

Initiative +16**Senses Perception** +16**Misplaced Fury** aura 5; Any Evil angel, demon, elemental, devil, or immortal ally within 5 squares of Col gain a +6 bonus to damage.**HP** 456; **Bloodied** 228**AC** 50; **Fortitude** 42, **Reflex** 49, **Will** 46**Saving Throws** +2**Speed** 6**Action Points** 1☞ **Magic Missile** (Standard; at-will) ♦ **Arcane, Force, Implement**

Ranged 20. +38 vs. Reflex. 4d4+12 force damage.

← **Lead from the Back** (Standard; at-will)

Close burst 10. Col chooses two Evil angel, demon, devil, elemental, or immortal allies within range. Each makes a basic attack with a +4 bonus against a target designated by Col.

↘ **Forcecage** (Standard; encounter) ♦ **Arcane, Force, Implement**

Ranged 20. +38 vs. Reflex. 3d10+12 force damage and the target is confined in the cage until the end of Col's next turn. The target grants combat advantage, is immobilized, and cannot gain line of effect against nonadjacent creatures.

❄ **Acid Storm** (Standard; encounter) ♦ **Acid, Arcane, Implement**

Area burst 4 within 10 squares; each creature in burst. +38 vs. Fortitude, 4d6+12 acid damage. Effect: The acid cloud blacks line of sight, providing total concealment to creatures inside it. Any creature that enters the cloud or starts its turn there takes 10 acid damage. The cloud lasts until the end of Col's next turn, and he can dismiss it as a minor action.

❄ **Meteor Swarm** (Standard; daily) ♦ **Arcane, Fire, Implement**

Area burst 5 within 20 squares. +38 vs. Reflex. Hit: 8d6+12 fire damage. Miss: Half damage.

↘ **Disintegrate** (Standard; daily) ♦ **Arcane, Implement**

Ranged 10. One creature or object; no attack roll needed for unattended objects. +38 vs. Reflex. Hit: 5d10+12 damage and ongoing 10 damage (save ends). If the target saves, it takes ongoing 5 damage (save ends). Miss: 3d10+12 damage and ongoing 5 damage (save ends).

Deceptive Summoning (Standard; encounter)

Col summons a group of duped extra-planar allies. Summoned creatures roll initiative to determine when they act. They remain until they are killed, dismissed by Col, or the encounter ends. PCs do not earn experience points for killing these summoned creatures. Col chooses to summon one of the following group of creatures:

- 1 pit fiend
- 1 balor
- 2 marilith
- 4 war devils
- 2 efreet flamesiders and 2 efreet fireblades
- 2 Evil angel's of vengeance

And so-forth (roughly 1/2 a level 26 encounter)

Time Stop (Minor; daily) ♦ **Arcane**

Col gain's two extra standard actions which he cannot use to attack other creatures.

Fly (Standard; daily) ♦ **Arcane**

Col gains a fly speed of 8 until the end of his next turn. Sustain Minor: Col can sustain this power until the end of the encounter or 5 mintues. If he doesn't sustain it, he floats to the ground without taking falling damage.

Col's Backup Plan (Immediate Reaction; daily)

Once per day, when Col dies, Col immediately regains half his hit points and disappears; he immediately reappears in any plane at any permanent teleportation circle he knows.

Resistance to Scrying

Attempts to scry on Col, his location, or objects in his possession fail as if they did not exist.

Alignment Unaligned **Languages** Abyssal, Common, Draconic, Primordial, Supernal**Skills** Arcana +31, Bluff +25, Religion +31**Str** 10 (+15)**Dex** 12 (+16)**Wis** 12 (+16)**Con** 18 (+19)**Int** 32 (+26)**Cha** 20 (+20)**Equipment** magic tome +6, cloak of invisibility +5, ghostphase starweave +6