

The Prisoner

Spell List

[Red = changes when The Prisoner eats a brain]

3rd level spells

[Dispel Magic] (abjuration, VS, medium) – Make a dispel check (1d20+6). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.]

[Slow] (transmutation, VSM, close, 6 creature/s, all w/in 30ft. of each other, 6rds, SRyes) – WILL DC 14 or staggered, -1 AC, attacks, REF, half movement.]

2nd level spells

Acid Arrow (conjunction(creation)[acid], VSM, long, 2rds [3rds]) – Ranged touch (+8 [+9]) deals 2d4 acid/rd.

Alter Self (transmutation(polymorph), VSM, personal, 5min [6min]) – Turn into a Small or Medium humanoid. Gain +2 Dex if you turn into a small creature, +2 Str if you turn into a medium creature. If the creature has darkvision 60ft, low-light vision, scent or swim 30ft, you get it.

Invisibility (illusion[glamer], VSM, creature touched, 5min [6min], SRyes) – Become invisible until you attack

1st level spells

Grease (conjunction (creation), VSM, 5min [6min]) – Make a 10ft. square slippery. REF DC 13 or fall over, Walk at half speed w/ a DC10 Acrobatics. Failure = can't move and REF or fall. OR make a weapon slippery. REF to avoid. Fail and drop the item and REF to pick it pack up or use it. OR +10 to one target's Escape Artist/CMB checks to get out of a grapple and CMD to avoid being grappled.

Magic Missile (evocation[force], VS, medium, SRyes) – 3 1d4+1 missiles of force

Ray of Enfeeblement (necromancy, VS, close, ray, 5rd [6rd], SRyes) – Target takes 1d6+2 STR penalty (FORT DC 13 half)

Shield (abjuration[force], VS, personal, 5min [6min]) – +4 force shield, blocks magic missiles

Unseen Servant (conjunction(creation), VSM, close, one invisible servant, 5hr [6hr]) – Gain servant with a STR of 2 and a base speed of 15ft.

Resource Management

[3 rd level spells]							
2 nd level spells							
1 st level spells							

Important Feats

Arcane Strike – As a swift action, you can imbue your weapons with a bit of magic. They get a +2 bonus on damage rolls and count as magic for overcoming damage reduction and interacting with incorporeal creatures.

Combat Reflexes – You get a 2 extra attacks of opportunity per round and you can take attacks of opportunity even when flat-footed.

AAOG-SHAGGA (After eating a brain)

Variant neh-thalggu

CE Large aberration

Init +6; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 17, flat-footed 17 (+2 Dex, +6 insight, +2 natural, -1 size)

hp 71 (8d8+35)

Fort +5, **Ref** +3, **Will** +9

DR 5/magic; **Immune** confusion; **SR** 18

OFFENSE

Speed 10 ft., fly 30 ft. (perfect)

Melee bite +10 (1d8+6 plus poison), 2 claws +10 (1d6+6)

Space 10 ft.; **Reach** 5 ft.

Special Attacks rend (2 claws, 2d6+9)

Sorcerer Spells Known (CL 6th; concentration +14)

3rd (4/day) – *dispel magic*, *slow* (DC 15)

2nd (7/day) – *acid arrow*, *alter self*, *invisibility*

1st (7/day) – *grease* (DC 13), *magic missile*, *ray of enfeeblement* (DC 13), *shield*, *unseen servant*

0 (at-will) – *acid splash*, *dancing lights*, *detect magic*, *mage hand*, *open/close* (DC 12), *prestidigitation*, *read magic*

STATISTICS

Str 22, **Dex** 14, **Con** 19, **Int** 17, **Wis** 18, **Cha** 15

Base Atk +6; **CMB** +11; **CMD** 28 (can't be tripped)

Feats Arcane Strike, Combat Reflexes, Eschew Materials, Improved Initiative, Toughness

Skills Fly +13, Knowledge (arcana, dungeoneering, planes) +17, Perception +14, Sense Motive +6, Spellcraft +13, Stealth +8, Use Magic Device +9

Languages Abyssal, Aklo, Common, Draconic, Undercommon; telepathy 100 ft

SQ brain collection, strange knowledge

SPECIAL ABILITIES

See pregen sheet.