

# Dead Thom, Conjurer of Butterflies

An RPGA *Living Forgotten Realms* (d20 4e) character by Patric L. Rogers. Copyright (C) 2005, 2008-2009 by Patric L. Rogers. All rights reserved. Art by Juha Harju used without permission. The "R.A.L.P.H." acronym created by Bruce Loebrich, c. 1987.

Medium Natural Humanoid<sup>1</sup> (R.A.L.P.H.)<sup>2</sup>

Str 10, Dex 10, Con 18, Int 16, Wis 14, Cha 10, Wizard 3

Hit Points 36; AC 14, Fort 15, Ref 11, Will 15; Speed 5 squares; Vision Low-light

**Attack:** Flail 1d20+1 vs. AC (1d10); Dagger 1d20+4 vs. AC (1d4); Crossbow 1d20+1 vs. AC (1d8)

**Trained Skills:** Arcana +9, Diplomacy +6, Insight +8, Nature +9, Perception +8

**Untrained Skills:** Acrobatics +1, Athletics +1, Bluff +1, Dungeoneering +5, Endurance +7, Heal +3, History +4, Intimidate +1, Religion +4, Stealth +1, Streetwise +1, Thievery +1

**Feats:** Improved Initiative, Ritual Casting, Skill Training (Perception)



**SA/SQ:** Unnatural Metabolism (+5 racial bonus to saving throws against poison); Reanimated Resilience (can use his second wind as a minor action instead of a standard action); Unflagging Gate (he moves his normal speed even when it would normally be reduced by armor or a heavy load); Inertial Energy Reservoir<sup>3</sup> (when an effect forces him to move – through a pull, a push or a slide – he can opt to move one square less than the effect specifies. Additionally, when an attack would knock him prone, he can immediately make a save to avoid falling prone.); Failover to Redundant Organs (healing surge, 10/day, 9 hit points)

## Background

A neurotic necromancer and a drunk of a cleric constructed Dead Thom. The experiment fell apart when the drunken cleric decided he was some fallen companion and *raised* him. He concealed himself in their fortress and studied the wizard's library. Both were killed shortly thereafter by adventures, and he made my way into the world.

As a consequence, he is assembled from various humanoid parts. His cranium is from a sturdy dwarf, ears from an astute halfling, eyes from a far-sighted elf, nose from a sensualist gnome, and mouth from a glib human. His left arm is that of a bugbear, apparently intended for great strength. His right arm is both dwarven and human, apparently intended

<sup>1</sup> Although his "real" race is a SFX, he uses all the mechanics of the dwarven race, and for purposes of the RPGA, he is a dwarf.

<sup>2</sup> Re-Animated Life Project: Humanoid. Acronym and original character concept (i.e. a Frankenstein) by Bruce Loebrich, c. 1987. I adapted the concept to create Dead Thom in 2005.

<sup>3</sup> Inertia is the property of a body to remain in its current state of motion (or non-motion), so his reservoir of inertial energy enables him to resist changes in his current state of motion (or non-motion).

for craftsmanship and detail work. Unfortunately, the morons who built him knew little of anatomy and the muscular is entirely wrong, resulting in poor strength and coordination all around. His legs are the digitigrade legs of a gnoll, apparently intended to convey great speed. However, as the tail decayed and fell off shortly after he gained life, resulting in a lack of counterbalance, the legs are a hindrance and he has to move slowly or risk falling over. He has redundant organs resulting in a high degree of intellect and durability.

Although Dead Thom appears to be a humanoid male, and he thinks of himself as being “male”, he actually has no gender characteristics or organs. He is largely immune to seduction.

## Possessions

Spellbook; spell component pouch; heavy crossbow; 10 bolts; explorer's outfit; sack; belt pouch; 3 days trail rations; waterskin; dagger; walking stick (disguised flail); ritual book (*tenser's floating disk, comprehend languages*); ritual book (*make whole, animal messenger, silence*); ritual scroll (*eye of alarm*); *bag of holding*

## Spellbook

See following pages.

## Tactics

Dead Thom is a Controller. He stays far away from enemies while he works to slow enemies or otherwise shape the battlefield. With the general resilience of other PCs, Dead Thom does not feel at all bad about blasting an area clotted with minions, even if it also hits a fellow PC.

As an aside, the way I have been playing Dead Thom is Neutral Apathetic. He is very bitter, and largely detached from everything. He is a unique creature, created at a time when magic operated very differently. He finds it very difficult to become attached to mortal affairs and generally just does whatever job is presented to him. Conversely, he has found he really enjoys blasting monsters and minions of Shar.

## ***Dead Thom's thoughts on the spellplague***

“Magic used to be a great river, and only the talented and well-educated could build a tributary and tap into that great river. Only a few people could tap that energy, and we could make amazing effects.

“Some idiot went and broke the dykes holding the river, and now the magic has soaked into the ground everywhere. Now, any idiot can pick up a fist full of magic energy and fling it like a monkey throwing poop.”

***On why Dead Thom carries brown-painted acorns in a pouch hidden beneath his robe, and throws them at enemies as part of invoking his magic (even when there is no need for him to do so).***

“It is satire!”

***On why all of Dead Thom's magical spells manifest as glowing butterflies***

“Because some idiot went and broke magic!”

## Spellbook

Dead Thom, Conjurer of Butterflies, is very satirical in his use of incantations. They are not required, as he can merely invoke the magic through simple focus. He changes the incantations whenever he feels like it, usually just shouting something grouchy or that entertains him at the moment he says it.

In all cases, the butterflies dissolve back into the nothingness from which they came unless Dead Thom "sustains" the spell. (Mechanically, when Dead Thom says he "sustains" a spell "by renewing the energy that binds the butterflies to this plane", he is re-casting the spell in the exact same area and the "sustain" is an SFX. Likewise, "moving" a swarm of butterflies from one area to another, such as waving his hand and a cloud of *Razorwing Butterflies of Valhalla* "flying" from one point in space to another is just an SFX for re-casting the spell.)

<i>Razorwing Butterflies of Valhalla</i> [Cloud of Daggers]	Wizard Attack 1
<i>Dead Thom raises his arms, calls "Attend me, oh beautiful and vicious razorwings of Valhalla, and thrash my foes", and a cloud of hundreds of orange and yellow butterflies forms around a chosen target, slashing the poor fool to ribbons. The butterflies dissolve back into nothingness seconds later.</i>	
At-Will ☐ Arcane, Force, Implement	
Standard Action	Area 1 square within 10 squares
Target: Each creature in square	
Attack: 1d20+4 v Ref (Intelligence vs. Reflex)	
Hit: 1d6+3 (1d6 + Intelligence modifier force damage. Increase to 2d6 + Intelligence modifier at 21 <sup>st</sup> level)	
Effect: The power's area is filled with yellow and orange butterflies with razor-edged wings. Any creature that enters the area or starts its turn there takes force damage equal to Dead Thom's Wisdom modifier (2 points) (minimum 1). The cloud remains in place until the end of Dead Thom's next turn. Dead Thom can dispel it earlier as a minor action.	

<i>Barking Butterflies of Baator</i> [Thunderwave]	Wizard Attack 1
<i>In a deep voice, Dead Thom bellows "I call forth the Barking Butterflies of Baator to pounce and punish thee!" A large, gun-metal grey butterfly appears and grapples each target. A single, powerful wing flap lifts the target into the air, carrying him a short distance before both the victim and butterfly crash to the ground again. The impact of landing causes the butterfly to detonate in an explosion of light and sound. (If the butterfly blows the grapple - attack roll - then it fails to move the target or detonate and simply dissolves after a few seconds of harassing the victim.)</i>	
At-Will ☐ Arcane, Implement, Thunder	
Standard Action	Close blast 3 (a 3x3 square adjacent to Dead Thom's square)
Target: Each creature in blast	
Attack: 1d20+4 v Fort (Intelligence vs. Fortitude)	
Hit: 1d6+3 (1d6 + Intelligence modifier thunder damage, and you push the target a number of squares equal to your Wisdom modifier. Increase damage to 2d6 + Intelligence modifier at 21 <sup>st</sup> level.)	

<i>Radiant Olympian Butterfly</i> [Light]	Wizard Cantrip
<i>With a wave of his hand, Dead Thom conjures a brilliant, glowing butterfly that hovers nearby, following him or moving at his gesture.</i>	
At-Will ☐ Arcane	
Minor Action	Ranged 5
Target: One object or unoccupied square	
Effect: You cause the target to shed bright light. The light fills the target's square and all squares within 4 squares of it. The light lasts for 5 minutes. Putting out the light is a free action.	
Special: You can have only one <i>light</i> cantrip active at a time. If you create a new light, your previously cast light winks out. [The move is an SFX for a re-cast action.]	

[Ghost Sound]	Wizard Cantrip
<i>Dead Thom conjures a butterfly in his hand, whispers to it, and then sends it off to deliver the message.</i>	

<i>[Ghost Sound]</i>	Wizard Cantrip
<i>[An invisible butterfly can also be conjured on the target to deliver any kind of sound without the entertaining visual SFX.]</i>	
At-Will ☐ Arcane, Illusion	
Standard Action	Ranged 10
Target: One object or unoccupied square	
Effect: You cause a sound as quiet as a whisper or as loud as a yelling or fighting creature to emanate from the target. You can produce non-vocal sounds such as the ringing of a sword blow, jingling armor, or scraping stone. If you whisper, you can whisper quietly enough that only creatures adjacent to the target can hear your words.	

<i>Handy Swarm</i> <i>[Mage Hand]</i>	Wizard Cantrip
<i>A single large butterfly, or a group of smaller butterflies, appears to grab and manipulate the target object.</i>	
At-Will ☐ Arcane, Conjuration	
Minor Action	Ranged 5
Effect: You conjure a spectral, floating hand in an unoccupied square within range. The hand picks up, moves, or manipulates an adjacent object weighing 20 pounds or less and carries it up to 5 squares. If you are holding the object when you use this power, the hand can move the object into a pack, a pouch, a sheath, or a similar container and simultaneously move any one object carried or worn anywhere on your body into your hand. As a move action, you can move the hand up to 5 squares. As a free action, you can cause the hand to drop an object it is holding, and as a minor action, you can cause the hand to pick up or manipulate a different object.	
Sustain Minor: You can sustain the hand indefinitely.	
Special: You can create only one hand at a time.	

<i>Menagerie</i> <i>[Prestidigitation]</i>	Wizard Cantrip
<i>Whatever [this one requires a lot of ad-libbing]</i>	
At-Will ☐ Arcane	
Standard Action	Ranged 2
Effect: Use this cantrip to accomplish one of the effects given below: <ul style="list-style-type: none"> <li>• Move up to 1 pound of material.</li> <li>• Create a harmless ensory effect, such as a shower of sparks, a puff of wind, faint music, or a strong odor.</li> <li>• Color, clean, or soil items in 1 cubic foot for up to 1 hour.</li> <li>• Instantly light (or snuff out) a candle, a torch, or a small campfire.</li> <li>• Chill, warm, or flavor up to 1 pound of nonliving material for up to 1 hour.</li> <li>• Make small mark or symbol appear on a surface for up to 1 hour.</li> <li>• Produce out of nothingness a small item or image that exists until the end of your next turn.</li> <li>• Make a small, handheld item invisible until the end of your next turn.</li> <li>• Conjure a butterfly in his hand to slice a brown-painted acorn into pieces as part of a diatribe about how "some idiot when and broke the damn magic"</li> </ul> Nothing you create with this cantrip can deal damage, serve as a weapon or a tool, or hinder another creature's actions. This cantrip cannot duplicate the effect of any other power.	
Special: You can have as many as three prestidigitation effects active at one time.	

<i>Hoary Hoth Moths</i> <i>[Icy Terrain]</i>	Wizard Attack 1
<i>"Come forth Hoary Hoth Moths and suck the heat from the marrow of these infidels!" The target area is filled with a flurry of icy blue, white and purple moths which madly crash to any warm-bodied creature in the area, sticking to it and freezing it. The moths also litter the ground, creating an area of broken terrain easily stumbled upon. The moths dissolve back into nothingness seconds later.</i>	
Encounter ☐ Arcane, Cold, Implement	
Standard Action	Area burst 1 within 10 squares (a 3x3 square)
Target: Each creature in burst	
Attack: 1d20+4 v Ref (Intelligence vs. Reflex)	
Hit: 1d6+3 cold (1d6 + Intelligence modifier cold damage, and the target is knocked prone.)	
Effect: The power's area is difficult terrain until the end of your next turn. You can end this affect as a minor action.	

<i>Barking Butterfly Airlift</i>	Wizard Utility 2
<i>"Flap harder you stupid thing."</i>	

<i>Barking Butterfly Airlift</i>	Wizard Utility 2
<i>A very large, gun-metal grey butterfly appears, grabs the target with all its legs, then flaps its wings vigorously before depositing the target at a short distance away.</i>	
Encounter <input type="checkbox"/> Arcane	
Move Action	Ranged 10
Target: You or one creature	
Effect: The target makes an Athletics check to jump with a +10 power bonus, and the target does not have to move to make a running jump.	

<i>Butterflies of Celestial Storm</i> [Shock Sphere]	Wizard Attack 3
<i>A thousand tiny incandescent butterflies burst forth from a point in space, fluttering spasmodically across all creatures in the area.</i>	
Encounter <input type="checkbox"/> Arcane, Implement, Lightning	
Standard Action	Area burst 2 within 10 squares (a 5x5 square)
Target: Each creature in burst	
Attack: 1d20+4 v Ref (Intelligence vs. Reflex)	
Hit: 2d6+3 lightning (2d6 + Intelligence modifier)	

<i>Swarm of Radiant Olympian Butterflies</i> [Flaming Sphere]	Wizard Attack 1
<i>"I call forth a storm of radiant butterflies, from the verdant fields of Olympus! Scorch my adversaries, and make them regret the day they were spawned!"</i>	
<i>A roiling, swirling column of radiant butterflies appears, shedding hellish amounts of heat and searing flame.</i>	
Daily <input type="checkbox"/> Arcane, Conjunction, Fire, Implement	
Standard Action	Ranged 10
Target: One creature adjacent to the roiling column	
Attack: 1d20+4 v Ref (Intelligence vs. Reflex)	
Hit: 2d6+3 fire (2d6 + Intelligence modifier fire damage)	
Effect: You conjure a Medium flaming sphere in an unoccupied square within range, and the sphere attacks an adjacent creature. Any creature that starts its turn next to the flaming sphere takes 1d4+3 (1d4 + Intelligence modifier) fire damage. As a move action, you can move the sphere up to 6 squares.	
Sustain Minor: You can sustain this power until the end of the encounter. As a standard action, you can make another attack with the sphere.	

## Template

Power Name	[Class/Racial/Feat] [Attack or Utility] #
@Flavor	
At-Will <input type="checkbox"/> [Keywords]	
[Action Type] Action	[Range] [Range modifier]
Special: @Effect	
Target: @	
Attack: [Ability Score] vs. [Defense]	
Hit: @Damage expression and/or effect	
Miss: @Damage expression and/or effect	
Effect: @Effect	
Sustain [Action]: @Effect	

## Ritual Spells

Rituals can be used at will, it just requires a lot of time to be able to cast them. Rituals exist outside Dead Thom's personal scope, so the butterflies are less prominent. (I am sure I will think of something later.)



## Eye of Alarm

*You conjure forth a phantasmal sentry – a slender pillar six feet tall, topped with a floating, unblinking eye. The eye watches over your camp as you sleep and cries out an alert if danger approaches.*

**Level:** 2

**Category:** Warding

**Time:** 30 minutes

**Duration:** 24 hours (special)

**Component Cost:** 25 gp

**Material Price:** 100 gp

**Key Skill:** Arcana

This ritual creates watchful eyes that you place in any square within 10 squares of where you perform the ritual. Each eye is located in a particular square; it is intangible and cannot be interacted with physically. The eyes are nearly invisible and have a Stealth check result of 20 + your level to avoid detection.

Your Arcana check determines how many eyes you can place and what type of vision or sensory ability they possess.

Arcana Check Result	Eyes Created	Vision or Ability
19 or lower	One	Normal
20 to 39	Three	Darkvision
40 or higher	Five	Darkvision and tremorsense 12 squares

The eyes do not hear, but they see well. Each eye uses your Perception modifier, with a +5 bonus.

If an eye sees an intruder, it emits a loud warning sound defined by you during the ritual. This sound could be anything from a stentorian “Enemies approach!” to an owl’s screech to a fanfare of trumpets. The Perception DC to hear the eye’s sound is 0 (modified by distance as normal).

The eyes never consider you an intruder. In addition, you can designate any number of other ritual participants as non-intruders. When you perform the ritual, you can also designate one or more categories of creatures that the eyes will ignore. You can define these categories by obvious physical characteristics (such as height, weight, or body shape), creature type (such as humanoid), creature race (such as hill giant), or obvious physical equipment (such as a creature carrying a shield with a flame emblazoned on it).

The ritual’s effects last for 24 hours or until you move more than 20 squares from all the eyes.

**Optional Focus:** You can extend the duration of this ritual indefinitely by using a focus of a small, jeweled eye made of silver and ruby, worth 100 gp. The ritual’s effects last as long as the focus remains within 20 squares of any of the eyes. You can hide or protect the ritual’s focus in any way you like, as long as it remains within 20 squares of the eyes.

## Make Whole

*As you finish the ritual, the oaken door stands whole and unblemished as if Orten the Rager had not just burst through it with murder in his eyes. It is the least you can do after using the inn to ambush the infamous barbarian.*

**Level:** 1

**Category:** Exploration

**Component Cost:** Special

**Material Price:** 50 gp

## Make Whole

**Time:** 10 minutes

**Key Skill:** Arcana (no check)

**Duration:** Permanent

A single object that can fit in a 10-foot cube is completely repaired. The component cost is 20 percent of the item's cost. In cases where you attempt to repair an item not on any price list, the GM determines the cost.

## Comprehend Language

*As you finish the ritual, the guttural language of the creatures before you clarifies into something you understand.*

**Level:** 1

**Component Cost:** 10 gp

**Category:** Exploration

**Material Price:** 50 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** 24 hours

When beginning the ritual, choose a language you have heard or a piece of writing you have seen within the past 24 hours.

Using this ritual on a language you have heard allows you to understand it when spoken for the next 24 hours and, if your Arcana check result is 35 or higher, to speak the language fluently for the duration.

Using this ritual on a language you have seen as a piece of writing allows you to read the language for the next 24 hours and, if your Arcana check result is 35 or higher, to write the language in its native script or in any other script you know for the duration.

Using this ritual on a language you have both heard and seen as a piece of writing within the last 24 hours allows you to understand it in both forms for the next 24 hours, and an Arcana check result of 35 or higher allows you to speak and write the language.

## Tenser's Floating Disk

*"Oh, this? It follows me everywhere, like a porter that never needs to rest."*

**Level:** 1

**Component Cost:** 10 gp

**Category:** Exploration

**Material Price:** 50 gp

**Time:** 10 minutes

**Key Skill:** Arcana

**Duration:** 24 hours

You create a slightly concave, circular plane of force that floats a foot off the ground and can carry what you lay upon it. The disk is 3 feet in diameter and 1 inch deep at its center. It remains stationary unless you move more than 5 squares away from it, in which case it moves with your base speed once per round until it is within 5 squares of you. You can command the disk to move up to your speed as a move action. If you are more than 5 squares from the disk for 2 consecutive rounds, the disk disappears, dropping whatever it was carrying.

Your Arcana check determines the maximum load the disk can carry.

Arcana Check Result	Maximum Load
9 or lower	250 pounds
10 to 24	500 pounds
25 to 39	1,000 pounds

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**40 or higher****2,000 pounds**

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## Silence

*Straining both your patience and your keen ears, you hear nothing in the duke's private chamber. That is why you are so surprised to see the duke when you boldly enter.*

**Level:** 1**Category:** Warding**Time:** 10 minutes**Duration:** 24 hours**Component Cost:** 30 gp**Material Price:** 75 gp**Key Skill:** Arcana (no check)

You ward a single room (or a burst 4 area), against eavesdropping. Creatures attempting to listen to something in the warded area from outside the area take a -10 penalty to their Perception checks.

## Mercury Messenger Moth [Animal Messenger]

*Dead Thom draws a series of symbols on the ground, and in the air. The symbols glow and a silvery, liquid metal moth forms. Dead Thom whispers to it, and it flies away at extraordinary speed to deliver the message.*

**Level:** 1**Category:** Exploration**Time:** 10 minutes**Duration:** Special**Component Cost:** 10 gp**Material Price:** 50 gp**Key Skill:** Nature

You target a non-hostile Tiny animal, such as a sparrow, a raven, a fox, or a carp. The animal must remain within 5 squares of you for the time necessary to perform the ritual. Once the ritual is complete, you whisper a message of up to 25 words to the animal and name a recipient and a location. The animal bounds off toward the location, in search of the recipient. The animal avoids danger along its path. Upon finding the recipient the animal approaches until it is adjacent to the recipient, and then your whisper issues from the animal's mouth, conveying the message. When the animal delivers its message or the ritual's duration ends, your influence ends and the animal reverts to its natural behavior.

Your Nature check determines how long the animal is affected by the ritual.

Nature Check Result	Duration
19 or lower	6 hours
20 to 29	12 hours
30 to 39	18 hours
40 or higher	24 hours