

Fantasy Personae

SAGES, SPIES, AND INFORMANTS



The Prince of Mosquitos

“You think you’re clever because you found me? I’ve seen you at your best and your worst, heroes. I’ve seen your triumphs over dragons and ogres, and your many deaths and defeats. I know your strengths and weaknesses—and you have many weaknesses. Make me a good enough offer, and I’ll even reveal them to you.”



Description

The prince resembles a giant as much as a djinni; he’s about 8 feet tall, with wrinkled, yellow skin and a scrawny physique. He keeps his narrow head bowed most of the time, so onlookers get a good view of his bald scalp and the crescent of white hair behind his ears. Loose blue robes with gold embroidery cover his body, and pouches and scroll cases hang from his tight belt.

The prince is a quiet chap, and he’s mastered the art of combining dignity and frailty. He’s polite, but hardly courteous, and impatient at the best of times. He asks questions constantly, as if he can’t have a conversation without trying to extract information, and he’s easily irritated by people who don’t answer. (Even a lie’s preferable to evasion.) As a general rule, people learn pretty quickly to use intermediaries when dealing with the prince.

There are only two times when the prince straightens up, raises his voice to a bellow, and reveals how imposing he can be. The first is when he’s casting spells. The second is when he’s reading poetry.

Background

Aspiring conjurers should keep in mind this advice: The elementals you summon? The mephits that help out in combat? They’re not just tools. They’ve got eyes. They’ve got memories. And sometimes, they’ve got bosses. It’s advice the Prince of Mosquitos would rather not share.

Ask most folk, they’ll tell you it’s not hard to get thrown out of the courts of the djinn. That’s true, for the most part—foreigners coming to the elemental planes had better know the protocol, or they’ll be lucky to find themselves in the inferno after calling a sultan an emir—but if you’re one of the real high-up djinn? One of the advisors to the nobility, going back more than a century?

Well, it takes more than a slip of the tongue to get you exiled.

The Prince of Mosquitos managed it. The djinn don’t talk about him much, and he talks about his past even less, but word is he used to be spymaster to a djinni noble. He was good at his job, too—binding elementals with his magic and using them as agents in the households of his foes. He got his name because, supposedly, even the mosquitos reported back to him.

But he got ambitious. He thought he was too smart, too wise, too practical to dirty his hands while his master drank wine and rode the winds. He arranged a deal with a conjurer from the Material Plane, and his master soon disappeared—summoned to some backwater to grant wishes to a greedy mage. It was a clever plan, but it failed; his master did regain his freedom, and quickly realized that the prince was the cause of his troubles. Why the prince wasn’t executed is a mystery; most people who know how the courts work suspect he has some leverage over his master. Instead, the prince was exiled—banished not just from the cities of the djinn, but from the elemental planes altogether.

There are stories of exiled djinn who take human form and learn to live quiet lives in the Material Plane. Others find penance through service to the gods. The prince wasn’t ready for such a humble end, however. He knew there was power to be found in the mortal races, and he’d already learned much about mortal wizardry while planning the overthrow of his master. And although many of his former contacts now despised him, others admired him or were compelled to his service. The prince began using elemental servants to watch the mortals who summoned them—learning the secrets of conjurers and elementalists, gathering reports from mephits and jann.

It didn’t take long for the prince to accumulate enough secrets to begin his trade. There were kings willing to pay handsomely to know what their court wizards did in their sanctums, and warlords desperate to hear firsthand accounts of battles fought by sorcerous

rivals. It didn't matter that the elementals spellcasters summoned were obliged to serve faithfully; once those elementals returned home, it was easy to sell their experiences to the mysterious prince. Sometimes, when the prince desired knowledge of a person without magic, he sent a servant to her with a gift—a magic ring or wand that allowed her to call on elementals sworn to him.

The prince prefers to locate clients himself, opening contact through messengers who offer tantalizing hints of the information he can provide. On those rare occasions when a person approaches him first, he usually agrees to trade grudgingly, at a higher price than usual. He takes payment in three forms: Artwork, either beautiful objects related to djinn or their chosen people, or poetry of any sort (the prince sees himself as a connoisseur of poetry and a skilled poet himself); slaves or oaths of servitude; and agreements to strike at the prince's foes, either immediately or in the future.

The prince hopes to eventually arrange the deaths of his enemies and return to the elemental planes as the new sultan of the djinn. He fantasizes about becoming a great leader, conqueror, and patron of the arts, and can be manipulated by cunning speakers who play on these desires. Ultimately, he cares little about mortal affairs except in how they relate to his long-term goals; all humanoids are the same to him.

The location of the prince's hideout is one of his most precious secrets. Occasionally, he whisks valuable clients to an underground palace full of silk tapestries and incense, but he takes care to reveal no clues about what lies outside.

ATTITUDES

The Prince of Mosquitos typically acts in the following manner.

Hostile: The prince is furious, abandoning pretense and attacking with all his magical power. If he's outmatched, he readily flees, but nurses a grudge and likely attacks through subordinates at a later date.

Unfriendly: Individuals who contact the prince without an invitation receive an unfriendly reception. They find the prince short-tempered and ungenerous, but still willing to strike a deal—so long as it's in his favor.

Indifferent: Indifference is reserved for those the prince views as beneath him—mostly lackeys and less important clients. To these, he's fair, brusque, and often dismissive.

Friendly: Valued clients and charismatic associates may find the prince in a friendly mood. He willingly chats and listens to stories, and offers fair deals on important information. He may show off some of his art and poetry.

Helpful: The prince's few close allies receive royal treatment. He offers food, wine, and shelter in his palace to those in need, and he works to reach mutually beneficial trades when exchanging information.

REPUTATION AND RUMORS

A Knowledge (the planes), bardic knowledge, or appropriate Gather Information check reveals the following about the Prince of Mosquitos:

DC 24: A powerful elemental watches every spellcaster who summons a creature from the elemental planes.

DC 29: The Prince of Mosquitos is a genie who spies on

spellcasters through the creatures they summon, but he's very secretive. He lives somewhere outside the elemental planes.

DC 34: The Prince of Mosquitos is a djinni who runs a network of elemental spies that watch spellcasters who cast summoning spells. He's an exile from the courts of the djinn, and is in hiding somewhere outside the elemental planes.

DC 39: The Prince of Mosquitos was spymaster to a djinni noble before being exiled to the Material Plane. He sells information gathered by elemental spies that watch spellcasters who cast summoning spells. He has a special love for poetry.

ADVENTURE IDEAS

Several powerful conjurers have recently died—killed gruesomely by unknown forces—while performing mysterious experiments. The Prince of Mosquitos contacts the PCs via a messenger, and admits that he was spying on several of the conjurers. He's not the killer, he says, but he can help them find the true perpetrator—if they perform a service for him in the future.

ALTERNATIVES

Other uses for a djinni conjurer 7 include:

Exiled Slaver: Perhaps the most terrible crime a djinni can commit is to bind her own kind in rings, bottles, and lamps. But it's a tempting source of wealth and power, and there are conjurers who engage in such atrocities. A djinni slaver may wander the planes selling her wares to genies, fiends, and ambitious adventurers. But buyer beware—such a deceptive merchant would have few qualms about selling items containing entities other than djinn.

Djinni Warlock: An elite circle of six conjurers is trapped in a ruined city in the desert. The conjurers were bound there by a djinni sultan ages ago after they attempted to call forth a terrible half-fiend genie. Each specializes in conjuring one of the four elements, good, or evil, and each is bound at one point of a six-pointed star overlaid upon the city.

STATISTICS

The Prince of Mosquitos: Male djinni conjurer 7; CR 9; Large outsider (air, extraplanar); HD 7d8+14 plus 7d4+14; 57 hp; Init +9; Spd 20 ft., fly 60 ft. (perfect); AC 21 (–1 size, +5 Dex, +3 natural, +4 *bracers of armor* +4), touch 14, flat-footed 16; Base Atk +10; Grp +19; Atk +15 melee (2d6+8, Large +1 *falchion*) or +14 melee (1d8+5, slam); Full Atk +15/+10 melee (2d6+8, Large +1 *falchion*) or +14/+14 melee (1d8+5, slam); Space/Reach 10 ft./10 ft.; SA Air mastery, spell-like abilities, spells, whirlwind; SQ Darkvision 60 ft., immunity to acid, *plane shift*, telepathy 100 ft.; AL LE; SV Fort +9, Ref +12, Will +13; Str 21, Dex 20, Con 14, Int 21, Wis 17, Cha 13.

Skills and Feats: Appraise +15, Bluff +9, Concentration +17, Craft (alchemy) +10, Decipher Script +10, Diplomacy +12, Disguise +6, Forgery +10, Gather Information +6, Intimidate +8, Knowledge (history) +12, Knowledge (nobility and royalty) +12, Knowledge (the planes) +22, Perform (oratory) +6, Sense Motive +13, Spellcraft +22, Spot +8; Augment Summoning, Combat Casting, Craft Wand, Craft Wondrous Item, Improved Initiative^B, Scribe Scroll, Spell Focus (conjuration).

FANTASY PERSONAE

Typical Wizard Spells Prepared (5/7/5/4/3; save DC 15 + spell level or 16 + spell level for conjuration spells): 0—acid splash, arcane mark, detect magic, mage hand, message; 1st—animate rope, burning hands, floating disk, grease*, reduce person, shield, unseen servant*; 2nd—locate object, rope trick, scorching ray, web*, whispering wind; 3rd—dispel magic, lightning bolt, summon monster III* (2); 4th—black tentacles*, scrying, summon monster IV*.*

*Conjuration spell. Prohibited schools: Enchantment and necromancy.

Possessions: Large +1 falchion, bracers of armor +4, candle of truth, scroll of mirror image, scroll of wall of ice, staff of fire (8 charges), 6,000 gp in assorted art objects.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water, create wine* (as *create water*, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 16), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 21 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 21 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 21 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet

away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

Plane Shift (Sp): A djinni can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the djinni and up to eight other creatures, provided they all link hands with the djinni. It is otherwise similar to the spell of the same name (caster level 13th).

SOURCE

See Core Rulebook III for more information on djinn.

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