

LE

MEDIUM

HUMANOID

AZLANTI


**Perception** +27; Initiative +2, Darkvision, See Invisibility

**Languages** Abyssal, Aklo, Azlanti, Draconic, Elven, Jotun, Infernal, Thassilonian; Tongues

**Skills** Arcana +35, Crafting +31, Diplomacy +29, Occultism +31, Religion +29, Thassilon Lore +35

**Str** +3, **Dex** +6, **Con** +6, **Int** +10 (Diadem of Intellect), **Wis** +5, **Cha** +5

**Thassilonian Specialization Transmutation** (Arcane, Rune, Sin); **Opposition Schools:** Cannot cast spells from these schools: Enchantment, Illusion

**Drain Sinful Item**  (Arcane, Rune, Sin) Recall a transmutation spell that has already been cast today. Can be used once for each spell level per day but only for transmutation spells. These spells are marked with (◊).

**Steady Spellcasting** If a reaction would disrupt your spellcasting action, attempt a DC 15 flat check. If you succeed, your action isn't disrupted.

**Robe of The Archmagi** (Uncommon, Evil, Abjuration, Arcane, Invested) This black robe is +2 greater resilient explorer's clothing, and they grant a +1 circumstance bonus to saving throws against arcane spells and resistance 5 to damage from arcane spells.


**Items** Spellbook, Black Robe of the Archmagi, Diadem of Intellect, Sihedron Ring, Ring of Sustenance

**AC** 39 (not flat footed vs undetected or flanked); **Fort** +29 (+1 vs Arcane), **Ref** +32 (+1 vs Arcane), **Will** +32 (+1 vs Arcane, +4 mental)

**HP** 275 (Includes false life 22HP); **Immunities** Fire (Fiery Body); **Resistances** 10 physical (stoneskin), Arcane Damage 5 (Robe), Precision 10 (Fiery Body); **Weaknesses** 5 Cold (Fiery Body), 5 Water (Fiery Body)

**Shield**  (Verbal, Abjuration, Cantrip, Force) Khalib uses his shield cantrip whenever he has actions remaining at the end of his turn. Hardness 25

**Shield Block**  Hardness 25

**Counterspell**  (Abjuration, Arcane) When a foe Casts a Spell and you can see its manifestations, you can 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. **Counteract 34.**

**Clever Counterspell** Khalib can use Counterspell as long as he has the spell the foe is casting in his spellbook, which contains all core rulebook spells up to level 9, except illusion and enchantment. When you use Counterspell in this way, the prepared spell you expend must share a trait other than its tradition with the triggering spell. At the GM's discretion, you can instead use a spell that has an opposing trait or that otherwise logically would counter the triggering spell (such as using a cold or water spell to counter fireball or using remove fear to counter a fear spell). Regardless of what spell you expend, you take a -2 penalty to your counteract check.

**Reflect Spell** When you successfully use Counterspell to counteract a spell that affects targeted creatures or an area, you can turn that spell's effect back on its caster. When reflected, the spell affects only the original caster, even if it's an area spell or it would normally affect more than one creature. The original caster can attempt a save and use other defenses against the reflected spell as normal.

**Foresight (if cast)**  (mis/fortune); **Trigger** Khalib defends against a hostile creature or other danger. **Effect** If the hostile creature or danger forces Khalib to roll dice (a saving throw, for

example), he rolls twice and uses the higher result, and this spell gains the fortune trait; But if the hostile creature or danger is rolling against Khalib (an attack roll or skill check, for example), that hostile creature or danger rolls twice and uses the lower result, and this spell gains the misfortune trait.

**Arcane Save** ➤ **Frequency** once per day;

**Trigger** You attempt a saving throw against an **arcane** spell, but haven't rolled yet;

**Effect** You automatically succeed at your save against the triggering **arcane** spell.

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**Speed** 35 feet (longstrider), fly 40 feet (Fiery Body)

**Melee** ➤ staff +28, **Damage** 3d6+17 bludgeoning

**Melee** ➤ dagger +28, **Damage** 3d4+7 piercing

**Arcane Spells** DC 44, attack +29 ; **9th** *Flesh to Stone*(•), *Foresight*, *Horrid Wilting*, *Meteor Shower*;

**8th** *Grisly Growths* (•), *Duplicate* *Foe*, *Mind Blank* (used), *Dispel Magic*; **7th** *Fiery Body* (•), *Fly* (1 hour), *Haste* (6 targets), *Tongues* (8 hours, used) ; **6th** *Slow* (•, 10 targets), *Stoneskin* (used), *True Seeing*, *Wall of Force*; **5th** *Spider Climb*(•, 1 hour), *See Invisibility* (8 hours, used), *Darkvision* (constant, used), *Black Tentacles*; **4th** *Enlarge* (•, Huge), *Freedom of movement*, *Resilient Sphere*, *False Life* (used 22HP); **3rd** *Earthbind* (•), *Jump*, *Aqueous Orb* x2; **2nd** *Longstrider* (•, 8 hours, used), *Glitterdust*, *Telekinetic Maneuver*; **1st** *Fleet Step* (•), *Feather Fall*, *Grease*, *True Strike*; **cantrips (9th)** *Detect Magic*, *Electric Arc*, *Shield*, *Sigil*, *Tanglefoot*

**Effortless Concentration** ➤ You immediately gain the effects of the Sustain a Spell action, allowing you to extend the duration of one of your active class spells.

**Quickened Casting** ➤ (Concentrate, Metamagic); **Frequency** once per day

Use your next action to cast a cantrip or a spell that is level 7 or lower, reduce the number of actions to cast it by 1 (minimum 1).

**Jump** ➤ Jump 30 feet in any direction without touching the ground. You must land on solid ground within 30 feet of you, or else you fall after using your next action.

**Conceal Spell** ➤ (Concentrate, Manipulate, Metamagic)

**Silent Spell** ➤ (Concentrate, Metamagic)

**Produce Flame** ➤ (Attack, Cantrip, Evocation, Fire) Fiery Body Touch or 30ft range spell attack roll for 10d4+10 (35)