

AZAVEN

CREATURE 15

UNIQUE

CE

MEDIUM

UNDEAD

Perception +26; darkvision

Languages Abyssal, Aklo, Draconic, Elven, Giant, Ignan, Infernal, Necril, Thassilonian; telepathic bond, tongues

Skills Arcana +28, Diplomacy +19, Religion +22, Stealth +20


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


Items staff of hungry shadows, contingency statuette

AC 34; **Fort** +23, **Ref** +26, **Will** +29 (+1 status to all saves vs. positive)

HP 210 (negative healing, rejuvenation); **Immunities** death effects, disease, paralyzed, poison, unconscious;; **Resistances** cold 15, physical 15 (except magic bludgeoning)

Frightful Presence (aura, emotion, fear, mental) 60 feet, DC 33


Counterspell  **Trigger** A creature casts a spell Azaven has prepared. **Effect** Azaven expends a prepared spell to counter the triggering creature's casting of that same spell. Azaven loses its spell slot as if it had cast the triggering spell. Azaven then attempts to counteract the triggering spell.

Contingency  If Azaven is grappled, a dimension door spell activates on him. Azaven uses this to merely reposition himself in combat if the battle is going well—if it is going poorly, he uses it to flee to area F11.

Speed 25 feet

Melee  hand +28 (finesse, magical), **Damage** 4d8 negative plus paralyzing touch

Arcane Prepared Spells DC 40, attack +32 ; **8th** *horrid wilting, vampiric touch*; **7th** *ecilpse burst, prismatic spray, power word blind*; **6th** *chain lightning, disintegrate, wall of force*; **5th** *cloudkill, telekinetic haul, telepathic bond, wall of ice*; **4th** *gaseous form, dimension door, enervation, shape stone*; ; **3rd** *haste, false life, slow, vampiric touch*; **2nd** *mirror image, resist energy, see invisibility*; **1st** *fleet step, ray of enfeeblement (×2), true strike*; **cantrips (8th)** *detect magic, mage hand, message, ray of frost, shield*

Drain Phylactery  **Frequency** once per day; **Effect** Azaven taps into his phylactery's power to cast any arcane spell up to the highest level he can cast, even if the spell being cast is not one of Azaven's prepared spells. Azaven's phylactery doesn't need to be present for him to use this ability.

Paralyzing Touch (arcane, curse, incapacitation, necromancy) (arcane, curse, incapacitation, necromancy) A creature damaged by Azaven's hand Strike must succeed at a DC 36 Fortitude save. The creature becomes paralyzed for 1 round on a failure. On a critical failure, the creature is paralyzed permanently, falls prone, and seems dead. A DC 25 Medicine check reveals the victim is alive.

Steady Spellcasting If a reaction would disrupt Azaven's spellcasting action, he attempts a DC 15 flat check. On a success, the action isn't disrupted.