

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 Conjuraton and Transmutation.

Items +1 explorer's clothing, +1 striking dagger, spellbook**AC** 32; **Fort** +19, **Ref** +22, **Will** +25**HP** 161**Shadow Siphon**  (Illusion, Shadow)**Speed** 5 feet**Melee**  dagger +20, **Damage** 4d4+10 piercing**Spells** DC 36, attack +21 ; **6th** *illusory creature, phantasmal calamity, mislead, chain lightning*;

5th *phantasmal killer, dispel magic, shadow siphon, illusory scene*; **4th** *false life* (20HP), *hallucinatory terrain, confusion, invisibility*; **3rd** *illusory disguise* (specific person), *hypnotic pattern, gravity well, pillar of water*; **2nd** *mirror image, illusory object, resist energy, ventriloquism*; **1st** *exchange image, ventriloquism, ray of enfeeblement, item facade*; **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 - Illusion. 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.