

Aveneloris, King's Evil Stepmother | Half-elf Wizard 5 | Chaotic Neutral

The King's wicked stepmother, a regal half elf who wooed his father and then seized the throne. Banished from the city after King Galden retook his throne. She specializes in persuasion and magic.



Stats	Score	Modifier	Stats	Bonus
CHA	14	+2	Base Attack	+2
CON	11	+0	Melee	+1
DEX	14	+2	Ranged	+3
INT	18	+4	CMB	+1
STR	8	-1	CMD	12
WIS	14	+2	Concentration	+9

Proficiencies: Simple weapons

Possessions: Bracer of Defense (+2 AC), spell book, 200 gold pieces, diamond necklace (200 gp), dagger (concealed in bracelet), wand of Turtle's Grace (subject loses 4 Charisma for 10 minutes), ring of Protection from Arrows (2 charges, subject is 10/magic vs projectile weapons for 5 hours or until it absorbs 80 points of damage)

Hit Points
19

Armor Class
14

Initiative
+2

Move
30'

Ref. Save
+3

Fort. Save
+1

Will Save
+6

Melee Weapon	Attack	Damage	Missile Weapon	Attack	Damage	Range Incr.
Dagger	+1	1d4-1	Dagger (thrown)	+3	1d4-1	10'

Skill	Bonus	Skill	Bonus	Skill	Bonus	Skill	Bonus
Bluff	+13	Perception	+4	Knowledge (Nobles)	+11	Linguistics	+10
Diplomacy	+11	Sense Motive	+6	Ride	+4		
Intimidate	+10	Spellcraft	+12				

Special Ability	Description
Low-light Vision	See twice as far as humans in dim light
Immune to Sleep	Immune to magical sleep effects
Bonded Item	Ring, 1/day may recast any spell from your list
Learn Spells	Learn spells from spellbook
Enchanting Smile	+2 to Bluff, Diplomacy, and intimidate checks
Dazing Touch (7/ day)	Daze target for 1 round with touch

Feat	Description
Skill Focus (Bluff)	+3 on skill checks
Scribe Scroll	Can create a scroll of any spell you know
Persuasive	+2 on Diplomacy and Intimidate checks
Spell Focus (Enchantment)	+ 1 on DC for spells of this school
Spell Mastery	Charm Person, Hold Person, Hideous Laughter, Sleep

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Born in the lap of luxury and raised in the noble elven house of Loris, you learned the arts of persuasion, influence and magic. You were one of the most skilled enchantresses, but you simply never fit into their society. Your envy of their longevity drove you to leave home and seek marriage among the humans.

You seduced the King of Lyrra and became Queen. You are regal and ruthless, willing to go to extreme lengths to secure the power and wealth you deserve. When the King died, you realized that Prince Galden was weak, so you seized the throne for yourself and imprisoned him. But the upstart escaped and lived among the peasants for several months while rallying the military and the nobles. Galden returned at the head of an army, retook the throne and banished you.

Goals

- Galden refuses to pay more than a token amount to support you. But as Queen you hid away a chest of gems, part of Lyrra's treasury, in the Ized Forge under the watchful eye of Tom. You do not trust anyone else to retrieve it, so you are coming back in defiance of Galden's orders.
- See how Galden is doing. Despite the fact that he banished you, you do wish him well. Though you still hunger for all he has.
- Find another means to gain power. And maybe more money.

Sandra Delaney: A pretty peasant girl who looks innocent. You banished her from Lyrra for indiscriminate use of necromancy.

Havok Mott: A half orc thug with anger management issues. He's just the sort of bad boy you find attractive.

Hebrun Spellbreaker: A dwarven knight who betrayed his Duke over a woman. The idiot should know that love has no place in affairs of state.

Brother Lawrence: An insolent priest who led the peasants in a raid of your Royal Wine Cellar, you had him exiled. He was always whining about freedom and food.

Lex Savoy: A merchant who supported Lyrra with trade and promptly paid taxes. While Queen, you asked him to abandon his family's very lucrative slave trade to make your reign look more just. He agreed, so Galden banished him for supporting you. He's good-looking for a short-lived human, but it's his wealth you find most attractive.

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Spell	Description
Level 0 (Unlimited)	
Detect Magic	See magic auras. Range 60 ft. Duration: 1 min/level.
Light	20' radius of light from touched object. Duration: 10 min/level.
Mage Hand	Lift up to 5 lb. Duration: concentration. Range: 25'+ 5'/2 levels.
Mending	Repairs damaged objects. Range: 10'.
Level 1	
Charm Person (x2)	Makes one person your friend. Range: 25'+5'/2 levels. Duration: 1 hour/level DC 16 WIL negates
Sleep	Affects 4HD of creatures. Range: 100'+10'/ level. Duration:1 minute/level DC 16 WIL negates.
Magic Missile	1d4+1 damage 3 times. Range:100'+10'/ level.
Level 2	
Hideous Laughter	Subject loses actions for 5 rounds. Range: 25'+5'/2 levels. DC 17 WIL negates.
Touch of Idiocy	Touched target loses 1d6 INT, WIS and CHA. Duration: 10 minutes/level. DC 17 WIL negates.
Gust of Wind	Knocks prone small or smaller creatures, and pushes tiny or smaller creatures 1d4x10 feet. Medium creatures must make a DC 15 STR check to move into the wind. Range: 60'. Duration: 1 round.
Level 3	
Hold Person	Freezes one creature in place. Range: 100'+10'/ level. Duration:1 round/level. DC 18 WIL negates.
Lightning Bolt	120' line of lightning from you dealing 5d6 damage. DC 17 REF for half damage.