

LE

MEDIUM

HUMANOID

AZLANTI



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

Languages Abyssal, Aklo, Aquan, Auran, Azlanti, Draconic, Elven, Jotun, Ignan, Infernal, Necril, Sylvan, Terran, Thassilonian; tongues

Skills Arcana +38, Crafting +34, Diplomacy +32, Occultism +34, Religion +32, Thassilon Lore +38

Str +4, **Dex** +7, **Con** +7, **Int** +11 (Diadem of Intellect), **Wis** +6, **Cha** +6

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, Tourmaline Sphere Aeon stone (death ward), Pale Orange Rhomboid Aeon Stone (death ward), Pink Rhomboid Aeon stone (15 temporary HP), Clear Spindle Aeon stone (sustenance), Pearly White Spindle Aeon stone (slow heal), Orange Prism Aeon stone (+1 spell level), Agate Ellipsoid Aeon stone (augury), Staff of Evocation Major (for multiple Glitterdust and for using overwhelming energy), +3 Dancing Flaming Striking Glaive.

AC 42 (not flat footed vs undetected or flanked); **Fort** +30 (+1 vs Arcane), **Ref** +33 (+1 vs Arcane), **Will** +33 (+1 vs Arcane, +4 mental)

HP 300 (Includes Pink Rhomboid aeon stone 15HP); **Immunities** Fire (fiery body); **Resistances** 10 physical (stoneskin), Arcane Damage 5 (Robe), 10 precision (fiery body); **Weaknesses** 5 cold (fiery body), 5 water (fiery body)

Shield  (Verbal, Abjuration, Cantrip, Force) Karzoug 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 38 (Int 10, Legendary, Level 20).

Clever Counterspell Karzoug 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** Karzoug defends against a hostile creature or other danger.

Effect If the hostile creature or danger forces Karzoug 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 Karzoug (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.

Speed 35 feet (longstrider), fly 40 feet (fiery body)

Melee ♦ glaive +31 (Dancing, Flaming, Striking), **Damage** 4d10+22 slashing

Arcane Spells DC 47, attack +34 ; **10th** *Time Stop*, *Spell Combination* (double disintegrate); **9th** *Flesh to Stone* (•), *Foresight* (used), *Meteor Swarm*, *Mind Blank* (used); **8th** *Grisly Growths* (•), *Horrid Wilting*, *Disintegrate*, *Disintegrate*; **7th** *Fiery Body* (•), *Dispel Magic* (stored in Contingency), *Tongues* (8 hours, used), *Contingency* (*Dispel Magic*) ; **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* x2; **3rd** *Earthbind* (•), *Jump*, *Haste*, *Aqueous Orb* ; **2nd** *Longstrider* (•, 8 hours, used), *Glitterdust*, *Telekinetic Maneuver*; **1st** *Fleet Step* (•), *Feather Fall*, *Grease*, *True Strike*;
cantrips (10th) *Detect Magic*, *Electric Arc*, *Shield*, *Sigil*, *Tanglefoot*, *Produce Flame* (Fiery Body)

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 8 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 20 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.

Reach Spell ♦ (Metamagic, Concentrate) Increase spell range by 30 ft, including touch

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.

Spell Combination Cast 2 spells with the same conditions at once. In this case 2xDisintegrate (32d10) on one target.

Produce Flame ♦ (Attack, Cantrip, Evocation, Fire) Fiery Body Touch or 30ft range spell attack roll for 11d4+11 (39)