

Sela Kurn

Male venerable human abjurer 15

LE Medium humanoid (human)

Init +4; **Senses** all-around vision, *arcane sight*, darkvision 120 ft.; Perception +18

Languages Aboleth, Abyssal, Aklo, Aquan, Auran, Boggard, Celestial, Common, Cyclops, Dark Folk, Draconic, Dwarven, Elven, Giant, Gnome, Gnoll, Halfling, Ignan, Infernal, Orc, Sphinx, Strix, Sylvan, Tengu, Terran, Undercommon

DEFENSE

AC 27, touch 17, flat-footed 23 (+7 armor, +3 deflection, +4 Dex, +3 natural)

hp 144 plus *greater false life* (15 HD)

Fort +13, **Ref** +13, **Will** +16; +3 vs. mind-affecting effects

Defensive Abilities *mind blank*; **DR** 2/piercing or slashing; **DR** 10/magic vs. ranged weapons; **Immune** divination, drowning, flanking, pain effects;

Resist crushing half, energy 10 (any one)

OFFENSE

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

Melee +1 *quarterstaff* +11/+6 (1d6+1) or

+3 *dagger* +10/+5 (1d4+3/19-20) with *greater magic weapon*

Ranged +3 *dagger* +14 (1d4+3/19-20) with *greater magic weapon*

Abjurer Spells Prepared (CL 16th, CL 22nd w/*greater dispel magic*; Concentration +30)

8th (3/day) – ~~*mind blank*~~, ~~*moment of prescience*~~, ~~*summon monster VIII*~~

7th (4/day) – ~~*elemental body IV*~~, ~~*greater age resistance*~~^{UM}, ~~*spell turning*~~, ~~*waves of exhaustion*~~

6th (6/day) – ~~*disintegrate*~~, ~~*globe of invulnerability*~~, ~~*mass suggestion*~~, ~~*mislead*~~^O, ~~*repulsion*~~^F

5th (7/day) – ~~*dominate person*~~, ~~*feeblemind*~~ (+1 CL/DC), ~~*hold monster*~~, ~~*overland flight*~~, ~~*quickened shield*~~, ~~*teleport*~~

4th (7/day) – ~~*dimensional anchor*~~, ~~*enervation*~~ (2), ~~*greater false life*~~^{UM}, ~~*greater invisibility*~~^O, ~~*ride the waves*~~^{UM}

3rd (7/day) – ~~*countless eyes*~~^{UM}, ~~*gaseous form*~~, ~~*greater magic weapon*~~, ~~*phantom steed*~~, ~~*protection from energy*~~, ~~*shrink item*~~, ~~*vampiric touch*~~

2nd (8/day) – ~~*cushioning bands*~~^{UM}, ~~*delay pain*~~^{UM}, ~~*protection from arrows*~~, ~~*shatter*~~^O (2), ~~*spectral hand*~~

1st (8/day) – ~~*charm person*~~, ~~*endure elements*~~, ~~*feather fall*~~, ~~*illusion of calm*~~^{UC O}, ~~*protection from good*~~, ~~*shield*~~, ~~*unseen servant*~~

0 (at will) – ~~*detect magic*~~, ~~*detect poison*~~, ~~*mage hand*~~, ~~*prestidigitation*~~

Arcane School abjuration (counterspell); **O** Opposition school spell **Opposition Schools** evocation, illusion

STATISTICS

Abilities Str 11 (+0), Dex 18 (+4), Con 18 (+4), Int 31 (+10), Wis 17 (+3), Cha 10 (+0)

Base Atk +7; **CMB** +7 (+10 with dagger); **CMD** 24

Feats Craft Wondrous Item, Destructive Dispel, Dispel Focus^B, Dispel Synergy, Greater Dispel Focus, Greater Spell Specialization, Improved Counterspell^B, Quicken Spell^B, Scribe Scroll^B, Selective Spell^B, Spell Focus (abjuration), Spell Perfection (*greater dispel magic*), Spell Specialization (*greater dispel magic*), Widen Spell^B

Skills Appraise +23, Bluff +15, Diplomacy +15, Disguise +25, Fly +30 (overland flight), Knowledge (arcana) +28, Knowledge (dungeoneering) +18, Knowledge (geography) +18, Knowledge (history) +18, Knowledge (local) +18, Knowledge (nobility) +18, Knowledge (planes) +18, Knowledge (religion) +18, Linguistics +28, Perception +18, Sense Motive +18, Spellcraft +28, Stealth +19, Swim +8

SQ arcane bond (ring), traits (magical lineage: *greater dispel magic*, outlander: lore seeker [*dispel magic*, *feeblemind*, *greater dispel magic*])

Combat Gear 5-foot patches of lava (shrunk via shrink item 5), arcane spell foci (*contingency*, *mage's magnificent mansion*, *repulsion*), arcane spell scrolls (*darkness* 2, *major image*, *shield* 3, *silent image* 3,



teleport 2, true strike 3, ventriloquism 3), clay jug of green slime, fake scrolls (each with ten *explosive runes* spells 10—often detonated with a deliberately failed *greater dispel magic* check), flasks of brown mold (4), flasks of phosphorescent fungus (as torch, 4), flasks of yellow mold (4), hip flask filled with oil of taggit (6 doses), paper airplanes (as fake scrolls above 10), *staff of the master* (abjuration; *protection from evil* [1 charge], *protection from arrows* [1 charge], *protection from energy* [2 charges], CL 8th; doubles as a +1/+1 *quarterstaff*); **Other Gear** *amulet of the grand vizier* (as *amulet of natural armor* +3, doubles as *magic jar* focus), *belt of physical might* +4 (dexterity, constitution), *blessed books* (2, 405 pages remaining), *bookplates of recall* (2, in *blessed books*), *bracers of armor* +7, *caster's tattoo* (lesser, on chest), dagger, *feather step slippers*, *figurine of wondrous power* (silver raven), *grand vizier's turban* (as *hat of disguise* and *orange prism ioun stone*), *headband of vast intelligence* +6 (fly, perception, stealth), masterwork backpack, *ring of protection* +3, spell component pouches (2), tender (263gp, 6sp, 1cp), *vizier's robe* (as *otherworldly kimono*)

Spellbook all core wizard spells of 8th-level and lower plus *countless eyes*^{UM}, *cushioning bands*^{UM}, *delay pain*^{UM}, *greater age resistance*^{UM}, *greater darkvision*^{UM}, *greater false life*^{UM}, *illusion of calm*^{UC}, *lesser astral projection*^{UM}, and *ride the waves*^{UM}

Encumbrance light 43 lb., medium 86 lb., heavy 130 lb.; **Weight Carried** 49 lb. 8 oz. (excluding tender), 13 lb. without backack

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.

Counterspell Mastery (Su) You gain Improved Counterspell as a bonus feat. You may attempt to counterspell an opponent's spell once per day as an immediate action (instead of a readied action). You must use a spell at least one level higher than the spell being countered to use this ability. You can use this ability once per day at 6th-level, plus one additional time per day for every 4 levels beyond 6th.

Disruption (Su) As a melee touch attack, you can place a disruptive field around the target. While the field is in place, the target must make a concentration check to cast any spell or to use a spell-like ability in addition to any other required concentration checks. The DC of this check is equal to 15 + twice the spell's level. If the check is failed, the target's spell is wasted. This field lasts for a number of rounds equal to ½ your wizard level (minimum 1). You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Greater Dispel Magic Your dispel check modifier with *greater dispel magic* is +34 (+36 if you have someone magically imprisoned within your robe).

Lore Seeker You gain a +1 trait bonus on Knowledge (arcana) checks, and Knowledge (arcana) is a class skill for you. If you cast arcane spells, pick three spells on your spell list. You are particularly adept at casting these spells, so they function at +1 caster level when you cast them, and their save DCs (if any) gain a +1 bonus.

Magical Lineage When you apply metamagic feats to the above spell, treat its actual level as 1 lower for determining the spell's final adjusted level.

Ongoing Spells You have cast the *contingency* and *lesser astral projection* spells upon yourself. Your real body resides in a secure location while your projection travels the material plane. Should you ever lose consciousness against your will you are affected as though you had cast *magic jar* upon yourself, using your bejeweled amulet as the jar. Additionally, you have used the *permanency* spell to give yourself the benefits of *arcane sight* and *greater darkvision*. The following spells are also regularly active upon your projection: *countless eyes*, *cushioning bands*, *delay pain*, *endure elements*, *greater false life*, *mind blank*, *moment of prescience*, *overland flight*, *protection from arrows*, and *ride the waves*. What's more, you

often keep a *phantom steed* and an *unseen servant* by your side, mask all of your magical gear with *magic aura*, and conceal all of your magical writings with *illusory script* (with the suggestion to return the item to Sela, explain the reason for taking it, and to apologize), excluding those that are already subject to *explosive runes*. All ongoing spell effects function at 16th-caster level (and thus require a DC 27 caster level check to dispel). Their respective effects are included in the above stats where appropriate.

Resistance (Ex) You gain resistance 10 to an energy type of your choice, chosen when you prepare spells. This resistance can be changed each day. Unless specified otherwise, assume it applies against fire.