

UNIQUE	CE	LARGE	HUMANOID	EARTH	GIANT
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Perception +26; Darkvision, Low-light vision

Languages Aklo, Common, Draconic, Jotun, Orc, Terran, Thassilonian


Skills Acrobatics +22, Arcana +30, Athletics +27, Crafting +30, Intimidation +21, Nature +22, Stealth +27 (+31 in rocky terrain), Lore (thassilon) +30

Str +6, **Dex** +5, **Con** +7, **Int** +8, **Wis** +5, **Cha** +4

Items +2 greater striking spell-storing (vampiric touch) club, horn of fog, ring of wizardry (type IV), bag of holding (type II), scroll of teleport (7th level), wand of endurance (heightened 5th), scroll of Shrink, key to area C7, 30 gp in diamond dust, spellbooks (nearly all CRB spells up to 8th level but no enchantment or illusion spells)

AC 36; **Fort** +23, **Ref** +26, **Will** +29; +2 to AC and saves against enchantment or illusion spell effects

HP 230

Counterspell  (abjuration, arcane, wizard); **Trigger** A creature Casts a Spell that you have prepared. **Effect** When a foe Casts a Spell and you can see its manifestations, you can use your own magic to disrupt it. You expend a prepared spell to counter the triggering creature's casting of that same spell. You lose your spell slot as if you had cast the triggering spell. You then attempt to counteract the triggering spell (page 458).

Special When a creature or object within Mokmurian's line of sight casts a common arcane enchantment or illusion spell of 6th level or lower, Mokmurian can counteract it using any transmutation spell that he has prepared. However, Mokmurian's enemies can also counteract Mokmurian's transmutation spells if they have the means and knowledge to do so, using any arcane enchantment or illusion spell.

Catch Rock 

Speed 35 feet

Melee  +2 greater striking spell-storing club +28 (magical, reach 10 ft., thrown 10 ft., spell-storing: vampiric touch), **Damage** 3d6+14 bludgeoning


Melee  fist +28 (agile, reach 10 ft.), **Damage** 2d6+14 bludgeoning

Ranged  rock +28 (brutal, range increment 120 ft.), **Damage** 2d6+14 bludgeoning

Arcane Prepared Spells DC 40, attack +32 ; **8th** *Horrid Wilting, Flesh to Stone, Stoneskin*; **7th** *Fiery Body, Disintegrate, Fireball, Magic Missile*; **6th** *Slow, Wall of Force, Dispel Magic, True Seeing*; **5th** *Dimension Door, Cloudkill, Sending, Grisly Growths*; **4th** *Spell immunity, Solid Fog, Fly, Fire Shield, Enlarge, Dimension Door*; **3rd** *Stinking Cloud, Vampiric Touch, Haste, Curse of Lost Time, Earthbind*; **2nd** *Resist Energy, Spider Climb, Glitterdust*; ; **1st** *Alarm, Mage Armor, Fleet Step, Longstrider, Ray of Enfeeblement, True Strike*; **cantrips (8th)** *Sigil, Mage Hand, Electric Arc, Prestidigitation, Chill Touch*

Focus Spells 2 Focus Points, DC 40 , attack +32; **4th** *Shifting Form*; **1st** *Physical Boost*;

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

Drain bonded item  (arcane, wizard); **Frequency** once per day **Requirements** You haven't acted yet on your turn. **Effect** You expend the power stored in your bonded item. During your turn, you gain the ability to cast one spell you prepared today and already cast, without spending a spell slot. You must still Cast the Spell and meet the spell's other requirements.

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Special This action can only be used on transmutation spells, but can be used once per day for every spell level.

Quickened Casting ◆ (concentrate, metamagic, wizard); **Frequency** once per day

In a mentally strenuous process, you modify your casting of a spell to take less time. If your next action is to cast a wizard cantrip or a wizard spell that is at least 2 levels lower than the highest-level wizard spell you can cast, reduce the number of actions to cast it by 1 (minimum 1 action).

Special This can only be used on spells from the transmutation school

Throw Rock ◆