

Adin Lir

Female noble drow cleric 3/transmuter 3/mystic theurge 10

CN Medium humanoid (elf)

Init +13; **Senses** darkvision 120 ft.; Perception +26

Languages Abyssal, Common, Draconic, Drow Sign Language, Elven, Undercommon

DEFENSE

AC 37, touch 22, flat-footed 30 (+7 armor, +5 deflection, +7 Dex, +8 natural)

hp 111 (16 HD)

Fort +15, **Ref** +18, **Will** +25; +2 vs. enchantment

Defensive Abilities evasion; **Immune** magical sleep effects; **SR** 27

Weaknesses light blindness

OFFENSE

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

Melee *luck blade* +13/+8 (1d6+5/19-20) or
by touch spell +11 touch

Ranged by touch spell +15 touch

Special Attacks channel positive energy 11/day (DC 17, 2d6), poison use

Spell-Like Abilities (CL 16th; Concentration +20)

Constant – *detect magic*

At will – *alter self*, *cure light wounds*, *dancing lights*, *deeper darkness*, *magic missile*

13/day – *telekinetic fist* (1d4+1 bludgeoning)

1/day – *dispel magic*, *protection against law*, *suggestion*

Cleric Spells Prepared (CL 13th, or CL 17th to overcome SR; Concentration +21)

7th (3/day) – *destruction*^F (2), *spell turning*^D

6th (4/day) – *dominate person*^C, *geas/quest*, *heal*, *mislead*^D

5th (5/day) – *break enchantment*, *false vision*^{DM}, *greater invisibility*^C, *scrying*^F, *true seeing*^M

4th (7/day) – *chaos hammer*, *confusion*^D, *discern lies*, *fireball*^C, *freedom of movement*, *lightning bolt*^C, *restoration*^M

3rd (7/day) – *create food and water*, *invisibility purge*, *nondetection*^D, *protection from energy*, *remove disease*, *searing light*, *web*^C

2nd (7/day) – *charm person*^C, *invisibility*^D, *lesser restoration*, *shield*^C (2), *shield other*^F, *undetectable alignment*

1st (7/day) – *doom*, ~~*endure elements*~~, *identify*^D, *protection against good* (2), *remove fear*, *sanctuary*

0 (at will) – *create water*, *light*, *purify food and drink*, *read magic*

Wizard Spells Prepared (CL 15th, or CL 19th to overcome SR; Concentration +23)

7th (3/day) – *greater polymorph*, *greater teleport*, *reverse gravity*

6th (5/day) – *chain lightning*, *disintegrate* (2), *flesh to stone*, *mass suggestion*, *mislead*

5th (6/day) – *baleful polymorph*, *cone of cold*, *feeblemind*, ~~*overland flight*~~, *telekinesis*, *teleport*

4th (7/day) – *black tentacles*, *charm monster*, *dimensional anchor*, *fire shield*, *greater invisibility*, *stone shape*, *stoneskin*^M

3rd (7/day) – *fireball*, *haste*, *lightning bolt*, *major image*, *protection from energy*, *vampiric touch*^O

2nd (8/day) – *blindness/deafness*^O, *glitterdust*, *invisibility*, *rope trick*, *scorching ray* (2), *web*

1st (8/day) – *charm person*, *expeditious retreat*, *floating disk*, *ray of enfeeblement*^O, *shield*, *shocking grasp*, *unseen servant*

0 (at will) – *detect poison*^O, *mage hand*, *prestidigitation*

Arcane School transmutation; **C** combined spell; **D** domain spell; **Domains** magic, trickery; **O** opposition school spell; **Opposition Schools** divination, necromancy

STATISTICS

Abilities Str 17 (+3), Dex 24 (+7), Con 14 (+2), Int 30 (+10), Wis 26 (+8), Cha 18 (+4)



Base Atk +8; **CMB** +11; **CMD** 41

Feats Craft Wondrous Items, Defensive Combat Training, Greater Spell Focus (transmutation), Greater Spell Penetration, Improved Initiative, Scale and Skin, Scribe Scroll^B, Spell Focus (transmutation), Spell Penetration

Skills Acrobatics +28 (+32 to jump), Bluff +23, Disguise +23 (+33 with alter self), Escape Artist +23, Knowledge (arcana) +29, Knowledge (local) +29, Knowledge (planes) +29, Knowledge (religion) +29, Perception +26 (darkvision), Sleight of Hand +23, Spellcraft +29, Stealth +26; **Racial Modifier** +2 Perception

SQ arcane bond (object), aura of evil (moderate), physical enhancement +1, spontaneous casting (inflict spells), traits (magical knack: wizard, reactionary), weapon familiarity

Combat Gear spell focus components (*destruction*, *scrying*, *shield other*), spell material components (*false vision* 4, *restoration* [1,000gp worth], *stoneskin* 4, *true seeing* 4); **Other Gear** *amulet of natural armor* +5, *belt of physical perfection* +6, *blessed book* (no pages remaining), *boots of striding and springing*, *bracers of armor* +7, *cloak of resistance* +5, *headband of mental superiority* +6 (acrobatics, escape artist, sleight of hand), *luck blade* (no wishes), *ring of evasion* (bonded object), *ring of protection* +5, spellbooks (3; 33 pages left), spell component pouch, tender (3,850gp), *tome of clear thought* +4 (already read)

Spellbook all core wizard spells of 7th-level and lower.

Encumbrance light 86 lb., medium 173 lb., heavy 260 lb.; **Weight Carried** 19 lb. (excluding tender)

SPECIAL ABILITIES

Bonded Object (Sp) If you attempt to cast a spell without your bonded object worn or in hand, you must make a concentration check or lose the spell. The DC for this check is equal to 20 + the spell's level. A bonded object can be used once per day to cast any one spell that you have in your spellbook and are capable of casting, even if the spell is not prepared. This spell is treated like any other spell cast by you, including casting time, duration, and other effects dependent on your caster level. This spell cannot be modified by metamagic feats or other abilities. The bonded object cannot be used to cast spells from your opposition schools. The magic properties of your bonded object, including any magic abilities added to the object, only function for you.

Channel Energy (Su) Eleven times per day you may release a burst of positive energy in a 30-ft. radius burst as a standard action. When doing so you can choose to harm undead creatures in the area (2d6 damage, Will DC 17 half) or to heal the living (2d6 healing).

Combined Spells (Su) You can prepare and cast spells from one of your spellcasting classes using the available slots from any of your other spellcasting classes. Spells prepared or cast in this way take up a slot one level higher than they originally occupied. This ability cannot be used to cast a spell at a lower level if that spell exists on both spell lists. You may only cross 5th-level spells in this fashion. The components of these spells do not change, but they otherwise follow the rules for the spellcasting class used to cast the spell.

Contingencies/Ongoing Spells You have cast the *contingency* spell upon yourself. Should you ever die, you immediately come under the effect of a *breath of life* spell. Additionally, you have used the *permanency* spell to make the following spell effects permanent in regards to yourself: *arcane sight*, *comprehend languages*, *see invisibility*, and *tongues*. The following spells are also regularly active upon your person: *endure elements*, *overland flight*, and *undetectable alignment*. All ongoing spell effects function at 15th-caster level (and thus require a DC 26 caster level check to dispel) and their effects are included in the above stats where appropriate.

Evasion (Ex) If you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, you instead take no damage. If you are helpless or are not wearing your ring of evasion, you do not gain the benefit of evasion.

Light Blindness Abrupt exposure to bright light blinds you for 1 round; on subsequent rounds you are dazzled as long as you remain in the affected area.

Physical Enhancement (Su) You gain a +1 enhancement bonus to one physical ability score (Strength, Dexterity, or Constitution). This bonus increases by +1 for every five wizard levels you possess to a

maximum of +5 at 20th-level. You can change this bonus to a new ability score when you prepare spells. At 20th-level, this bonus applies to two physical ability scores of your choice. Unless otherwise stated, assume it applies to Strength.

Poison Use (Ex) You are trained in the use of poison and cannot accidentally poison yourself when applying poison to a blade.

Spell Synthesis (Su) Once per day you can cast two spells, one from each of your spellcasting classes, using one action. Both of the spells must have the same casting time. You can make any decisions concerning the spells independently. Any target affected by both of the spells takes a –2 penalty on saves made against each spell. You receive a +2 bonus on caster level checks made to overcome spell resistance with these two spells.

Telekinetic Fist (Sp) As a standard action you can strike with a telekinetic fist, targeting any foe within 30 feet as a ranged touch attack. The telekinetic fist deals 1d4 points of bludgeoning damage + 1 for every two wizard levels you possess. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.