

St. Bane the Scourger (Patron Saint of Those Who Hunt Undead)

by Scott Bennie (from "Setting Sainly Standards", Dragon Magazine #79. Extra stats by

DM Superelf.)

ARMOR CLASS: -5

MOVE: 18"

HIT POINTS: 143

NO. OF ATTACKS: 3/2

DAMAGE/ATTACK: 3-12 (+9)

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: Standard

SIZE: M (6' tall)

ALIGNMENT: Neutral good

WORSHIPER'S ALIGNMENT: Any non-evil

SYMBOL: Flaming black trident

PLANE: Prime Material

CLERIC/DRUID: 22nd level cleric

FIGHTER: 10th level fighter

MAGIC-USER/ILLUSIONIST: Nil

THIEF/ASSASSIN: Nil

MONK/BARD: Nil

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

S: 18/22 (+1, +3)

I: 20

W: 21

D: 18

C: 17

Ch: 19

Co: 16

LEVEL/X.P. VALUE: (determine)

Saint Bane was the high priest of a religion whose main precept is the extermination of the undead. As a first level cleric, Bane incredibly managed to slay three vampires, and as he rose in power he battled deadlier foes. Finally, Bane was responsible for the death of the witch-ghoul Khuul, one of Orcus' greatest servants, and he attacked and nearly slew Orcus on his home plane. For his valor, Bane was rewarded with sainthood.

Bane has the standard abilities of a saint, and a lifespan ten times longer than an ordinary mortal; he appears to be about 70 years of age. Any undead of low intelligence or less that even glances at Bane must save vs. death magic at -4 or crumble into dust; undead of higher intelligence must make the same saving throw or flee in terror. Bane is immune to aging, *Fear*, *Charms*, paralysis, or life-level loss.

In battle, Bane wields a +6 flaming trident that does a base of 3-12 points of damage (+9) and triple damage against undead. His +2 plate mail makes him immune to fire, cold, and lightning attacks, *Slow* spells, and *Magic Missiles*; his +1 shield will deflect any normal missile

fire hurled at him, including boulders thrown by giants, and it has a 35% chance of deflecting missiles with a magical bonus. He has a few other magic items of minor power. Bane's armor, shield, and trident are transdimensional; they do not vary in power or ability on different planes.

Bane has a fairly widespread cult, particularly in places heavily infested with undead. While he only has a small and rather weak priesthood (maximum 4th level clerics), his clerics and those who serve Bane's patron god that gain Bane's personal blessing before questing against undead have a 75% chance of gaining +1 to all undead-turning rolls, while those who pray at Bane's shrine have a 15% chance to gain a +1 to turn undead. This blessing lasts for the duration of the quest.

Bane is a wanderer of the planes, and often makes sorties into the Abyss. His plans are subtle and far-reaching, and he will often use mortals in his schemes. He appears as a man with wild white hair, who often rides a white beast with the specifications of a nightmare of maximum hit points but which is neutral good in alignment.

Bane has made a vast number of powerful, evil enemies; those who ally with his cause are asking for a lot of trouble.