

Description ✘
Character Traits ✘
Contacts / Friends ✘

Personality ✘
Character Flaws ✘
Enemies ✘

Statistic Block ✘ [NPC GEN IMPORT] [GENERATE STATBLOCK]

Condition and Effects ✘

Additional Information ✘

I can invest my excess experience into Malegar. He will gain 1d4 increase in his powers

Other Notes ✘

Malegar has awoken and a voice inside is a dwarven priest/cleric whose goddess opposes Abathor
The Goddess is Berronar Truesilver and she hates Abathor with fierce intensity. She is lawful good. Known as the revered mother. Her worshippers include children, Darwen defenders, fighters and homemakers, husbands, parents scribes, and wives
She is the Matriarch of the dwarven pantheon, Moradin's Bride. The symbol is 2 dwarven rings entwined.

9/16/24: The weapon does detect as magical at this point. It's no longer just Masterwork. It is now considered +1 to hit due to magic (no plus to damage yet). This also helps with Malegar's item saving throws, bypassing DR (in most cases), and it also means that you can have the magical properties enhanced (see RWHR 'Enhancing Magic Weapons or Amor' pages 34-36). I would allow you to enhance from +1/- to +1/+1 (To hit & Damage) for half the costs associated with an enhancement of +1 to +2 (with all other columns being the same).

Private Notes ✘