

Ravendark

Male elf illusionist 15 (shadowcaster, Thassilonian specialist)

LE Medium humanoid (elf)

Init +6; **Senses** *arcane sight*, darkvision 120 ft., low-light vision, *see invisibility*, shadowsight; Perception +18

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Dark Folk, Elven, Ignan, Infernal, Shadowtongue, Terran; *comprehend languages*, *tongues*

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 84 plus *greater false life* (15 HD)

Fort +9, **Ref** +13, **Will** +14 (+17 vs. mind-affecting effects)

Defensive Abilities *mind blank*; **SR** 18

OFFENSE

Speed 30 ft. (6 squares); run ×5

Melee by weapon +5

Ranged binding shadows +11 touch (entangle/concealment)

Spell-Like Abilities (CL 15th; Concentration +24)

At will – shadow step

12/day – binding shadows

1/day – *dream* (requires 15 charisma, such as from an *eagle's splendor* potion)

Wizard Spells Prepared (CL 15th, CL 17th with *greater shadow conjuration*, or CL 19th with *greater shadow evocation*; Concentration +24)

8th (5/day) – *hungry darkness*^{ISM} (shadow grasp, tenebrous), *lunar veil*^{UM} (shadow grasp, tenebrous; 2), *mass charm monster*, ~~*mind blank*~~

7th (6/day) – *finger of death*, *greater scrying*, *mass invisibility*, *project image* (2), *waves of exhaustion*

6th (7/day) – *greater dispel magic*, *mislead*, *permanent image* (2), *shadow walk*, *true seeing*^M, *veil*

5th (9/day) – *magic jar*^F (2), *mirage arcana* (2), *shadow evocation* (tenebrous, 2), *wall of force* (3)

4th (9/day) – *bestow curse*, *enervation* (3), ~~*greater false life*~~^{UM} (2)*, *phantasmal killer* (2), *shadow projection*^{APG}, *shadow conjuration* (tenebrous, 2)

3rd (9/day) – *displacement*, *fireball*, *heroism*, *lightning bolt*, *protection from energy*, *shield* (umbral, 2), *silent image* (shadow grasp, tenebrous; 2)

2nd (9/day) – *blindness/deafness* (2), *depressing sorrow* (as *hideous laughter*, but causes fits of crying instead of laughter) (2), *false life*, *invisibility* (2), *mirror image* (2)

1st (10/day) – *alarm* (2), *charm person* (2), *magic missile* (2), *silent image* (2), *ventriloquism* (2)

0 (at will) – *detect magic*, *ghost sound*, *prestidigitation*, *read magic*

Specialist School Thassilonian (pride) / illusion (shadow); **Prohibited Schools** conjuration, transmutation

STATISTICS

Abilities Str 7 (–2), Dex 18 (+4), Con 10 (+0), Int 29 (+9), Wis 12 (+1), Cha 14 (+2)

Base Atk +7; **CMB** +5; **CMD** 19

Feats Greater Spell Specialization, Run^B, Scribe Scroll^B, Shadow Grasp, Solid Shadows^B, Spell Focus (illusion^B), Spell Perfection (*greater shadow evocation*), Spell Specialization (*greater shadow conjuration*, *greater shadow enchantment*, *greater shadow evocation*), Tenebrous Spell, Umbral Spell

Skills Bluff +17, Diplomacy +17, Disguise +17, Intimidate +17 (+19 to demoralize), Knowledge (arcana, planes) +27, Perception +18, Sense Motive +16, Spellcraft +27, Stealth +19, Use Magic Device +17;

Racial Modifiers +2 Intimidate to demoralize

SQ creepy, dreamspeaker, extended illusions, fleet-footed, ongoing spells, overwhelming magic, shadow step (450 ft./day)

Combat Gear *arcane spell scrolls* (*enervation* 5), material components (*true seeing* 3), *potions* (*eagle's splendor* 5), spell focus (*clone*, *contingency*, *magic jar*); **Other Gear** *belt of physical might* +2 (constitution, dexterity), *blessed books* (2), *cloak of resistance* +5, *headband of vast intellect* +6



(intimidate, stealth, use magic device), personal clones (5), *robes of the archmagi* (black), simulacrum awakened raven with spare spell component pouch, simulacrum doubles (2), simulacrum troll bodyguards (6), spell component pouch, tender (185gp)

Spellbook all non-conjuration/transmutation core wizard spells of 8th-level and lower plus *darkvault*^{BoS}, *greater darkvision*^{UM}, *greater false life*^{UM}, *greater shadow enchantment*^{OR}, *hungry darkness*^{ISM}, *lunar veil*^{UM}, *major curse*^{UM}, *shadow enchantment*^{OR}, and *shadow projection*^{APG}

Encumbrance light 23 lb., medium 46 lb., heavy 70 lb.; **Weight Carried** 8 lb. (excluding tender)

SPECIAL ABILITIES

Binding Darkness (Sp) As a standard action, you cast a weave of shadows at any foe within 30 feet as a ranged touch attack. The shadows entangle your foe for 1 round plus 1 additional round for every five wizard levels you possess. In conditions of bright light, this duration is halved (minimum 1 round). A creature entangled by your shadows has concealment from those without darkvision or the ability to see in darkness, and other creatures likewise have concealment relative to it. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Creepy Non-elf humanoids take a –1 penalty on saving throws against spells you cast that cause confusion or fear. In addition, you gain a +2 racial bonus on Intimidate checks to demoralize.

Dreamspeaker You add +1 to the saving throw DCs of divination spells and sleep effects that you cast. Additionally, you may use *dream* as a spell-like ability once per day with a caster level equal to your caster level, provided your Charisma score is 15 or higher.

Extended Illusions (Su) Any illusion spell you cast with a duration of “concentration” lasts a number of additional rounds equal to ½ your wizard level after you stop maintaining concentration (minimum +1 round). At 20th-level, you can make one illusion spell with a duration of “concentration” become permanent. You can have no more than one illusion made permanent in this way at one time. If you designate another illusion as permanent, the previous permanent illusion ends.

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 subjected to *magic jar*, allowing you to possess nearby entities and continue the fight. Additionally, you have used the *permanency* spell to make the following spell effects permanent in regards to yourself: *arcane sight*, *comprehend languages*, *greater darkvision*^{UM}, *see invisibility*, and *tongues*. The following spells are also regularly active upon your person: *greater false life*^{UM} and *mind blank*. 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.

Shadow Spells (Su) You can use your shadow to prepare additional spells. You must spend your entire period of spell preparation in dim illumination to use this ability. You may prepare a number of additional spell levels of spells equal to the level of the highest-level wizard spell you can cast. For example, if you can cast 6th-level wizard spells, you could prepare six 1st-level spells, two 3rd-level spells, or any similar combination that adds up to a total of six spell levels. These spells are stored in your shadow. You can only cast these spells when you are in an area of normal light or dim light. These spells are marked with asterisks above. You also gain Shadowtongue as a bonus language.

Shadow Step (Sp) You can use this ability to walk through the Shadow Plane and reappear as a standard action. You can travel up to 30 feet per wizard level per day in this fashion, either in a single round or broken up across multiple shadow steps. This movement must be used in 5-foot increments and does not provoke an attack of opportunity. Travel through the Shadow Plane is imprecise; when you arrive, you re-enter 1 square off target, as per the rules for thrown splash weapons. If this would place you in an occupied square, you instead arrive in the nearest safe location. When you arrive, you are cloaked in shadow and gain concealment as the *blur* spell for 1 round. You may bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you. They likewise re-enter off target (roll location for each creature) and are cloaked in shadow for 1 round.

Shadowsight (Ex) You gain darkvision 60 feet.

Shadowy Specialization (Ex) When you cast *shades*, *shadow conjuration*, *shadow evocation*, and similar illusion spells that have a listed fraction of the strength of real effects, you increase the percentage of

damage caused by the spell's effect or summoned creatures by one-fifth (+20%) against creatures that make their saving throw against the effect, up to a maximum of 100% of the strength. For example, *shadow evocation* and *shadow conjuration* deal 40% normal damage on a successful save instead of 20%.

Simulacrum Double

Male elf illusionist 7 (shadowcaster, Thassilonian specialist)

LE Medium humanoid (elf)

Init +6; **Senses** darkvision 60 ft., low-light vision, shadowsight; Perception +8

Languages Aklo, Aquan, Auran, Common, Dark Folk, Elven, Ignan, Terran

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 40 plus *false life* (7 HD)

Fort +2, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft. (6 squares); run ×5

Melee by weapon +1

Ranged binding shadows +6 touch (entangle/concealment)

Spell-Like Abilities (CL 7th; Concentration +12)

At will – shadow step

8/day – binding shadows

1/day – *dream* (requires 15 charisma, such as from an *eagle's splendor* potion)

Wizard Spells Prepared (CL 7th, CL 9th with *shadow conjuration*; Concentration +12)

4th (5/day) – *enervation* (2), *greater invisibility*, *phantasmal killer*, *shadow conjuration*

3rd (6/day) – *displacement* (2), *fireball*, *lightning bolt*, *major image*, *protection from energy*

2nd (7/day) – *blindness/deafness* (2), *false life* (2), *invisibility*, *mirror image* (2)

1st (9/day) – *magic missile* (5), *silent image* (2), *ventriloquism* (2)

0 (at will) – *detect magic*, *ghost sound*, *prestidigitation*, *read magic*

Specialist School Thassilonian (pride)/illusion (shadow); **Prohibited Schools** conjuration, transmutation

STATISTICS

Abilities Str 7 (–2), Dex 18 (+4), Con 10 (+0), Int 21 (+5), Wis 12 (+1), Cha 14 (+2)

Base Atk +3; **CMB** +1; **CMD** 14

Feats Greater Spell Focus (illusion), Run^B, Scribe Scroll^B, Shadow Grasp, Spell Focus (illusion^B), Tenebrous Spell, Umbral Spell

Skills Bluff +9, Diplomacy +9, Disguise +9, Knowledge (arcana, planes) +15, Perception +8, Sense Motive +8, Spellcraft +15; **Racial Modifiers** +2 Perception, +2 Spellcraft to identify magic items

SQ dreamspeaker, extended illusions, keen senses, ongoing spells (*false life*), overwhelming magic, shadow step (210 ft./day)

Combat Gear *arcane spell scrolls* (*enervation* 2); **Other Gear** non-functional facsimile gear with *magic aura*, spell component pouches (2)

Spellbook as above

Encumbrance light 23 lb., medium 46 lb., heavy 70 lb.; **Weight Carried** 4 lb.

