

Character name: Kaurophon

Character class: Sorcerer

Character race: Human/Outsider(demonic)

He comes in human disguise unless you want to be very open and reveal your "not-so-pleasant-for-human-eyes" looks. He has a few explanations for the fact that his alignment detects as evil, while he claims not to be. The main excuse comes from his heritage (demonic ancestry), which is actually more believable, when he shows his true form)

STR: 12

DEX: 17

CON: 16

INT: 14

WIS: 12

CHA: 23

HP: 67

AC: 14 (13/11)

F/R/W: +6/+6/+8

BAB: +5

Weapons:

2 claws +6/+6 (dmg: 1d4)

1 bite +1 (dmg: d6+1)

(claws treated as +1 for overcoming DR)

Spell resistance: 21

Damage reduction: 5 / magic

Darkvision 60 ft

Resistance to acid 10, cold 10, fire 10, electricity 10

Special Abilities: Spell-like abilities, Spells (details later)

Feats:

Dodge, Mobility, Spell Focus (Evocation), Spell Penetration

Skills:

Bluff +19, Concentration +17, Diplomacy +7, Intimidate +7, Knowledge (arcana) +16,

Knowledge (the planes) +0, Spellcraft +18

Languages:

Common, Abyssal, Infernal

Kaurophon

=====

is a half-demon from one of the lower planes. He spent some quality time on Carceri, which is a prison plane in the abyss. About half a decade ago, Kaurophon grew curious about another layer of the Abyss, called Occipitus. While he explored this realm for years, he discovered many things about it. Once it was part of Celestia, now it is a part of the Abyss and lies corrupted and consumed by evil. Only very few creatures live there today. Even demons regard it as haunted, because the light of good still shines there. Yet the evil is so strong that the angels of Celestia count it as lost forever. Kaurophon encountered one of those angels, who was cast down together with what is now known as Occipitus,

about a year ago. His name is Saureya, who told him many things about Occipitus, including things, he'd rather not tell others (more on this later). Most importantly, he told him about Adimarchus, a demon prince who once ruled this 507th layer of the abyss. When Adimarchus suddenly disappeared (probably slain by one of his countless enemies), about 50 years ago, the plane became mostly deserted. These days it is populated only by those unlucky fiends with no other place to go. He told him another thing: Adimarchus had great plans for his layer and had foreseen that at some point he needed a successor. Helped by Saureya, Adimarchus built a test into the very fabric of the plane that prospects to becoming his heir have to pass before being considered. Becoming the ruler of parts of the abyss is a big step towards achieving royalty within the realm of demons and Kaurophon became obsessed with assuming rulership of this deserted plane.

*** <This is your goal: become ruler of the 507th layer of the abyss> ***

Of course, Kaurophon wanted to know more about the test, called: Test of the Smoking Eye. The test is split into three parts, solving the first leads to the second, solving that to the third. Kaurophon knows, that only the third part needs to be solved, but he doesn't know where that part takes place. He utterly failed to take the first part of the test, being unable to enter the room that is foreseen as a starting point. Kaurophon does know why that is, magic prevents all born of the lower planes from entering. (He won't tell this the PCs, if it can be helped). He left Occipitus to gain further knowledge someplace else. Eventually, after a few months, he fell in with a powerful group, calling themselves Cagewrights. Their leader, a demodand named Dyr'ryd invited him to join their ranks, which he accepted as he saw this as a way to gain access to resources necessary to research new ways of passing the test of the smoking eye. He never intended to stay with the cult for longer than absolutely necessary. As he worked, he learned a few things that made him believe that the cagewrights themselves had some connection to Occipitus or his former leader, Adimarchus. Finally, the cagewrights, who are the source for much of the recent unrest in Cauldron (like kidnappings) became aware of the PCs, and so did Kaurophon. He was actually assigned the task to research the group. He began following their progress through rumor, scrying and hearsay. He soon realized that the adventurers could make useful pawns. Perhaps they could pass the Test of the Smoking Eye to gain control of Occipitus and then Kaurophon could either usurp their power directly or influence them from behind the scenes. Learning about the party's quest towards the Demonscar landmark, realizing that the cagewrights, who never entrusted him with details of their planar ritual, became suspicious of his true intentions and faced with the now or never question by Dyr'ryd to join them "beneath the volcano", Kaurophon decided to abandon the Cagewrights. Now, he needs the characters to help him on his quest for taking the first two parts of the test since once he knows where the last part of the test takes place he may dispose of them or keep them around as long as he needs them.

When approaching the PCs, Kaurophon's actions are up to you. Mind, that you want them to take the Test of the Smoking Eye. You need their trust or at least the allaying of their immediate suspicions. You will try to tell the truth as much as possible. When you encounter uncomfortable questions like "Why do you want us to help you / why do you offer help to us?" you may try to steer away the topics on to the cagewrights, which the PCs know very little of but know enough to suspect that some group is working behind the scenes, so it could present a good opportunity and let them forget about their suspicions. You would rather leave out part of the truth (like the fact that you left the cagewrights out of fear, or the fact that you can't take the first part of the test yourself) and feed them hints and facts alike that they are the ones to fulfil some prophecy (which will be matched with some events to come). Blake, as you have become aware, is slightly paranoid with the fact that a man in blue might kill him. Maybe you can orchestrate a story that'll draw him to Occipitus and the Test in some sinister way...

I can give you further input as you require it, including (if necessary) complete answers to likely questions asked by the PCs. What I have not spelled out, you are free to invent. If you intend to be creative, please let me know in advance, if possible.

Your character will be more powerful than the PCs as an individual, but since you're running your own agenda, you'll always have to have some spells as backup, even if it means letting one of the PCs die. You will have to pose less powerful than you are, if you want to be successful in the long run.

A picture of Kaurophon in concealed form (done with the first level spell "disguise self") on next page. As this spell needs refreshment every 2 hours (and this would drain all your level 1 spells for a day), I'm willing to let you have a hat of disguise, which adds the alter self effect perma-nently. It still will be detectable. And I do expect the players to be suspicious like hell and ask you about the illusion.

You can just claim that your normal appearance is not pleasant to look at for humans (which is true) and that your ancestry is to be blamed, but not your motives (which is partly true as well). You should get by without a lot of "sense motive"-checks since you are introduced as a player character after all. I will, however, allow the will save against the illusion (in secret) for players who are especially interested in your visual.

Kaurophon has the following spell-like abilities (from being a fiend):

1/day: blasphemy, contagion (DC18), desecrate, unholy blight (DC19)

3/day: darkness, poison (DC19)

You do not have to admit that those abilities are separate from your spells, you should in fact use them "as spells" instead of spell slots which you don't want to display anyway (like scrying, disguise self, greater invisibility, identify).

Speaking of spells. You are an 11th level sorcerer (!), but for all practical purposes, you should play as being 9th level ! (everyone else is 9th-10th level at the time you join). That means while you do have access to 5th level spells (cone of cold & telekinesis), you should only use them in an emergency (I'll try to back you up by claiming you have leveled or something, but try to avoid it, if possible) That spell is supposed to be a big nasty surprise for the group.

Your known spells:

level 0:

acid splash, arcane mark, dancing lights, detect magic, mage hand, message, ray of frost, resistance, touch of fatigue (DC15)

level 1:

disguise self, identify, mage armor, protection from evil, shield

level 2:

bear's endurance, cat's grace, glitterdust (DC16), invisibility, mirror image

level 3:

dispel magic, displacement, fireball (DC18), haste

level 4:

dimension door, greater invisibility, scrying

level 5:

cone of cold, telekinesis

If you want to change a few, feel free to ask. Some are not debatable (invisibility, scrying, disguise self, mage armor, cone of cold and telekinesis), others may be exchanged for different spells, if they serve a similar purpose (offensive, defensive, divining). Ask!

Your spells per day: 6/8/7/7/7/5

a 9th level sorcerer would have: 6/8/7/7/5/0

Try to avoid casting more than 5 4th level spells (rules experts like Asher or Jonas would soon realize that you're a higher level, which either generates bad blood or spoils your secret)

Also your known spells except level 1 spells would be reduced by 1 in each spell level, so I suggest to ***never*** cast the following spells: mage hand, invisibility, displacement, scrying, cone of cold, telekinesis, unless you want to give up your cover.

You should not use poison, unholy blight or desecrate unless you want to risk your cover. If you must have it, we can agree on keywords for using it (e.g. poison on attacking a creature in melee, which should be rare anyway) but I'll have people watching make secret spellcraft rolls to spot it... If you find convincing arguments why you can use such powers (heritage, etc.) that's of course up to you to make the group believe you. Remember, you want them to trust you and ***evil***, even lawful evil, as defined by the book is not to be trusted - ever.

As soon as they detect your real alignment, although you can still blame it on the unfortunate taint of demon-blood within you (and I'll back this up with a bardic knowledge roll for Kallidos, if necessary), they will be as close to adversaries as possible, only held back by the usual in-group "we'll let you act as you wish as long as you don't hurt the group" kind of meta-gaming, so be prepared.

Your un-disguised form has wings, as you can fly (average). Removing those with the illusion, of course, prevents you from flying at will. But you can drop the illusion at any time, if you absolutely need to fly.

Your items include a mirror (big enough for scrying), two wands (magic missile (5 missiles per charge), web), a bag of holding (type II) and a lesser amulet of the planes (allows plane shift) Additionally you have 2 scrolls of greater teleport, 2 scrolls of plane shift, 1 scroll of mass suggestion, 1 scroll of disintegrate, and a scroll of summon monster IX, which you intend to use for your big entry.



Your starting point - how to meet the party:

*You want to use greater teleport to get near them, summon some demons and have them attack the party. Then you come to the PCs aid. Of course, I will describe the attacking monsters and then you make your first appearance. From there you take it alone. You should base your story on what you see while scrying just before you appear. It will involve the "smoking eye" itself. You can even claim to ***be*** the smoking eye that was often mentioned in prophecies. Your tunic (see picture) has a symbol of the smoking eye, which is authentic.*

*If the PCs insist that they have to return to Cauldron or Redgorge before traveling to another plane, you can offer them a teleport ***if and only if*** they agree to follow you to Occipitus to take the Test of the Smoking Eye. You will NOT go with them to Cauldron,*

*Cagewrights would find you there. You will take them *only* near Redgorge, if necessary and stay there. You will urge them to be quick since you know that evil monsters lurk near the first part of the test trying to pass it and an evil ruler of Occipitus would not be the solution you (and PCs) should be striving for.*

Things you know about the cagewrights:

They are evil (surprise...)

They are about a dozen members strong, but have additional apprentices.

For a short time you were a candidate apprentice of their leader, Dyr'ryd, who is a union of Dyr and Ryd, two creatures, both of the abyss, a shator demodand (pretty nasty critter) with two faces and two personalities. He/They somehow sensed your demonic heritage and thus introduced you to their group who definitely are up to something dramatic.

You also have heard of another member of them, Alurad Sorozon (or something like that), he's a Blackguard and a vivid follower of Erythnul, the god of slaughter. No one in the group actually likes him.

You know that the Cagewrights also have two spiritual leaders, a male and a female cleric both with unsurpassed powers, only second in that regard to Dyr'ryd himself and highly respected by the rest.

You have seen a huge female minotaur, who somehow acted like she was a security officer, but don't know if she was a pet or one of their apprentices or someone else.

Your main job was to make yourself valuable by fending off potential problems. That's when you started scrying for them and soon discovered the Rat Pack. You kept scrying after them most of the time and realized their potential.

That's why you already know many of their (Kallidos, Elana, Blake, Awildo and Arri) weaknesses and strengths. You did never before see the character, Jörg is about to bring in. The cagewrights seemed not overly concerned with the Rat Pack, but someone did mention that Orbius is supposed to deal with Cauldron adventurers and he has never failed, so he will not fail this time.

Speaking of Orbius. You have learned from some rumors of a beholder in the Cauldron region, but have dismissed them as nonsense. Hearing that the cagewrights count on a guy named Orbius to handle things in Cauldron, however, sounded suspicious. Careful inquiries didn't fall on fruitful grounds with the few contacts you have, so you let the subject drop after a while.

You have been teleported around by a female conjurer, named Freja Doorgan. She was a bit more talkative than you would have expected from one of the leaders. She seemed to be quite concerned about some magical item, that she was tasked to build, something quite important to the ritual itself. She actually went to the Cauldron Bluecrater Academy's library to check on some facts while she left you waiting outside of town, before the both of you teleported to the familiar library somewhere underground.

On your last excursion from that underground place, Freja seemed much more relaxed. She seemed to have overcome the major difficulties that had troubled her before. At that point you took your chances and plane shifted to Occipitus, never to return.