

## Corral Styne

Female elf diviner 15

NG Medium humanoid (elf)

**Init** +10; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, *see invisibility*; Perception +18

**Languages** *comprehend languages, tongues*; Common, Draconic, Elven, Goblin, Gnomish, Orc

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### DEFENSE

**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); *mage armor*

**hp** 129 plus *false life* (15 HD)

**Fort** +10, **Ref** +13, **Will** +15; +2 vs. enchantment effects

**Defensive Abilities** *mind blank*; **DR** 10/magic vs. ranged weapons; **Immune** magical sleep

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### OFFENSE

**Speed** 40 ft. (8 squares), fly 40 ft. (average); *overland flight*

**Melee** mwk longsword +7/+2 (1d8–1/19–20) or  
mwk dagger +7/+2 (1d4–1/19–20)

**Ranged** mwk dagger +11 (1d4–1/19–20)

**Arcane School Spell-Like Abilities** (CL 15<sup>th</sup>; Concentration +24)

12/day – diviner's fortune (+7)

**Wizard Spells Prepared** (CL 15<sup>th</sup>, or CL 17<sup>th</sup> against SR; Concentration +24)

8<sup>th</sup> (3/day) – heightened *flesh to stone*, ~~*mind blank*~~, ~~*moment of preience*~~

7<sup>th</sup> (4/day) – *elemental body IV* (2), *greater scrying*, *project image*

6<sup>th</sup> (5/day) – *chain lightning*, *freezing sphere*, *legend lore*<sup>MF</sup>, *mislead*, *planar binding*

5<sup>th</sup> (7/day) – *cloudkill*, *contact other plane*, *dominate person*<sup>O</sup>, ~~*extended overland flight*~~, *mirage arcana*, *teleport*

4<sup>th</sup> (7/day) – *arcane eye*, *extended heroism*<sup>O</sup>, ~~*extended protection from arrows*~~, *fire shield*, *greater invisibility*, *intensified fireball*

3<sup>rd</sup> (7/day) – *clairaudience/clairvoyance*, ~~*extended false life*~~<sup>O</sup>, *extended mirror image* (2), *haste*, *slow*

2<sup>nd</sup> (7/day) – *acid arrow*, *detect thoughts*, ~~*extended mage armor*~~, *resist energy* (2), *scorching ray*, *shatter*

1<sup>st</sup> (8/day) – *disguise self*, ~~*endure elements*~~, *feather fall*, *grease*, ~~*magic aura*~~ (cast on Arian), *silent image*, *true strike*, *unseen servant*

0 (at will) – *detect poison*, *mending*, *message*, *prestidigitation*

**Arcane School** divination; **O** Opposition school spell; **Opposition Schools** enchantment, necromancy

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### STATISTICS

**Abilities** Str 8 (–1), Dex 16 (+3), Con 16 (+3), Int 28 (+9), Wis 12 (+1), Cha 10 (+0)

**Base Atk** +7; **CMB** +6; **CMD** 19

**Feats** Cooperative Crafting, Craft Staff<sup>B</sup>, Craft Wondrous Item<sup>B</sup>, Eschew Materials, Extend Spell, Heighten Spell<sup>B</sup>, Intensified Spell, Preferred Spell (*dispel magic*, *lightning bolt*, *magic missile*), Reach Spell, Scribe Scroll<sup>B</sup>

**Skills** Acrobatics +12, Craft (alchemy) +22, Craft (all others) +13, Bluff +15, Diplomacy +15, Disguise +15, Fly +21, Knowledge (arcana) +27, Perception +18, Sense Motive +16, Spellcraft +27 (+29 to create or identify magic items), Stealth +18; **Racial Bonuses** +2 Perception

**SQ** arcane bond (ring), elven magic, forewarned, scrying adept, weapon familiarity

**Combat Gear** *arcane spell scrolls* (*limited wish* [2], *reach vampiric touch* [long range]), foci (*contingency*, *legend lore*); material component (*legend lore/vision*); **Other Gear** Arian (see below, bonded object), *belt of mighty constitution* +4, *blessed books* (2; 419 pages left), *boots of striding and springing*, *cloak of resistance* +5, *headband of vast intellect* +6 (Disguise, Fly, Stealth), masterwork dagger, masterwork longsword, *ring of blinking*, simulacrum double (see below), spell component pouch (for show), *staff of lament* (see below), tender (523gp)



**Spellbook** 8<sup>th</sup>—*clone*<sup>MF O</sup>, *mind blank*, *moment of prescience*; 7<sup>th</sup>—*elemental body IV*, *greater scrying*, *limited wish*<sup>M</sup>, *project image*, *sequester*, *simulacrum*; 6<sup>th</sup>-level and below—all core spells

**Encumbrance** light 26 lb., medium 53 lb., heavy 80 lb.; **Weight Carried** 19 lb. (excluding tender)

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## SPECIAL ABILITIES

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**Diviner's Fortune (Sp)** When you activate this school power, you can touch any creature as a standard action to give it an insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws equal to ½ your wizard level (minimum +1) for 1 round. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

**Forewarned (Su)** You can always act in the surprise round even if you fail to make a Perception roll to notice a foe, but you are still considered flat-footed until you take an action. In addition, you receive a bonus on initiative checks equal to ½ your wizard level.

**Ongoing Spells** You have cast the *contingency* spell upon yourself. Should you ever be made helpless against your will (such as when knocked unconscious, paralyzed, petrified, securely bound, or forcefully put to sleep), you are immediately teleported (as per the *teleport* spell) to the nearest known temple dedicated to your deity. Your person carries upon it a note with detailed instructions for the temple's priests should you not be in a position to direct them to your aid personally. Additionally, you have used the *permanency* spell to make the following spell effects permanent in regards to yourself: *arcane sight*, *comprehend languages*, *darkvision*, *see invisibility*, and *tongues*. The following spells are also regularly active upon your person: *endure elements*, *false life*, *mage armor*, *mind blank*, *moment of prescience*, *overland flight*, and *protection from arrows*. Additionally, should all your magical contingencies and protections fail, you have a *clone* body waiting in a secret laboratory to be resurrected. All ongoing spell effects function at 15<sup>th</sup>-caster level (and thus require a DC 26 caster level check to dispel) and their effects are included in the above stats where appropriate.

**Scrying Adept (Su)** You are always aware when you are being observed via magic, as if you had a permanent *detect scrying*. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you. Very familiar subjects get a –10 penalty on their save to avoid your scrying attempts.

**Weapon Familiarity** Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

## Corral Styne simulacrum doubles (2) (as above, except as follows)

Female elf diviner 7

**Init** +6; **Senses** low-light vision; Perception +9

**Languages** Common, Draconic, Elven, Goblin, Gnoll, Orc

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### DEFENSE

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**AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex); *mage armor*

**hp** 47 plus *false life* (7 HD)

**Fort** +3, **Ref** +5, **Will** +5; +2 vs. enchantment effects

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### OFFENSE

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**Speed** 30 ft. (8 squares), fly 40 ft. (average); *overland flight*

**Melee** by weapon +2

**Arcane School Spell-Like Abilities** (CL 7<sup>th</sup>; Concentration +13)

8/day – diviner's fortune

**Wizard Spells Prepared** (CL 7<sup>th</sup>, or CL 9<sup>th</sup> against SR; Concentration +13)

4<sup>th</sup> (3/day) – *arcane eye*, *greater invisibility*, *overland flight*

3<sup>rd</sup> (4/day) – *clairaudience/clairvoyance*, *fireball* (3)

2<sup>nd</sup> (5/day) – *detect thoughts*, *false life*<sup>O</sup>, *mirror image*, *scorching ray*

1<sup>st</sup> (7/day) – *disguise self*, *feather fall*, *grease*, *identify*, *mage armor*, *protection from evil*, *shield*

0 (at will) – *detect poison*, *mending*, *message*, *prestidigitation*

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### STATISTICS

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**Abilities** Str 8 (–1), Dex 16 (+3), Con 12 (+1), Int 21 (+5), Wis 11 (+0), Cha 10 (+0)

**Base Atk** +3; **CMB** +2; **CMD** 15

**Feats** Cooperative Crafting, Craft Wondrous Item, Heighten Spell<sup>B</sup>, Preferred Spell (*lightning bolt*, *magic missile*), Scribe Scroll<sup>B</sup>

**Skills** Craft (alchemy +10), Bluff +7, Diplomacy +7, Knowledge (arcana) +15, Perception +9, Sense Motive +7, Spellcraft +15 (+17 to identify magical items); **Racial Bonuses** +2 Perception

**SQ** arcane bond (mundane ring), diviner's fortune +3, forewarned +3, simulacrum traits

**Combat Gear** none; **Other Gear** *blessed books* (2; 419 pages left, books split between sims), identical clothing and accoutrements (non-functional), spell component pouch

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## ARIAN, RING OF MEMORY

**Price** 151,500 gp; **Aura** strong transmutation; **CL** 15<sup>th</sup>; **Weight** –

**Alignment** neutral good; **Senses** 120 ft., darkvision, blindsense, hearing, read languages, and read magic

**Intelligence** 14; **Wisdom** 10; **Charisma** 10; **Ego** 19

**Language** speech, telepathy (Common, Elven, Sylvan, Treant)

**Powers** Item has 5 ranks in Knowledge (local) (+7), Knowledge (geography) (+7), and Knowledge (nature) (+7)

**Special Purpose** defend elvenkind (excluding drow).

**Dedicated Powers** *dimension door* at will.

All *rings of memory* are powerful, sentient, magical rings that have been created by being infused with a portion of a sentient creature's departed spirit (very much like a soulbound doll). They possess the personality of the deceased, and also demonstrate random memories of the subject as well. Because their powers and abilities are based on a once living individual, *rings of memory* are always unique from one another. However, they all share the above-mentioned traits and are always worth at least 75,000gp in magical abilities. An example ring of memory is shown below:

Arian was Corral's husband and a great linguist and sage of the natural world responsible for building up much of the Elven forest kingdom. While traveling abroad he was murdered by orc marauders. So distraught was Corral when she divined her lover's death, she sought out and single-handedly annihilated the orcs responsible, followed shortly thereafter by the remainder of their entire tribal horde. She then tracked down her husband's

remains and gave him a proper burial. Via a lengthy magical ritual, she then linked her most precious possession—her wedding band—to his departed soul. Though only a shadow of his memory, the newly sentient *ring of telekinesis* has since become both a powerful ally and a comforting reminder of happier times long gone.

Arian, the ring, is incredibly intelligent and knowledgeable of the natural world, though it contains only a fraction of the knowledge the living Arian once had. Like the living Arian, it is extremely fond and protective of Corral. It also strives to protect elves and the natural world in general. Because of its memories, Arian sometimes confuses itself for Corral's once living husband.

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### CONSTRUCTION

**Requirements** Forge Ring, the soul of a willing sentient creature of at least 10<sup>th</sup>-level, *telekinesis*; **Cost** 75,500 gp

### STAFF OF LAMENT

**Aura** Moderate Evocation; **CL** 9<sup>th</sup>

**Slot** –; **Price** 90,000 gp; **Weight** 5 lb.

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### DESCRIPTION

A powerful weapon carved from orc bone, this staff was created by Corral to aid her in the destruction of her husband's murderers. This magical staff possesses the following spells:

- *Cone of cold* (1 charge)
- Extended *acid arrow* (1 charge)
- Intensified *fireball* (1 charge)
- Intensified *lightning bolt* (1 charge)
- Reach *magic missile* (long range) (1 charge)

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### CONSTRUCTION

**Requirements** Craft Staff, Extend Spell, Intensified Spell, Reach Spell, *acid arrow*, *cone of cold*, *fireball*, *lightning bolt*, *magic missile*; **Cost** 45,000 gp