

## Yiankun Lee

Female halfling sorcerer 15

NG Small humanoid (halfling)

**Init** +7; **Senses** familiar's alertness, tremorsense 20 ft.; Perception +2

**Languages** Common, Halfling

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### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size); *mage armor*

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

**Fort** +17, **Ref** +14, **Will** +15; +2 vs. fear

**Immunities** forced movement, petrification

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### OFFENSE

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

**Melee** by weapon +5/+0

**Ranged** by weapon +11/+6

**Sorcerer Spells Known** (CL 15<sup>th</sup>, CL 16<sup>th</sup> with polymorph spells, or CL 19<sup>th</sup> to overcome SR; Concentration +27, or +28 with polymorph spells)

7<sup>th</sup> (6/day) – *elemental body IV*, *greater teleport*<sup>B</sup>, *spell turning*<sup>B</sup>, *statue*

6<sup>th</sup> (8/day) – *beast shape IV*, *flesh to stone*, *mislead*, *true seeing*<sup>M B</sup>, *veil*<sup>B</sup>

5<sup>th</sup> (8/day) – *baleful polymorph*, *overland flight*<sup>B</sup>, *telekinesis*, *transmute rock to mud*, *wall of stone*

4<sup>th</sup> (9/day) – *charm monster*<sup>B</sup>, *dimension door*<sup>B</sup>, *enervation*, *secure shelter*, *stone shape*, *stoneskin*<sup>M</sup>

3<sup>rd</sup> (9/day) – *dispel magic*<sup>B</sup>, *heroism*, *major image*, *protection from energy*, *shrink item*

2<sup>nd</sup> (9/day) – *false life*, *glitterdust*, *invisibility*<sup>B</sup>, *knock*<sup>B</sup>, *make whole*, *shatter*, *web*

1<sup>st</sup> (9/day) – *ant haul*<sup>B APG</sup>, *feather fall*, *identify*<sup>B</sup>, *mage armor*, *magic missile*, *protection from evil*, *shield*

0 (at will) – *arcane mark*, *dancing lights*, *detect poison*, *ghost sound*, *light*, *mage hand*, *message*, *prestidigitation*, *read magic*

**Bloodline** arcane

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### STATISTICS

**Abilities** Str 5 (–3), Dex 16 (+3), Con 18 (+4), Int 12 (+1), Wis 10 (+0), Cha 34 (+12)

**Base Atk** +7; **CMB** +3; **CMD** 16

**Feats** Craft Wondrous Item, Echoing Spell, Eschew Materials<sup>B</sup>, Greater Spell Focus (transmutation), Greater Spell Penetration, Improved Initiative<sup>B</sup>, Persistent Spell, Quicken Spell, Spell Focus (transmutation<sup>B</sup>), Spell Penetration, Spell Perfection (*flesh to stone*)

**Skills** Bluff +30 (+40 to lie, +35 to feint, +25 to pass hidden messages), Disguise +22, Knowledge (arcana) +18, Perception +2 (+4 with familiar), Sense Motive +0 (+2 with familiar), Spellcraft +18, Stealth +7, Use Magic Device +20; **Racial Bonuses** +2 Perception

**SQ** arcane bond (rat familiar), bloodline arcana (+1 DC for metamagic spells that increase spell level), fleet of foot, metamagic adept (5/day), school power (+2 DC for transmutation spells), new arcana (4<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>), weapon familiarity

**Combat Gear** *bead of newt prevention*, material components (*stoneskin* 4, *true seeing* 4), *wand of cure light wounds* (50 charges), *wand of lesser restoration* (40 charges); **Other Gear** *amulet of proof against petrification*, *cloak of resistance* +5, *elemental earth belt*, familiar satchel, *gloves of shaping*, *mask of stony demeanor*, *medusion* (reduced via *shrink item*, worn on bracelet), *pages of spell knowledge* (*ant haul*, *knock*), rat familiar (see below), *robe of arcane heritage*, *shifter's headband* +6 (charisma), *sleeves of many garments*, sorcerer's kit (reduced via *shrink item*), tender (92gp), *tome of leadership and influence* +5 (already read), *traveler's any-tool*, *tremor boots* (double as *boots of the earth*), various gems (300gp worth)

**Encumbrance** light 36 lb., medium 74 lb. 4 oz., heavy 112 lb. 8 oz. with *ant haul*; **Weight Carried** 24 lb. (excluding tender)



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## SPECIAL ABILITIES

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**Bloodline Arcana** Whenever you apply a metamagic feat to a spell that increases the slot used by at least one level, increase the spell's DC by +1. This bonus does not stack with itself and does not apply to spells modified by the Heighten Spell feat.

**Flesh to Stone** Your *flesh to stone* spell has a DC of 35 and a caster level of 22 (or 30 for overcoming spell resistance) when cast with any metamagic feat.

**Metamagic Adept (Ex)** Five times per day you can apply any one metamagic feat you know to a spell you are about to cast without increasing the casting time. You must still expend a higher-level spell slot to cast this spell.

**Ongoing Spells** The following spells are regularly active upon your person: *ant haul*, *false life*, *mage armor*, *overland flight*, and *statue*. She has also used *shrink item* upon her sorcerer's kit and *medusion* to reduce their weight. 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.

**Weapon Familiarity** You are proficient with slings and treat any weapon with the word "halfling" in its name as a martial weapon.

# Nicodemus

Rat familiar

N Tiny magical beast (augmented animal)

**Init** +2; **Senses** low-light vision, scent; Perception +1

**Languages** empathic link, speak with master, speak with rodents

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## DEFENSE

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**AC** 22, touch 14, flat-footed 20 (+2 Dex, +8 natural, +2 size)

**hp** 57 (15 HD)

**Fort** +5, **Ref** +7, **Will** +10

**Defensive Abilities** improved evasion; **SR** 20

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## OFFENSE

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**Speed** 15 ft. (3 squares), climb 15 ft., fly 40 ft. (good), swim 15 ft.; *overland flight*

**Melee** bite +11 (1d3–4) or

by spell +11 touch (as the spell)

**Ranged** dropped boulder +11 touch (2d6, 4d6, or 8d6, based on height dropped from)

**Space** 2½ ft.; **Reach** 0 ft.

**Special Attacks** deliver touch spells

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## STATISTICS

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**Abilities** Str 2 (–4), Dex 15 (+2), Con 11 (+0), Int 13 (+1), Wis 13 (+1), Cha 2 (–4)

**Base Atk** +7; **CMB** +7; **CMD** 13

**Feats** Weapon Finesse

**Skills** Climb +10, Knowledge (arcana) +16, Spellcraft +16, Stealth +18, Swim +10, Use Magic Device +11; **Racial Modifiers** +4 Stealth

**SQ** alertness, empathic link, familiar traits, scry on familiar, share spells, speak with master, speak with rodents

**Gear** boulders (40; 375 lb. each, reduced via *shrink item*), mini pouch, *stone of alliance*

**Encumbrance** light 4 lb. 8 oz., medium 9 lb. 12 oz., heavy 15 lb.; **Weight Carried** 4 lb.

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## SPECIAL ABILITIES

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**Alertness (Ex)** While your familiar is within arm's reach, you gain the Alertness feat.

**Deliver Touch Spells (Su)** If you and your familiar are in contact at the time you cast a touch spell, you can designate your familiar as the toucher. Your familiar can then deliver the touch spell personally. As usual, if you cast another spell before the touch is delivered, the touch spell dissipates.

**Empathic Link (Su)** Your familiar has an empathic link with you out to one mile. You cannot see through your familiar's eyes, but the two of you can communicate empathically. Only general emotional content can be communicated. You have the same connection to an item or place that your familiar does.

**Improved Evasion (Ex)** When subjected to an attack that normally allows a Reflex saving throw for half damage, your familiar takes no damage if he makes a successful saving throw and half damage even if the saving throw fails.

**Scry On Familiar (Sp)** Once per day you may scry on your familiar, as if using the *scry* spell.

**Share Spells** You may cast a spell with a target of "You" on your familiar (as a touch spell) instead of on yourself. You may cast spells on your familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

**Speak with Rodents (Ex)** Your familiar may communicate with other rodents. Such communication is limited by the Intelligence of the conversing creatures.

**Speak With Master (Ex)** You and your familiar may communicate verbally, using a private language no one else understands.

