



BOOK OF ELDRITCH MIGHT III

THE NEXUS

An arcane sourcebook

BY MONTE COOK

Requires use of the Third Edition rules.

This book utilizes updated material from the v. 3.5 revision.

ADDITIONAL CREDITS

Editing and Production: Sue Weinlein Cook

v. 3.5 Updating Assistance: Mike Johnstone

Cover Illustration: Kyle Anderson

Interior Illustrations: Kieran Yanner and Sam Wood

Cartography: Rob Lee

Proofreading: Mark Ashton

Art Direction: Monte Cook

Cover and Interior Page Design: Peter Whitley

Playtesters: Matthew Arieta, Jérôme Beaulieu, Michele Carter, Andy Collins, Sue Cook, Brenda Copping, Bruce Cordell, Philippe Daigneault, Jesse Decker, Donovan Dufault, Mylène Dumais, Kelly Graham, Frauke Jürgensen, Matt Locke, Marie-France Matte, Erik Mona, Susan Patrick, Chris Perkins, Nicholas Pevishan, Sean Reynolds, Del Shand, Nicolas Shand, and Keith Strohm

Special Thanks for Inspiration: Jay Peterson

For supplemental material, visit Monte Cook's Website: <www.montecook.com>

Malhavoc is a registered trademark and Eldritch Might and the Malhavoc Press logo are trademarks owned by Monte J. Cook. Sword & Sorcery and the Sword & Sorcery logo are trademarks of White Wolf Publishing, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. ©2003–2004 Monte J. Cook. All rights reserved. This edition of *Book of Eldritch Might III: The Nexus* is produced under version 1.0a and/or draft versions of the Open Game License and System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate final versions of the license, guide, and document.

Designation of Product Identity: The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Malhavoc Press logos and identifying marks and trade dress, such as all Malhavoc Press product and product line names including but not limited to *The Book of Eldritch Might*, *Book of Eldritch Might II: Songs and Souls of Power*, *Requiem for a God*, *Skreyn's Register: The Bonds of Magic*, *Book of Eldritch Might III: The Nexus*, *Book of Hallowed Might*, any specific characters, monsters, creatures, and places; capitalized names and names of places, artifacts, characters, countries, creatures, geographic locations, gods, historic events, magic items, organizations, spells, and abilities; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

Designation of Open Game Content: Subject to the Product Identity designation above, the following portions of *Book of Eldritch Might III: The Nexus* are designated as Open Game Content: the prestige classes, feats, spells, magic items, artifacts, and new monsters in their entirety; the NPC statistics; and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other Open Game Content source.

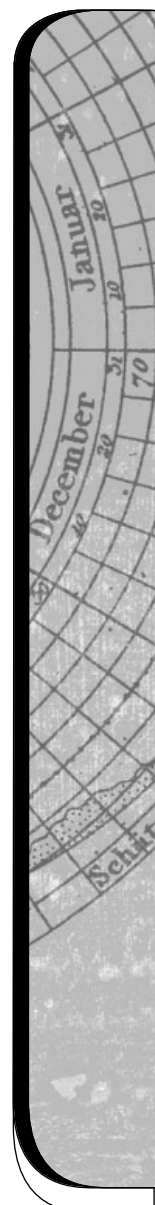
Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999, 2000, and 2001 Wizards of the Coast, Inc. The remainder of these open portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "*Book of Eldritch Might III: The Nexus* ©2003–2004 Monte J. Cook." This material is protected under the copyright laws of the United States of America. Any reproduction, retransmission, or unauthorized use of the artwork or non-Open Game Content herein is prohibited without express written permission from Monte Cook, except for purposes of review or use of non-Open Game Content consistent with the Open Game License. The original purchaser may print or photocopy copies for his or her own personal use only.

This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

Table of Contents

INTRODUCTION: WHAT IS THE NEXUS?		<i>Sidebar: INCORPORATING THESE RULES</i>	49
USING THIS BOOK	3	<i>Sidebar: MORE THAN JUST SWORDS</i>	53
CHAPTER ONE: THE NEXUS		<i>Sidebar: VARIANT: MULTICLASSING ITEMS</i>	55
BACKGROUND	4	CHAPTER FIVE: THE VALE OF STARS	
LAYOUT	4	BACKGROUND	57
USING THIS LOCATION IN YOUR CAMPAIGN	5	CASTLE ARTHANATH.....	57
TRANSPORT	5	THE STARLIGHT CITY OF KARGOTH	57
SCRYING	6	THE STRANGE MAGIC OF THE PEOPLE OF THE VALE	57
<i>Sidebar: SCRYING</i>	6	STARLIGHT WELLS OF THE DAO	58
ALTERNATE USE	6	USING THIS LOCATION IN YOUR CAMPAIGN	58
CHARACTERS AND CREATURES	6	ALTERNATE USE	59
NIVERAL-SCA, MISTRESS OF ETERNITY	6	CHARACTER	59
REVENSFALL, THE GATEMASTER.....	7	ANATHE THE KARGOTHI	59
THE KALLENDRINE	8	<i>Sidebar: THE DAO</i>	59
FEAT	9	DRAGON MAGIC.....	59
SPELLS	9	LIQUID STARLIGHT	60
<i>Sidebar: ADVENTURE SEED (LEVELS 12+)</i>	9	STARLIGHT MATERIAL COATING.....	60
MAGIC ITEMS	13	STARLIGHT BATHS	60
CHAPTER TWO: BASTION OF THE D'STRADI		SUBLIMINAL SPELLCASTING.....	60
BACKGROUND	14	<i>Map: THE VALE OF STARS</i>	61
LAYOUT.....	14	PRESTIGE CLASS: STARLIGHT MAGE	62
USING THIS LOCATION IN YOUR CAMPAIGN	14	<i>Sidebar: ADVENTURE SEED (LEVELS 10 TO 13)</i>	64
ALTERNATE USE	15	SPELLS	64
<i>Map: INSHABIV</i>	15	MAGIC ITEMS	68
CHARACTERS AND CREATURES	15	CHAPTER SIX: TOMB OF FROZEN DREAMS	
ALIKABA THE MARILITH.....	15	BACKGROUND	71
KALIAS OF UTH-ARATELL.....	16	USING THIS LOCATION IN YOUR CAMPAIGN.....	71
<i>Map: D'STRADI</i>	16	FROZEN DREAMS	71
D'STRADI DEMONS.....	17	THE HEDRUDAL	72
FEATS	2	<i>Map: CAVES OF ICE</i>	72
SPELLS	2	ALTERNATE USE	73
<i>Sidebar: ADVENTURE SEED (LEVELS 8 TO 12)</i>	2	CHARACTER.....	73
<i>Sidebar: ADVENTURE SEED (LEVELS 3 TO 5)</i>	24	PIOTRAON OF THE HEDRUDAL	73
MAGIC ITEMS	26	FEATS	73
CHAPTER THREE: POOL OF GLENMASIS		<i>Sidebar: MEMORY CHECKS</i>	73
BACKGROUND	29	SPELLS	73
USING THIS LOCATION IN YOUR CAMPAIGN.....	29	<i>Sidebar: ADVENTURE SEED (LEVELS 5 TO 8)</i>	77
<i>Sidebar: FEY CURSED ITEMS</i>	30	MAGIC ITEMS	77
ALTERNATE USE	30	<i>Sidebar: ADVENTURE SEED (LEVELS 17 TO 20)</i>	78
CHARACTERS	30	CHAPTER SEVEN: CITY IN THE STORM	
VAS THE CENTAUR	30	BACKGROUND.....	79
NYCARAK THE GREEN HAG	30	SANNETH TODAY.....	79
BABIRAN THE PIXIE	31	<i>Sidebar: WHY A CITY IN THE STORM?</i>	79
SPELLS	31	THE FAMILIES OF SANNETH	80
<i>Sidebar: ADVENTURE SEED (LEVELS 1 TO 5)</i>	37	USING THIS LOCATION IN YOUR CAMPAIGN	81
MAGIC ITEMS	38	ALTERNATE USE	81
<i>Sidebar: ADVENTURE SEED (LEVELS 1 TO 3)</i>	38	CREATURES.....	82
CHAPTER FOUR: VABRIN'S FORGE		SOHR	82
BACKGROUND	43	T'KRAAM, THE THUNDERKIN	83
USING THIS LOCATION IN YOUR CAMPAIGN	43	<i>Sidebar: ADVENTURE SEED (LEVELS 6 TO 8)</i>	83
ALTERNATE USE	43	CREATURE OF THE MIST TEMPLATE	84
LAYOUT	44	SPELLS.....	86
<i>Map: VABRIN'S FORGE</i>	44	MAGIC ITEMS	89
CHARACTERS	44	<i>Sidebar: ORIGIN OF THE ELEMENTAL BLADES</i>	89
VABRIN THE ETTIN	44	APPENDIX: SUPPLEMENTAL MATERIAL	
LEATHERSTRONG, INTELLIGENT BELT.....	45	PERMANENCY AND ELDRITCH MIGHT	91
FEATS	45	SPELLSONG CONVERSIONS	91
SPELLS	46	ELDRITCH MIGHT VARIANT SORCERERS.....	91
<i>Sidebar: ADVENTURE SEED (LEVELS 6 TO 10)</i>	47	INDEX AND SPELL LISTS	92
INTELLIGENT ITEMS	48	OPEN GAMING LICENSE.....	95

Sample file



What Is the Nexus?

"Then I came to a new chapter in the Book of Eldritch Might. Page after page, it told of various places of power—locations here and on other planes where one could find new facets of the art of arcane spellcasting. 'Facets' was certainly the right word, for what I read conjured forth visions of a many-sided gem of magical knowledge, with each facet of the gem being a secluded locale that held some unique secret. I knew I had to go to each of these places and learn what I could. Take what I could.

"I searched the Book for how to accomplish this, and finally I saw the truth between the lines. While each facet was a place of power, the gem itself was a place as well. A place that bound them all together. A place from which one could reach all these locations and more.

"A place called the Nexus."

—Malhavoc

The *Book of Eldritch Might*, an intelligent artifact in its own right, is a tome of magical knowledge that surpasses most other tomes. Hidden deep within its pages is a compendium of lore long thought lost regarding a magical place called the Nexus. This hub leads to many other locales, each with its own magical secrets. Malhavoc used the Nexus (and other means) to explore these places and learn their secrets. Now your characters can, too.

In the *Book of Eldritch Might III: The Nexus*, you will find seven new locations that can be placed within any campaign. Most are very small and serve perfectly as secluded adventuring spots about which few people know or speak. Each location is described just enough for you to tie it easily into your existing setting. Nonplayer characters (NPCs) and creatures presented in this book can populate these locales. Most importantly, however, each place has its own new spells, feats, and magic items, as well as associated new rules.

The locations allow you to introduce the new material in its own context. They provide a story regarding where a new spell or item came from, who created it, and why. Thus, when the player characters (PCs) travel to the Bastion of the D'Stradi, they can learn the new feats and spells found there, or gain a magic item as treasure from someone who lives there. Or, they can learn the new bit of arcane knowledge from someone else who has been to D'Stradi and told them wild tales of the place. Either way, the context provides a great deal of flavor for your game.

Of course, if you don't want to use the new locations, you can easily lift the rules material out of this book and simply use the 111 spells, 45 feats, 97 magic items and abilities, and so forth as you would with either of the previous *Books of Eldritch Might*. You'll find the index in the Appendix particularly helpful for referencing a certain spell, feat, or item.

USING THIS BOOK

Book of Eldritch Might III: The Nexus presents each of the seven locations as its own chapter. The chapters detail the locales in roughly the same format, with sections on each place's background, layout, using the locale in your game, characters and creatures, new feats, spells, and items, plus sidebars with adventure seeds and helpful suggestions for DMs to place a portal from the Nexus in each spot.

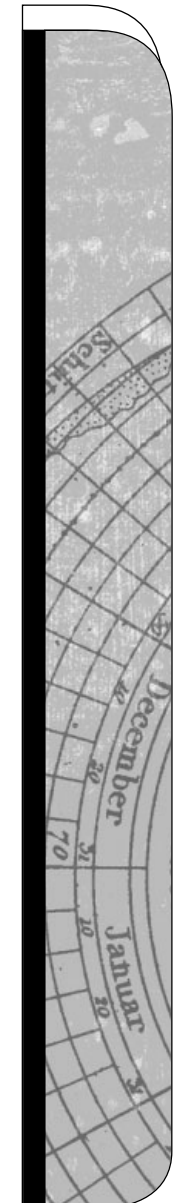
In this reprinting of the original electronic edition of the *Book of Eldritch Might III: The Nexus*, we have updated all the material to conform to the v. 3.5 revision of the core rules.

Throughout this sourcebook, sidebars offer special information and guidelines for the DM. Some spells, items, feats, and classes mentioned in this book were introduced in *The Book of Eldritch Might* (the game product, not the magical artifact); a double dagger (‡) indicates these references. Some were introduced in the *Book of Eldritch Might II: Songs and Souls of Power*; two double daggers (≡) indicate these references. Spells, items, feats, etc. introduced in this book are marked with a single dagger (†). Otherwise, all references to spells, feats, and other rules are from the v. 3.5 revision of the three Core Rulebooks: the *Player's Handbook*, *DMG*, and *MM*.

If you're playing a variant bard or variant sorcerer from the *Book of Eldritch Might II: Songs and Souls of Power*, take a look at the supplemental material in the Appendix before using the spells in this book.

Bonus source material and ideas to augment the information in *Book of Eldritch Might III: The Nexus* appear on Monte Cook's website. To find the links to these free web enhancements, visit the book's product page online at <www.montecook.com/mpress__BOEM3.html>.

This sourcebook is protected content except for items specifically called out as Open Gaming Content on the title page. For full details, please turn to the legal page of the Appendix. Open content is not otherwise marked in the text of this book.



The Nexus

A magical spot and difficult to find, the Nexus contains arcane gateways that lead to all sorts of places. The Nexus provides DMs with an excellent way to get PCs from one interesting, far-flung locale to another quickly—assuming they can deal with the enigmatic custodians of the place. The Nexus is a center not only of magical transportation, but of scrying as well. The magical secrets found here deal primarily with those two topics, particularly the latter.

Secreted away, like a forgotten wish or a discarded idea, the Nexus lies nowhere that can be understood by the mortal mind. Some claim it can be found on a distant plane, or deep within the earth. Others say it hides within the center of the moon, under the World Tree, or in the mind of a single sleeping angel. None of these, however, is exactly right.

BACKGROUND

The minor god Nival, Lord of Secrets and Master of the Five Lost Lores, and the creature known as Sisansca, Sister to Serpents, hated each other. Eons ago, these divine beings engaged in a bitter struggle. While it was not an outright war, Sisansca's spies sought Nival's secrets, and he wanted her dead for the affront. Most paid little heed to the feud, which continued for centuries. Finally, the two agreed to meet face to face to either settle their differences or slay each other once and for all. To create a place suitable for their meeting, they jointly commissioned a being known only as the Wandering Architect to create a neutral ground where neither would be cut off from their sources of divinity or places of power, and which was hidden from the eyes of others.

They got so much more than they asked for.

The Wandering Architect created a vast complex filled with chambers of gothic archways. Each archway led to a different locale. Each locale held great secrets of arcane power. He called this complex the Nexus, for it was the place through which all streams of magical power flowed.

When Nival and Sisansca met there, in their newly fashioned neutral ground, they found themselves enthralled by the wonder of the place. Together, they explored its vast reaches. As they did, they discovered that they had much in common. Their animosity faded, and a friendship began. They remained within the Nexus together for over a year. Friendship led to romance. Soon, to the surprise of beings throughout the universe, Nival and Sisansca had a child together. Knowing they had to return to their respective realms and duties, the two gods left their offspring, Nival-Sca, in charge of the Nexus. Born in a mortal-created realm, even one as wondrous as the Nexus, makes Nival-Sca only partially divine.

Nevertheless, she carries obvious traits of both her parents.

Nival-Sca calls herself the Mistress of Eternity, and calls

the Nexus the Gateway to Eternity. She is very tall and lithe with graceful elven features, although her skin glistens like jeweled, serpentine scales. Her pupil-less eyes are long and narrow, and shine with a golden light. Her small feet do not actually touch the ground when she walks—a visible sign of her semidivine nature. She seems supremely confident and coolly composed at all times, yet she does not act imperious or overtly arrogant. If given the choice between speaking and simply giving a meaningful look, she will choose nonverbal communication, giving rise to her reputation as a highly mysterious individual.

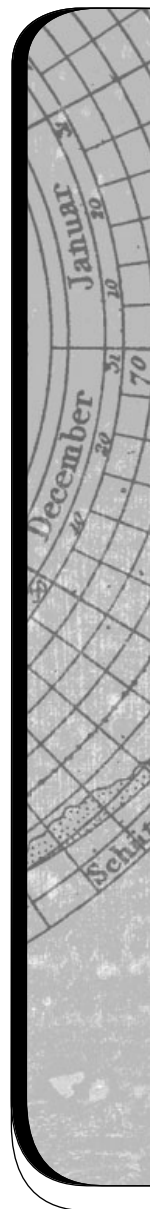
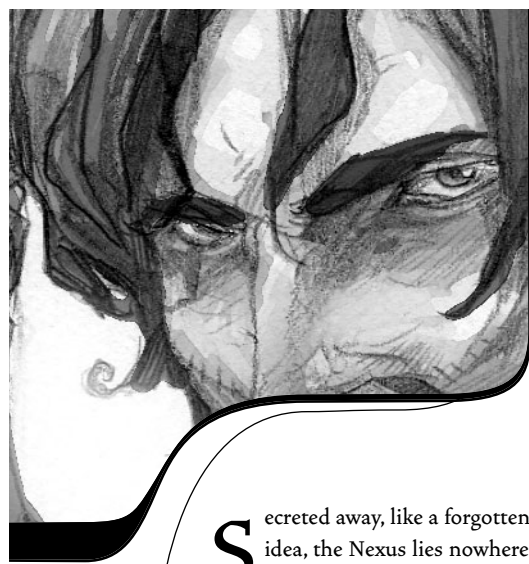
Revensfall is the only son of Nival-Sca. Although he shows signs of carrying on the traits of her serpentine or partially divine nature, he remains a very powerful and skilled individual who excels in almost every area. Like his mother, he stands tall and has a graceful yet powerful build. His hair is bright red and his eyes sparkling blue. The identity of his father remains a mystery—it is possible that he is a magical creation with no actual sire at all. Like his mother, Revensfall is quiet and reserved. He prefers to act rather than talk.

The Nexus is guarded by hulking insectoids known as the kallendine. Nival-Sca fashioned the kallendine by studying and collecting various creatures from throughout the Nexus and magically interbreeding them in isolated locations. When she developed the guardians she sought, she brought them to the Nexus and destroyed all her notes and records so no one could ever replicate them. She even fashioned armor for them, fastening it permanently to their natural shells. Currently only 44 of the creatures exist, but Nival-Sca keeps hundreds of fertilized eggs in stasis in the event that she ever needs more.

LAYOUT

No one, perhaps not even Nival-Sca or Revensfall, knows truly how big the Nexus is. It is a vast maze of round chambers, each with multiple levels—a ground floor and one to four levels of balconies that run the circumference of the room, joined by circular stairs. Each chamber has anywhere from two to a dozen archways that serve as magical gateways to other locales, as well as one to four exits that lead into other similar chambers.

Only three chambers do not fit this profile. The first is a



grand hall, 800 feet long and 80 feet wide, with a vaulted ceiling almost 100 feet high. At the end of the hall lies the first of the archway-filled chambers. The other end of the hall gives access to two additional unique chambers, which serve as private quarters for Nival-Sca and Revensfall.

No maps of the place exist, although Revensfall keeps extensive notes in his chamber. Nival-Sca does not know the layout of the entire Nexus, but she possesses the ability to instantly know the location of any portal she needs at the moment.

USING THIS LOCATION IN YOUR CAMPAIGN

Those who discover the Nexus and gain access to its powers find that it has two major uses: transport from one place to another and scrying. This dual function can make the Nexus a focal point of many adventures, as PCs can use it as a means to both gather information and travel.

The trick to using the Nexus lies in dealing with its caretakers. Simply entering the Nexus may not alert them immediately, but eventually characters exploring the vast reaches of the place run into either Nival-Sca or Revensfall (or both). Those who find their way into the grand hall certainly run across them. It is more likely, however, that explorers run afoul of the kallendine first. The insectlike guardians do not react well to strangers, and Nival-Sca and Revensfall do not react well to those who harm their servants. It is easy to get off on the wrong foot in the Nexus.

Generally, the Mistress of Eternity grants PCs who are diplomatic (or just charismatic) and who have either a powerful presence, a powerful reputation, or a worthy cause, permission to use the Nexus. Of course, these requirements are subjective from Nival-Sca's point of view, and thus are subject to change. Those refused access are asked to leave. Those who do not treat Nival-Sca with respect are killed or ejected.

Nival-Sca loves the fact that she has a virtual monopoly on easy travel to often isolated or unknown locations of power and importance, and jealously guards that power.

The archways of the Nexus are made of stone and have a hardness of 8. Inflicting 100 points of damage upon an archway destroys it.

Because of the nature of the Nexus, eventually it may become well-trod territory for the PCs, and the NPCs here may become frequent encounters.

TRANSPORT

The primary use of the Nexus today is as a magical crossroads. One can find gateways here to all manner of strange and interesting places, many of which most people do not even realize exist. The Nexus sits at a metaphysical crossroads through which all streams of magic flow. The archways in the Nexus are all magical portals. Each of these portals allows for

About the Author

Monte Cook started working professionally in the game industry in 1988. In the employ of Iron Crown Enterprises, he worked on the Rolemaster and Champions games as an editor, developer, and designer.

In 1994 Monte came to TSR as a game designer. As a senior game designer with Wizards of the Coast, he codesigned the new edition of Dungeons & Dragons, authored the Dungeon Master's Guide, and designed Return to the Temple of Elemental Evil, the d20 version of Call of Cthulhu, and The Book of Vile Darkness. For WizKids Games, he recently designed the HeroClix system of superhero combat. He created the best-selling Monte Cook's Arcana Unearthed for Malhavoc Press.

A graduate of the Clarion West writer's workshop, Monte also has published short stories and two novels. In his spare time, he runs games, builds vast dioramas out of LEGO building bricks, and reads a lot of comics.

About the Illustrators

Cover artist **Kyle Anderson** studied illustration at the Art Center College of Design in Pasadena, Calif. After 10 years in the multimedia and game industries creating cover art, concept art, interface design, and 3-D animation, he spent a year as a senior concept artist at Wizards of the Coast. In his spare time, this Austin freelance illustrator has produced several music videos and has had a couple of fine art shows.

Interior artist **Kieran Yanner** has always been interested in art, roleplaying games, and the fantasy/sci-fi world. Taking example from such artists as Jim Lee, Tony DiTerlizzi, and Brom, Kieran began shaping his art style long before he ever thought he would actually become a professional illustrator. From Decipher to Malhavoc Press, White Wolf to Dream Pod 9, Kieran has produced hundreds of illustrations for the roleplaying industry and continues to do so.

Sam Wood, a Seattle-based illustrator, works primarily in the roleplaying and electronic game industries. While a staff artist at Wizards of the Coast, Sam illustrated Dungeons & Dragons, Magic: The Gathering, and many other games. In addition to Malhavoc Press, he's worked for a wide range of companies, from Green Ronin to Microsoft.

Cartographer **Rob Lee** has created maps for If Thoughts Could Kill and The Banewarrens from Malhavoc Press, plus many other d20 products. A graphic designer by day, Rob was awarded the EN World d20 System Award for Best Cartography in 2002.

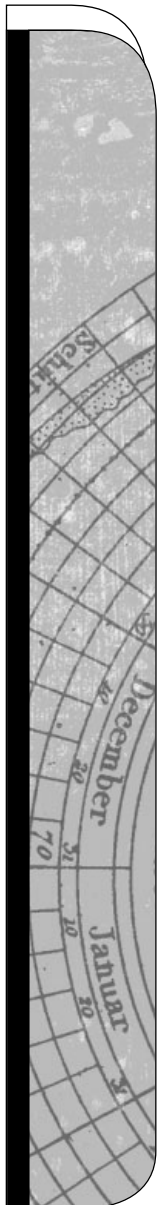
Malhavoc Press

Malhavoc Press is Monte's d20 System imprint devoted to the publication of unusual magic, monsters, and evocative game elements that go beyond traditional fantasy. Malhavoc Press products exhibit the mastery of the d20 System rules that only one of its original designers can offer.

The Nexus is a followup to the award-winning Book of Eldritch Might and Book of Eldritch Might II: Songs and Souls of Power. Also look for The Book of Hallowed Might, a sourcebook designed to do for divine spellcasters what the Books of Eldritch Might have done for arcanists.

Current titles are available to purchase in either print or electronic (PDF) format at <www.montecook.com>.

two-way transport, but the portal is invisible at the destination point (as opposed to the visible archways in the Nexus). The portal back to the Nexus can only be found using a *see invisibility*, *true seeing*, or a similar spell, or by accident. Those traveling from the Nexus can attempt to remember the "door's" location when they pass through the archway by making an Intelligence check (DC 15). Crafty characters might also try to mark the spot where the invisible gate lies,



but that may lead the locale's inhabitants into the Nexus.

The Nexus contains magical gateways to all of the locations in this book—and, obviously, a vast number of other places as well.

Nival-Scia possesses the power to shut down any of the archways in the Nexus. If the existence of a magical portal leading into the Nexus becomes too-common knowledge, she does just that—she does not want a lot of unworthy people traipsing through her domain. She can also reactivate archways when desired. She cannot alter an archway to lead to a different locale.

SCRYING

All the archways look out into the places to which they lead. Thus, characters within the Nexus can look through various archways until they find a place to which they wish to travel. Creatures in the destination locale cannot

look back into the Nexus through the portal.

Any archway in the Nexus also can be used in attempts to scry upon any being within about a 100-mile radius of the location, assuming that the character making the attempt is able to cast any divination spell (Characters don't actually have to cast the spell to scry through the archway.)

Thus, each archway acts like a *crystal ball* keyed to the area beyond it. Nival-Scia likes to watch through the archway until she sees a creature, then use the archway's scry function to follow that creature as it moves away, thus giving her a good idea of the surrounding area and other inhabitants.

interested neutral figures. Perhaps established foes of the PCs reach the Nexus first and convince the wardens of the place that the player characters are foes to resist—they might pose a threat to the Nexus itself, even. Now, not only are the PCs forbidden to enter and use the Nexus (probably not without a lot of sneaking about, or a fight), but their foes have a powerful resource to bring against them.

In this case, it might be interesting to have the PCs get hold of *Paraden, Blade of the Nexus* (see page 13), so they have a means to do most of what their enemies can, but differently. While their foes can travel about and scry using the Nexus, the PCs can do so using the sword (or, if you prefer, vice versa).

CHARACTERS AND CREATURES

In the Nexus proper, player characters may meet the place's two caretakers and its resident guardians.

NIVAL-SCIA, MISTRESS OF ETERNITY

Nival-Scia spends the vast amount of her time in deep meditation in her chambers or perusing the archways, gazing at the different locales.

Nival-Scia, female divinely infused* serpentine humanoid

Wiz: 24; **CR:** 20; **Medium** monstrous humanoid; **HD:** 18; **hp:** 182; **Init:** +8; **Speed:** 30 feet; **AC:** 27, touch 18, flat-footed 23; **Base Atk:** +13; **Grp:** +17; **Atk:** +17 **melee** or +17 **ranged**; **Full Atk:** +17/+12/+7 **melee** or +17/+12/+7 **ranged**; **Space/Reach:** 5 feet/5 feet; **SA:** Spell-like abilities, spells; **SQ:** Darkvision 60 feet, resistance to acid 10, cold 10, fire 10, electricity 10, and sonic 10, damage reduction 10/magic, spell resistance 25; **AL:** N; **SV:** Fort +14, Ref +15, Will +26; **Str:** 19, **Dex:** 18, **Con:** 22, **Int:** 25, **Wis:** 30, **Cha:** 24.

Skills and Feats: Concentration +31, Craft (alchemy) +23, Craft (weaving) +19, Diplomacy +16, Disguise +13, Hide +10**, Intimidate +13, Knowledge (arcana) +23, Knowledge (nature) +15, Knowledge (the Nexus) +24, Knowledge (religion) +11, Listen +21, Move Silently +6, Sense Motive +15, Search +22, Spellcraft +23, Spot +36, Swim +7, Alertness, Blind-Fight, Craft Wondrous Item, Dodge, Expertise, Heighten Spell, Improved Initiative, Martial Weapon Proficiency (greatsword), Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Mastery (*blur, charm person, dispel magic, gaseous form, magic missile, mirror image, shocking grasp*), Subtle Scrying†

Spell-Like Abilities: 1/day—*animal trance, baleful polymorph, cause fear, deeper darkness, entangle, neutralize poison, and suggestion*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 17 + spell level)

Link to Revensfall: Her semidivine nature gives Nival-Scia a continual telepathic link to her son, no matter where he is.

* The divinely infused template appears in *Requiem for a God*. However, all the information needed to use Nival-Scia appears here.

Scrying

There are a few tricks to hide from a scrying foe, if you know what you are doing. The following circumstances modify the saving throw of a target being scried. Obviously, the best way to beat scrying is a spell like nondetection.

Saving

Throw Mod.

Circumstance of Subject

+8	Standing within 20 feet of a large energy or heat source, such as a pool of lava, the heart of an energy well (see <i>Requiem for a God</i>), or an intraplanar gateway
+8	Standing within 100 feet of a scry disruptort (see page 13)
+5	Holding a source of magical power of at least lesser artifact strength
+5	Polymorph or shape change in effect
+2	Standing within 20 feet of a large amount (at least 100 lbs.) of lead, mithral, or adamantite
+2	Disguise self or alter self in effect
+1/2 points	Using the <i>Disguise</i> skill over a DC 25 check

Saving

Throw Mod.

Circumstance of Scrier

+5	Standing within 20 feet of a large energy or heat source (see above)
+2/try	Previous attempt at same subject failed

ALTERNATE USE

With a minor tweak, Nival-Scia and her son might become opponents of the player characters, rather than mostly self-