



Col Tobinson

(256039 xp)

Male human conjurer 3/master specialist 4/malconvoker 8/demonwrecker arcane 5

CN Medium humanoid

Init +3; **Senses** permanent *arcane sight*, permanent *darkvision*; *see invisible*; Listen +3, Spot +3

Languages Abyssal, Aquan, Auran, Celestial, Chultan, Common, Draconic, Ignan, Infernal, Olman, Sylvan, Tashalan, Terran; *telepathy* (Churtle)

AP 15

AC 33, touch 20, flat-footed 30; +8 armor, +4 Dex, +5 deflection, +1 insight, +5 natural

hp 154 (23 HD); 30 temporary hp

Immune critical hits, divination effects, mind-affecting effects

Resist acid 10, cold 10, electricity 10, fire 20, sonic 10

Fort +15, **Ref** +15, **Will** +26

Speed 40 ft. (30 ft. base), fly 50 (good), swim 40; Mobile Spellcasting

Melee +1 *keen dagger* +10/+5/+0 (1d4-1/17-20)

Base Atk +11; **Grp** +9

Atk Options Cloudy Conjunction, Enhanced Summoning, Mobile Spellcasting, Rapid Summoning, deceptive summoning (fury, resistance), deceitful bargaining, demonwreck spell damage, fiendish legion, spell smite (3/d, +11 atk/dmg)

Special Atks Acidic Splatter (+15 ranged touch)

Combat Possessions *ring of invisibility* augmented with *protection* +5, *cunn'n hat of persuasion* (+5) and *conscious effort* augmented with Int +6, *eternal wands of shield* and *mirror image*, *winged boots*, *pearl of power* (3rd), 2 *oil of shrink item*, *scrolls of assay spell resistance*, *banishment*, *comprehend language*, *contact other plane*, *dimensional anchor*, *discern location*, *energy drain*, *find the path*, *forcecage* x2, *greater dispel magic* (CL 18) x3, *limited wish* x2, *locate object*, *meteor swam*, *Mordenkainen's disjunction*, *prismatic sphere*, *revivify* x2, *sphere of ultimate destruction*, *stoneskin*, *time stop*, *true res.*, *unseen servant* x2, *wish* x2; 2 pots. *cure serious*, 6 flasks of acid, *staff of evocation* (23), *metamagic wand (maximize)*, *rod of absorption* (24)

Spells Prepared (CL 23 [CL 24 acid, summoning, +2 conjuration, +5 evil], +15 ranged touch, DC 21+lvl (23+lvl conj.), +2 SR checks [+4 vs. chaotic or evil outsiders, ignore SR from CE outsiders], *Dispel* DC 38 (39 acid, summoning; +7 conjuration, +2 summoned evil outsiders, +5 evil)):

9th (4/3S)—*absorption*, *gate*, *prismatic sphere*, *shapechange*, *sphere of ultimate destruction*, *summon monster IX*, *time stop*

8th (4/3S)—*chain dispel*, *mind blank*†, *maze*, *moment of prescience*†, *polar ray*, *summon monster VIII*, *trap the soul*

7th (5/3S)—*banishment*, *energy absorption*†, *forcecage*, *delay blast fireball*, *greater teleport* x2, *spell turning*, *summon monster VII*

6th (5/3S)—*acid fog*, *acid storm*, *analyze dweomer*, *control water*, *disintegration* x2, *greater dispel magic*, *steal summoning*

5th (5/3S)—*dimensional jumper*, *heart of fire*†, *greater blink*, *Mordenkainen's private sanctum*†, *overland flight*†, *spell theft*, *vitriolic sphere* x2

4th (6/3S)—*dimensional anchor, dimension door, Evard's black tentacles, heart of earth†, orb of acid* x2, *solid fog* x2, *translocation trick*

3rd (6/3S)—*acid breath, caustic smoke, dragonskin, fly, heart of water†, magic circle vs. evil, protection from energy, stinking cloud*

2nd (6/3S)—*dimensional leap, fog cloud, glitterdust* x2, *gust of wind* x2, *heart of air†, Melf's acid arrow, spider climb*

1st (6/3S)—*ancient knowledge†, benign transposition, expeditious retreat, grease, feather fall, lesser orb of acid* x2, *protection from evil, shield*

0 (3/3S)—*amanuensis, light* x2, *acid splash* x3

Specialization: conjuration. Barred Schools: enchantment, illusion, necromancy

† Already cast.

Abilities Str 7, Dex 18, Con 18, Int 32, Wis 16, Cha 25

SQ breach spell resistance, focused specialization, improved calling, minor school esoterica, moderate school esoterica, unrestricted summoning

Feats Academy Graduate (Bluff, Knowledge (the planes), Use Magic Device), Acidic Splatter, Augment Summoning [B], Cloudy Conjuration [B], Demon Mastery, Greater Spell Focus (conjuration) [B], Mobile Spellcasting, Name of the Mage, Scribe Scroll, Skill Focus (Bluff, Spellcraft) [B], Spell Focus (conjuration), Spell Penetration, Summon Elemental

Skills Bluff +47, Concentration +30, Diplomacy +27, Disguise +11 (+12 act in character), Intimidate +13, Knowledge (arcana) +37, Knowledge (dungeoneering) +12, Knowledge (geography) +16, Knowledge (history) +19, Knowledge (local) +12.5, Knowledge (nobility) +12, Knowledge (nature) +12, Knowledge (religion) +21, Knowledge (the planes) +37, Profession (sailor) +10, Sense Motive +29, Speak Language (Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Olman, Terran), Spellcraft +41 (+43 scrolls), Survival +3 (+5 planar), Use Magic Device +37 (+39 scrolls); Collector of Stories, Swift Concentration

Possessions combat possessions plus +1 *keen dagger*; *artificer's monocle*, backpack, belt pouch, bedroll, *bracers of health* +6, 10 pc. chalk, chest and focus for *Leomand's secret chest*, *coat of comfort* +5, *cloak of charisma* +6, *crystal ball w/ telepathy*, 3 coatl feathers (Tonadea) [2 in chest], diamond dust (*stoneskin*) x2, *ioun stones (dusky rose prism, orange)*, *everfull mug*, *eternal rations*, *gloves of dexterity* +4, *greater choker of eloquence and wordtwisting* with +5 natural armor, *handy haversack*, *infinite scrollcase*, ink, inkpen, journal, *lens of see invisible*, nautical charts (+4 Profession (sailor)), 10 pc. parchment, *potion bracer*, *ring of enduring arcana*, *robes of arcane might (conjuration)* with +8 armor, spell component pouch, *scry shard*, *shadow pearl**, 2 *spellshard* (all spells), 5 spellbooks, *Demonomicon of Iggwilv*; *Tolliver's skull**, *horsie hair**, *blood of Bin**, *tome of clear thought* +5 [used], *tome of leadership* +5 [used], *tome of worldly memory*; *shard of the shadow pearl**, focus for *submerge ship*, 2k diamond dust; 23 lbs; Light Load

* - In *secret chest*

Spellbook 0th—All SRD (excluding enchantment, illusion, and necromancy), *amanuensis* (SC); 1st—All SRD (excluding enchantment, illusion, and necromancy), *ancient knowledge* (MoE), *benign transposition* (SC), *deep breath* (SC), *lesser orb of acid* (SC); 2nd—All SRD (excluding enchantment, illusion, and necromancy), *dimensional leap* (MoE), *heart of air* (CMag), *swim* (SC); 3rd—All SRD (excluding enchantment, illusion, and necromancy), *acid breath* (SC), *dragon skin* (SC), *caustic smoke* (CMag), *demon dirge* (SC), *heart of water* (CMag); 4th—All SRD (excluding enchantment, illusion, and necromancy), *assay spell resistance* (SC), *Col's capable crew*, *heart of earth* (CMag), *orb of acid* (SC), *raise from the deep* (SC), *scry*, *ray deflection* (SC), *translocation trick* (SC); 5th—All SRD (excluding enchantment, illusion, and necromancy), *dimensional jumper* (CMag), *evacuation rune* (CSco), *greater blink* (SC), *heart of fire* (CMag), *spell theft* (CSco), *vitriolic sphere* (SC); 6th—All SRD (excluding enchantment, illusion, and necromancy), *acid storm* (SC), *ensnarement* (Dr336), *steal summoning* (CMag), *subvert planar essence* (SC); 7th—All SRD (excluding enchantment, illusion, and necromancy), *energy absorption* (CMag), *submerge ship* (SC); 8th—All SRD (excluding enchantment, illusion, and necromancy), *chain dispel* (PHII), *deadly lahar* (CMag), *minimus containment* (Dr336); 9th—All SRD (excluding enchantment, illusion, and necromancy), *abyssal army* (SC), *absorption* (SC), *detonate* (PHII), *greater dimensional jumper* (CMag), *genius loci* (CMag), *hellish horde* (SC), *imbrue* (Dr336), *implore* (Dr336), *sphere of ultimate destruction* (SC), *summon golem* (PHII)

Deity Oghma

Acidic Splatter (Su) As long as Col has an acid spell of 2nd level or higher ready to cast, he can attack with a glob of acid up to 5 ft. per spell level with a ranged touch attack. The acid does 1d6 damage per highest reserved acid spell level. He also has a +1 CL for acid spells.

- Breach Spell Resistance (Ex)** Col adds +1 to overcome SR of chaotic or evil outsiders.
- Cloudy Conjunction (Ex)** Col can create a 5' radius cloud of smoke when casting a conjunction spell. It can appear in Col's space, adjacent to him, or adjacent to his target. The cloud lasts one round and acts like a *fog cloud*. Living creatures in the smoke (besides summoned/called creatures, those immune to poison, and Col) are sickened as long as they are in the cloud.
- Deceitful Bargaining (Ex)** If Col succeeds on an opposed Bluff check when binding a creature, they take a -5 penalty on Charisma checks to refuse to serve him. If he fails and they succeed on a Will save, they break free.
- Deceptive Summoning (Ex)** If Col succeeds on a Bluff check opposed by a Sense Motive when summoning an evil creature, his summoning is automatically extended. Because of fury, they also get a +2 to damage rolls and +2 hp/HD. They also gain a +2 to Will saves and Col gains and effective +2 to caster level for the purpose of resisting *dispel magic*. If this check fails by 5 or more, the creature breaks free from his control.
- Demonwreck Spell Damage (Su)** Col's spells that deal damage of a specific type deal half untyped damage vs. demons.
- Demon Mastery (Ex)** Col gains a +2 bonus to opposed Cha checks when *planar binding* a demon and a +1 caster level when summoning demons.
- Enhanced Summoning (Ex)** At 1st level, Col gains the Augmented Summoning feat for free instead of the Scribe Scroll feat.
- Fiendish Legion (Ex)** When using a *summon monster spell* to summon an evil creature, Col summons one extra creature of the same type.
- Focused Specialization (Ex)** Col is focused on conjunction, losing one spell per spell level and gaining another barred school of magic. In return, he may cast two more conjunction spells per spell level.
- Improved Calling (Ex)** Col adds +2 to the maximum HD that he can call via *planar binding*.
- Minor Spell Esoterica (Ex)** All of Col's summoned and called monsters gain +CL of hit points.
- Moderate Spell Esoterica (Ex)** *Dispel* vs Col's conjunction spells are at 5 higher than normal.
- Name of the Mage (Su)** Anyone other than Col who speaks his name or who hear it becomes unnerved. Creatures of 23HD or more that speak it are shaken for 3 rounds (no save); others that speak it are frightened for 1d4+1 rounds (no save). Those that hear it are frightened for 3 rounds if they fail a DC 39 Will save; those that succeed are shaken for 1 round. This is a mind-affecting fear effect.
- Perfect Breach (Ex)** Col automatically overcome the SR of CE outsiders.
- Rapid Summoning (Ex)** Any time Col casts a *summon monster spell*, its casting time is 1 standard. Creatures so summoned can only take a standard action in the round they are summoned.
- Spell Smite (Su)** A certain number of times per day, Col adds +11 to atk and damage rolls vs. an evil opponent with a spell that requires an attack role.
- Summon Elemental (Su)** As long as Col has an summoning spell of 4th level or higher ready to cast, he can summon a small elemental (medium for 6th lvl spells, large for 8th). He also has a +1 CL for summoning spells.
- Unrestricted Conjunction (Ex)** Col can summon any monster regardless of alignment.

Affiliations The Seekers 30

Hook "I no be like'n this!"

Appearance and Personality

Mad Col is a man in his middle age (mid to late 40). His looks are much improved over his early mad days, but there is a mania about him. His salt-and-pepper hair is in tangles, and his beard would make a dwarf cry. His hands and face show the signs of a life at sea with permanent creases and a deeply burnt tan. Col has piercing hazel eyes, and strangely enough, all of his teeth (apparently, he likes his citrus). He wears a fine scarlet captain's coat over crimson robes of power, topped off with a very cunning tricorne hat.

Col is obsessed with forbidden lore almost to the point of monomania. He sees dark signs everywhere, and always has a comment on the strangeness of the world, peppering his speech with such observations. He is quite erudite in his knowledge, even if he expresses it in a coarse, semi-educated manner. The one thing he absolutely will not talk about is what happened on the Midnight Fury, and asking him about it is a quick way to boil his anger.

Background

Col was born to a well-off family in Sasserine, an only child. There were tales that his folks may have been scions of the scions of minor nobles going all the way back to Sasserine's founding, but all that was really known is that they had a very small but well kept manor in the Noble District and no particular occupation to speak of. The boy Col, however, was always drawn to the sea. He grew up near, on, and under the water. His youth was not remarkable for one of his middling station. His folks, according to their wealth, paid for him to go to the House of the Dragon. He was a sharp boy, but only passively participated in his studies, only really paying attention to the classes on geography and sailing, though some of the arcane lore classes he snuck into held his fancy. He dropped out when he could finally have gainful employment on the Blue Mistress.

Col was a navigator in and around the waters of Sasserine for almost five decades. His services were used by wealthy captains both legitimate and questionable. Col was well regarded both for his skill and for his discretion. Col also had a keen mind for remembering forgotten grottos, dangerous reefs, and the frightening tales that sailors tell each other. These germs of tales would germinate into the obsession that now grips him.

Col never exactly became rich, but, with his families wealth—which he inherited after their death while he was at sea—money was not his concern. He was not as rich as some of his merchant captains or the others that lived in the Noble District, but he was better off than many. He met many on his travels, such as some of the other PCs. All that changed after the trip on the Midnight Fury.

No one knows what happened on the Midnight Fury. The captain did not post his course with the harbormaster, and only Col survived the journey—and he is not talking. All anyone knows is that was the day Col became Mad Col, the day everything changed.

Col left the sea, burning several bridges as he did so. He burnt through the money he inherited trying to learn the things he needed so desperately to learn. He started with the books only accessible to the wealthy; he even re-enrolled at the House of the Dragon, one of the oldest graduates ever. When they would not have him anymore, he found lore wherever he could, making bargains with disreputable sorts in town. Col would hunt down any speaker of tales or odd sort. He as spent almost every coin on seeking occult knowledge, and now lives almost in a destitute existence. The old manor is in tatters, and his neighbors in the District give him a cold eye whenever he passes. No one will hire him for his sailing skills anymore, though a few secretly seek him out on bits of arcane knowledge about the area they will sail through—just enough to sustain his existence.

All of this was before the Savage Tide... Col does not speak of what happened, though the lore is clear that he played a vital role in the efforts to stop it and Demogoron. There are conflicting reports of his slaying of Vanthus Vanderboren after the fiend kidnapped his sister. Most agree, however, that he has made many powerful enemies, including fiends of all stripes, powerful wizards of Faerun, and especially the new Prince of Demons, Bin Macabee. Reports of his death appear with regularity, but no trace of Col Tobinon has yet to be found...