



Churtle (137867 xp)

Female kobold expert 1/warlock 13/hellfire warlock 3

CN Small humanoid (reptilian, aquatic)

Init +5; **Senses** darkvision 60 ft., low-light vision, scent; Listen +0, Spot +0

Languages Abyssal, Chultan, Common, Draconic, Infernal, Sylvan; *telepathy* (Col)

AC 39, touch 22, flat-footed 32; +9 armor, +2 shield, +6 natural, +7 Dex, +1 size, +4 deflection

hp 96 (17 HD); **DR** 3/cold iron; fiendish resilience 2

Resist fire 10, electric 5

Fort +12, **Ref** +18, **Will** +19; +7 vs. poison

Speed 30 ft., climb 20 ft., swim 30 ft (water breathing)., fly 30 ft. (good)

Ranged warlock scepter eldritch blast +23 (9d6+1) Point Blank Shot or

Ranged warlock scepter eldritch blast +22 (9d6) or

Melee mwk iron pot +7/+2 (2d3-3) or

Base Atk +12; **Grp** +4

Atk Options Point Blank Shot, Precise Shot, *brimstone blast* (DC 17, 1r 2d6 fire), *hellfire blast* (+6d6), *hellfire shield* (15d6, DC 20 Ref half), *warlock scepter* (5 charges; 1 1d6, 2 3d6, 5 4d6)

Special Actions deceive item, hellfire infusion (5/d)

Combat Possessions *gloves of eldritch admixture* with Dex +4, *staff of life* (6), *staff of necromancy* (33), *wand of enlarged fireballs* (30), *eternal wand of summon monster I*, *wand of lesser restoration* (37), *ring of telekinesis*

Invocations Known (CL 16, +22 ranged touch, +2 to SR checks):

Dark—*steal summoning*

Greater—*chilling tentacles* (+23 grp, 1d6+4 bludg, 2d6 cold, 15r), *vitriolic blast* (2d6 acid, 15 r)

Lesser—*eldritch chain* (4 targets), *fell flight*†, *flee the scene*, *brimstone blast* (DC 17, 3r), *walk unseen*†

Least—*eldritch blast* (7d6), *eldritch spear*, *serpent's tongue*†, *spiderwalk*†, *swimming the styx*†

† Already cast.

Spell-Like Abilities (CL 15):

At will—*detect magic*

Abilities Str 5, Dex 24, Con 14, Int 14, Wis 10, Cha 18

SQ imbue item, light sensitivity, noncombatant

Feats Extra Invocation x2, Point Blank Shot, Precise Shot, Snake Blood [B], Shield Prof., Track

Skills Climb +5, Craft (poisonmaking) +16.5, Craft (trapmaking) +4, Diplomacy +2, Escape Artist +2, Hide +12, Intimidate +10, Knowledge (the planes) +21, Move Silently +8, Profession (cook) +14.5, Profession (miner) +2, Search +4, Spellcraft +8 (+10 scrolls), Use Magic Device +23 (+25 scrolls)

Possessions combat possessions plus *mithral shirt* +5, *darkwood buckler* +1; *greater chasuble of fell power* with natural armor +2, backpack, *cloak of resistance* +5, *eternal rations*, *everfull mug*, mwk iron pot, *gloves of eldritch admixture*, *potion bracer*, *ring of protection* +4; 93gp

Deity Aasternian

Hellfire Blast (Sp) Churtle can turn *eldritch blast*'s into *hellfire blasts*. Such blasts do an extra +6d6 damage, are treated as hellfire (not reduced by flame resistance or subject to fire immunity; full damage to objects). Each target affected by the blast takes the extra damage. Using this ability costs 1 Con of damage that cannot be ignored.

Deceive Item (Ex) Churtle can take 10 on all Use Magic Device checks.

Hellfire Infusion (Su) Whenever she uses a charged magic item, Churtle may apply the empower, enlarge, widen, or energy substitution feat to it.

Hellfire Shield (Sp) When hit with a melee attack, Churtle can (as an immediate action) blast them with hellfire. It autohits, and they can dodge for half damage (DC 20). It causes Con damage like hellfire blast.

Light Sensitivity (Ex) Churtle is dazzled in sunlight or under the *daylight* spell.

Noncombatant (Ex) Churtle suffers a -2 penalty to melee attacks. [UA]