

UNIQUE

CE

MEDIUM

HUMANOID

HUMAN

Converted by VaranSL

Perception +16; low-light vision

Languages Ancient Osiriani, Common, Osiriani, Sphinx

Skills Acrobatics +17, Arcana +15, Deception +21, Diplomacy +23, Intimidation +19, Nature +15

Str +0, **Dex** +4, **Con** +3, **Int** +2, **Wis** +1, **Cha** +6

Voidwalker Khabekh gains low-light vision, resistance 6 to fire and cold damage, and no longer needs to breathe. When Khabekh uses a bloodline spell, the extra damage can either be fire or cold.

Items messenger's ring, +1 striking dagger, gold funerary mask worth 5 gp

AC 25; **Fort** +14, **Ref** +17, **Will** +18; +1 status vs. fear

HP 110; **Resistances** fire 6, cold 6

Speed 25 feet

Melee ♦ dagger +18 [+14/+10] (agile, finesse, versatile S), **Damage** 2d4+2 piercing

Ranged ♦ dagger +18 [+14/+10] (agile, thrown 10 feet, versatile S), **Damage** 2d4+2 piercing

Primal Spontaneous Spells DC 31, attack +23 ; **5th** *elemental form, cone of cold, stormburst* (3 slots); **4th** *charm, fly, freedom of movement, wall of fire* (4 slots); **3rd** *elemental annihilation wave, fireball, lightning bolt, shifting sand* (4 slots); **2nd** *acid arrow, glitterdust, resist energy, scorching ray* (4 slots); **1st** *burning hands, fear, feather fall, ventriloquism* (4 slots); **cantrips (5th)** *detect magic, produce flame, ray of frost, read aura, shield*

Elemental Bloodline Spells 2 Focus Points, DC 31 , attack +23; **5th** *elemental motion, elemental toss*;

Arcane Innate Spells DC 25 , **cantrips (5th)** *message*

Minute Meteors ♦♦ (evocation, fire, primal) Khabekh summons a rain of tiny meteorites, sending them crashing into a point within 60 feet of him. These meteors deal 4d6 bludgeoning and 4d6 fire damage to each creature in a 15-foot burst (DC 31 basic Reflex save). He can't use Minute Meteors again for 1d4 rounds.