

Gilgeam Grayhem

Male human diviner 15

NG Medium humanoid

Init +16; **Senses** dragon senses, Perception +20

Languages Common, Draconic, Dwarven, Elven

DEFENSE

AC 29, touch 20, flat-footed 24 (+4 armor, +5 deflection, +5 Dex, +5 natural); *mage armor*

hp 159 (15 HD)

Fort +17, **Ref** +17, **Will** +19

Defensive Abilities evasion, forewarned

OFFENSE

Speed 30 ft. (6 squares)

Melee by weapon +6/+1

Ranged by weapon +12/+7

Arcane School Spell-Like Abilities (CL 15th, or CL 19th to overcome SR; Concentration +24)
12/day – diviner's fortune (+7)

Wizard Spells Prepared (CL 15th, or CL 19th to overcome SR; Concentration +24)

8th (3/day) – *form of the dragon III*, heightened *Gilgeam's glass strike*, ~~*moment of prescience*~~

7th (4/day) – *finger of death*, *greater scrying*, quickened *lightning bolt*, *reverse gravity*

6th (5/day) – *chain lightning*, *disintegrate*, *Gilgeam's glass strike*, heightened *baleful polymorph*, *true seeing*

5th (7/day) – *cone of cold*, *dominate person*^O, *prying eyes*, quickened *shield*, *teleport* (2)

4th (7/day) – *dimension door*, *enervation* (2), *greater invisibility*^O, *locate creature*, *stoneskin*^M

3rd (7/day) – *arcane sight*, *dispel magic*, *fireball*, *fly* (2), *lightning bolt*, *protection from energy*

2nd (7/day) – *acid arrow* (2), *blindness/deafness*, *detect thoughts*, *knock*, *scorching ray*, *spider climb*

1st (8/day) – *feather fall*, *identify*, ~~*mage armor*~~, *magic missile* (2), *ray of enfeeblement*, *shield* (2)

0 (at will) – *light*, *mage hand*, *message*, *prestidigitation*

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

STATISTICS

Abilities Str 9 (–1), Dex 20 (+5), Con 20 (+5), Int 28 (+9), Wis 20 (+5), Cha 8 (–1)

Base Atk +7; **CMB** +6; **CMD** 24

Feats Attune Gem^B, Craft Wondrous Item^B, Greater Spell Focus (transmutation^B), Greater Spell Penetration, Great Fortitude, Heighten Spell^B, Improved Initiative, Lightning Reflexes, Quicken Spell^B, Spell Focus (evocation, necromancy, transmutation), Spell Penetration

Skills Craft (jewelry) +27, Knowledge (arcana) +27, Knowledge (dungeoneering) +27, Knowledge (history) +27, Knowledge (local) +27, Knowledge (nature) +27, Knowledge (nobility) +27, Knowledge (planes) +27, Knowledge (religion) +27, Perception +20, Spellcraft +27, Stealth +20

SQ arcane bond (ring), forewarned, gem mage, scrying adept

Combat Gear *attuned gems* (mount [CL 4th] 2, *power word: stun*, *silent image* 4, *true strike* 4); **Other Gear** *amulet of natural armor* +5, *belt of physical might* +6 (dexterity, constitution), *cloak of resistance* +5, *eyes of the dragon*, *headband of mental prowess* +6 (intelligence, wisdom; knowledge: history/local/nobility), *ring of evasion* (bonded object), *ring of protection* +5, spellbooks (3) (67 blank pages), spell component pouch, tender (125gp)

Spellbook 8th—*discern location*, *form of the dragon III*, *moment of prescience*, *power word: stun*, *trap the soul*^M; 7th—*banishment*, *delayed blast fireball*, *finger of death*, *forcecage*^M, *greater scrying*, *reverse gravity*, *spell turning*; 6th—*chain lightning*, *disintegrate*, *Gilgeam's glass strike* (as *flesh to stone*, but subject turns into stone-hard glass), *true seeing*^M; 5th—*baleful polymorph*, *cone of cold*, *dominate person*, *feeblemind*, *prying eyes*, *teleport*; 4th—*dimension door*, *enervation*, *greater invisibility*, *locate creature*, *minor globe of invulnerability*, *stoneskin*^M; 3rd—*arcane sight*, *dispel magic*, *fireball*, *fly*, *haste*, *lightning bolt*, *protection from energy*; 2nd—*acid arrow*, *blindness/deafness*, *darkvision*, *detect thoughts*,



knock, rope trick, scorching ray, spider climb; 1st—*feather fall, identify, mage armor, magic missile, mount, ray of enfeeblement, shield, silent image, true strike*; 0—all but enchantment and illusion

Encumbrance light 30 lb., medium 60 lb., heavy 90 lb.; **Weight Carried** 14 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.

Diviner's Fortune (Sp) Twelve times per day you can touch any creature as a standard action to give it a +7 insight bonus on all of its attack rolls, skill checks, ability checks, and saving throws for 1 round.

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.

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 (included above).

Gem Mage You are a rare and gifted arcanist skilled at attuning precious gemstones with your magic. You gain the Attune Gems feat as a bonus feat (which functions identically to and replaces the Scribe Scroll feat). Instead of placing your spells on paper, you imbed them in valuable gemstones for later use. Attuned gems work in every way like arcane spell scrolls (the cost of the gem is subsumed in the cost to make it attuned).

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.