

XENOC THE PERSISTENT**CR 10****XP** 9,600

Male human necromancer

NE Medium humanoid (human)

Init +2; **Senses** life sight*; Perception +16

DEFENSE

AC 18, touch 14, flat-footed 16 (+4 armor, +2 deflection, +2 Dex)**hp** 100 (11d6+44 plus 15 false life)**Fort** +5, **Ref** +7, **Will** +11

OFFENSE

Speed 30 ft.**Melee** quarterstaff +3 (1d6-2)**Special Attacks** grave touch* (9/day), power over undead* (9/day, DC 18)**Spell Prepared** (CL 11th)6th—*circle of death* (DC 22), *globe of invulnerability*, maximized *fireball* (DC 19)5th—*cloudkill* (DC 21), *cone of cold* (DC 21), quickened *magic missile*, *waves of fatigue*4th—*dimension door*, *enervation*, *fire shield*, *wall of ice* (2)3rd—*dispel magic* (2), *fireball* (DC 19), *suggestion* (DC 19), *vampiric touch* (2)2nd—*darkness*, extended *mage armor* (already cast), *false life* (already cast), *scorching ray* (2), *see invisibility*, *spectral hand*1st—*magic missile* (3), *ray of enfeeblement* (2), *shield* (2)0—*bleed* (DC 16), *detect magic*, *ray of frost*, *read magic***Prohibited Schools** illusion, transmutation

*Necromancer power

STATISTICS

Str 7, **Dex** 14, **Con** 14, **Int** 22, **Wis** 14, **Cha** 16**Base Atk** +5; **CMB** +3; **CMD** 23

Extend Spell, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Maximize Spell, Quicken Spell, Scribe Scroll, Toughness

Skills Craft (alchemy) +20, Intimidate +17, Knowledge (arcana) +20, Knowledge (planes) +20, Linguistics +20, Perception +16, Sense Motive +16, Spellcraft +20, Stealth +16**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.**SQ** cantrips**Gear** *boots of levitation*, *headband of vast intelligence* +2 [Perception], *ring of protection* +2, *potion of invisibility*, *scroll of dominate person*, *scroll of teleport*