### Rennbuu - Slaad Lord of Colors

**Large Outsider (Chaotic)**

**Hit Dice:** 52d8+416 (650 hp)

**Initiative:** +4 (Dex)

**Speed:** 30 ft

**AC:** 33 (-1 size, +4 Dex, +18 natural)

**Attacks:** 2 claws +61 melee, bite +56 melee

**Damage:** Claw 3d6+9, bite 2d10+4

**Face/Reach:** 5 ft by 5 ft/10 ft

**Special Attacks:** Spell-like abilities, psionics, transmutation, summon slaad

**Special Qualities:** Fast healing 15, damage reduction 25/+2, SR 28, change colors, plane shift, resistances, telepathy

**Saves:** Fort +36, Ref +32, Will +37

**Abilities:** Str 29, Dex 19, Con 27, Int 24, Wis 28, Cha 30

**Skills:** Alchemy +47, Climb +44, Concentration +48, Craft (painting) +47, Craft (any three) +47, Diplomacy +45, Escape Artist +39, Gather Information +45, Intimidate +45, Intuit Direction +44, Knowledge (arcana) +47, Knowledge (planes) +42, Listen +44, Move Silently +39, Scry +47, Search +42, Sense Motive +44, Spellcraft +47, Spot +44

**Feats:** Cleave, Combat Casting, Dodge, Great Cleave, Enlarge Spell, Expertise, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Maximize Spell, Mobility, Power Attack, Quicken Spell

**Climate/Terrain:** Any land and underground

**Organization:** Solitary or troupe (2-8 red slaad and 2-6 blue slaad)

**Challenge Rating:** 28

**Treasure:** Double standard coins and gems; triple standard items

**Alignment:** Always chaotic neutral

**Advancement:** ---

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Rennbuu is a flamboyant, stylish slaad lord who appears as a gaunt, 12 foot tall slaad with skin of glowing, swirling, radiant hues. Rennbuu sports an unusual long mane of stark white hair, and is usually clad in robes of scintillating colors. Rennbuu is the youngest slaad lord, and is cruelly sadistic and malicious in his new powers. He roams the planes, mischievously changing the colors of everything he sees, taking a perverse pleasure in disrupting the lives of others. White drow and plaid dwarves are said to be a sure sign of his passing.

Rennbuu has a sizeable entourage of red and blue slaadi, surrounding him in his gallery in Limbo. They obey his wishes out of fear, but also out of a desire to be promoted to a higher form of slaadi and then departing his company. Green, gray, and death slaadi avoid him, and he could care less about whether slaadi serve him or not.

**COMBAT**

Rennbuu prefers not to fight in melee unless he has to, and makes use of magic and magic items as much as possible. He enjoys taunting his opponents as he uses his powers to alter their appearance.

**Spell-Like Abilities:** color spray, darkness, detect thoughts, light, major image, rainbow pattern, wind walk; 3/day - flame strike, symbol (any); 2/day - prismatic spray, prismatic wall. 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).

**Change Colors (Sp):** Rennbuu can transmute any creature or object's natural color into another of his choosing, by touching it. This change can be permanent or temporary, and can only be dispelled by a *wish* spell. Temporary effects wear off in a time of Rennbuu's own choosing, usually at random. This new color can be any hue or pattern, and is usually chosen to best humiliate an opponent. For most creatures, this effect is merely annoying, although for some creatures such as dragons it can be considered devastating. The DM may choose to modify the creature's Charisma score, depending on the severity of the change.

**Transmutation (Su):** On the plane of Limbo, Renbuu has the power to change slaadi from one color type to another. This power is a natural extension of his ability to alter colors, but with slaadi it is a much more powerful transformation. Red and blue slaadi seek to please him that they may be made into more powerful slaadi, while gray and death slaadi fear and avoid him, should he decide to change them into less powerful slaadi.

**Plane Shift (Sp):** Rennbuu can enter any of the Outer planes, the Inner planes, or the Material plane. This ability transports Rennbuu 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 Rennbuu can automatically summon 6-8 red slaadi or 5-6 blue slaadi.

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

**Resistances (Ex):** Rennbuu has acid, cold, electricity, fire, and sonic resistance 10. Additionally, Rennbuu is immune to all illusion spells and effects.