CHOURST - Slaad Lord of Randomness

Huge Outsider (Chaotic)
Hit Dice: 56d8+448 (700 hp)
Initiative: +8 (Dex, Improved Initiative)
Speed: 30 ft
AC: 33 (-2 size, +4 Dex, +21 natural)
Attacks: 2 claws +71 melee, bite +66 melee
Damage: Claw 3d8+10 plus corporeal instability, bite 2d12+5 plus corporeal instability
Face/Reach: 10 ft by 5 ft/15 ft (25 ft with scythe)
Special Attacks: Spell-like abilities, psionics, corporeal instability, summon slaad
Special Qualities: Fast healing 15, damage reduction 30/+3, SR 27, chaotic radiation, plane shift, resistances, telepathy
Saves: Fort +37, Ref +36, Will +39
Abilities: Str 30, Dex 18, Con 27, Int 24, Wis 27, Cha 23
Skills: Climb +70, Concentration +58, Escape Artist +54, Gather Information +56, Intimidate +56, Intuit Direction +58, Jump +70, Knowledge (arcana) +57, Knowledge (planes) +57, Listen +68, Scry +57, Search +57, Sense Motive +58, Spellcraft +57, Spot +68, Wilderness Lore +58
Feats: Blind Fight, Cleave, Combat Casting, Dodge, Great Cleave, Expertise, Improved Critical (bite), Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Sunder

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 30
Treasure: Double standard
Alignment: Always chaotic neutral
Advancement: —

Chourst is the epitome of chaos and unpredictability. He lives his life in a whimsical non-sequiter fashion, ripping someone to pieces one moment, then giving him a bouquet of flowers the next. He finds the primordial soup of Limbo soothing, and spends most of his time there, but he will foray into other planes for a change of scene. He is independent and self-centered in the extreme, and cares not for the affairs of other slaadi. Chourst always appears as a gangly, 20 foot tall slaad with dry chalk-white skin. If he has other forms, they are unknown.

All beings, including other slaad and slaad lords, leave him alone to his own devices. He likes this just fine, and takes advantage of the solitude to indulge himself indiscriminately. He lacks focus and tends to be more destructive than anything else, though destruction is not his goal. He does delight in his ability to disrupt the chaos-shaped terrain of Limbo though, and has made an enemy of the githzerai because of it. He has also made a lifelong enemy of Primus of the modrons, from his one and only visit to Mechanus.

COMBAT
Chourst is completely chaotic and unpredictable in a fight. Combat
usually doesn't hold his attention long enough for him to finish a battle, and he winds up looking for something more interesting to do. He never ignores a dangerous threat, however, and will disable or kill anything he sees as harmful before moving on.

**Spell-Like Abilities:** *astral projection, cloudkill, confusion, darkness, detect magic, detect thoughts, fear, flame strike, light, major image, solid fog, and wind walk; 3/day symbol* (any). These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

**Psionics (Sp):** At will - *astral projection, charm monster, deeper darkness, detect evil, detect law, dimensional anchor, dispel good, levitate, and protection from law*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 17 + spell level).

**Corporeal Instability (Su):** A successful claw or bite attack from Chourst can cause a terrible transformation. A living creature must succeed at a Fortitude save (DC 24) or become a spongy, amorphous mass. Unless controlled through an act of will, the victim's shape melts, flows, writhes, and boils.

The affected creature is unable to hold or use any item. Clothing, armor, rings, helmets, and backpacks become useless. Large items - armor, backpacks, even shirts - hamper more than help, reducing the character's Dexterity score by 4. Soft or misshaped feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the creature cannot act coherently. It cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (-4 penalty to hit and a 50% miss chance, regardless of the attack roll).

Each round the creature spends in an amorphous state deals 1 point of permanent Wisdom drain from mental shock. If the creature's Wisdom score falls to 0, it becomes a chaos beast itself.

A creature with a strong sense of self can regain its own shape by taking a standard action to attempt a Charisma check (DC 24). A success reestablishes the creature's normal form for 1 minute. On a failure, the creature can still repeat the check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A *shapechange* or *stoneskin* spell does not cure the afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction (a separate *restoration* is necessary to remove any lost Wisdom).

Any modrons who fail their saving throws against this attack are not subject to corporeal instability. Instead, the modron will become a rogue modron, and its alignment will change to chaotic neutral.

**Chaotic Radiation (Su):** Chourst is the very living embodiment of the chaos of the plane of Limbo, and as such constantly radiates a field of chaotic energy. His very presence dissolves anything in Limbo that is a result of controlling areas of Limbo (see Manual of the Planes, page 93). This ability affects all land within a 30 foot radius of Chourst, dissolving it into its primal form. Additionally, any spells or magic items used within 300 feet of Chourst are always affected by wild magic (MoP, page 14), even when used outside of Limbo. Such magic is still subject to Chourst's spell resistance.

**Plane Shift (Sp):** Chourst can enter any of the Outer planes, the Inner planes, or the Material plane. This ability transports Chourst and up to six other creatures provided they all link hands. It is otherwise similar to the spell of the same name.

**Summon Slaad (Sp):** Three times per day Chourst can automatically
summon one gray slaad or two green slaadi.

**Telepathy (Su):** Chourst can communicate telepathically with any creature within 100 feet that has a language.

**Resistances (Ex):** Chourst has acid, cold, electricity, fire, and sonic resistance 10.