

CG **WIZARD OF TURMISH** **EPIC 178 POINTS**

LEVEL (SAVE)
14

MELEE ATTACK
+16/+9 (10 magic)

TYPE
Humanoid – Human


SPEED
F8

SPECIAL ABILITIES
Flight; Cooperative Spellcasting (This creature's spell DCs increase by 1 for each adjacent allied spellcaster); Devoted Familiar ☐ (Immediate: When this creature takes damage that would destroy it, it takes no damage instead)

AC
23

SPELLS
7th—*antimagic ray* ☐ (range 6; target loses ability to cast spells and psionics; DC 19), *ironguard* ☐ (touch; creature gains DR 10 [Takes 10 less damage from nonmagical melee and ranged attacks]); 6th—*greater anyspell* ☐☐ (cast any spell of 5th level or lower that an adjacent allied spellcaster can cast); 5th—*shroud of flame* ☐☐ (sight; 10 fire damage whenever target creature activates; DC 17); 1st—*backbiter* [unlimited] (range 6; creature makes an immediate melee attack against itself; DC 13)

HP
135



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