

## MINEZON

### THE UNTOUCHABLE

Minezon is a filthy fiendish spirit that hungers for blood almost as much as for a mother's love. He grants summoners the ability to detect a creature's power, attach to and drain blood from foes, flit through the air, and avoid attacks.



### Summoning Rules

The following rules describe the requirements and rituals for binding Minezon, The Untouchable.

**Binding DC:** 17.

**Requirements:** Any nongood alignment.

**Ceremony:** You drain into an iron cup 1d4 hit points worth of blood from a living creature. You cannot use your own blood. You drink the blood from the cup.

**Manifestation:** You scream with pain as your tongue transforms into a proboscis and eight pincers grow from your torso. These new appendages writhe with a life of their own.

### Granted Abilities

Minezon grants the following supernatural abilities.

**Attach:** On a successful touch attack against a living foe, eight pinkish pincers (four on either side of your torso) instantly protrude from your torso and latch onto your opponent's body. Attaching does not provoke attacks of opportunity. The pincers are magical and do not harm your equipment. While attached, you are effectively grappling your foe; you lose your Dexterity bonus to AC but hold on with great tenacity. You enjoy a +4 bonus on grapple checks. The bonus improves to +6 at 10th level and +8 at 17th level. While attached, you can be struck with a weapon or grappled. To remove you through grappling, an opponent must achieve a pin against you. You must show Minezon's sign to use this ability.

**Blood Drain:** You can drain blood, automatically dealing 1d4 points of Constitution damage in any round when you begin your turn attached to an opponent. You must show Minezon's physical sign, a pinkish proboscis, to use this ability. Once you have dealt 4 points of Constitution damage, you are satiated and cannot drain blood until you detach and expend a standard action to digest the meal, which heals you 1d4 hit points. You can drain a maximum number of points per day equal to 2 x your binder level.

**Detect Vatic Power:** You evaluate all living creatures in a 15-ft-cone area and learn which has the highest vatic power rating, which is the sum of its Constitution, Hit Dice, and binder level. You only learn which creature has the highest rating; you do not learn what its rating is or any other information.

**Flit:** You can leap up to 30 ft in any direction without harm as a standard action assuming you move through open space and are otherwise unimpeded. You must start and end the leap on a flat surface; otherwise you fall and suffer damage as normal. You must wait 5 rounds between each use of this ability.

**Untouchable:** Once daily, you can avoid completely ignore one attack or effect as an immediate action.

### Signs & Influence

This spirit may affect you in the following ways.

### LEVEL: 2

#### Fiend Constellation

**Physical Sign:** Your tongue transforms into a proboscis and you sprout eight pincers, four on either side of your torso. The proboscis is not visible if you keep your mouth closed, and the pincers are easily disguised under a robe or cloak unless you use Minezon's attach ability.

**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:** Minezon hungers for powerful blood. You are compelled to locate and stay close to the creature with highest power level (defined above) that you can find. While with this creature, disturbing and arousing thoughts of draining its blood fill your mind and cause your pulse to race and beads to sweat to dampen your brow.

**Favored Ally:** Stirges and other birds of prey, scavengers such as gnolls and coyotes, and blood sucking creatures including vampires.

**Favored Enemy:** Demons and fey. Minezon hates the crowd that teased him for centuries and tricked him into drinking a cup of tainted blood that destroyed his soul.

### Capstone Granted Ability

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

**Fiendish Stirge Form:** Once daily, you can transform into a fiendish stirge, gaining its statistics but retaining your mental attributes, alignment, and binder supernatural abilities. The form lasts 1 round per level.

### Tactical Bonus

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

- » Drink a potion or poison.
- » Mocked or teased by opponent who expends a move or standard action to do so.
- » Stand within 5 ft of a pregnant woman.
- » Struck for damage under 5 hit points by a fey or demon in combat.

### Inspired Companion

If you forgo the blood drain granted ability and are nongood, Minezon provides you with a spirit-touched fiendish stirge as a companion.

### Role-Play Text

Read aloud the following points to quickly convey all or part of the legend of Minezon:

- » *"Minezon was a monstrous hermaphrodite offspring of a blood-sucking demon and a hedge witch. The witch died in childbirth and her fey allies took in minezon out of pity."*
- » *"Minezon grew up teased and feared. He was 'untouchable,' a hideous, dirty mutt that constantly hungered for blood."*
- » *"One day his demon father retrieved him. At first, Minezon rejoiced. But he was weak and demons bullied him. No place was home."*
- » *"When Minezon learned that even in death there would be no rest for his tainted soul, he sought out a witch to brew him a potion that grants peace by extinguishing one's soul."*
- » *"Minezon always wondered whether, if his mother had lived, she would have loved him. Though bitter, his curiosity overcame his despair. As the potion worked its magic, drops of his soul clung to life so that he might forever search for his mother's love."*