

## **Arcanthur**

Medium Magical Beast

**Hit Dice:** 3d10+9 (26 hp)

**Initiative:** +2

**Speed:** 30 feet (6 squares), swim 30 feet

**Armor Class:** 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

**BAB/Grapple:** +3/+6

**Attack:** Bite +6 melee (1d8+4) or claw +6 melee (1d4+3)

**Full Attack:** Bite +6 melee (1d8+4) and 2 claws +4 melee (1d4+2)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Devour magic item

**Special Qualities:** Low-light vision, darkvision. SR 13

**Saves:** Fort +8, Ref +5, Will +3

**Abilities:** Str 17, Dex 15, Con 17, Int 5, Wis 14, Cha 4

**Skills:** Climb +8, Hide +6\*, Listen +4, Move Silently +6\*, Spot +4, Swim +11

**Feats:** Alertness, Great Fortitude

**Environment:** Warm forests, arcane ruins

**Organization:** Solitary

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Always Neutral

**Advancement:** 4-5 HD (Medium)

**Level Adjustment:** -

*The lizard looks like any other large lizard. It is not until it opens its mouth can the difference be told. The slight blue tinge to the scales is more visible, with the entire mouth colored a bright blue inside.*

Arcanthur are lizards altered by magical experiments millennia ago to create the ultimate magic item destroying creature. They were made for feeding the failures of item creation too. Arcanthur are about 4 feet long, and weigh 150 lbs or so. They understand Draconic, though they cannot speak more than a few words.

### Combat:

Arcanthur fight much like monitor lizards, though they are less aggressive.

**Devour magic (Su):** An arcanthur can devour any magic item that it can bite. If the arcanthur succeeds on a bite attack, it can devour an item. The arcanthur gains the traits of the item it devours (Thus eating a +2 *vile long sword* would give the arcanthur a +2 bonus to attack and damage and its damage would be considered vile damage). These effects last for 24 hours, and only the first item eaten counts. Other items can be eaten, but they do not add or replace the effect in place unless 24 hours have elapsed.

In order to devour spells, the arcanthur must either be the target or within 5 feet of the intended center of effect of the spell. Only spells with an attack roll or a Reflex save can be targeted. If the arcanthur hits with an attack of opportunity, the spell is eaten. The AC is equal to 12 + the spell's level. If the spell is successfully devoured, the spell has no effect, and the arcanthur gains a +1/level of the spell bonus to saves and attacks for the next round.

**Skills:** An arcanthar has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Arcanthur have a +4 racial bonus on Hide and Move Silently checks. \*In forested or overgrown areas, the Hide check bonus improves to +8.

### **Neo-Ochu**

Large Aberration

**Hit Dice:** 10d8+16 (61 hp)

**Initiative:** +0

**Speed:** 20 ft (4 squares)

**Armor Class:** 19 (-1 size, +10 natural) touch 9, flat-footed 19

**BAB/Grapple:** +7/+11

**Attack:** Tentacle +8 melee (d6+1)

**Full Attack:** 2 tentacles +8 melee (d6+1) and bite +1 melee (d4)

**Space/Reach:** 10 ft/10 ft (15' with tentacle)

**Special Attacks:** Constrict 1d6+1, disease, poison, improved grab

**Special Qualities:** Darkvision 60 ft, scent, tremorsense 60 ft

**Saves:** Fort +6, Ref +3, Will +8

**Abilities:** Str 12, Dex 10, Con 13, Int 5, Wis 12, Cha 6

**Skills:** Hide +0\*, Listen +7, Spot +8

**Feats:** Alertness, Toughness x2, Weapon Focus (tentacle)

**Environment:** Underground or Marsh terrain

**Organization:** Solitary, pair or cluster (3-4)

**Challenge Rating:** 6

**Treasure:** Standard

**Alignment:** Usually neutral

**Advancement:** 11-12 HD (Large), 13-20 HD (Huge)

**Level Adjustment:** -

*What first appeared to be a somewhat grime-coated otyugh is obviously something more. Its four tentacles lash about, dripping with the same green gunk that coats its mouth. The creature shuffles about on its three stump-like legs, when it seems to feel your presence. It turns to face you, and its tentacles snap out like whips towards your face.*

Neo-ochu are otyugh that have somehow evolved poison glands and a feel for the movement of the ground. They act much like otyugh, but are stronger and more prone to violence against all creatures they comes across.

Neo-ochu speak Common, when they decide to speak at all.

### Combat:

Neo-ochu attack living creatures if they invade its lair or just come within reach. They wrap prey in their tentacles, pulling them in and eating whatever they can.

**Constrict (Ex):** A neo-ochu deals automatic tentacle damage with a successful grapple check.

**Disease (Ex):** Filth fever – bite, Fortitude DC 14, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save is Constitution based.

**Improved Grab (Ex):** To use this ability, a neo-ochu must hit with a tentacle attack. It can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Poison (Ex):** Contact, Save DC 16, 1d6 Str/1d8 Str

**Tremorsense (Ex) :** A neo-ochu can pinpoint the location of anything touching the ground within 60 feet of it.

**Skills:** \* A neo-ochu has a +8 racial bonus on Hide checks when in its lair or in a marsh environment due to its natural coloration

### **Ooze Man**

Medium Ooze

**Hit Dice:** 7d10+35 (73 hp)

**Initiative:** +2

**Speed:** 30 ft (6 squares) or 10 ft (2 squares)

**Armor Class:** 12 (+2 Dex), touch 12, flat-footed 10

**BAB/Grapple:** +5/+7

**Attack:** Slam +8 melee (1d8+2 plus 1d6 acid) or by weapon

**Full Attack:** 2 slams +8 melee (1d8+2 plus 1d6 acid) or by weapon

**Space/Reach:** 5 ft/10 ft or 10 ft/5 ft

**Special Attacks:** Acid, change shape, constrict 1d6+1 plus 1d6 acid, improved grab

**Special Qualities:** Blindsight 60 ft, immunity to fire and electricity, intelligence, ooze traits

**Saves:** Fort +10, Ref +7, Will +6

**Abilities:** Str 14, Dex 15, Con 21, Int 16, Wis 12, Cha 10

**Skills:** Hide +12, Intimidate +5, Listen +11, Move Silently +12, Search +8, Swim +12\*

**Feats:** Combat Expertise, Two-Weapon Fighting, Weapon Focus (Slam)

**Environment:** Temperate marshes or underground

**Organization:** Solitary or pack (2-4)

**Challenge Rating:** 5

**Treasure:** None/Standard

**Alignment:** Usually neutral evil

**Advancement:** 8-11 HD (Medium), 12-18 HD (Large)

**Level Adjustment:** -

*The being approaching you looks like a normal man in armor. However, as it enters the light of your torch, the creature's face reveals it has no features. The creature's skin is an orange and green color, and its legs end in a small puddle. The creature lashes out with its arms, slapping at you with the hardened balls of slime that make up its fists. Then it draws a sword and swings at you.*

The ooze man is what is left of Ghaunadaur's ooze worshippers. Though they are intelligent, they still are oozes.

Ooze men appear as humanoids, except they have no facial features, or very shallow features. Their coloration ranges from orange to green, and they move along by sliding,

instead of walking. Though they can wear armor and carry weapons, they often only do this when commanded to do so, or when prudent.

Ooze men speak Common, Undercommon and a strange language suspected to be the original language of the oozes.

### Combat:

An ooze man attacks either with slam attacks or manufactured weapons it has captured from former victims.

**Acid (Ex):** An ooze man secretes a digestive acid that quickly dissolves organic material. Any natural attack made by the ooze man or any unarmed melee attack that strikes an ooze man causes acid damage. Any wooden item struck must succeed on a DC 19 Reflex save or instantly dissolve. The save DC is Constitution-based.

The ooze man's acidic touch does 19 points of damage per round to wooden objects, but the ooze man must remain in contact with the object for one full round to deal this damage.

**Constrict (Ex):** An ooze man deals automatic slam and acid damage with a successful grapple check. Wooden items take a -4 penalty to Reflex saves against the acid when in a grapple.

**Improved Grab (Ex):** To use this ability, an ooze man must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Intelligence:** Unlike most ooze, an ooze man retains an intelligence score, and can learn skills. The class skills for it are Hide, Intimidate, Listen, Move Silently, Search and Swim. It is proficient in all bludgeoning weapons, simple slashing weapons, and all one-handed swords. It is proficient in light and medium armor.

**Skills:** \* Ooze men gain a +6 racial bonus to Swim checks to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

### **Scorpinar**

Medium Monstrous Humanoid (Tauric)

**Hit Dice:** 4d8+8 (hp 24)

**Initiative:** +2 (Dex)

**Speed:** 40 ft (8 squares)

**Armor Class:** 21 (+4 natural, +4 armor, +1 shield, +2 Dex) touch 12, flat-footed 18

**BAB/Grapple:** +4/+6

**Attack:** Long sword +6 melee (d8+2/19-20 x2) or Spear +6 ranged (1d8+2/x3) or Sting +6 melee (1d4+2 + poison)

**Full Attack:** Long sword +6 melee (d8+2/19-20 x2) and Sting +6 melee (1d4+1 plus poison)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** Poison, spell-like abilities

**Special Qualities:** Darkvision 60 ft, tremorsense 60 ft

**Saves:** Fort +5, Ref +5, Will +4

**Abilities:** Str 14, Dex 14, Con 15, Int 12, Wis 12, Cha 8

**Skills:** Climb +6, Craft (Weapon) +2, Hide +6, Intimidate +3, Jump +6, Spot +5

**Feats:** Alertness, Combat Expertise, Run

**Environment:** Any desert or underground  
**Organization:** Solitary or colony (2-5)  
**Challenge Rating:** 4  
**Treasure:** Standard  
**Alignment:** Usually neutral evil  
**Advancement:** By character class  
**Level Adjustment:** +3

*Approaching across the sands is a strange mix of creature. Though it bears the head, arms and torso of a man, the lower half of the creature is the body and poisonous tail of a monstrous scorpion. It hefts a spear and shouts in a language that is a mix of clattering and hisses.*

Scorpinar are a tauric race created in the desert remains of the halfling kingdom of Harlholm by some unknown wizard. They refer to this man as “The Maker” and some even worship him as a god. The scorpinar dislike all other sentient humanoid life, and they aren’t too keen on other sentient creatures.

Scorpinar have the upper body of a human and the lower body of a monstrous scorpion. They have no hair, and their bodies are covered in a strong chitin. They speak their own language, plus Common and Giant

#### Combat:

Scorpinar warriors generally wield long swords and spears, and wear scale mail armor modified to fit their frames, and carry light steel shields. Other weapon combinations are by character class.

**Poison (Ex):** DC 14 1d4 Con/1d4 Con

**Spell-like Abilities:** 4/day – *acid splash, dancing lights, message*, 3/day – *alarm, burning hands, longstrider*, 1/day – *scorching ray* (+6 ranged touch attack)

#### Scorpinar Characters:

Scorpinar leaders tend to be fighters or rangers. The rare scorpinar cleric worships a god called, “The Maker” (Actually an aspect of Surtr, the god of fire giants) and has access to the Evil, Fire and War domains. But most scorpinar “Wise Ones” are adepts. The rare arcane caster is usually a sorcerer.

Scorpinar characters have the following racial traits

- +2 Dexterity, +2 Wisdom
- Medium Size
- Scorpinar base land speed is 40 feet
- Darkvision out to 60 feet
- Tremorsense out to 60 feet
- Racial Hit Dice: A scorpinar starts with 4 levels of monstrous humanoid, which provide 4d8 Hit Dice, a base attack bonus of +4, and base saving throws of Fort +3, Ref +3 and Will +3
- Racial Skills: A scorpinar’s racial hit dice give it skill points equal to 6 x (2+ Int modifier). Its class skills are Climb, Craft, Hide, Intimidate, Jump and Spot
- Racial Feats: A scorpinar’s monstrous humanoid levels give it three feats.
- +4 natural armor bonus

- Spell-like abilities: A scorpinar has the base spell-like abilities of the race. These are: 4/day – *acid splash, dancing lights, message*, 3/day – *alarm, burning hands, longstrider*, 1/day – *scorching ray*
- Weapon and Armor Proficiencies: A scorpinar is proficient with the spear and the long sword.
- Automatic Languages: Scorpinic, Common, Giant. Bonus Languages: Halfling, Dwarven, Orc
- Favored Class: Fighter
- Level Adjustment: +3

### **Stormcat**

Large Magical Beast

**Hit Dice:** 6d10+18 (45 hp)

**Initiative:** +2

**Speed:** 40 ft (8 squares)

**Armor Class:** 18 (-1 size, +2 Dex, +3 natural, +4 deflection) touch 15, flat-footed 16

**BAB/Grapple:** +6/+16

**Attack:** Claw +12 melee (1d8+6 plus 1d6 electrical)

**Full Attack:** 2 claws +2 melee (1d8+6 plus 1d6 electrical) and bite +6 melee (2d6+3 plus 1d6 electrical)

**Space/Reach:** 10 ft/5 ft

**Special Attacks:** Improved Grab, *lightning bolt*, pounce, rake 1d8+3

**Special Qualities:** Darkvision, low-light vision, scent, shielding

**Saves:** Fort +11, Ref +10, Will +7

**Abilities:** Str 23, Dex 15, Con 17, Int 5, Wis 12, Cha 6

**Skills:** Balance +6, Hide +3\*, Listen +3, Move Silently +9, Spellcraft +5, Spot +3, Swim +11

**Feats:** Alertness, Improved Natural Attack (bite), Improved Natural Attack (Claw)

**Environment:** Warm forests

**Organization:** Solitary or pair

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 7-12 HD (Large), 13-18 HD (Huge)

**Level Adjustment:** -

*Though at first glance, the great cat looked like a tiger, upon closer examination, arcs of electricity run down its claws and between its whiskers. It roared when it spotted you and a bolt of lightning shot out towards you as the great cat pounced!*

Stormcats are the result of magical experiments to create and breed a powerful magical guardian for wizards and sorcerers of the Order of the Pure Spark. The creature looks like a tiger, but small arcs of electricity constantly run along its claws and occasionally between its whiskers.

### Combat:

**Improved Grab (Ex):** To use this ability, a stormcat must hit with a claw or bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Lightning Bolt (Su):** As a standard action, a stormcat can unleash a *lightning bolt* from its mouth. Targets in the line of effect must make a Reflex save DC 17 or take 6d6 points of damage. A successful save means that the target takes half damage. This ability conforms to the *lightning bolt* spell as if cast by a sorcerer with a level equal to the stormcat's hit dice. The stormcat must wait 1d6 rounds before unleashing another bolt.

**Pounce (Ex):** If a stormcat charges a foe, it can make a full attack, including two rake attacks.

**Rake (Ex):** Attack bonus +9 melee, damage 1d8+3

**Skills:** Stormcats have a +4 racial bonus on Balance, Hide and Move Silently checks.

\*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

### ***Tentacle Mass***

Large Plant

**Hit Dice:** 12d8+24

**Initiative:** +0

**Speed:** 30 foot (6 squares), swim 20 foot

**Armor Class:** 20 (-1 size, +11 natural) touch 9, flat-footed 20

**BAB/Grapple:** +9/+20

**Attack:** Tentacle +13 slam (1d10+4)

**Full Attack:** 2 tentacles +13 slam (1d10+4)

**Space/Reach:** 10 ft/15 ft

**Special Attacks:** Constrict (1d10+4), control plant life, improved grab, poison, spell-like abilities.

**Special Qualities:** low-light vision, plant traits

**Saves:** Fort +16, Ref +8, Will +8

**Abilities:** Str 19, Dex 10, Con 15, Int 9, Wis 14, Cha 7

**Skills:** Hide +14\*, Listen +10, Move Silently +12, Spot +10

**Feats:** Alertness, Blind-Fight, Improved Grapple, Weapon Focus (slam)

**Environment:** Any non arctic forest or swamp

**Organization:** Solitary or Pair

**Challenge Rating:** 8

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 14-17 HD (Large), 18-22 HD (Huge)

**Level Adjustment:** -

*The large mass of plant matter and vines suddenly rises off the ground and swings two thick, rubbery vines at you, trying to slam you into the ground as the grass grabs at you.*

The tentacle mass is a weird plant-like creature that seems to be a co-evolution with the shambling mound. Although it is weaker physically, it makes up for that in magical and plant control abilities.

Tentacle masses appear to be a clump of moss and roots with vines tangled through them. They are about 9 foot in diameter and usually weigh about 3500-4000 pounds.

Combat:

Much like shambling mounds, tentacle masses batter and slam targets with its tentacles and pull them into it.

**Improved Grab (Ex):** To use this ability, a tentacle mass must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Constrict (Ex):** A tentacle mass deals 1d10+4 points of damage with a successful grapple check.

**Control Plant Life (Su):** A tentacle mass can control plant life around it. As a standard action, it can cause the plants to mimic the effects of an *entangle* spell in an area around it. The DC is equal to 10 + ½ the HD of the creature + the creature’s Wisdom modifier. As a full-round action, alternatively, the tentacle mass may animate a mass of plant life into a semblance of itself. The animated plant operates as a tentacle mass with half the hit points of the original. That mass also cannot control plants. Should this secondary mass be destroyed, the tentacle mass is stunned for one round.

**Spell-like Abilities:** At will – *create water* (Total of 24 gallons per day), 3/day – *detect animals or plants, pass without trace, summon nature’s ally I*.

**Skills:** Tentacle masses have a +4 racial bonus on Hide, Listen, and Move Silently checks. \*They gain a +12 bonus to Hide checks when in forested or swampy areas.

	<b>Ton</b> (Rogue 7/Assassin 2)	<b>Master Ton</b> (Rogue 12/Assassin 5)
<b>Type:</b>	Small Undead	Small Undead
<b>Hit Dice:</b>	9d12+9 (65 hp)	17d12+17 (125 hp)
<b>Initiative:</b>	+8 (+4 Dex, +4 Improved Initiative)	+10 (+6 Dex, +4 Improved Initiative)
<b>Speed:</b>	20 ft (4 squares)	20 ft (4 squares)
<b>Armor Class:</b>	23 (+6 armor, +2 natural, +4 Dex, +1 size)	30 (+8 armor, +4 natural, +4 Dex, +3 deflection, +1 size)
<b>BAB/Grapple:</b>	+5/+3	+12/+10
<b>Attack:</b>	Ton knife +10 melee (1d6+2) OR Lantern-flail +8 melee (1d6+2 + 1d6 fire)	Ton knife +18 melee (1d4+2) OR lantern-flail +15 melee (1d6+2 + 1d6 fire)
<b>Full Attack:</b>	Ton knife +7 melee (1d4+2) and lantern-flail +5 melee (1d6+1 + 1d6 fire)	Ton knife +16/+11 melee (1d4+2) and lantern-flail +13/+9 melee (1d6+1 + 1d6 fire)
<b>Space/Reach:</b>	5 ft/5 ft	5 ft/5 ft
<b>Special Attacks:</b>	Death attack, life cut, sneak attack +5d6, spells	Death attack, life cut, sneak attack +9d6, spells

<b>Special Qualities:</b>	Evasion, DR 10/slashing, fear aura, improved uncanny dodge, poison use, trap sense +1, ton weaknesses, undead traits	DR 15/slashing, fear aura, improved evasion, improved uncanny dodge, poison use, trap sense +4, ton weaknesses, undead traits
<b>Saves:</b>	Fort +2, Reflex +12, Will +4	Fort +5, Reflex +18, Will +7
<b>Abilities:</b>	Str 14, Dex 18, Con -, Int 16, Wis 14, Cha 14	Str 14, Dex 22, Con -, Int 18, Wis 14, Cha 16
<b>Skills:</b>	Balance +12, Climb +10, Decipher Script +11, Disguise +10, Escape Artist +12, Hide +14, Jump +10, Listen +10, Move Silently +14, Open Lock +10, Search +11, Tumble +12, Use Magic Device +6	Balance +19, Climb +15, Decipher Script +17, Disguise +16, Escape Artist +19, Hide +23, Intimidate +14, Jump +15, Listen +15, Move Silently +23, Open Lock +23, Search +11, Tumble +19, Use Magic Device +8
<b>Feats:</b>	Dodge, Two-Weapon Fighting, Weapon Focus (dagger)	Dodge, Greater Weapon Focus (dagger), Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Focus (Dagger)
<b>Environment:</b>	Any	Any
<b>Organization:</b>	Solitary or group (1 ton and 2d6 wights)	Solitary or group (1 master ton and 1d3+1 tons or 2d4 mohrgs)
<b>Challenge Rating:</b>	11	19
<b>Treasure:</b>	Standard	Standard
<b>Alignment:</b>	Always neutral evil	Always neutral evil
<b>Advancement:</b>	By class	By class
<b>Level Adjustment:</b>	+4	+4

*The small robed form walks slowly towards you, its lantern presenting a dim glow. But as it gets closer, you can see the eyes are nothing more than slightly glowing yellow eyes and green skin. A palpable aura of fear washes over you as it gets closer. Then, in a flash, you see the butcher knife in its hand, just before it leaps up and strikes you.*

Created by the priests of B'har from an elite group of halfling assassins, the ton is an undead murderer, skilled in stealth and poison. Tons look like a normal halfling, but with green skin and softly glowing yellow eyes.

Combat:

Tons approach their foes from a distance, allowing their fear aura to confuse and terrify their foes, unless stealth is needed. Then they suppress their fear aura and strike from the shadows. Either way, they are formidable opponents.

**Death Attack:** This is the assassin ability.

**Fear Aura (Su):** The ton radiates a fear aura (As per the spell of the same name) in a 60 foot radius. Every non-evil or undead creature in the area must make a Will save DC (10 + ½ ton hit dice + Cha modifier) or be affected. The ton can suppress or activate this aura as a free action.

**Improved Uncanny Dodge (Ex):** A ton cannot be flanked except by a rogue of his hit dice +4

**Life Cut (Su):** A frightening attack for any target, this attack works much like the death attack, in that the ton must study their target for three rounds. They then must succeed in an attack against the target. The attack does normal damage (Including sneak attack, if the attack qualifies) and forces the target to make a Fortitude save, DC 10 + total hit dice + ton's Int modifier. If the target fails their save, instead of taking damage from the attack, the target instead loses 90% of their current hit point total. The target must also make a Will save or be affected by the fear aura.

**Spells:** A ton casts spells as per their assassin levels.

*Ton Weaknesses:*

A ton cannot be truly killed by normal attacks. If driven to 0 hit points by attacks, the ton falls over as if destroyed. However, it will rise again the next day and begin stalking its killers unless its own knife is driven into its chest. This destroys the ton, and the vile magic inside the knife. All that remains afterwards is the ton's armor, (usually magical studded leather, small sized) and lantern (Treat as small +1 *flaming flail*.) The knife is destroyed in the process. Any other treasure or weapons carried by the ton are also left behind.

Ton also cannot abide the scent of fresh baked goods (A reminder of their halfling roots). Ton cannot approach within 60 feet of any baked goods that have been finished within the previous hour, nor can they approach within 30 feet of a closed bakery. (Bakeries are assumed to make enough baked goods while open to keep the ton 60 feet away)

Ton is a template that can be added to any halfling with assassin levels that is a worshipper of an evil deity. The modifiers are as follows:

- Type changes to Undead
- All current and future hit dice become d12s. The ton gains +1 hit point per hit die.
- Stats are modified as follows: Str +2, Wis +2, Cha +2. The target loses their Constitution score.
- The creature gains damage reduction 10/slashing. This increases to 15/slashing at eleven hit dice and above.
- The creature gains the life cut and fear aura powers.
- The creature's Challenge Rating increases by +2
- The ton cannot be truly destroyed unless its own dagger is thrust into its chest.
- A ton cannot abide the scent of baked goods, and must stay at least 60 feet from any freshly baked good (Less than one hour old). Furthermore, a ton cannot approach within 30 feet of a bakery when it is closed. (When open, a bakery produces enough baked goods to keep the ton 60 feet away from its walls.)

### ***Yugoloth, Stakaloth***

Medium Outsider (Evil, Extraplanar, Yugoloth)

**Hit Dice:** 12d8+60 (114 hp)

**Initiative:** +8 (+4 Dex, +4 Improved Initiative)

**Speed:** 40 ft (8 squares)

**Armor Class:** 24 (+4 Dex, +6 armor, +4 natural), touch 14, flat-footed 20

**BAB/Grapple:** +12/+16

**Attack:** +2 *bone long sword* +19 melee (1d8+6/17-20) or +2 *bone short sword* +18 melee (1d6+6) or claw +16 melee (1d4+4), or bone shard +16 ranged (1d6+4 + splinter)

**Full Attack:** +2 *bone long sword* +17/+12/+7 melee (1d8+6/17-20) and +2 *bone short sword* +16/+11 melee (1d6+4/19-20) or 2 claws +16/+11 melee (1d4+4), or bone shard +16/+11/+6 ranged (1d6+4 + splinter)

**Space/Reach:** 5 ft/5 ft

**Special Attacks:** splinter, bone shatter, spell-like abilities, summon yugoloth

**Special Qualities:** DR 10/good, immunity to poison and acid, resistance to cold 10, fire 10, and electricity 10, SR 24, telepathy 100 feet.

**Saves:** Fort +15, Ref +13, Will +12

**Abilities:** Str 18, Dex 19, Con 20, Int 14, Wis 15, Cha 16

**Skills:** Concentration +19, Diplomacy +15, Hide +19, Intimidate +18, Jump +16, Knowledge (arcana) +14, Knowledge (the planes) +14, Listen +17, Move Silently +16, Search +14, Spellcraft +8, Spot +14

**Feats:** Combat Reflexes, Improved Critical (long sword), Improved Initiative, Dodge, Weapon Focus (long sword)

**Environment:** Bleak Eternity of Gehenna

**Organization:** Solitary, pair, or platoon (10-18 plus one ultroloth)

**Challenge Rating:** 10

**Treasure:** Standard plus +2 *bone long sword* and +2 *bone short sword*

**Alignment:** Always Neutral Evil

**Advancement:** 13-15 HD (Medium), 16-18 HD (Large)

**Level Adjustment:** +5

*The figure approaching you looks almost human. Only the dark spines extending from its shoulders decry its vile nature. As it approaches, it draws a bone long sword and short sword from its sides, seemingly pulling them from its body. Its bony armor barely clatters as it moves to strike.*

Created as an elite trooper and hunter for the hordes of yugoloth, stakaloths were engineered from mezzoloths culled from highly victorious units in the Blood War. These highly evolved and skilled warriors were transformed, their bony exoskeleton becoming somewhat weaker for a major boost in their speed and Dexterity, as well as intelligence. Their tridents were replaced with bone spurs enchanted by ultroloth wizards, and they were outfitted with armor made from their fallen allies.

A stakaloth looks like a human wearing a suit of scale mail made of the carapaces of large bugs. Several dark spines extend from the shoulders, like spiked armor, and are designed to be fired. A stakaloth stands about 6 feet tall and weighs 175 pounds.

Stakaloths speak Abyssal, Draconic, Infernal and Common.

### Combat:

Stakaloth usually open combat with a flurry of bone shard spines before moving into combat range, preferably from hiding. They fight intelligently, often maneuvering to use their spells or combat abilities to the best advantage. They often open with a *dispel magic* before getting into range with their bone shards. If fighting in pairs, one stakaloth will use *fear* against the enemy so that it flees, provoking attacks of opportunity from its ally.

When used as part of a platoon, the front line fires while the second line casts *dispel magic* and *scorching ray* before moving into combat. These platoons stride across fields of battle in tight formation until they hit the enemy, where they split up into pairs or quartets to take out one opponent.

A stakaloth's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

**Splinter (Ex):** Anyone struck by the stakaloth's bone shards must succeed at a Reflex save DC 19 or lose 1d4+1 points of Dexterity due to the shard being jammed into a joint. A DC 20 Heal check or any magical healing will remove the splinter and negate the Dexterity loss. This save is Constitution-based.

**Bone Shatter (Ex):** A non-yugoloth struck by the sword attack or claw of a stakaloth must make a Fortitude save DC 20 or take 1d4 points of Strength and Constitution damage as their bones break inside them. This save is Constitution-based.

**Spell-Like Abilities:** At will –*deeper darkness*, *desecrate*, *fear* (DC 17), *greater teleport* (self plus 50 pounds of objects only), *scorching ray* (+16 ranged touch), see *invisibility*; 2/day – *dispel magic*

**Summon Yugoloth (Ex):** Once per day, a stakaloth can attempt to summon 1d4 mezzoloths or 1d6 canoloths with a 40% chance, or an ultroloth with a 25% chance.

**Immunities (Ex):** Like all yugoloths, a stakaloth is immune to poison and acid.

**Telepathy (Su):** Stakaloths can communicate telepathically with any creature within 100 feet that has a language.