

Koublachtuus (Phaerimm 19th-Level Sorcerer, 5th-Level Archmage)

Large Aberration

Hit Dice: 5d8+24d4+87 (189 hp)

Initiative: +11 (Dex, +8 superior initiative)

Speed: 10 ft, fly 30 ft (good)

AC: 37 (+3 Dex, -1 size, +12 natural, +8 armor (bracers), +5 deflection)

Base Attack/Grapple: +15/+19

Attack: Claw +17 melee (1d6+2)

Full Attack: 4 claws +17 melee (1d6+2), bite +15 melee (2d6+1), stinger +15 melee (1d8+1+poison)

Space/Reach: 5 ft/10 ft (bite 0 ft, must be grappling)

Special Attacks: Poison, spells

Special Qualities: Full vision, immunities, phaerimm magic, telepathy, SR 27

Saves: Fort +17, Ref +17, Will +24

Abilities: Str 15, Dex 17, Con 16, Int 22, Wis 17, Cha 29

Skills: Listen +35, Spot +35, Concentration +35, Intimidate +41, Knowledge (arcana) +38,

Knowledge (local) +38, Sense Motive +35, Spellcraft +38

Feats: (12) Boost Spell Resistance (x2), Greater Spell Focus (Enchantment), Improved Counterspell, Improved Initiative, Improved Spell Capacity (x2), Multiattack, Quicken Spell-Like Ability, Spell Focus (Enchantment), Spell Knowledge, Spell Penetration, Superior Initiative

Challenge Rating: 29

Alignment: Neutral Evil

Poison: Stinger, Fort save (DC 15), initial paralysis 2d4 rounds, secondary paralysis 1d3 hours

Full Vision: Can detect magic, see invisible, astral, and ethereal creatures/objects, 120 ft range

Immunities: Immune to polymorph and petrification effects.

Phaerimm Magic: Cast all spells as though they are spell-like abilities

Archmage Abilities: Arcane Reach (touch spells up to 30 feet away), Mastery of Counterspelling, Spell Power +1,+2, and +3

Spells: (24th-Level Caster, DC=22+spell level, 24+spell level for Enchantment spells)

Spells per Day: (6/9/8/8/8/7/7/4/7/6/1/1) (0 / 1 / 2 / 3 / 4 / 5 / 6 / 7 / 8 / 9 / 10 / 11)

Spells Known: (9/5/5/4/4/4/3/3/3/5)

0-Level: Dancing Lights, Daze, Detect Magic, Detect Poison, Ghost Sound, Launch Bolt, Mage Hand, Open/Close, Read Magic

1st-Level: Charm Person, Hail of Stone, Know Protections, Spirit Worm, Stupor

2nd-Level: Entice Gift, Mesmerizing Glare, Mirror Image, Sap Strength, Touch of Idiocy

3rd-Level: Evil Eye, Hold Person, Rage, Vampiric Touch

4th-Level: Charm Monster, Confusion, Crushing Despair, Greater Invisibility

5th-Level: Dominate Person, Feeblemind, Hold Monster, Mind Fog

6th-Level: Dhulark's Glasstrike, Repulsion, Symbol of Persuasion

7th-Level: Insanity, Nybor's Stern Reproof, Symbol of Stunning

8th-Level: Maddening Scream, Nybor's Wrathful Castigation, Prismatic Wall

9th-Level: Dominate Monster, Mass Hold Monster, Mindrape, Mordenkainen's Disjunction, Time Stop

Possessions: Bracers of Armor +8, Amulet of Natural Armor +4, Ring of Protection +5, Ring of Resistance +4