

Hall of the Rainbow Mage

Web Supplement 1: The Return of Londar Brightrain

By Patrick Lawinger

It is very likely that Londar is resurrected during the PCs adventure giving rise to a possible future villain or long-term adversary. The PCs might also somehow find themselves allied with Londar who might direct them into further adventures. Londar's stats and description are given here for the DM to use as a friend or foe of the PCs in the future.

Londar Brightrain, male human
Wiz10/Lor10: CR20; SZ M; HD 10d4-10 (Wiz) + 10d4-10 (Lor); hp 43; Init +6; Spd 30 ft.; AC 13; Atk +10/+5 melee, +12/+7 ranged; SA spells; SQ secrets (applicable knowledge bonus feat), dodge trick (+1 AC), true stamina (+1 Fort SV), newfound arcana (1st-level spell), newfound arcana (2nd-level spell), lore, greater lore, true lore; AL LE; Fort +6, Ref +8, Will +15; Str 10, Dex 14, Con 8, Int 21, Wis 12, Cha 16.

Skills: Alchemy +28, Concentration +25, Decipher Script +7, Diplomacy +9, Gather Information +13, Knowledge (arcana) +30, Knowledge (history) +28, Perform +13, Scry +28, Spellcraft +28. *Feats:* Brew Potion, Colorize Spell*, Combat Casting, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Enlarge Spell, Improved Initiative, Leadership, Maximize Spell, Scribe Scroll, Skill Focus (Knowledge (arcana)).

*This feat is described in *Hall of the Rainbow Mage* published by Necromancer Games.

Arcane Spells per day (4/6/5/5/5/5/4/4/4/4): Spells available to be determined by the DM. Londar's studies give him access to all spells of 6th-level and lower and a majority of the spells of 7th through 9th-level.



Possessions: The above statistics are for Londar after being first *resurrected* and do not take any equipment into account. Within several days of resurrection Londar is able to acquire a *teleport* scroll and teleport to a secret stash of spellbooks and equipment. This initial equipment includes +6 *bracers of armor*, +6 *headband of intellect*, +4 *amulet of health*, and a number of arcane scrolls. Addition of this equipment changes some of the statistics presented above (AC 19, hp 83, spells 4/6/6/6/6/5/5/5/5/4, and +3 bonus for Int-based skills). Londar can be given additional equipment from the *DMG* as time passes making him a much more formidable opponent.

Languages: Common, Gnome, Dwarf, Elven, Ancient Elven, Celestial, Abyssal.

Description: Tall, thin, and small-boned, Londar is often compared to a stretched elf. His delicate features and smooth skin suggest a touch of elven or fairy blood in his background. Londar is extraordinarily handsome, friendly, and approachable for someone so focused on magical studies, making him very popular. A strong, commanding presence is somehow enhanced by his frail build and colorful clothing. Londar exudes confidence, even while standing quietly on a street corner.

Personality: Londar is extremely friendly to almost everyone he meets and goes out of his way to maintain a good reputation. In truth, Londar is completely focused on himself and his own quest for magical knowledge and power. The lives, or deaths, of those around him mean very little. He is friendly because, in his mind, it costs nothing and has potential payoffs in terms of knowledge or rumors. Londar despises weak-willed people that are unable to accomplish their goals, or unwilling to make the sacrifices needed to be truly successful. Fortunately, he is able to keep his feelings toward others, good or bad, hidden beneath a veneer of smiles and good humor. Londar keeps his

promises, even if made under duress, not because he cares about honesty or honor, but because he believes an honorable reputation is a useful tool in negotiations of all types.

Although he interacts well with the people around him, Londar prefers to be alone. He enjoys reading ancient texts in the quiet solitude of his own home, and sometimes even outside in the forest. His frailness combats his overwhelming drive to succeed on his own. Londar enjoys solo exploration, using all of his spells to keep him from harm, but is also willing to convince others to do the work for him. Londar's idea of a pleasant day is a quick *teleport* to a distant jungle, the recovery of a forgotten text of some sort, and a return home to spend the evening reading it. Londar reads virtually every book that comes in front of him, giving him a broad base of knowledge that he believes benefits him in many small ways.

Londar enjoys demonstrating his power in the form of outrageous displays of pyrotechnics and powerful illusions at performances in front of large crowds. His first performances occurred shortly after some of his research turned up some interesting, flashy spells. He demonstrated one of the spells to a local noble who then requested he put on a performance at a wedding. Since that time his magical power and displays of fireworks have grown in style, substance, and reputation. Londar easily makes enough money from 1-2 performances per month to support all of his magical research and his research "expeditions."

Londar began his magical studies with a drive to succeed that shocked his initial instructors. His natural intelligence and hard work began a rapid growth in power that soon outstripped all who could teach him. Londar decided that he would become the single most powerful wizard in the world, and that he would do this by thor-



oughly researching the lost spells and magic items of the past and using them as a tool to create new spells and magic items. Anyone being so bold as to hinder his quest for power is doomed to find themselves the target of a powerful wizard subject to cool, long-lasting rages and a taste for revenge. Londar is, above all, patient, and researches an opponent thoroughly before attacking them. Sometimes an attack comes years after the initial insult that angered him.

After being resurrected, Londar realizes how exposed he has been, and concludes he has been overconfident in his power and reputation. His death at the hand of a poisoned crossbow bolt was as physically painful and frightening as it was embarrassing. If the PCs learn of his plans to conquer the area around Hampton Hill and spread this knowledge, Londar leaves for a distant jungle hideaway where he has more magical texts and equipment stored. He keeps his new location, and even his very existence, a secret until he has gathered what he considers enough magical might to make himself known again. Once he does, the PCs are certain to be targets of his wrath. If the PCs are helpful and return Londar's items and equipment, Londar is willing to work with them, enticing them to explore forgotten dungeons with the promise of magical items and wealth.

Enjoy! And look for more downloads for *Hall of the Rainbow Mage* coming soon!

Patrick Lawinger

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