

Elite array w/ +5 Inherent bonus to all scores; SR = HD +14.

Temenun (Ak'Chazar Rakshasa) Sorcerer 18
Medium Outsider (Native, Quasi-Deity); DvR0;

Hit Dice: 17d8+119 plus 18d4+126 (453 hp)

Initiative: +15

Speed: 80 ft. (16 squares)

Armor Class: 51 (+7 Dex, +2 Insight, +13 natural, +19 deflection), touch 38, flat-footed 42

Base Attack/Grapple: +26/+29

Attack: Claw +29 melee (1d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Pain wave, Rebuke Undead, Spell-like Abilities, Spells;

Special Qualities: Change shape, Divine Immunities (Mind-Affecting Effects, Energy Drain, Ability Damage and Ability Drain, Polymorph, Petrification), DR 15/Good and Epic and Piercing, Darkvision 60 ft, Fire resistance 5, Immortal, Outsider Traits, SR 49;

Saves: Fort +30 Ref +30 Will +37;

Abilities: Str 17 Dex 25 Con 25 Int 26 Wis 27 Cha 48

Skills: Bluff +57, Concentration +45, Diplomacy +69, Disguise +42 (+46 acting), Intimidate +61, Gather Information +42, Knowledge (arcana) +46, Knowledge (the planes) +46, Knowledge (nobility) +46, Knowledge (religion) +46, Listen +46, Sense Motive +46, Spellcraft +100, Spot +46

Feats: Corrupt Spell, Dark Speech, Divine Metamagic (Empower Spell), Divine Metamagic (Quicken Spell), Epic Spellcasting, Extend Spell, Improved Initiative, Quicken Spell, Planar Turning, Spell Focus (Enchantment), Spell Focus (Necromancy), Superior Initiative

CR: 35

Alignment: Chaotic Evil



Change Shape (Su): Temenun can assume any humanoid form or revert to his own as a standard action.

Pain Wave (Su): Three times per day, as a free action, Temenun can emit an aura of negative energy which lasts for 35 rounds. Creatures within 20 ft. suffer the effects of an *InFLICT Moderate Wounds* (caster level 20th) and become shaken for 1d6+1 rounds. A Will save (DC 46) halves the damage and negates the shaken effect. The DC is Charisma-based.

Rebuke Undead (Su): Temenun can rebuke and command undead as a 20th-level cleric. He can make up to 22 rebuke attempts per day. He gains a +4 synergy bonus to his checks from his Knowledge (religion) skill.

Spell-Like Abilities: 3/day – *Animate Dead*; 2/day – *Control Undead* (DC 36), *Create Undead*; 1/day – *Create Greater Undead*, *Magic Jar* (DC 34), *Trap the Soul* (DC 37). Caster level 20th.

Spells

Temenun casts spells as a 30th-level sorcerer (6/11/11/11/10/10/10/10/9/9).

He can cast 3 epic spells per day.

DC 29+ spell level (30+ spell level for Necromancy and Enchantment spells).

Spells Known

1st – *Comprehend Languages*, *Expeditious Retreat*, *Mage Armor*, *Serene Visage*, *Spiritworm*

2nd – *Blindness/Deafness*, *Chain of Eyes*, *Darkness*, *Detect Thoughts*, *Web*

3rd – *Displacement*, *Fly*, *Haste*, *Magic Circle*

4th – *Bestow Curse*, *Dimensional Anchor*, *Greater Invisibility*, *Stoneskin*

5th – *Dream*, *Duelward*, *Teleport*, *Wrack*

6th – *Greater Dispel Magic*, *True Seeing*, *Mass Suggestion*

7th – *Banishment*, *Finger of Death*, *Limited Wish*

8th – *Mind Blank*, *Greater Planar Binding*, *Horrid Wilting*

9th – *Astral Projection*, *Energy Drain*, *Wish*.

Iron Coronet of the Rakosi (Major Artifact): Grants a +12 Enhancement bonus to Charisma and allows the use of *demand* (DC 36) and *dominate monster* (DC 38) at will. The wearer's Charisma determines the DC.

Token of Cheshne (Major Artifact): This +50 *Spellcraft talisman* confers *foresight* upon the wearer, a +8 resistance bonus to all saves, and allows the use of the following spell-like abilities at will: *augury*, *divination*, *vision*. Once per week, the owner can use it to *commune* with Cheshne or any other sleeping God. CL 30th.

Epic Spells:

1) *Superb Dispelling* variant: *Dispel* (+19), 1-action (+20), increase dispel check by 70 (+70). Targeted dispel check made at 1d20+80. DC = 109.

2) *Superb Dispelling* variant: *Dispel* (+19), 1-action (+20), 20-ft radius sphere (+10), increase dispel check by +60 (+60). Area dispel check made at 1d20+70. DC = 109.

3) *Disjunction Ward*: *Ward* (+14), 9th-level (+16), +40 OCL (+40), permanent (x5), 10 mins (-20), 100 days (-200), 2000 XP (-20). Permanent immunity to *Disjunction*, +40 on opposed CL check to dispel. DC = 110.

4) *Reflect Assault*: *Reflect* (+27), 20 attacks (+60), +1000% duration (+20). Reflect first 20 ranged or melee attacks on attacker. DC = 107.

5) *Death Blossom*: *Slay* (+25), *Quickened* (+28), +9 creatures (+72), 20d6 backlash (-20). Kill 10 creatures of 80HD or less within 300 ft. (Fort DC 40 negates). DC = 110.

6) *Chthonic Summons*: *Summon* (+14), 1-action (+20), increase CR by +30 (+60 DC), +1000%

duration (+20), 400 XP (-4). Summons a Chthonic Balor for 11 mins. DC = 110.

7) *Wind of Dominion*: *Energy (weather)* (+25), *Compel* (+19), *Fortify* (+17), +150% area (+6), permanent (x5), 10 mins (-20), cabal (4 x 8th, 10 x 6th, 18 x 4th; -198), 700 XP (-7). Creatures within 5 miles affected by permanent *Suggestion* (Will DC 40). DC = 110.

8) *Flesh Eaters*: *Animate Dead* (+23), ghast (-6), +80 HD (+80). Creates 25 ghastrs. DC = 109.

9) *Death Aura*: *Energy* (+19), *Slay* (+25), *Quickened* (+28), +2d4 negative levels (+8), +100% area (+4), +10 DC (+20). Creatures within 20 ft. suffer 4d4 negative levels per round (Fort half, DC 50). 20 hours. DC = 103.

10) *Dreamscape* variant: *Quickened*. DC = 57.

Tricked Out:

Reflect Assault, *Disjunction Ward*, *Mind Blank* and *Mage Armor* are always 'on'; with 3 rounds of prep add *Stoneskin*, *Haste*, *Fly*, *Greater Invisibility*, *Expeditious Retreat*, *True Seeing* using Divine Metamagic to Quicken low-level spells.

Extreme Social – use *Limited Wish* to duplicate *Glibness* and add *Serene Visage*. Bluff score increases to +97.