

Half-Illithid Urialle, Yochlol Torturer CR 14

The half-illithid template has transformed Urialle into an even more terrifying creature. Four writhing tentacles now sprout from around her mouth, and her intellect and psionic power have been greatly enhanced. She is a cunning and cruel tactician, using her new abilities to dominate and destroy her enemies.

Half-Illithid Urialle

hp 153 (18 HD); DR 10/good

CE Medium Aberration (Chaotic, Evil, Extraplanar, Shapechanger)

Init +6; **Senses** darkvision 60 ft.; Listen +19, Spot +19

Languages Abyssal, Drow, Common, Undercommon; **Telepathy** 100 ft.

AC 28, touch 16, flat-footed 22 (drow form)

Immune acid, electricity, mind-affecting spells and abilities, poison

Resist cold 10, fire 10; **SR** 28

Fort +17, **Ref** +15, **Will** +16

Speed 30 ft. (6 squares)

Melee 4 tentacles +20 each (1d4+4) and +2 *anarchic two-bladed sword* +20/+20 (1d8+4/19-20)

Base Atk +15; **Grp** +19

Special Attacks Mind Blast, Improved Grab, Extract

Spell-Like Abilities (CL 17th): At will—*detect thoughts* (DC 19), *dominate person* (DC 18), *darkness*, *desecrate*, *greater teleport* (self only), *spider climb*, *stone shape*, *web* (DC 19)

Psonics (Sp) (CL 8th): At will—*suggestion* (DC 19), *detect thoughts* (DC 18), *levitate*, *astral projection*, *plane shift*.

Sorcerer Spells Known (CL 6th):

3rd (4/day)—*rage*

2nd (6/day)—*summon swarm*, *touch of idiocy*

1st (7/day)—*shield*, *shocking grasp*, *silent image* (DC 16), *sleep* (DC 16)

0 (6/day)—*arcane mark*, *dancing lights*, *daze* (DC 15), *detect poison*, *flare* (DC 15), *message*, *read magic*

Abilities Str 19, Dex 22, Con 20, Int 22, Wis 19, Cha 24

SQ change shape, mind blank

Feats Alertness, Blind-Fight, Combat Casting, Combat Expertise, Exotic Weapon Proficiency (two-bladed sword), Persuasive, Weapon Finesse

Skills Bluff +31, Concentration +24, Diplomacy +33, Disguise +15, Hide +18, Intimidate +29, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +19, Move Silently +18, Sense Motive +19, Spot +19

Mind Blast (Sp) Once per day, Urialle can create a 40-foot cone. Those caught in the area must succeed on a DC 22 Will save or be stunned for 1d4 rounds.

Improved Grab (Ex) To use this ability, Urialle must hit an opponent of her size or smaller with a tentacle attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Extract (Ex) If Urialle begins her turn with all four tentacles attached to a foe, she can automatically extract the opponent's brain, instantly killing it.