

NE

MEDIUM

HUMANOID

HUMAN

SIMULACRUM

AZLANTI

**Perception** +22**Languages** Aklo, Draconic, Jotun, Necril, Thassilonian**Skills** Arcana +25, Athletics +20, Deception +25, Diplomacy +22, Occultism +22, Religion +22**Str** +5, **Dex** +4, **Con** +5, **Int** +8, **Wis** +5, **Cha** +5

**Arcane Thesis: Sin Magic** (Rare, Arcane, Sin, Rune) Through your studies of rune magic and your personal affinity for a particular sin you learn facets of your arcane school unknown to other specialists. This dedicated study has purged the impurities of opposing schools of magic and made them anathema. You remove spells from opposed schools from the arcane spell list, they become prohibited.

**Illusion: The sin of Pride**, its prohibited schools are Conjuraction and Transmutation.

**Items** +1 explorer's clothing, +1 striking dagger, spellbook**AC** 32; **Fort** +19, **Ref** +22, **Will** +25**HP** 161**Speed** 5 feet**Melee** ♦ dagger +20, **Damage** 4d4+10 piercing

**Spells** DC 36, attack +21 ; **6th** *illusory creature, phantasmal calamity, feeblemind*; **5th** *magic missile, dispel magic, shadow siphon, illusory scene*; **4th** *false life, phantasmal killer, hallucinatory terrain, confusion*; **3rd** *invisibility sphere, hypnotic pattern, blindness, invisibility* ; **2nd** *mirror image, invisibility (2x), illusory object, resist energy*; **1st** *exchange image, color spray, charm, ventriloquism, ray of enfeeblement*; **cantrips (6th)** *ghost sound, message, mage hand, prestidigitation, electric arc*

**Drain Sinful Item** ♦ (Rare, Arcane, Sin, Rune) This allows you to recall a spell belonging to your arcane school. You can use it once per day for each level of spell you can cast recalling your specialist spell of that level. This only applies to spells learnt in specialist school slots. During your daily preparations you attune your sinful item with one specialist school spell of each level as you memorize them.