

REDSPAWN ARCANISS

A humanoid, covered in red scales with yellow and orange flame-like markings, leaps at you. It wears studded leather armor and carries a buckler, and it spits harsh sounds as its empty hand reaches into a spell component pouch.

REDSPAWN ARCANISS

CR 6

Always CE Medium monstrous humanoid (dragonblood, fire)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Listen** +0, **Spot** +0

Languages Common, Draconic

AC 18, touch 11, flat-footed 17; armored mage (+1 Dex, +3 armor, +2 shield, +2 natural)

hp 52 (8 HD); fire spell affinity

Immune fire, paralysis, *sleep*

Fort +4, **Ref** +7, **Will** +6

Weakness vulnerability to cold

Speed 40 ft. (8 squares)

Melee mwk heavy mace +9/+4 (1d8)

Space 5 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +8

Atk Options Point Blank Shot, Precise Shot

Combat Gear *potion of shield of faith* (+3), *potion of cure moderate wounds*

Sorcerer Spells Known (CL 6th):

3rd (4/day)—*fireball* (DC 16; CL 8th)

2nd (6/day)—*Melf's acid arrow* (+10 ranged touch), *scorching ray* (+10 ranged touch; CL 8th)

1st (7/day)—*burning hands* (DC 14; CL 8th), *chill touch* (+8 melee touch; DC 14), *magic missile*, *true strike*

0 (6/day)—*acid splash* (+10 ranged touch), *detect magic*, *disrupt undead* (+10 ranged touch), *ghost sound* (DC 13), *message*, *ray of frost* (+10 ranged touch), *touch of fatigue* (+8 melee touch; DC 13)

Abilities Str 10, Dex 13, Con 15, Int 10, Wis 10, Cha 17

Feats Point Blank Shot, Precise Shot, Weapon Focus (ranged touch)

Skills Concentration +13, Jump +4, Knowledge (arcana) +11, Listen +0, Spot +0

Possessions combat gear plus masterwork studded leather armor, +1 *buckler*, masterwork heavy mace, spell component pouch, gold pendant shaped like a red dragon's head worth 100 gp

Advancement by character class; **Favored Class** sorcerer; see text

Fire Spell Affinity (Ex) A redspawn arcaniss casts fire spells at +2 caster level. In addition, the redspawn arcaniss heals 2 points of damage per spell level each time it casts a fire spell.

Armored Mage (Ex) A redspawn arcaniss can wear light armor and use light shields without an arcane spell failure chance. *Complete Arcane* 12.

Tiamat created the redspawn arcanisses to be her spellcasters in battle, imbuing them with a red dragon's love of carnage and the magic all true dragons inherit with age. The arcanisses serve her as engines of destruction, wildly hurling deadly spells amid the Chromatic Dragon's more melee-oriented forces.

Strategies and Tactics

Redspawn arcanisses enjoy combat and charge into frays. They take a direct approach in combat, rarely using guile or

tactics beyond relying on their fire spell affinity and immunity to fire. Even in melee, they prefer to use magic.

An arcaniss casts fire spells recklessly, centering *fireballs* on itself to harm flanking foes and using *burning hands* and *scorching ray* spells, all the while healing itself. Should fire spells be ineffectual, a redspawn arcaniss prefers to retreat, using other magic as it does so. It casts fire spells to heal, then usually returns with other spawn of Tiamat to take revenge.

If in battle it spots a dragonblood character (such as a spellscale or dragonborn from the *Races of the Dragon* supplement) or any creature with a connection to good dragons, a redspawn arcaniss focuses on that enemy. Even dire opposition does not discourage an arcaniss from pleasing Tiamat by killing one of her hated foes.

A redspawn arcaniss typically wears light armor and a light shield, keeping one hand free for spellcasting. It also carries a simple weapon, such as a heavy mace, for the rare occasions when it must resort to physical combat.

Sample Encounter

Redspawn arcanisses know how to handle foes: Burn them to cinders and feast on their charred bones. They usually form raiding parties to maximize the destruction.

Raiders (EL 10): Three redspawn arcanisses and a redspawn firebelcher (see page 154) attack a town at night, setting everything alight as they roam the streets. One arcaniss rides the firebelcher and directs its attacks in the most useful manner. The other two stay close, reserving their *fireball* spells for when the people of the town mount a

REDSPAWN ARCANISS LORE

Characters with ranks in Knowledge (nature) can learn more about redspawn arcanisses. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs. Those who recognize the creatures' ancestry can also use Knowledge (religion) to learn more.

Knowledge (Nature)

DC Result

16 This creature is a redspawn arcaniss, a monstrous humanoid descended from red dragons. This result reveals all monstrous humanoid traits.

21 Redspawn arcanisses are vulnerable to cold and immune to fire, paralysis, and *sleep*. They cast spells like sorcerers but can wear armor and use shields.

26 Redspawn arcanisses can heal themselves by casting fire spells, and their fire spells are abnormally potent.

31 Redspawn arcanisses hate good dragons and focus all their attacks on them or creatures that show allegiance to them.

Knowledge (Religion)

DC Result

16 Redspawn arcanisses are some of Tiamat's spawn.

21 Redspawn arcanisses worship Tiamat and use their potent spellcasting in her service.

26 Redspawn arcanisses believe themselves to be the most highly favored of Tiamat's children, destined to destroy her enemies and rule in her name.

resistance and begin to surround them. The arcanisses have come in search of weapons and armor for their unhatched children. Having overcome resistance at the village gate, they burn their way toward an armorer's shop.

Ecology

Redspawn arcanisses are carnivores that prefer freshly killed, well-roasted meat and blackened bones. They lack skill at hunting and trapping, but can usually bring down game by a well-placed *scorching ray* or even a *fireball*.

Arcanisses live for the destruction of Tiamat's foes. They roam the wilderness in pursuit of her enemies, slaughtering and feeding on the hapless creatures they encounter. Their nomadic natures mean redspawn arcanisses rarely have a great effect on the local environment, although a forest fire can be a sign of their passing.

Bands of arcanisses stay on the move, except when laying and hatching eggs. Females become fertile for one week, once a year. A month after mating, a female lays a single egg. She keeps it in a heated place, such as a hot spring, a volcanic vent, or even a well-tended fire pit. The egg grows quickly in the heat and hatches in approximately two weeks.

Hatchling redspawn arcanisses emerge fully formed and adult-sized. They can speak, and they completely understand how to use the spells Tiamat granted them. The band spends another week with the newborns, teaching them about the lay of the land and offering both religious and practical information. Usually, a mother provides her child with a book or a scroll with excerpts from the *Scrolls of Fire* (see *Society*) and speaks of the great destiny awaiting their race as children of Tiamat. The parents and children mix and split into two or three new bands, then go their separate ways.

A hundred small flames start a hundred fires that might become a hundred bonfires and a hundred mighty blazes lighting the end of the world. Go forth and burn hot and bright. Fire spreads.

—Excerpt from the *Scrolls of Fire*

Environment: Redspawn arcanisses haunt the fringes of civilization and move frequently. They don't mind living in the rough for long periods, and they're most at home in large caves in warm hills. Where it is safe for them to do so, they sometimes venture into towns to buy and sell goods and seek information.

Typical Physical Characteristics: A redspawn arcaniss stands about 6 feet tall and weighs approximately 200 pounds. When young, an arcaniss has much more yellow and orange in its coloring. As it ages, these colors grow redder, eventually deepening in color to almost black.

Alignment: Redspawn arcanisses are always chaotic evil. They revel in ruin and pain. They believe that every act of destruction should honor Tiamat, their mother and god.

Society

Redspawn arcanisses call themselves the Burning Ones of Tiamat. They believe themselves to be the most favored of her spawn: Through fire and destruction, they will cleanse the world of nondragons and rule over all dragonkind. Their holy books, the *Scrolls of Fire*, instruct the arcanisses in these matters. Purportedly written by Tiamat herself, the *Scrolls* tell arcanisses to go forth and torch the land.

Redspawn arcanisses spend little time in large groups, usually roving the wilderness in small bands of two to six. They wander as whim or rumor takes them, ever careful not to settle in one place too long or grow

too dependent on one another. Most meetings between bands are chance encounters, such as when two or more groups seek the lair of a good dragon or other enemy of Tiamat. These meetings provide a brief opportunity to share news, and individuals mingle freely before forming new groups and heading their separate ways. Several bands might work together to defeat a common foe, but more often, the most numerous group wins that honor while the others seek new conquests.

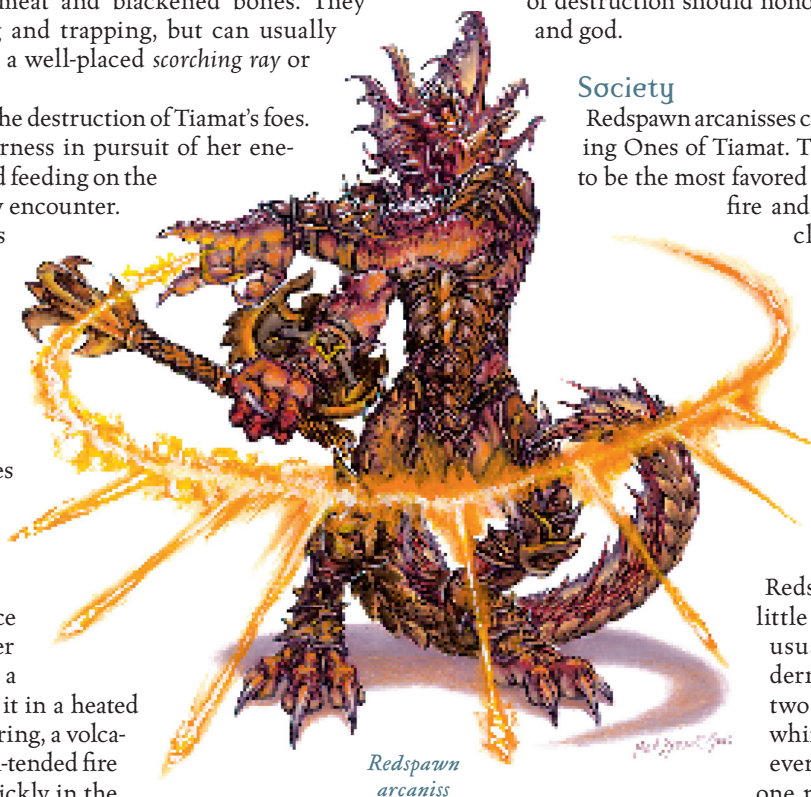
Typical Treasure

Redspawn arcanisses have standard treasure for NPCs of their Challenge Rating. They have a strong hoarding instinct, but they rarely take more treasure than they can carry. Nearly all their combat equipment is stolen from other creatures or crafted for them by a more settled race of Tiamat's spawn. They like to acquire items of fine quality, especially those with draconic themes. Much of an arcaniss's treasure is in the form of art objects and jewelry.

Redspawn Arcanisses with Class Levels

Sorcerer is the favored class of redspawn arcanisses. As an associated class, levels of sorcerer stack with an arcaniss's innate spellcasting ability. Levels of other classes (even spellcasting classes) are nonassociated.

Level Adjustment: +4.



Redspawn
arcaniss

Illus. by R. Spencer

SPAWN OF
TIAMAT

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