

## Karzoug the Claimer

CR 21

Male human wizard 20

LE Medium humanoid (human)

**Init** +11 **Senses** *arcane sight*, darkvision 60 ft., see *invisibility*; Perception +23

**AC** 33, touch 22, flat-footed 26 (+6 armor, +5 deflection, +7 Dex, +5 natural)

**hp** 310 (20d6+120+20); fast healing 10

**Fort** +15, **Ref** +15, **Will** +15

**Defensive Abilities** *freedom of movement*; **Immune** mind-affecting effects; **SR** 24

**Speed** 30 ft., fly 60 ft. (perfect)

**Melee** *Karzoug's burning glaive* +20/+15 (1d10+12/19-20/x2 plus 1d6 fire) or  
2 *talons of Leng* +18 (1d4+8/x3)

**Spell-Like Abilities** (CL 20th; concentration +31)

14/day – *telekinetic fist* (+17, 1d4+10)

20/rounds/day – *change shape*

**Wizard Spells Prepared** (CL 21st; concentration +31; ranged touch +17)

9th – *freedom*, *meteor swarm*, *time stop*, *wail of the banshee* (DC 31), *wish* (2)

8th – *horrid wilting* (DC 30), *maze*, *mind blank*, *prismatic wall* (DC 30), *temporal stasis* (DC 31)

7th – *finger of death* (DC 29), *forcecage* (DC 28), quickened *haste*, *limited wish*, *reverse gravity*, *spell turning*

6th – *flesh to stone* (DC 29), *globe of invulnerability*, *greater dispel magic*, *repulsion* (DC 27), quickened *resist energy*, *sign of wrath* (DC 27)

5th – *baleful polymorph* (DC 28), *cloudkill* (DC 27), *cone of cold* (DC 26), quickened *magic missile*, quickened *shield*, *telekinesis* (DC 28), *wall of force*

4th – *bestow curse* (DC 26), *black tentacles*, *enervation* (2), *ice storm*, *mass reduce person* (DC 27)

3rd – *blink*, *fireball* (DC 24), *keen edge*, *greater magic weapon*, *protection from energy*, *slow* (DC 26), *vampiric touch*

2nd – *blindness/deafness* (DC 24), *false life*, *glitterdust* (DC 24), *protection from arrows*, *pyrotechnics* (DC 25), *resist energy*, *scorching ray* (2), *shatter* (DC 23)

1st – *alarm*, *enlarge person*, *expeditious retreat*, *grease* (DC 23), *ray of enfeeblement* (4), *reduce person* (DC 24)

0 – *acid splash*, *flare* (DC 21), *mage hand*, *prestidigitation*

**Specialization** transmutation; **Opposition Schools** enchantment, illusion

**Str** 20, **Dex** 24, **Con** 24, **Int** 32, **Wis** 12, **Cha** 18

**Base Atk** +10; **CMB** +15; **CMD** 32

**Feats** Alertness, Brew Potion, Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Eschew Materials, Greater Spell Focus (transmutation), Improved Initiative, Inscribe Rune, Martial Weapon Proficiency (glaive), Quicken Spell, Scribe Scroll, Skill Focus (Spellcraft), Spell Focus (conjuration, necromancy, transmutation)

**Skills** Appraise +34, Craft (alchemy) +34, Fly +30, Knowledge (arcana) +34, Knowledge (architecture) +34, Knowledge (dungeoneering) +34, Knowledge (geography) +34, Knowledge (nobility) +34, Knowledge (religion) +34, Knowledge (planes) +34, Perception +23, Sense Motive +23, Spellcraft +37

**Languages** Abyssal, Draconic, Giant, Thassilonian; *tongues*

**Combat Gear** *greater metamagic rod of quicken spell*, *wand of blood money* (33 charges), *wand of dispel*

*magic* (CL 10<sup>th</sup>, 40 charges), *wand of magic missile* (CL 9<sup>th</sup>, 24 charges), *wand of stonesskin* (CL 10<sup>th</sup>, 17 charges); **Other Gear** *Karzoug's burning glaive*, *talons of Leng*, *belt of physical might* (Str +6, Dex +6), *implanted ioun stones* (3 crimson spheres, 12 emerald ellipsoids, 3 onyx rhomboids, 2 amber spindles), *Sihedron Tome*, *robes of Xin-Shalast*, *ring of protection +5*, *ring of freedom of movement*, *rune of contingency*, *runewell amulet*, ruby inscribed with the rune of wrath worth 1,000 gp (focus for *sign of wrath*), ruby dust worth 1,500 gp (for *forcecage*), vial of powdered gemstones worth 10,000 gp (for *temporal stasis*)

**Contingency** If Karzoug ever becomes affected by a hostile spell effect that prevents him from acting on his own, a *greater dispel magic* targets him.

**Permanent Spells** Karzoug has made the following spells permanent upon himself: *arcane sight*, *darkvision*, see *invisibility*, *tongues*.

**Rune of Contingency** This magic rune, created by Karzoug's Inscribe Rune feat, allows Karzoug to gain the effects of *feather fall* and *water breathing* once each per day. In addition, if he's reduced to 0 or fewer hit points but is not killed, he turns into a cloud of vapor as per the spell *gaseous form* for 5 rounds. He remains conscious during this time, but after 5 rounds he returns to his normal form and is unconscious and dying.

**Kommentti [O1]:** +7 Dex, +4 Improved Initiative

**Kommentti [O2]:** Made *permanent*. Can only be dispelled by a caster of 21st or higher level.

**Kommentti [O3]:** *Robes of Xin-Shalast*

**Kommentti [O4]:** *Ring of protection +5*

**Kommentti [O5]:** *runewell amulet*

**Kommentti [O6]:** +140 Con bonus, +20 favored class, +60 emerald ellipsoid ioun stones

**Kommentti [O7]:** *false life*, dispel check DC 32

**Kommentti [O8]:** *runewell amulet*

**Kommentti [O9]:** +6 base, +7 Con, +2 resistance from *amber spindle ioun stones*

**Kommentti [O10]:** +6 base, +7 Con, +2 resistance from *amber spindle ioun stones*

**Kommentti [O11]:** +12 base, +1 Wis, +2 resistance from *amber spindle ioun stones*

**Kommentti [O12]:** From *ring of freedom of movement*

**Kommentti [O13]:** *Mind blank* spell, dispel check DC 32.

**Kommentti [O14]:** *Robes of Xin-Shalast*.

**Kommentti [O15]:** *Runewell amulet*

**Kommentti [O16]:** +10 BAB, +5 Str, +5 *greater magic weapon*

**Kommentti [O17]:** +7 two-handed Str bonus, +5 *keen edge*

**Kommentti [O18]:** *keen edge*

**Kommentti [O19]:** +10 BAB, +5 Str, +3 *talons of Leng*

**Kommentti [O20]:** Prepared as with Int 38 because of *Sihedron tome*.

**Kommentti [O21]:** 20 caster levels, +1 from *robes of Xin-Shalast*