

Sinaris Valon

Male half-elf transmuter 10 (scrollmaster)

N Medium humanoid (elf, human)

Init +1; **Senses** low-light vision; Perception +19

Languages Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

DEFENSE

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural); *mage armor*

hp 78 plus *false life* (10 HD)

Fort +8, **Ref** +7, **Will** +11; +2 vs. enchantment

Immune sleep effects

OFFENSE

Speed 30 ft. (6 squares), fly 40 ft. (good); *overland flight*

Melee +2 *scroll blade* +10 (1d6+5/19-20)

Ranged by weapon +6

Spell-Like Abilities (CL 10th; Concentration +17)
10/day – augment (5 rounds)

Wizard Spells Prepared (CL 10th, CL 12th with *cone of cold*; Concentration +17)

5th (4/day) – *cone of cold* (2), ~~*overland flight*~~, *wall of force*

4th (6/day) – *ball lightning*^{APG}, *beast shape II*, *dragon's breath*^{APG} (2), *monstrous physique II*^{UM}, *stoneskin*^M

3rd (6/day) – *fireball*, *gaseous form*, *haste*, *lightning bolt*, *protection from energy*, *wind wall*

2nd (7/day) – *bear's endurance*, *false life*^O, *flaming sphere*, *invisibility*, *scorching ray*, *see invisibility*

1st (7/day) – *ant haul*^{APG}, *enlarge person*, *expeditious retreat*, *feather fall*, *mage armor*, *shield*

0 (at will) – *detect magic*, *ghost sound*, *mage hand*, *mending*, *read magic*

Arcane School transmutation (enhancement); **O** Opposition school spell; **Opposition Schools** enchantment, necromancy

STATISTICS

Abilities Str 17 (+3), Dex 12 (+1), Con 14 (+2), Int 24 (+7), Wis 12 (+1), Cha 11 (+0)

Base Atk +5; **CMB** +8; **CMD** 19

Feats Craft Rod, Craft Wondrous Item^B, Cypher Magic, Cypher Script, Scribe Scroll^B, Spell Focus (evocation), Spell Specialization (*cone of cold*)

Skills Appraise +20, Craft (calligraphy) +20, Fly +14, Knowledge (arcana) +20, Knowledge (history) +20, Linguistics +20, Perception +19, Spellcraft +20, Swim +13; **Racial Modifiers** +2 Perception

SQ adaptability, elf blood, physical enhancement +3, scroll blade, scroll shield

Combat Gear *arcane spell scrolls** (*acid arrow* 4, *acid pit* 2, *blink* 2, *burning hands* 2, *cone of cold* 4, *detect scrying* 2, *dispel magic* 2, *dragon's breath* 2, *endure elements* 4, *enlarge person* 2, *fireball* 4, *flaming sphere* 2, *gaseous form* 4, *grease* 4, *greater invisibility* 2, *greater magic weapon* 2, *haste* 2, *invisibility* 4, *keen edge* 2, *lightning bolt* 2, *magic missile* 20, *monstrous physique II* 2, *monstrous physique III*, *polymorph*, *protection from energy* [acid, cold, electricity, fire] 2 each, *remove curse* 2, *scorching ray* 4, *resist energy* [acid, cold, electricity, fire] 2 each, *see invisibility* 2, *shield* 2, *spiked pit* 2, *stoneskin*, *teleport* 2, *true strike* 4, *vampiric touch* 2, *wall of fire* 2, *web* 2), *potions of cure light wounds* (6); **Other Gear** *amulet of natural armor* +3, *bag of holding* (type I), *blessed book*, *cloak of resistance* +3, *everburning torch*, *headband of vast intellect* +4 (fly, swim), *inkpen*, *ink vial*, *lesser metamagic rods* (empower, maximize), *pearl of power* (1st), *scroll cases* (2), *spell component pouch*, *tender* (69gp, 9sp)

* All spell scrolls are minimum caster level, but can be cast at CL 12th (or CL 14th for *cone of cold* scrolls).



Spellbook 5th—*beast shape III*, *cone of cold*, *monstrous physique III*^{UM}, *overland flight*, *passwall*, *permanency*^M, *polymorph*, *teleport*, *wall of force*; 4th—*acid pit*^{APG}, *ball lighting*^{APG}, *beast shape II*, *detect scrying*, *dragon's breath*^{APG}, *greater invisibility*, *monstrous physique II*, *mnemonic enhancer*, *remove curse*, *stoneskin*^M, *wall of fire*; 3rd—*arcane sight*, *blink*, *dispel magic*, *fireball*, *fly*, *gaseous form*, *greater magic weapon*, *haste*, *keen edge*, *lightning bolt*, *nondetection*^M, *protection from energy*, *spiked pit*^{APG}, *vampiric touch*^O, *wind wall*; 2nd—*acid arrow*, *blindness/deafness*^O, *bear's endurance*, *bull's strength*, *cat's grace*, *false life*^O, *flaming sphere*, *invisibility*, *knock*, *make whole*, *pyrotechnics*, *resist energy*, *rope trick*, *scorching ray*, *see invisibility*, *spider climb*, *web*; 1st—*ant haul*^{APG}, *burning hands*, *charm person*^O, *endure elements*, *enlarge person*, *expeditious retreat*, *feather fall*, *grease*, *icicle dagger*^{UM}, *mage armor*, *magic missile*, *magic weapon*, *shield*, *shocking grasp*, *silent image*, *true strike*; 0—all

Encumbrance light 266 lb., medium 533 lb., heavy 800 lb.; **Weight Carried** 22 lb. 7 oz. (excluding tender)

SPECIAL ABILITIES

Arcane Training You can use spell trigger and spell completion items for your favored class (wizard) as if one level higher.

Augment (Sp) As a standard action, you can touch a creature and grant it either a +4 enhancement bonus to a single ability score of your choice or a +3 bonus to natural armor that stacks with any natural armor the creature might possess. This augmentation lasts a number of rounds equal to ½ your wizard level. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Improved Scroll Casting (Su) You can cast a wizard spell from a scroll and use your own Intelligence score and relevant feats to set the DC for the spell, and can use your own caster level if it is higher than that of the scroll (similar to a caster using a staff). You must have already deciphered the writing on the scroll to use this ability.

Perfection of Self (Su) As a swift action you can grant yourself an enhancement bonus to a single ability score equal to ½ your wizard level for one round. You may use this ability for a number of times per day equal to your wizard level.

Physical Enhancement (Su) You gain a +3 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). You can change this bonus to a new ability score when you prepare spells. Unless stated otherwise, assume it applies to Strength.

Scroll Blade (Su) You can wield any paper, parchment, or cloth scroll as if it were a melee weapon. In your hands, the scroll acts as a short sword with an enhancement bonus equal to ½ the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell on it counts as a masterwork short sword. You are proficient in this weapon, and feats and abilities that affect short swords (such as Weapon Focus) apply to this weapon. You cannot wield two scroll blades at the same time. Activating this ability is a free action. A scroll blade only retains its abilities while in your hands. The scroll blade has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful hit by the scroll blade reduces its hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed. If a scroll contains a spell with a metamagic feat, this ability uses the original spell level of the spell (a scroll of empowered *fireball* counts as a 3rd-level spell). When using a 4th-level or higher wizard scroll as a scroll blade, you can choose to reduce its enhancement bonus by 1 (minimum +1 enhancement bonus) to treat it as a reach weapon. When using a 4th-level or higher wizard scroll as a scroll blade, you can choose to reduce its enhancement bonus (to a minimum of a +1 enhancement bonus) to give any of the following weapon properties: *defending*, *frost*, *icy burst*, *keen*, *ki focus*, *shock*, *shocking burst*, *speed*. Adding any of these properties consumes an amount of enhancement bonus equal to the property's cost (see Table 15–9: Melee Weapon Special Abilities in the Core Rulebook). You must know the prerequisite spell or spells to craft the weapon property in question.

Scroll Shield (Su) You can wield any paper, parchment, or cloth scroll as if it were a light wooden shield. In your hands, the scroll grants a +1 shield bonus with an enhancement bonus equal to ½ the level of the highest-level wizard spell on the scroll; a scroll with only a cantrip or 1st-level spell counts as a masterwork light shield. The scroll shield has no armor check penalty, arcane spell failure chance, or

maximum Dexterity bonus. You are considered proficient in this shield. You can use a scroll blade in one hand and a scroll shield in the other hand. Activating this ability is a free action. A scroll shield only retains its abilities while in your hands. The scroll shield has hardness 0 and hit points equal to the highest-level wizard spell on the scroll. Each successful attack roll against you reduces the scroll shield's hit points by 1; this damage cannot be repaired, but does not affect casting from the scroll. When its hit points reach 0, the scroll is destroyed. When using a 3rd-level or higher wizard scroll as a scroll shield, you can choose to reduce its enhancement bonus (to a minimum of a +1 enhancement bonus) to give it any of the following shield properties: *ghost touch*, light fortification, *moderate fortification*. Adding any of these properties consumes an amount of bonus equal to the property's cost (see Table 15–5: Shield Special Abilities in the Core Rulebook). You must know the prerequisite spell or spells to craft the shield property in question. If a scroll contains a spell with a metamagic feat, this ability uses the original spell level of the spell (as above).