

**XP 76,800**

Male advanced noble drow lich sorcerer 13

CE Medium undead (augmented humanoid, elf)

**Init** +9; **Senses** darkvision 120 ft.; Perception +30

**Aura** fear (60-ft. radius, DC 26)

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**DEFENSE**

**AC** 35, touch 24, flat-footed 24 (+4 armor, +3 deflection, +9 Dex, +1 dodge, +1 insight, +5 natural, +2 shield)

**hp** 216 (13d6+156 plus 15 *false life*)

**Fort** +16, **Ref** +12, **Will** +13; +2 vs. enchantment

**Defensive Abilities** channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits; **SR** 24

**Weaknesses** light blindness

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**OFFENSE**

**Speed** 30 ft.

**Melee** touch +15 (1d8+6 plus paralyzing touch) or mithral rapier +15 (1d6+4/18-20)

**Special Attacks** claws\* (13 rounds/day), paralyzing touch (DC 26)

**Spell-Like Abilities** (CL 13th)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *levitate*, *unseen servant*

1/day—*divine favor*, *dispel magic*, *suggestion* (DC 23)

**Spells Known** (CL 13th)

6th (6/day)—*chain lightning* (DC 26), *circle of death* (DC 26), *transformation*

5th (8/day)—*cloudkill* (DC 25), *cone of cold* (DC 25), *dismissal* (DC 25), *dominate person* (DC 25), *summon monster V*, *telekinesis*

4th (8/day)—*animate dead*, *charm monster* (DC 24), *dimension door*, *fire shield*, *stoneskin*

3rd (8/day)—*fireball* (DC 23), *fly*, *lightning bolt*, *rage*, *vampiric touch*

2nd (9/day)—*alter self*, *bull's strength*, *command undead* (DC 22), *false life* (already cast once), *invisibility*, *protective penumbra*

1st (9/day)—*burning hands* (DC 21), *cause fear* (DC 21), *charm person* (DC 21), *chill touch* (DC 21), *mage armor* (already cast once), *magic missile*

0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 20), *flare* (DC 20), *ghost sound* (DC 20), *mage hand*, *open/close*, *prestidigitation*, *read magic*

**Bloodline** abyssal

\*Abyssal bloodline power

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**STATISTICS**

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**Str** 18, **Dex** 28, **Con** —, **Int** 26, **Wis** 20, **Cha** 30

**Base Atk** +6; **CMB** +10; **CMD** 34

**Feats** Arcane Strike, Craft Construct, Craft Wondrous Item, Dodge, Empower Spell, Eschew Materials, Expanded Arcana (*cloudkill*, *telekinesis*), Great Fortitude, Toughness, Weapon Finesse

**Skills** Bluff +26, Craft (alchemy) +14, Fly +25, Heal +14, Knowledge (arcana) +22, Knowledge (religion) +22, Knowledge (planes) +22, Linguistics +9, Perception +30, Sense Motive +29, Spellcraft +24, Stealth +33, Use Magic Device +26; **Racial Modifiers** +10 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Aklo, Common, Draconic, Drow Sign Language, Elven, Infernal, Undercommon

**SQ** bloodline arcana, cantrips, poison use, strength of the abyss

**Gear** *belt of incredible dexterity* +6, drow poison (10 doses), *dusty rose prism ioun stone* (+1 insight bonus to AC), granite and diamond dust worth 250 gp (2), *headband of mental superiority* +4 (Sense Motive, Stealth), mithral rapier, *potion of bull's strength* (2), *potion of inflict critical wounds*, *ring of force shield*, *ring of protection* +3, *scroll of teleport*, *shield guardian amulet*

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**SPECIAL ABILITIES**

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