

Raugsmada CR 14

XP 38400

Female Half-Elf Sorcerer 12

NE Medium Undead (augmented humanoid, elf, human)

Init +3; Senses Darkvision, Low-Light Vision; Perception +19

Defense

AC 27, touch 16, flat-footed 23 (+4 armor, +3 Dex, +7 natural, +2 deflection, +1 dodge)

hp 156 (12d6+84)

Fort +14, Ref +11, Will +13

Defensive Abilities Channel Resistance +4; DR 10/lethal, 15/bludgeoning, 15/magic; Immune sleep, cold, electricity, mind-affecting, polymorph, Undead Traits; Resist cold 10, Elven Immunities

Offense

Speed 60 ft.

Melee +1 Conductive Dagger +9/+9/+4 (1d4+2/19-20/x2) and

Touch Attack +8/+8/+3 (As Spell/x2)

Special Attacks Grasp of the Dead (1/day) (DC 23), Negative Energy Touch Attack 1d8+6 (DC 17)

Spell-Like Abilities Grave Touch (6 rds) (10/day)

Sorcerer Spells Known (CL 12, +8 melee touch, +10 ranged touch):

6 (4/day) Cold Ice Strike (DC 23)

5 (6/day) Overland Flight, Waves of Fatigue, Hostile Juxtaposition (DC 22)

4 (7/day) Animate Dead, Ice Storm, Crushing Despair (DC 21), False Life, Greater

3 (8/day) Vampiric Touch, Slow (DC 20), Haste (DC 20), Dispel Magic, Ice Spears (DC 20)

2 (8/day) False Life, Mirror Image, Command Undead (DC 20), Invisibility, Sentry Skull, Unshakable Chill (DC 20)

1 (8/day) Chill Touch (DC 19), Magic Missile, Mage Armor (DC 18), Summon Monster I, Ray of Enfeeblement (DC 19), Icicle Dagger

0 (at will) Ray of Frost, Touch of Fatigue (DC 18), Prestidigitation (DC 17), Read Magic, Mending, Mage Hand, Detect Magic, Arcane Mark, Drench (DC 17)

Statistics

Str 12, Dex 16, Con -, Int 15, Wis 14, Cha 20/24

Base Atk +6; CMB +7; CMD 23

Feats Arcane Shield, Echoing Spell, Eschew Materials, Quicken Spell, Rime Spell, Skill Focus (Spellcraft) (Adaptability), Spell Focus (Necromancy), Spontaneous Metafocus (Dispel Magic), Spontaneous Metafocus (Ice Storm)

Skills Bluff +13, Diplomacy +8, Disguise +11, Fly +13, Heal +7, Intimidate +16, Knowledge

(arcana) +10, Knowledge (planes) +8, Perception +19, Profession (sailor) +8, Sense Motive +16, Spellcraft +23, Stealth +11, Survival +4, Swim +2, Use Magic Device +14
Languages Azlanti, Common, Cyclops, Elven
SQ Caster's Tattoo (1/day), Elf Blood, Fear Aura (DC 17), Metamagic Rod, Empower, Lesser, Rejuvenation, Ring of Arcane Signets, Undead
Combat Gear +1 Conductive Dagger, Touch Attack; Other Gear Amulet of Natural Armor +2, Caster's Tattoo (1/day), Cloak of Resistance, +3, Headband of Alluring Charisma, +4, Metamagic Rod, Empower, Lesser, Ring of Arcane Signets, Ring of Protection, +2, Scroll of Cat's Grace, Scroll of Heroism, Greater, Scroll of Magic Circle against Good, Scroll of Major Image

Special Abilities

Arcane Shield Convert a level 1+ spell into + Spell Level deflection bonus to AC for 1r.
Caster's Tattoo (1/day) A caster's tattoo is infused with potential magical energy that aids in casting spells that normally utilize verbal and somatic components. Once per day, a spellcaster may activate her caster's tattoo as a swift action to automatically enhance the next spell she casts in that round with both the Still Spell and Silent Spell feats. When she casts the spell, the caster's tattoo flares with light for a moment, then grows faint and faded—it replenishes its energy in 24 hours, after which it becomes bold and colorful and can be used again. Required material components or foci must be in the creature's possession to cast the spell (and are consumed as normal), but need not be held when the spell is cast.

Caster's tattoos are available in lesser, standard, and greater versions, allowing the modified casting of a spell of up to 3rd level, 6th level, or 9th level respectively.

Construction

Requirements Inscribe Magical Tattoo, Silent Spell, Still Spell; Cost 10,500 gp

Channel Resistance +4 +4 bonus to save vs. Channel Energy.

Damage Reduction (10/lethal) You have Damage Reduction against non-lethal damage

Damage Reduction (15/bludgeoning) You have Damage Reduction against all except Bludgeoning attacks.

Damage Reduction (15/magic) You have Damage Reduction against all except Magic attacks.

Damage Resistance, Cold (10) You have the specified Damage Resistance against Cold attacks.

Darkvision (60 feet) You can see in the dark (black and white vision only).

Echoing Spell Cast a spell a second time

Elf Blood You are counted as both elven and human for any effect relating to race.

Elven Immunities +2 save bonus vs Enchantments.

Elven Immunities - Sleep You are immune to magic sleep effects.

Eschew Materials Cast spells without materials, if component cost is 1 gp or less.

Fear Aura (DC 17) Creatures within 60 feet that look must pass Will save.

Grasp of the Dead (1/day) (DC 23) (Su) 1/day, skeletal arms deal 12d6 damage, and shakes

good creatures for 12 rounds, range 60', 20' burst. Creatures who fail their save may not move for 1 round.

Grave Touch (6 rds) (10/day) (Sp) Melee touch attack leaves target shaken for 6 rounds or frightened for 1 round.

Immunity to Cold You are immune to cold damage.

Immunity to Electricity You are immune to electricity damage.

Immunity to Mind-Affecting attacks You are immune to Mind-Affecting attacks.

Immunity to Polymorph You are immune to Polymorph effects.

Low-Light Vision See twice as far as a human in low light, distinguishing color and detail.

Metamagic Rod, Empower, Lesser Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods described here are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for quicken metamagic rods, which can be used as a swift action).

The wielder can cast up to three spells per day that are empowered as though using the Empower Spell feat.

Strong (no school); CL 17th; Craft Rod, Empower Spell; Price 9,000 gp.

Negative Energy Touch Attack 1d8+6 (DC 17) 1d8+6 damage, plus Fort save or be paralyzed.

Quicken Spell Cast another spell in the same round you cast this one. +4 Levels.

Rejuvenation (Su) Liches can return after a few days.

Rime Spell Spell with the cold descriptor also entangles creatures if the spell damages them

Ring of Arcane Signets The amorphous, approximately 1-inch-square chunk of rosy crystal that dominates this otherwise plain copper ring forms itself into a specific rune, sigil, or similar identifying marker each time a person first puts it on. If the wearer expects this to occur, he can cause the crystal to adopt any shape he wishes. If the wearer does not expect this to occur, the crystal instead molds itself into an image that symbolizes the wearer or some dominant facet of his personality. Once the crystal assumes this initial form, it always does so whenever the wearer puts on the ring. The wearer can, as a standard action, embed this image on any object (as if using arcane mark) simply by pressing the ring against it. The wearer may choose the color and other cosmetic features of the image each time he uses the ring. The brand is otherwise permanent unless removed by dispel magic, erase, or a more powerful spell.

Construction

Requirements Forge Ring, arcane mark; Cost 500 gp

Spell Focus (Necromancy) Spells from one school of magic have +1 to their save DC.

Spontaneous Metafocus (Dispel Magic) Apply metamagic to one spell and keep the standard casting time

Spontaneous Metafocus (Ice Storm) Apply metamagic to one spell and keep the standard casting time

Undead Some undead are susceptible to your mind-affecting spells. Corporeal undead that were once humanoids are treated as humanoids for the purposes of determining which spells affect them.

Undead Traits Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects)

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