up to 3 beings/level
Save	Negates (Will)	Sphere	Charm

Empowers the priest with the ability to get what he needs to say heard and taken to heart. After casting and as soon as the priest begins to speak, a small group of up to the AOE size will listen intently, paying attention to details spoken and taking them as if they came from a reliable source and something they should act upon in one way, shape or form. The spell does not force anyone to act a specific way or out of their personality, but other skills can be used by the priest to help things go the way they want if the listeners are amenable to the act (DM). Those who have reason to differ with the priest or are 3HD+ gain a Will save to resist

Dissension's Feast

Range	Touch	Duration	2 turns/level
Casting Time	1 turn	AOE	10 lbs food/level
Save	Negates (Fort)	Sphere	Chaos/Distracton/Charm

Allows the priest to enchant any one quantity of food with magic which, once ingested (w/in 1d4 rounds of being eaten) will cause the creatures to become agitated, fussy and work their way up to being downright angry. This may induce anything from bad table manners, shouting and generally bothersome attitude all the way up to fisticuffs (DM.) The spell can affect any number of creatures as it is based on the amount of food affected. At the end of the spell, the affected creatures experience a sense of 'waking up' and are unaware of why they became angry in the first place

Enthrall

Range	0	Duration	Up to 1 hour
Casting Time	1 round	AOE	90 ft radius
Save	Negates (Will)	Sphere	Charm/Distracton

All creatures which can understand the priest within the AOE must save or be forced to listen to the priest's dissertation. Those of opposing religions gain a +4 on their saving throws and creatures over 4HD or 16 Wisdom are unaffected. Enthralled creatures cannot take any actions while listening to the priest and will discuss the speech for 1-3 rounds thereafter. There are various things which can interrupt this spell as with all charm related spells (DM)

Feedback: Lesser

Range	Touch	Duration	1 hour/level
Casting Time	1 round	AOE	Creature touched
Save	Negates (Fort)	Sphere	Protection

Protects the affected creature with a mental feedback loop designed to protect against things like ESP, mind control and mental combat from all but the most powerful of spells or enemies. Any minor sphere spell that "attacks" (DM) the mind, or mental combat attempts from non-powerful mentalists or extra-dimensional beings (usually, normal demons and supernatural beings, but not extending to demi-god-like beings; DM) automatically fails but then cancels the spell, but sends a feedback "loop" back to the attacker forcing them to make a Fort save at -4 or be stunned for 1d4 melees (or a minute if a non-combat scenario; DM)

Glitterdust

Range	10 yards/level	Duration	1 round/level
Casting Time	2	AOE	15 foot radius
Save	Negates (Fort)	Sphere	Arcane

Fills the area with a cloud of sparkling particles automatically sticking to all invisible objects within. In addition, all creatures within must save or be blinded (-4 attack, save and AC) for the duration. The dust fades at the end of the duration

Mask Charm

Range	30 yards	Duration	1 turn/level
Casting Time	1 round	AOE	One creature
Save	None	Sphere	Charm

Allows the caster to mask the presence of any charm or mind influencing presence on the subject creature for the duration (DM)

Messenger

Range	20 yards/level	Duration	1 day/level
Casting Time	1 round	AOE	One creature
Save	Negates (Will)	Sphere	Animal/Charm

This spell summons a small, natural creature (mice, sparrows, etc.) native to the area cast. If the creature fails its save versus spell, it approaches the caster and waits for instructions. The instructions must be fairly simple, but the caster is allowed to attach a note or other small item to the creature

Music of the Spheres

Range	10 yards/level	Duration	1 turn +1round/level
Casting Time	2	AOE	1 creature/3 levels in a 20 foot diameter circle
Save	Negates (Will)	Sphere	Law/Distracton

This spell allows the priest create a supernatural harmony which will mesmerize those hearing its sound. If the victim fails the save, they are entranced and unable to attack the priest. In addition, those mesmerized are at -3 to save against any charm related or mind affecting spell cast by the priest

Mystic Transfer

Range	10 yards/level	Duration	1 hour/level
Casting Time	1 round	AOE	One priest
Save	None	Sphere	Arcane

This spell allows the priest to transfer a spell to another priest of the same pantheon, the spell must be used within the duration or it vanishes. The spell is cast at the power level of the priest who transfers the spell

Resist Acid and Corrosion

Range	Touch	Duration	1 round/level
Casting Time	2	AOE	Creature or item touched
Save	None	Sphere	Protection/Earth

Protects the subject creature or object from the effects of corrosive and similar substances. Mild corrosives cannot harm the protected individual and powerful acids cause only half damage. If a saving throw is allowed, the save is made at +3 and if successful, damage is at one quarter

Speak with Reptilians

Range	0	Duration	2 rounds/level
Casting Time	2	AOE	Priest
Save	None	Sphere	Animal

Allows the caster to converse with any reptilian creature magically, including such things as lizard men, dinosaurs, nagas and even dragons and dragon-kin (DM). While the spell is in effect, the creature will not attack the caster unless provoked

Wyvern Watch

Range	0	Duration	8 hours +1 hour/level
Casting Time	1 melee	AOE	10 foot/level radius
Save	Negates (Fort)	Sphere	Arcane/Protection

Summons a hazy, ghost-like creature which appears vaguely dragon shaped. The energy will guard the AOE as directed by the priest. If any unauthorized person enters the area, it is struck by the energy and must save. If the save fails, the spell ends and the victim is paralyzed for one round/level of the priest. If the save is made the energy remains and will strike any new intruder, but will not attack the same creature twice

3rd Level Spells (14 of 14 maximum) +2 DC to any Charm related

Call Lightning

Range	100 yards/level	Duration	1 melee/level
Casting Time	3	AOE	1 target/melee
Save	½ Damage (Reflex)	Sphere	Air/Vengeance

This spell will only function outdoors and if reasonably appropriate atmospheric conditions exist, though summoned weather effects will suffice. Once cast, the priest may call down a bolt of lightning anywhere in range upon a target causing 1d8/level damage (maximum 10d8) to the creature

Confusion: Lesser

Range	10 feet/level	Duration	1 melee/2 levels
Casting Time	3	AOE	One creature
Save	Negates (Will)	Sphere	Charm/Distract

Causes the target creature to become confused for the duration (d4 for actions; 1 = stand confused; 2 = attack ally; 3 = wander away; 4 = attack enemy)

Dazzling Aura

Range	0	Duration	1 round/level
Casting Time	3	AOE	10 foot/level radius
Save	Negates (Will)	Sphere	Charm/Distract

Allows the priest to increase their Charisma by 4 to all people in the AOE for purposes of speaking and interacting (does not physically alter them.) Creatures failing their save will be drawn to the priest and enraptured while those who do save still notice the Charisma but are not unduly affected. The priest may attempt any Charm related magic (DM) on people in the AOE who failed their save causing them to save at -2

Dispel Magic

Range	10 yards/level	Duration	Special
Casting Time	3	AOE	30 ft radius or 1 item
Save	None	Sphere	All

This spell neutralizes spell effects in the area of effect or can destroy or temporarily dampen the functionality of an enchanted item. Roll percent (DM's adjustments) for results, it is generally more effective against minor magic 95% or better is always a success

Emotion Control

Range	10 yards	Duration	1 round/level
Casting Time	3	AOE	One creature/3 levels in a 30 foot radius
Save	Negates (Will)	Sphere	Law/Charm

Allows the priest to control his emotions affording him a +4 bonus on all saving throws against emotion evoking situations (fear, berserk, hopelessness, etc.) Alternately, the priest may affect creatures who fail a save in the AOE similarly (i.e. - go berserk and attack the closest creature, become afraid and flee, etc.) (DM)

Helping Hand

Range	1 mile/level	Duration	1 hour/level
Casting Time	3	AOE	Special
Save	None	Sphere	Construct/Arcane

Summons a ghostly, disembodied hand which can fly at 100 to search for any creature known to the priestess within spell range. If the hand finds the creature, it beckons the creature to follow it (though it does not force the creature to do so.) If followed the hand will lead the creature to the priest (even if the priest is moving as long as they remain within range of each other) by the safest, fastest, most logical route. If the hand does not find the creature it returns to the priest and gives an 'empty hand' signal

Holy/Unholy Vessel

Range	0	Duration	Special
Casting Time	1 turn	AOE	Priest or follower
Save	None	Sphere	Arcane

Allows the priest to make himself or a devout follower (DM) able to hold a single spell within them whether or not they are a spell caster. This works only in accordance with special quests and errands run in service to the god or goddess and cannot be used simply for convenience (DM)

Implant Phobia

Range	10 yards/level	Duration	1 round/level
Casting Time	3	AOE	One creature
Save	Negates (Will)	Sphere	Charm

Allows the priest to implant a phobia into the recipient target. This can be any kind of phobia, fear of birds, fear of a particular color, fear of heights, fear of crowds, etc. (DM) and will affect the creature as if this phobia is severe unless a Will save is made. Behaviors are different dependent on the creature and the nature of the phobia (DM)

Invisibility to Undead 10ft Radius

Range	0	Duration	1 hour/level
Casting Time	3	AOE	10 foot radius sphere
Save	Special (Will)	Sphere	Distraction/Death

Makes all creatures in the AOE invisible to undead. Automatically works against Undead of 2+HD or less, those of higher HD receive a save in order to resist the effects. Any attack (including attempts to turn or command) by an invisible creature breaks the spell (for that creature only); creatures leaving the AOE also become instantly visible

Miscast Magic

Range	10 yards/level	Duration	Until next spell is cast
Casting Time	3	AOE	One spellcaster
Save	Negates (Fort)	Sphere	Chaos/Arcane

Causes the target creature's next spell reshape randomly into another, lower powered spell familiar to the caster (DM)

Poison Skin

Range	0	Duration	1 round/level
Casting Time	3	AOE	Self
Save	None	Sphere	Protection/Animal

Allows the priest to make their skin poisonous, providing themselves immunity to poison (including magical & supernatural poison; DM) for the duration as well as making their skin a contact poison. Any creature either attacking with natural weapons or otherwise touching the priest must make a DC16 Fort save or take 3d6 damage from poison (unless immune to poison themselves)

Ravenous Solitude

Range	10 feet/level	Duration	1 round
Casting Time	3	AOE	One creature not w/in 15 feet of an ally
Save	Negates (Will)	Sphere	Arcane

Allows the priest to cause the target creature to turn against itself with attacks of rejection, anxiety and loneliness. If the target fails the save, they take 5d6 psychic damage or half damage on a success (unless certain skills or nature are possessed to reduce to zero; DM). If the creature is still away from its allies or has none on the second melee, it must save again for another 5d6 damage

Summon Serpent Spirit

Range	10 yards/level	Duration	1 round/level
Casting Time	3	AOE	Special
Save	None	Sphere	Animal/Death

Summons a minor spirit to aid the priest, appearing as a ghostly form visible to all. The creature will be a serpent or snake native to the area the spell is cast (DM) and will serve the priest in whatever capacity it can. It is non-corporeal and can only be struck by blessed or magical weapons, but can attack the life energy of the priest's enemies, causing 2d4 damage per strike. The spirit has 10hp +1hp/level of the priest and other special abilities are dependent on the type of serpent spirit summoned. The creature is immune to mind affecting spells, but can be turned or dispelled

Weather Prediction

Range	0	Duration	1 day/level
Casting Time	1 round	AOE	10 miles/level
Save	None	Sphere	Luck/Air

Allows the priest to predict weather in a given area for the next week for the duration

Copperhead Priest Powers

2nd Level Powers

Empower Charm: Lesser at will

Range	0	Duration	Instant
Casting Time	1	AOE	Self/Spell cast
Save	None	Sphere	Charm

Allows the priest to empower minor sphere Charm sphere (and Charm school if also a wizard) spells. This power automatically increases the DC of charm related spells (DM) by +2 and causes most things that operate on a level-by-level basis to gain +1 level effect (i.e. – 10 foot/level range gains an extra 10 feet, 5 foot/level radius AOE, gains an extra 5 foot radius, etc.)

Iron Will: Lesser

Range	0	Duration	Instant
Casting Time	1	AOE	Self
Save	None	Sphere	Charm

Makes the priest highly resistant to things attempting to dominate him or control him. Most innate effects will be resisted automatically, while minor sphere equivalent spells and powers will gain a +4 save and an automatic retry on a failed save. Anything higher level will gain a +2 saving throw

4th Level Powers

Clairvoyance 1/day

Range	Special	Duration	1 round/level
Casting Time	1	AOE	10 foot/level radius
Save	None	Sphere	Arcane/Divination

Allows the priest to concentrate upon any locale and see in his mind anything visible within the AOE. Distance is not a factor, but the target locale must either be familiar or obvious (DM) and on the same plane of existence. The target area may be changed each round if desired. The priest is still affected normally by darkness and other visual impediments

Snake Eyes at will

Range	0	Duration	Special
Casting Time	1	AOE	Special
Save	None	Sphere	Charm

This power enhances the effectiveness of any charm related spell that emanates from the priest himself. By locking gazes with the target, the priest reduces the targets resistance by 25% (if any) and adds a –4 to saving throws to resist. All other effects generally gain a +1 (i.e. - duration 1 round/level gains +1 round, AOE 10ft/level gains +10ft, etc.; DM)

Copperhead Warrior Abilities

- *Ricochet (lightning/electricity)*: You are skilled in performing ricochet shots with missile or thrown weapons and take no penalties to hit with such shots. You can generally gain a free attack against someone who has just ducked out of sight (DM) by using your ricochet. Prerequisites: L5, Side Show Talent Proficiency
- *Exact Targeting (lightning/electricity)*: Your aim is such that you can hit nearly any visible part of a target. Select one target per melee. You do not suffer any miss chance due to concealment when attacking that target this round and the target gains no bonus to its armor class from cover. You cannot select a target with total cover or concealment. You do not gain the benefit of this feat if you move during the round. Prerequisites: L5, Distance Determination Proficiency

Copperhead Rogue Abilities

- *Ambidextrous*: You are equally skilled with either side of your body, including writing, fighting, lock picking and any other feat of manual dexterity. Prerequisites: None
- *Surprise Strike: Electricity*: 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 (save penalty based on DEX bonus)
- *Wild Empathy*: A scout can improve the attitude of a wild or domestic animal with a successful Animal Handling skill check adding +5%/rogue level. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly. To use wild empathy, the ranger and the animal must be able to study each other, which means that they must be within 30 feet of one another under normal visibility conditions. The scout can also attempt this ability a monstrous beasts (dinosaurs, dire wolf, etc; DM) but takes a –25% penalty on the check. Prerequisites: Animal Handling Standard



- *Animal Companion Lesser*: A scout forms a close bond with an animal companion and selects from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse (light or heavy), owl, pony, snake (Small or Medium viper), or wolf (other related options are available at the DMs discretion) This animal is a loyal companion: unique Copperhead snake

Copperhead Wizard Abilities

- *Specialist Bloodline: Lesser:* Your body is naturally attuned to your specialty school of spells giving you a natural resistance. You gain a +3 to all saving throws originating from your own specialty. Prerequisites: Specialty magic school – storm: tetra elemental: lightning, wind, sonic & cold
- *Magical Aptitude:* You are naturally attuned to magic and get a +25% bonus on all related skill checks (spellcraft, lore: foci, lore: alternate magics, etc.) If your first attempt fails you may automatically gain a second attempt to recover
- *Increased Hit Die:* Gain d8 for hp/level instead of d4

Copperhead Priest Abilities

- *Divine Grace:* A priest gains a +2 bonus on all saving throws

Copperhead General Abilities

- *Charm Resistance:* Gain +4 vs all charm and mind affecting magic and skills

Copperhead Contacts (6)

Tauss Tharkun: An ancient scaloid rescued from the planes of Limbo, but scarred from many atrocities from millennia past. As such he is often distant to those around him, including Re'Vasse, however, he senses the truth within this young scaloid with the potential he once had himself. Thus, in his more lucid moments, he strives to empower Re'Vasse to become even beyond what he was

Andras: The goblin smoke mage and weapon master and he who has proved everyone in Lor'Aserion wrong about his inability to solve problems and get things done. Instead, the goblin has drawn back together the seven leading factions of Lor'Aserion, broken the undead siege of the Eastern Empire and is persistently forging unlikely alliances and doling out his brand of justice. He has seen the passion Copperhead has for his idol, Tauss and also the potential of himself. Andras believes that beyond being a new hero of the new age, Copperhead may also revitalize Tauss

Chiara a'Bayacia: Youngest niece of Hieronim and a Lady in his court.

Ayman: A salt refiner based in the market near the temple district.

Maymuna: A dusky skinned woman from Torosia who is a merchant with refined tastes for all things related to books, paper and writing instruments. With extensive contacts in Hippocrane and Lor'Aserion, she sources things from various locations to bring to her upscale shop. Copperhead was connected to her via the librarian of his favorite library and not only has she become his supplier for all things related to books and writings, but has helped him perfect his bookbinding skills, calligraphy and other things related to his "side passion." The two share a love for ancient texts and have been solid friends for years

Escaladanseu: a female scaloid snake dancer from the largest market area in the eastern section of Hieronim's domain

Copperhead Enemies (1)

Kashtarhak, the Voice of Chaos – a preeminent Rakshasa Demon Lord, effectively a demi-god. Copperhead 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 Copperhead and his friends as enemies and will use his connections, followers and any other possible avenues to bring about Copperhead's demise