

Manisha Johar

Summoned: [Ghaele](#)

[Peri-Blooded Half-Celestial Aasimar Wizard](#) 8, [Arcane Savant](#) 7; CR 20

NG Medium Outsider (native), humanoid (human) [Scion of Humanity](#)

Deity: [Calistria](#)

Init +21 (+9 DEX, +2 trait, +10 mythic); **Senses:** darkvision 60 ft.; [Perception](#) +32; [All-Around Vision](#) (Goggles)

[Languages](#) (34): Aboleth, Abyssal, Aklo, Ancient Osiriani, Aquan, Auran, Azlanti, Celestial, Common, Dark Folk, Draconic, Dwarven, D'ziriak, Elven, Giant, Gnome, Goblin, Halfling, Hallit, Ignan, Infernal, Kelish, Necril, Orc, Osiriani, Polyglot, Proteans, Sphinx, Sylvan, Terran, Thassilonian, Tien, Undercommon, Varisian

----- COMBAT STATISTICS

DEFENSE

AC 43, touch 24, flat-footed 34 (+9 armor, +9 Dex, +6 natural, +5 deflection, +4 [shield](#) spell);

hp 199 (15d6 + 105 Con +30 mythic) Regenerate 1 hp/hour (ioun)

CMD 27 (+10 BAB, +3 STR, +9 DEX, + Dodge, +5 deflection)

CMD-FF 18; grapple auto escape with freedom of movement ring

DR 10/magic (half-celestial), DR/15 epic (mythic)

Spell Resistance: 31 (half-celestial)

Immune disease

Resist acid, cold, electricity 10 (half-celestial)

Vulnerable

Fort +19, Ref +24, Will +28

+4 vs poison; +7 vs writing-based magical traps; +3 vs mind-affecting spells and effects ([Mind Blank](#)); Evasion

(Attribute +8/+9/+7, Wizard +3/+3/+7, Arcane Savant +2/+2/+4, Gear +4/+4/+4, Luck Stone +2/+2/+2)

----- OFFENSE

Speed 30 ft., fly 60 (good)

Melee +10/+5 (+7 BAB, +3 STR)

Ranged +16/+11 (+7 BAB, +9 DEX)

Light Crossbow +7/+2 1d8

Base Atk +7/+2; CMB +10 (+7 BAB, +3 STR) (+4 Wizard, +3 Arcane Savant)

Special Actions:

[Dispelling Master](#) (Su): spontaneously convert any spell into [dispel magic](#) or greater [dispel magic](#), successful use heals HP equal to CL of dispelled/counterspelled effect.

[Silence Master](#) (Su): substitute somatic for verbal with spell trigger, spell completion, command word items; () () () 6th level and lower as silent metamagic rod.

[Shift](#) (Su): swift action teleport as DD, no AoO; LOS; 15'; 21/day

[Smite Evil](#) (Su): 1/day, +Cha bonus attack, +HD dam, bypass DR; +cha mod deflection AC.

Spell-Like Abilities and Magic Gear

Constant: [Deathwatch](#) (goggles), [Freedom of Movement](#) (ring), [Pass Without Trace](#) (boots)

At-will: [Analyze Dweomer](#) 7rds/day, [Mage Hand](#), [Prestidigitation](#)

3-day (CL 16): () () () [Holy Aura](#) (DC 33), () () (x) [Identify](#) (swift action),

() () () [Protection from Evil](#) (DC 26)

1-day (CL 16): () [Aid](#), () [Align Weapon](#) (good only) OR [Remove Paralysis](#), () [Blade Barrier](#)

OR [Greater Dispel Magic](#), () [Bless](#), (x) [Break Enchantment](#) OR [Dispel Evil](#), () [Cure Serious](#)

[Wounds](#), () [Detect Evil](#), () [Dispel Evil](#) (DC 30), () [Enlarge Person](#), () [Expeditious Retreat](#),

(x) [Fly](#) (armor), () [Freedom](#) OR [Summon Monster IX](#) (Good spells only), () [Freedom of](#)

[Movement](#) OR [Holy Smite](#), () [Hallow](#) (DC 30), () [Holy Aura](#) OR (x) [Mind Blank](#), () [Holy Smite](#)

(DC 29), () [Holy Word](#) (DC 32), () [Holy Word](#) OR [Refuge](#), () [Magic Circle Against Evil](#) OR

[Remove Curse](#), () [Mass Charm Monster](#) (DC 33), () [Maze](#) (CL 15), () [Neutralize Poison](#),

() [Protection from Evil](#) OR [Remove Fear](#) () [Pyrotechnics](#), () [Remove Disease](#),
() [Resurrection](#), (x) [Summon Monster IX](#) (celestial only)
DC is Intelligence based

COMBAT ACTIONS

Cast [Shield](#) from wand (15 minutes) -1
Cast [Spell Immunity](#) if caster's present

ABILITIES

Attributes Base+Race+Half-Celestial+Gear+tome/manual+Level/mythic
Str 16, 14+0+2+0
Dex 28, 17+0+4+6+0+1+2-2 (Tar-Baphon)
Con 25, 17+0+2+6
Int 46, 20+2+4+6+5+1+8
Wis 24, 14+0+2+6+2 (Tar-Baphon)
Cha 24, 17+2+4+0+0+1

Traits: [Fate's Favored](#) (Faith) double luck bonus; [Reactionary](#) (Combat) +2 initiative;

Feats:

1) [Magical Aptitude](#), W1) [Scribe Scroll](#), 3) [False Focus](#), 5) [Still Spell](#), W5) [Intensified Spell](#), 7) [Heighten Spell](#), 9) [Silent Spell](#), 11) [Quicken Spell](#), 13) [Elemental Spell](#), 15) [Piercing Spell](#)

SKILLS

Favored Class (Wizard): HP: Skills: 8; max ranks 15
Skills (2x15 class + 15x18 Int + 8 FC): 308
Armor Check Penalty 0, Luck bonus +2, headband: Bluff, Diplomacy, Fly max ranks

Total, Ranks, Attribute, Class, Other		
Acrobatics (Dex)	+25,	14+9+0+2
Appraise (Int)*	+31,	8+18+3+2
Bluff (Cha)*	+27,	15+7+0+5 +3 gear, headband
Climb (Str)*	+11,	6+3+0+2
Craft (Alchemy) (Int)*	+24,	1+18+3+2
Craft (Armor) (Int)*	+24,	1+18+3+2
Craft (Cooking) (Int)*	+24,	1+18+3+2
Craft (Weapons) (Int)*	+24,	1+18+3+2
Diplomacy (Cha)	+27,	15+7+0+5 +3 gear, headband
Disable Device (Dex)t	+12,	1+9+0+2
Disguise (Cha)	+27,	15+7+0+5 +3 gear
Escape Artist (Dex)	+11,	0+9+0+2
Fly (Dex)*	+27,	13+9+3+2 headband
Handle Animal (Cha)t	+11,	2+7+0+2
Heal (Wis)	+12,	3+7+0+2
Intimidate (Cha)*	+14,	2+7+0+5 +3 gear
Knowledge (arcana)*t+	+41,	15+18+3+5 +3 savant
Knowledge (dun)*t	+28,	5+18+3+2
Knowledge (eng)*t	+38,	15+18+3+2
Knowledge (geog)*t	+28,	5+18+3+2
Knowledge (hist)*t	+38,	15+18+3+2
Knowledge (local)*t	+28,	5+18+3+2
Knowledge (nature)*t	+28,	5+18+3+2
Knowledge (nobility)*t	+28,	5+18+3+2
Knowledge (planes)*t	+40,	15+18+3+4 +2 race
Knowledge (religion)*t	+28,	5+18+3+2
Linguistics (Int)*t	+38,	15+18+3+2
Perception (Wis)*	+32,	15+7+3+7 +5 gear
Perform (Dance) (Cha)	+14,	2+7+0+5 +3 gear

[Perform](#) (Oratory) (Cha) +14, 2+7+0+5 +3 gear
[Perform](#) (String) (Cha) +14, 2+7+0+5 +3 gear
[Perform](#) (Wind) (Cha) +14, 2+7+0+5 +3 gear
[Prof](#) (Wis)*t(Sailor) +14, 2+7+3+2
[Prof](#) (Wis)*t(Barrister) +14, 2+7+3+2
[Ride](#) (Dex)* +13, 2+9+0+2
[Sense Motive](#) (Wis) +25, 15+7+0+2
[Sleight of Hand](#) (Dex)t +22, 11+9+0+2
[Spellcraft](#) (Int)*t+ +47, 15+18+3+11 +2 race, +4 feat, +3 savant
[Stealth](#) (Dex)* +39, 15+9+3+12 +10 armor
[Survival](#) (Wis)* +14, 2+7+3+2
[Swim](#) (Str)* +7, 2+3+0+2
[Use Magic Device](#)+(Cha)t +37, 15+7+3+12 +4 feat, +3 savant, +3 gear
 +Can take 10 even if distracted or endangered
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SPELLS:

Permanent Spells:

Ongoing Spells: Cast each morning.

[Detect Scrying](#): Runs for 24 hours.

[Magic Aura](#): Each day I cast Magic Aura on one of my magical items. Magic Aura's CL is 15 so it lasts for 15 days. All items are affected at all times barring dispel magic or the like. Each item so affected registers to detect spells (and spells with similar capabilities) as though it were non-magical unless otherwise noted in its description.

[Mind Blank](#): (SLA) protected from all divination magic. Runs for 24 hours.

[Nondetection](#): Runs for 15 hours.

[Endure Elements](#): Runs for 24 hours.

Spells Available

Spells per Day: 4/9/9/9/8/8/7/7/0/0; Caster Level 16 (+1 ioun)

Base DC 25+spell level

+4 caster level checks (robe)

Concentration +2

Caster Level 15; *Arcane School: Conjuration;

+Domain Spells (2 each level); \$Mythic Spells (20); ^Esoteric Spell(6)

+6 levels of spells (Amulet); Arcane Bond ()

9th DC 34; () [Freedom](#)+, () [Summon Monster IX](#)*+ (Good only)

8th DC 33; (x) [Holy Aura](#)+, () [Mind Blank](#)+

7th DC 32; () [Greater Arcane Sight](#), () [Greater Teleport](#)*, () [Heightened Black Tentacles](#),
 () [Heightened Piercing Phantasmal Killer](#), () [Reverse Gravity](#), () [Summon Monster VII](#)*

6th DC 31; () [Antimagic Field](#)\$, () [Elemental Assessor](#), () [Greater Dispel Magic](#)+,

() [Greater Heroism](#), () [Quickened Piercing Magic Missile](#), () [Shadow Walk](#), () [True Seeing](#)

5th DC 30; () [Blessing of Fervor](#)^\$, () [Cloudkill](#)*, () [Heightened Intensified Acid Arrow](#),

() [Heightened Elemental Intensified Scorching Ray](#), () [Quickened Charm Person](#),

() [Quickened Obscuring Mist](#), (x) [Spell Immunity](#)^, () [Telekinesis](#)

4th DC 29; (x) [Black Tentacles](#)*, () [Confusion](#), () [Communal Phantom Steed](#), (x) [Detect](#)

[Scrying](#), () [Dimension Door](#)*, () [Greater Invisibility](#), () [Phantasmal Killer](#)

3rd DC 28; () [Ectoplasmic Acid Arrow](#)*, () [Fireball](#), () (x) [Haste](#), () [Magic Circle Against Evil](#)+, (x) [Nondetection](#), () [Slow](#), () [Spiked Pit](#), () [Piercing Darkness](#)\$

2nd DC 27; () [Acid Arrow](#)*, (x) [Align Weapon](#)+ (Good only), () [Arcane Lock](#), () [Create Pit](#)*,

() [Darkness](#)\$, () [Piercing Magic Missile](#)\$, () [Retrieve Item](#), (x) [See Invisible](#), () [Scorching Ray](#)

1st DC 26; () [Alarm](#), () [Color Spray](#), () [Enlarge Person](#)+\$, (x) [Expeditious Retreat](#)+,

() [Grease](#)*\$, (x) [Mage Aura](#), () [Magic Missile](#)\$, () [Obscuring Mist](#)*, () [Silent Image](#)

Cantrips DC 25; [Detect Magic](#), [Mage Hand](#)+, [Message](#), [Read Magic](#),

[Summoner's Charm](#) (Su): summon spells +8 rounds.

Component Freedom: One of somatic, verbal, focus/material up to 1000g

Arcane Metamastery: -2 levels: Piercing Spell (1), Silent Spell (1), Still Spell (1), Intensified Spell (1), Heighten Spell (1+), Quicken Spell (4), Ectoplasmic Spell (1)

EQUIPMENT

WORN (14 items; boots, chest, cloak, head, and hands not protected by magic aura)

Armor: +3 [Celestial Armor](#), [Ghost touch](#), [Improved Shadow](#) 22400+27000+15000=64400g

Weight 25 lbs.

Belt: [Belt of Physical Might](#) Dex & Con 90000g

Body: [Otherworldly Kimono](#) 67000g

Chest: [Quick Runner's Shirt](#) of [Careful Casting](#), 6500g

Eyes: [Arachnid Deathwatch](#) Goggles of [Eagle Eyes](#) 15000+3000+3750= 21750g

Feet: [Trackless Boots](#) 3500g

Hands: [Gloves of Reconnaissance](#) and [Storing](#) 13000g

Head: [Circlet of Persuasion](#) 7500g

Headband: [Headband of Mental Prowess](#) Int & Wis (Bluff, Diplomacy, Fly) 90,000g

Neck: [Amulet of Natural Armor +5](#), [Spell Mastery](#), and [Adaptation](#)

50000+33000+13500=96500g

Ring: [Ring of Protection +5](#), [Feather Fall](#) & [Sustenance](#) 50000+3750+3300=57050g

Ring: [Ring of Freedom of Movement](#), [Evasion](#), CRAFTED 40000+37500=77500g

Shield:

Shoulders: [Cloak of the Hedge Wizard](#) (Transmutation)2500g

Wrist:

Subtotal 623205g 31.5 lbs -26005g

POCKETS

Chalk .01g ~ 1b

Charcoal 5g ~ 1b

Flint & Steel 1g ~ 1b

[Holy Symbol](#), Platinum 500g 1 lb Divine Focus

[Portable Hole](#) 10000g ~ 1b CRAFTED (10th magic aura item)

[Stone of Good Luck](#) 20000g ~1bs (11th magic aura item)

[Wand Shield](#) 750g ~ Cast at CL 15 (50)

TOTAL 30506.01g 1 lb +750

[Handy Haversack](#) This haversack has been custom designed. Each pocket has twice the capacity. The waist strap holds several pouches as a spellcraft pouch. In addition, an [efficient quiver](#) has been built into the right shoulder. The front strap has a secured pocket large enough for an [immovable rod](#). \$2000 + (2000x.75) + (1800x.5) 5 lbs

4700g 5 lbs (12th magic aura item)

[Immovable Rod](#) 5000g 5 lbs (13th magic aura item)

Ink (2) (1 oz vials) 16g ~ 1b

Inkpen (2) .2g ~ 1b

Parchment (20) 4g ~ 1b

Vial, empty (2) 2g ~ 1b

Spell writing materials 20g ~ 1b

[Goblet of Quenching](#) 180gp 1 lb

Waterskin (1) 2g 4 lbs

Trail Rations (1 day) .5g 1 lbs

Crossbow Bolts (20) 2g 1 lbs

Powder, Flour (2) .02g 1 lb

Scroll Case 1g .5 lb

Bedroll .1g 5 lbs

Crowbar 2g 5 lbs

Rope, Hemp (3 @ '50) 3g 30 lbs

Shovel .02g 3 lbs

Trail Rations (3 days) 1.5g 3 lbs

Waterskin (2) 2g 8 lbs

Cooking Kit 1g 2 lbs

Subtotal 9937.34g 73.5 lbs

[Metamagic Rod, Extend](#) 6th lvl 11000g 5 lbs

Sovereign Glue	2400g	7 ounces	
Universal Solvent , 10 doses	500g	~	
Bottle of Air	7500g	2 lbs	
Eversmoking Bottle	5200g	2 lbs	
Decanter of Endless Water	9000g	2 lbs	
Scroll Iron Body			From Necromancer 2/12/2014
Scroll Spell Turning			From Necromancer 2/12/2014
Scroll Wall of Force			From Necromancer 2/12/2014
Wand Invisibility (20) -1			From Necromancer 2/12/2014
mwk silver dagger			From Necromancer 2/12/2014
spellbook			From Necromancer 2/12/2014
onyx gems (2000g)			From Necromancer 2/12/2014
Subtotal	35600g	11.43 lbs	

IMPLANTED

Dusty Rose Prism	5000gp	Upper Sternum
Orange Prism	30000gp	Left Shoulder (14th magic aura item)
Pearly White Spindle , cracked	3800gp	Right Shoulder
Total	38800g	

CONSUMED:

[Tome of Clear Thought](#)+5 137,500g

Spell Scrolls (Spellbook)

2nd level 2 (150)
 3rd level 9 (375)
 4th level 9 (700)
 5th level 3 (1125)
 6th level

Worn	623205g	31.5 lbs
Pockets	30506.01g	1 lb
Haversack	9937.34g	73.5 lbs
	35600g	11.43 lbs
Implanted	38800g	
Consumed	137500g	
TOTAL	875548.35g	
Remaining	4451.65g	

SPELLS KNOWN (No spell book required - [Perfect Preparation](#))

Caster Level 16 (+1 ioun); *Arcane School: Conjuratation;
 +Domain Spells (2 each level); \$Mythic Spells (20); ^Esoteric Spell(6)

9th: [Freedom](#)+, [Summon Monster IX](#)*+ (Good only)

8th: [Holy Aura](#)+, [Mind Blank](#)+

7th: (4+2+1) [Banishment](#), [Elemental Bombardment](#)\$, [Greater Arcane Sight](#), [Greater Teleport](#)*, [Heal](#)^, [Holy Word](#)+, [Mage's Magnificent Mansion](#), [Plane Shift](#), [Project Image](#), [Refuge](#)+, [Reverse Gravity](#), [Spell Turning](#), [Summon Monster VII](#)*

6th: [Antimagic Field](#)\$, [Blade Barrier](#)+, [Contingency](#)\$, [Disintegrate](#)\$, [Elemental Assessor](#), [Getaway](#)*, [Flesh to Stone](#), [Greater Dispel Magic](#)+, [Greater Heroism](#), [Hellfire Ray](#), [Mislead](#), [Shadow Walk](#), [Sirocco](#), [Stone to Flesh](#), [True Seeing](#)

5th: (3+2) [Blessing of Fervor](#)^\$, [Break Enchantment](#)+\$, [Cloudkill](#)*, [Dispel Evil](#)+, [Overland Flight](#), [Permanent Image](#), [Restoration](#)^, [Spell Immunity](#)^, [Telekinesis](#)

4th: (9+2+1) [Black Tentacles](#)*\$, [Communal Phantom Steed](#), [Confusion](#), [Deathless](#)\$, [Detect Scrying](#), [Dimension Door](#)*\$, [Freedom of Movement](#)+, [Greater Invisibility](#), [Holy Smite](#)+, [Phantasmal Killer](#), [Scrying](#), [Stone Shape](#)

3rd: (9+2) [Arcane Sight](#), [Fireball](#), [Fly](#), [Haste](#)\$, [Magic Circle Against Evil](#)+, [Nondetection](#), [Remove Curse](#)+, [Shrink Item](#), [Slow](#), [Spiked Pit](#)*, [Summon Monster III](#)*

2nd: (4+2) [Acid Arrow](#)*, [Align Weapon](#)+ (Good only), [Arcane Lock](#), [Create Pit](#)*, [Darkness](#)\$, [Invisibility](#)\$, [Remove Paralysis](#)+, [Retrieve Item](#), [See Invisible](#), [Scorching Ray](#)

1st: (22+2) [Alarm](#), [Alter Self](#), [Charm Person](#), [Color Spray](#), [Comprehend Languages](#), [Crafter's Fortune](#), [Disguise Self](#), [Ear-Piercing Scream](#), [Endure Elements](#), [Enlarge Person](#)\$, [Feather Fall](#), [Floating Disk](#), [Grease](#)*\$, [Jump](#), [Mage Armor](#)*, [Magic Aura](#), [Magic Missile](#)\$, [Obscuring Mist](#)*, [Protection from Evil](#)+, [Remove Fear](#)+, [Shield](#), [Shock Shield](#), [Silent Image](#), [Unseen Servant](#)

Cantrips: (22) [Acid Splash](#)*, [Arcane Mark](#), [Bleed](#), [Daze](#), [Dancing Lights](#), [Detect Magic](#), [Detect Poison](#), [Disrupt Undead](#), [Flare](#), [Ghost Sound](#), [Haunted Fey Aspect](#), [Light](#), [Mage Hand](#), [Mending](#), [Message](#), [Open/Close](#), [Ray of Frost](#), [Prestidigitation](#), [Read Magic](#), [Resistance](#), [Spark](#), [Touch of Fatigue](#)

Spells not castable: [Changestaff](#)^(8), Mage's Disjunction\$(9), SpellBane\$(9), [Greater Spell Immunity](#)^(9), Time Stop\$(9)

Wizard

Arcane School: [Conjuration\(Teleportation\)](#)

Opposed Schools: Necromancy

Arcane Bond: Amulet

Summoner's Charm ([Su](#)): Whenever you cast a conjuration ([summoning](#)) spell, increase the duration by a number of rounds equal to 1/2 your wizard level (minimum 1). This increase is not doubled by [Extend Spell](#). At 20th level, you can change the duration of all [summon monster](#) spells to permanent. You can have no more than one [summon monster](#) spell made permanent in this way at one time. If you designate another [summon monster](#) spell as permanent, the previous spell immediately ends.

Shift ([Su](#)): At 1st level, you can [teleport](#) to a nearby space as a [swift action](#) as if using [dimension door](#). This movement does not provoke an [attack of opportunity](#). You must be able to see the space that you are moving into. You cannot take other creatures with you when you use this ability (except for familiars). You can move 5 feet for every two wizard levels you possess (minimum 5 feet). You can use this ability a number of times per day equal to 3 + your [Intelligence](#) modifier.

Dimensional Steps ([Sp](#)): At 8th level, you can use this ability to teleport up to 30 feet per wizard level per day as a standard action. This teleportation must be used in 5-foot increments and such movement does not provoke an [attack of opportunity](#). You can bring other willing creatures with you, but you must expend an equal amount of distance for each additional creature brought with you.

Arcane Savant PrC

Adept Activation (Ex): An Arcane savant can always take 10 on [Use Magic Device](#) checks, except when activating an item blindly.

Master Scholar (Ex): An Arcane savant adds 1/2 his class level (minimum 1) as a bonus on all [Knowledge](#) (arcana), [Spellcraft](#), and [Use Magic Device](#) checks. He can always take 10 on [Knowledge](#) (arcana) and [Spellcraft](#) checks, even if distracted or endangered.

Esoteric Magic (Ex): At each class level beyond 1st, the Arcane savant chooses a spell from any class's spell list and thereafter treats it as if it were on the spell list of his base spellcasting classes; if his base class could not normally cast that spell, it is treated as 1 level higher. The spell's type (arcane or divine) and save DCs function as normal for his base spellcasting class. All other restrictions of his normal spellcasting class apply. This ability does not allow other spellcasters to prepare, cast, or use spell trigger or spell completion items of esoteric spells (such as a [sorcerer](#) using a [cure light wounds scroll](#)).

Glyph-Finding (Ex): At 2nd level, an Arcane savant can use [Spellcraft](#) to find writing-based magical traps (including glyphs, runes, sigils, and symbols) in the same way a [rogue](#) can use [Perception](#) to search for traps.

Scroll Master ([Su](#)): A 3rd-level Arcane savant uses his own [caster level](#) instead of the item's [caster level](#) when using a [scroll](#) or other spell completion item.

Mythic Hero: Archmage

Ability Score: Dex +2, Int +8

Hard to Kill (Ex): Whenever you're below 0 [hit points](#), you automatically [stabilize](#) without needing to attempt a [Constitution](#) check. If you have an ability that allows you to act while below 0 [hit points](#), you still lose [hit points](#) for taking actions, as specified by that ability. Bleed damage still causes you to lose [hit points](#) when below

0 [hit points](#). In addition, you don't die until your total number of negative [hit points](#) is equal to or greater than double your [Constitution](#) score.

Mythic Power (Su): Mythic characters can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities. Each day, you can expend an amount of mythic power equal to 3 plus double your mythic tier (5/day at 1st tier, 7/day at 2nd, etc.). This amount is your maximum amount of mythic power. If an ability allows you to regain uses of your mythic power, you can never have more than this amount.

Surge (Su): You can call upon your mythic power to overcome difficult challenges. You can expend one use of mythic power to increase any d20 roll you just made by rolling 1d6 and adding it to the result. Using this ability is an [immediate action](#) taken after the result of the original roll is revealed. This can change the outcome of the roll. The bonus die gained by using this ability increases to 1d8 at 4th tier, 1d10 at 7th tier, and 1d12 at 10th tier.

Amazing Initiative (Ex): At 2nd tier, you gain a bonus on [initiative](#) checks equal to your mythic tier. In addition, as a [free action](#) on your turn, you can expend one use of mythic power to take an additional [standard action](#) during that turn. This additional [standard action](#) can't be used to cast a spell. You can't gain an extra action in this way more than once per round.

Recuperation (Ex): At 3rd tier, you are restored to full [hit points](#) after 8 hours of rest so long as you aren't [dead](#). In addition, by expending one use of mythic power and resting for 1 hour, you regain a number of [hit points](#) equal to half your full [hit points](#) (up to a maximum of your full [hit points](#)) and regain the use of any class features that are limited to a certain number of uses per day (such as [barbarian](#) rage, [bardic performance](#), spells per day, and so on). This rest is treated as 8 hours of sleep for such abilities. This rest doesn't refresh uses of mythic power or any mythic abilities that are limited to a number of times per day.

Mythic Saving Throws (Ex): At 5th tier, whenever you succeed at a saving throw against a spell or special ability, you suffer no effects as long as that ability didn't come from a mythic source (such as a creature with a mythic tier or mythic ranks). If you fail a saving throw that results from a mythic source, you take the full effects as normal.

Force of Will (Ex): At 7th tier, you can exert your will to force events to unfold as you would like. As an [immediate action](#), you can expend one use of mythic power to reroll a d20 roll you just made, or force any non-mythic creature to reroll a d20 roll it just made. You can use this ability after the results are revealed. Whoever rerolls a roll must take the result of the second roll, even if it is lower.

Unstoppable (Ex): At 8th tier, you can expend one use of mythic power as a [free action](#) to immediately end any one of the following conditions currently affecting you: [bleed](#), [blind](#), [confused](#), [cowering](#), [dazed](#), [dazzled](#), [deafened](#), [entangled](#), [exhausted](#), [fascinated](#), [fatigued](#), [frightened](#), [nauseated](#), [panicked](#), [paralyzed](#), [shaken](#), [sickened](#), [staggered](#), or [stunned](#). All other conditions and effects remain, even those resulting from the same spell or effect that caused the selected condition. You can use this ability at the start of your turn even if a condition would prevent you from acting.

Immortal (Ex): At 9th tier, if you are killed, you return to life 24 hours later, regardless of the condition of your body or the means by which you were killed. When you return to life, you aren't treated as if you had rested, and don't regain the use of abilities that recharge with rest until you next rest. This ability doesn't apply if you're killed by a [coup de grace](#) or [critical hit](#) performed by either a mythic creature (or creature of even greater power) or a non-mythic creature wielding a weapon capable of bypassing epic [damage reduction](#). At 10th tier, you can be killed only by a [coup de grace](#) or [critical hit](#) made with an artifact.

Legendary Hero (Su): At 10th tier, you have reached the height of mortal power. You regain uses of your mythic power at the rate of one use per hour, in addition to completely refreshing your uses each day.

Archmage Arcana:

Wild Arcana (Su): As a [swift action](#), you can expend one use of mythic power to cast any one arcane spell without expending a prepared spell or spell slot. The spell must be on one of your arcane class spell lists and must be of a level that you can cast with that arcane spellcasting class.

You don't need to have the spell prepared, nor does it need to be on your list of

spells known. When casting a spell in this way, you treat your [caster level](#) as 2 levels higher for the purpose of any effect dependent on level. You can apply any [metamagic feats](#) you know to this spell, but its total adjusted level can't be greater than that of the highest-level arcane spell you can cast from that spellcasting class.

True Archmage (Ex): At 10th tier, whenever you cast an arcane spell that targets one or more non-mythic creatures, each of those creatures must roll any saving throws against the spell twice and take the lower result.

You gain [spell resistance](#) equal to 15 + your highest arcane [caster level](#), but only against arcane spells. Once per round when your [spell resistance](#) protects you from a spell cast by an enemy mythic creature, you regain one use of mythic power.

FEAT: 1) [Dual Path](#) (Guardian), 3) [Mythic Spell Lore](#) 5) [Extra Path Ability: Divine Source](#) (Universal) 7) Mythic Spell Lore 9) Mythic Crafter

Path Abilities: 1) [Armor Master](#) (Ex); 2) [Perfect Preparation](#) (Archmage); 3)

[Impervious Body](#) (Guardian); 4) [Harmonious Mage](#) (Archmage); 5) [Component Freedom](#); 6)

[Impervious Body](#) (Guardian); 7) [Arcane Metamastery](#) (Archmage); 8) [Arcane Metamastery](#)

(Archmage); 9) [Impervious Body](#) (Guardian); 10) [Star Walker](#) (Archmage)

Divine Source (Su): [Good](#), [Liberation](#)

APPEARANCE

Manisha appears as a human. Her mythic abilities provide a subtle aura of holy goodness. Standing just over six feet in height, with a slim build, her stature often intimidated those around her. Her peri-blooded ancestry was evident in the fiery red tresses that fell below her shoulders, though she often kept her hair braided down her back

BACKGROUND

It wasn't until her early adulthood that Manisha Johart learned her family history. Her great ancestor, a Peri had come to Korvosa in its early years, and fell in love with the son of Brienna Endrin-Jeggare. Unfortunately, the birth was not officially recognized.

Manisha also learned that her own mother was a minor Jeggare, and her father a tradesman of Korvosa. Unfortunately Manisha's parents perished in a house fire and she was sent to an orphanage. Gaedren Lamm abducted her and put her to work as one of his 'Little Lamms.' Divinely inspired, Manisha managed to escape and found herself on the doorsteps of Theumanexus College. Found shivering and near death by Tepest Geezlebottle, Manisha was taken in and cared for by the gnome.

Spending the next dozen years studying at the college, Manisha developed into a spirited wizard focusing on teleportation magic with a minor in evocation. Yes, it was cliché for a peri-blooded wizard to throw fire about, but she felt drawn to it.

A dream came to her from Threv. An opportunity for vengeance against Gaedren Lamm was eminent. Her dream provided a location and time, which she was running short of. Waking from the dream she wondered at the realism. Sitting up she saw that her spell pouch and gear was packed, and neatly at that. Hurriedly dressing and leaving the college, she followed the memories provided in the dream to the docks of Korvosa. A decrepit warehouse was before her. As she stood staring at it, she heard the sounds of battle from within. Rushing forward she heard the cries of children behind a locked door. Realizing this to be Lamm's most recent roost, she cast a spell to unlock the doors. A dozen children ran past her escaping into the night. Rushing into the building she quickly recognized Lamm's henchmen fighting against several individuals. Jumping in she was able to turn the tide of the battle. Sensing that she had found her destiny, she joined with the adventurers a group calling themselves the Crimson Korvosans. It turned out that they had all been wronged by Gaedren.

As Korvosa fell into anarchy, she worked with the Crimson Korvosan's to find a cure for the plague sweeping the city. Thereafter, having learned that Queen Ileosa Arabasti may have been responsible.

Over the coming months as her skills and abilities were battle tested, she developed divine powers that went well beyond her Aasimar heritage. Manisha realized that she had been called as a chosen of Calistria.

After revealing the machinations of the queen, Manisha's link to the nobility of Korvosa was revealed and she was appointed Seneschal. She served in this roll for several years before retiring at a relatively young age to return to her arcane studies as a semi-retired professor at the Theumanexus College.

Items from the Armory

Heartseeker: This sawtoothed sabre is famed mainly for the man who wielded it. If assassins were musicians, Kuthril Deepshadow would be more popular than any 10 other musicians combined. The exploits of this elven assassin include: wiping out the original decimverate, 4 nearly successful attempts on the dragon Mengkare, 3 Taldan emperors, nearly a dozen satraps of Quadira, and he started a fire which ravaged the puddles district of Absalom, all to kill 1 man. The blade itself is a +4 flaming burst, shocking burst weapon that has the ability to split into two separate +2 flaming, shocking weapons. It's final ability is the ability to take 2 points of Constitution drain to give it the bane ability, which lasts until the user chooses to remove the bane ability (a standard action to activate or deactivate). It's also well known that the blade will not stand to be touched by any except a red mantis assassin or member of the clergy of Achaek.

Quester: Quester is a holy relic that was given by Desna herself to her first high priest. this walking staff resizes itself to fit the needs and wants of the wielder. It is a +2 benevolent quarterstaff; should the wielder be a divine caster who worships Desna, it is instead a +4 benevolent quarterstaff that allows the wielder to select one of the following enhancements when they prepare spells: Spell Storing, Anchoring, Defending, Glorious (the light produced by it is starlight), Impact, or Phase Locking. Finally, a divine caster who worships Desna may use a 4th level spell on the staff to have it cast freedom of movement on each ally within 30'.

The Scroll of Eldritch Might: This scroll (written on the hide of one of the spawn of rovagug) is the first scroll written by Nethys. If studied by a caster (regardless of arcane or divine) the reader must make a will save, with the DC=10+twice their highest natural caster level. If the will save is failed, the caster loses all non extraordinary abilities, regardless of source. should the save succeed, the scroll allows the reader to add their highest caster in spell levels to the list of their spells known and their spell list. *for example, a 16th level sorcerer would add 16 levels of spells from any spell list to their list of spells known and class spell list, so they could choose heal, mass cure moderate, barkskin, and good hope to their list of known spells and class list.*

the holy sword of Sir Thaddeus Longshanks, fallen paladin of Irori. It is a holy avenger with a blade made of glass-steel, rather than cold iron as is the standard.

While each of the items here seems to be at least a minor artifact (or on the high end of normal weapon), the most expensive thing you would have to guess would be the chunk of a shield that is sitting on a piece of cloth. Unless you miss your guess, it's the missing piece of the shield of Aroden, an artifact that was destroyed when Tar Baphon was finally stopped.

The blade of Ser Renly the Bold: This +4 bastard sword is made of Elysium bronze. It grants the wielder the benefits of the aura of courage ability of a character their level.

***Cane of The Gentleman Explorer:** This fashionable cane accents any courtier or noble outfit worn by the wielder, in addition to the following powers:

As long as the wielder is holding it in a hand, they receive a +10 bonus to Bluff, Diplomacy, and Sense Motive checks. Additionally, once a day the cane can produce a mage's magnificent mansion.

***Headband of The Crane Master:** This white Tien styled headband of a type commonly worn by monks. it has the glyph of the rising sun in red on one side, and it is designed to be tied off at the back of the user's skull. While worn by a character who possesses a style feat, that character receives the entire crane style chain of feats. Additionally, such a character receives Vital Strike and all feats that have Vital Strike as a pre-requisite, but can only use them with kick attacks.

***Tome of Legends:** This Ironbound book has many more pages on the inside than it's outward appearance would indicate. If a character spends a 1 round action studying the book, they receive the benefits of Bardic Knowledge of a bard of their character level for the next two rounds after that. Should a bard with the bardic knowledge class feature be the one perusing this book, then their bonuses for bardic knowledge are doubled.

***Armor of the Iron Titan:** This +5 Heavy Fortification Adamantine Full Plate has the ability to take over fighting for a wearer should he become disabled in such a way that it prevents him from acting (such as dazed or stunned). The armor will use the standard attack routines of the wearer, but with limited capability. It will use the same number of attacks as the wearer would normally get, but the bonuses to attack and damage are halved, and the armor neither grants nor benefits from any tactical benefits while attacking on it's own (i.e. no flanking or higher ground bonuses). In order to benefit from the latter ability of the armor, it must be worn for a 24 hour period, during which the wearer must be engaged in a combat (whether practice or actual).