

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, **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 (◉).

Infinite Possibilities You can use this spell slot to cast any spell from your spellbook that's at least 2 levels lower than the slot you designate; the spell acts in all ways as a spell of 2 levels lower. You don't have any particular spell prepared in that slot until you cast it. This also helps with counterspell.

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.

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.

Items Spellbook, Black Robe of the Archmagi.

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 272 (Includes false life 22HP); **Resistances** 10 physical (stoneskin), Arcane Damage 5 (Robe)

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 16 (Int 10, Master).

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.

Shield ♦ (Verbal, Abjuration, Cantrip, Force) Khalib uses his shield cantrip whenever he has

actions remaining at the end of his turn. Hardness 25

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 you haven't rolled yet;


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

Speed 35 feet (longstrider), fly 35 feet

Melee  staff +28 (plus bespell weapon (1d6)), **Damage** 3d6+17 bludgeoning


Melee  dagger +28 (plus bespell weapon (1d6)), **Damage** 3d4+7 piercing


Arcane Spells DC 44, attack +29 ; **9th** *Flesh to Stone* (•), *Contingency* (Stoneskin, used), *Foresight*, *Infinite Possibilities* (any 7th level or lower spell); **8th** *Grisly Growths* (•), *Chain Lightning*, *Mind Blank* (used), *Duplicate* *Foe*; **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*, *Nondetection* (used), *Aqueous Orb*; **2nd** *Longstrider* (•, 8 hours, used), *Dispel Magic*•2, *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).

Overwhelming Energy  (Manipulate, Metamagic) If the next action you use is to Cast a Spell, the spell ignores 18 resistance to acid, cold, electricity, fire, or sonic damage. This applies to all damage the spell deals, including persistent damage and damage caused by an ongoing effect of the spell, such as the wall created by wall of fire. A creature's immunities are unaffected.

Bespell Weapon  You siphon the residual energy from the last spell you cast into one weapon you're wielding. Until the end of your turn, the weapon deals an extra 1d6 damage of a type depending on the school of the spell you just cast.

Abjuration force damage; **Conjuration or Transmutation** the same type as the weapon;

Divination mental damage; **Evocation** a type the spell dealt, or force damage if the spell didn't deal damage; **Necromancy** negative damage