

## RASPUTIN, THE BLEEDING MAGICIAN

He is king of the carnivals, lord of the circus, and master of the absurd. He grants his binders the ability to be in two places at once, perform stage tricks, stow and retrieve items from a magic chest, deform foes with a touch, and summon huge balloon-like animals that defy reason.



**Level: 6**  
**Genie Constellation**

### Legend

All of Rasputin's numerous tricks and adventures, like those of his rival Demos Kalagos, are continually erased from history as part of his final vanishing act.

### Summoning Rules

The following rules describe the requirements and rituals for binding Rasputin, the Bleeding Magician.

**Binding DC:** 26.

**Requirements:** Craft (woodworking or metalworking) 6 ranks, Heal 3 ranks, Sleight of Hand 6 ranks. Rasputin and Demos Kalagos are bitter professional rivals and cannot be bound at the same time. Similarly, Rasputin and Witch Yaba are old foes and cannot be bound at the same time.

**Ceremony:** Perform a few mundane magic tricks. For the final trick, insert six nails through your body: in your palms, the soles of your feet, by your heart, and along your side.

**Manifestation:** The trick starts to work, but the protective magic fails and a tide of blood flows from your wounds.

### Granted Abilities

Rasputin grants the following supernatural abilities.

**Bilocation:** This works as the *mislead* spell. As a standard action, you may become invisible (as the *improved invisibility* spell), and at the same time an illusory double of you (as the *major image* spell) appears. You move as you please while your double either follows a predefined path or behaves as you direct it, which requires concentration. You can make the double appear superimposed perfectly over yourself so that observers do not notice you activating the ability. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack, cast spells, or use granted abilities, though it can pretend to do so. The double lasts for as long as you concentrate, after which time it winks out of existence and you appear. Once you use this ability, you must wait 5 minutes before using it again.

**Carnival Mastery:** You gain a +6 competence bonus to Balance, Escape Artist, and Sleight of Hand checks. You can take 10 when using these skills even when rushed or distracted. Additionally, you can use the *prestidigitation* cantrip at will.

**Freakish Touch:** Your touch causes a living creature's form to twist and reshape to become bizarre, if not frightening. If the target fails its Fortitude save, select an effect from the sidebar at right. If the sudden transformation would prove fatal, the target enjoys a +4 bonus to its save. On the first round after being touched, the creature feels a tingling sensation. In the second round, its skin and bones begin to shift, causing penalties equivalent to fatigue. In the third round, it transforms into the form that you have selected. The effect lasts until removed by *break enchantment*, *limited wish*, *wish*, *miracle*, or similar magic.

All persons who observe the freakish creature (except you)

### FREAKISH TOUCH EFFECTS

When using the freakish touch ability, select from the following effects, or create your own equivalent effect.

**Inverse Appendages:** The target's appendages are swapped into random positions (for example, a head for a leg, the legs for a hand and a head, and so forth). The target cannot hold objects, its movement is reduced to 5 feet, and it suffers a -8 penalty to Strength- and Dexterity-based skill checks.

**Faceless Curse:** The target's facial features including ears, eyes, mouth, and nose vanish, leaving behind a blank canvas of flesh with two tiny slits to breath. The target cannot see, speak, hear, or smell, and is effectively blind, mute, and deaf. It cannot cast spells that require line of sight, and spells with verbal component have a 85% chance of failure. Although the target can still breath, it cannot smell since it lacks a nose.

**Aquatic Deformity:** The target's legs fuse to form a single fish-like or snake-like appendage. In its new form, it has a land speed of 5 feet, a Swim speed of 10 feet, and it suffers 1 point temporary Constitution drain per minute when not immersed in water. It does not gain the ability to breathe water.

**Multiheaded Monstrosity:** The target's existing head shrivels to half its normal size and it grows a second, equally small head from its torso or neck. The target is severely disoriented and disabled mentally and physically. Each round it can only take a move action or a standard action and it suffers a -6 penalty to Intelligence-, Wisdom-, and Charisma-based skill checks.

**Hollow Body:** The target's internal anatomy disappears. Its vital life functions are sustained magically. It no longer bleeds and piercing weapons easily pass through it without harm. However, it suffers x2 damage from bludgeoning and slashing attacks and cannot recover hit points or ability score damage by normal or magical healing of any sort.

must succeed on a Will save or be affected by the *fear* spell. An observer need only make the save once in a 24-hour period. If it succeeds, it does not need to make any further saves that day. Using this ability is usually a non-good act. You can use this ability 3 times per day + your Charisma modifier (minimum 1).

**Magic Chest:** This works similar to *Leo's secret chest*, except that the chest is automatically created when you bind Rasputin. The chest is normally hidden on the Ethereal Plane. You can retrieve or stow it at will. The chest can contain up to 1 cubic foot of material per level regardless of the chest's physical dimensions, which may be any size from Tiny to Large. When you retrieve the chest it appears in your hand (if Tiny or Small) or on the nearest open ground. One living creature (yourself or an ally) can voluntarily stow away in the chest. There is sufficient air for as long as the chest lasts, which is 24 hours. The chest is invisible while on the Ethereal Plane. If the chest is destroyed, its contents rain from 10 feet above you, possibly causing harm.

**Ringmaster of the Absurd:** You can summon at will a dire bear, elephant, megaraptor, baleen whale, or other animal of size Large or Huge with Hit Dice equal to or less than your level. Although the animal appears genuine and behaves mentally as an animal of its kind, it is a construct. Apply the template at right. You can cause the animal to appear anywhere within Medium range so long as the squares it appears in are unoccupied and support a Small creature. Thus, a baleen whale could appear on a tightrope. Its has a Small creature's weight, so damage it inflicts from falls is minimal. You can only have one animal summoned at a time. It remains for 1 round per level, or until it is dismissed, destroyed, or replaced with another creature.

## CARNIVAL ANIMAL TEMPLATE

This template can be applied to any Large or Huge natural animal. Use *MM* statistics, except as modified here.

- » Construct type (do not change hit points).
- » Construct traits, except it can die from massive damage.
- » Weight equals that of a Small creature (exactly 42 pounds) regardless of its physical dimensions.
- » Inflicts damage as a Small creature (1d3 or 1d4 points).
- » Move (squeeze) through any space as a Small creature, even though it looks much larger. However, it must end its move in a space that allows its size, or it pops (as below).
- » DR 10/piercing and does not bleed.
- » Enjoys a +16 competence bonus to Balance, Climb, Escape Artist, Jump, and Use Rope checks (even a whale gains bonuses and can make checks). Onlookers who view the creature when it makes a successful check using one of these skills must succeed on a Will save or be dazed for 1 round.
- » *Levitate* at will (caster level equal to your binder level).
- » Gains a 60-foot cone sonic attack (roar, howl, whale song, or so on) that inflicts 1d6 points damage per binder level (maximum 15d6). Once it uses this attack, it must wait 1d4 rounds before using it again.
- » Gains Improved Grapple feat. A whale can grapple.
- » If reduced to 0 hit points then it “pops” like a balloon and vanishes without a trace.
- » Swallow whole creatures smaller than itself. A Huge creature can hold 4 Medium creatures, 8 Small creatures and so on at one time. Swallowed creatures arrive in an airless, void-like environment where they are considered grappled and must succeed on a Fortitude save each round or lose 25% of their normal maximum hit points. A small piercing weapon such as a dagger can be used to cut a hole in the creature. The interior AC is 15. If the carnival animal sustains more than 10% of its normal hit points in damage from the weapon, then the swallowed creature escapes and the hole closes up after it escapes.

## Signs & Influence

This spirit may affect you in the following ways.

**Physical Sign:** You grow a long, brown bushy beard (even if you are female), and you bleed slightly in the palms of your hands, the soles of your feet, and from your breast and side.

**Alignment Shift:** When you fail your binding check by 10 or more, your alignment moves one step closer to neutral evil for 24 hours.

**Personality Influence:** Rasputin had three key vices: ambition, lust, and an intense desire to be in the spotlight. He compels you to demand attention from others whenever possible as you attempt a task or trick using your granted abilities.

**Favored Ally:** Monstrous humanoids. These freaks of nature enjoyed Rasputin’s attention and strange habits.

**Favored Enemies:** Humanoid (gnome). Every gnome reminds you of the spirit, Demos Kalagos, Rasputin’s archrival.

## Capstone Ability

You gain the following ability when you pass your binding check by 10 or more.

**Magnificent Tent:** You can use *mage’s magnificent mansion* once per day, except you create a single large space designed as a circus tent. Anyone who deposits 1 gold piece into a kiosk can enter, and the space lasts but 3 hours. As the spell, the tent’s

interior resides on the Astral Plane and serves food for up to 12 people per level in a space of three 10-foot cubes per level.

## Tactical Bonus

While bound to this spirit, apply a +1 bonus to all your d20 rolls for the round you meet any of these criteria:

- » Succeed at a difficult trick (Sleight of Hand DC 25+).
- » Receive applause from an audience (a move action from three or more creatures).
- » Make a DC 20 Balance or Use Rope check.
- » Stand within 5 feet of a summoned creature.

## Inspired Companion

If you forego the freakish touch ability and are lawful or evil, Rasputin provides you with a Xill stage assistant instead.

### Xill Sorcerer Stage Assistant (CR 6)

Medium Outsider (extraplanar)

**Hit Dice:** 5d8 + 1d4 +12 (36 hp)

**Initiative:** +7

**Speed:** 40 ft.

**AC:** 20 (+3 Dex, +7 natural), touch 13, flat-footed 17

**BAB/Grapple:** +5/+7

**Attack:** Claw +7 melee (1d4+2) or short sword +7 melee (1d6+2/19-20) or short sword +8 ranged (1d6/19-20)

**Full Attack:** 2 claws or 2 short swords (melee or ranged)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Implant (in paralyzed creature, incubation 90 days), improved grab, paralysis (DC 14 Fort or paralyze 1d4 hours). 4 cantrips (*detect poison*, *mage hand*, *open/close*, *prestidigitation*) usable 5/day total, plus 2 1st-level spells (*animate rope*, *ventriloquism*) usable 3/day total. DCs are Charisma-based.

**Special Qualities:** Darkvision 60 ft., planewalk (move action from Ethereal Plane and 2 rounds back, cannot move more than 5 ft. from binder while it is ethereal), Spell Resistance 21.

**Saves:** Fort +6, Ref +7, Will +7

**Abilities:** Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11

**Skills:** Balance +13, Concentration +3 (+7 when casting), Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spellcraft +2, Spot +9, Tumble +11, Use Rope +3 (+5 to tie bindings)

**Feats:** Combat Casting, Improved Initiative<sup>B</sup>, Multiattack, Multiweapon Fighting, Throw Any Weapon (no penalty to throw weapons, range increment 10 ft., this feat in lieu of familiar)

**Alignment:** Lawful evil

## Role-Play Text

Read aloud the following points to quickly convey all or part of Rasputin’s legend:

- » “*Rasputin, a wonder-filled boy descended from healers and mages, ran away from his hedge wizard teacher to join a traveling circus.*”
- » “*He met Sasha, the fire breather, and Demos Kalagos, a master magician. Rasputin fell madly in love with Sasha, but one of Demos’s pranks went awry, killing Sasha in a screaming blaze of fire.*”
- » “*Rasputin was enraged and strived to outshine Demos. He learned how to be in two places at once, summon whales that walked tightropes, and turn people into freakish monstrosities that lured huge crowds.*”
- » “*Rasputin became wealthy, powerful, and bitter. He forgot about Sasha, and cursed each time Demos slipped from his vengeful grasp.*”
- » “*Even master magicians err. One day while perfecting a time-bending trick, Rasputin caused his own soul to vanish from existence.*”