

Kazyk - Perfidious Devil (K)

Level 8 Elite Skirmisher

Medium immortal humanoid (devil)

XP 700

Initiative +8

Senses Perception +12; darkvision

Licking Flames (Fire) aura 1; enemies starting their turn in the aura take 5 fire damage.

HP 182; **Bloodied** 91

AC 22; **Fortitude** 23; **Reflex** 20; **Will** 21

Resist 10 Fire, 0 Immune poison

Saving Throws +2

Speed 6 see also greater teleport

Action Points 1

⊕ **Claw** (standard; at-will)

+13 vs. AC; 1d6 + 5

‡ **Glaive** (standard; at-will) • **Weapon**

Reach 2; +13 vs. AC; 2d4 + 5

‡ **Wounding Glaive** (standard; at-will) • **Weapon**

Reach 2; +13 vs. AC; (); 2d4 + 5 and ongoing 10 damage (save ends) and Kazyk can teleport up to 8 squares as a free action.

↔ **Fiery Utterance** (standard; recharge 5) • **Fire**

Close blast 3; +9 vs. Fortitude; (targets enemies); 2d8 + 5 and the target is dazed until the end of Kazyk's next turn.

✱ **Ragesian Shatterspell** (standard; encounter)

Burst 1 within 10; A magic zone or area intersecting the burst must make an unmodified saving throw or end immediately. The burst lasts until the end of Kazyk's next turn. Only the portion of the magical zone or area in the burst is affected. Outside the burst area, the magical zone or area is unaffected.

Devil's Soul Swap (immediate interrupt; encounter) • **Teleportation**

Kazyk teleports to the nearest space beyond the triggering attack's reach. A Lemure appears in Kazyk's former space and becomes the target of the triggering attack. The Lemure acts immediately after Kazyk's initiative.

Greater Teleport (move; encounter) • **Teleportation**

Kazyk can teleport out of an encounter to a distance of one mile and carry up to fifty pounds of objects. Kazyk cannot teleport again for ten minutes.

Infernal Summons (standard; encounter)

Kazyk summons a group of 2d4 Lemures. They remain until they are killed, dismissed by Kazyk as a free action, or the encounter ends.

Threatening Glaive (no action; at-will)

Must be wielding a glaive. Kazyk can make opportunity attacks against all enemies within the glaive's reach (2 squares).

Alignment Evil

Languages Common, Supernal

Str 21 (+9)

Dex 15 (+6)

Wis 17 (+7)

Con 19 (+8)

Int 13 (+5)

Cha 17 (+7)

Equipment Glaive