

# LOXO

**Source:** 2e *Spelljammer*.

Loxo are a race of elephantine humanoids with bifurcated trunks that split about halfway down. These trunks are quite adroit and dexterous. Loxo are a civilized race, and have had a number of small kingdoms and empires throughout history. They are long-lived but slow to reproduce, so once the tide turns against one of their civilizations, its decline is almost tragically inevitable.

## Loxo Bull

Medium natural humanoid

**HP** 89; **Bloodied** 44

**AC** 24; **Fortitude** 21; **Reflex** 18; **Will** 20

**Speed** 5

## Level 8 Soldier

XP 350

**Initiative** +6

**Perception** +7

### STANDARD ACTIONS

**(mbasic) Maul** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +13 vs. AC.

*Hit:* 2d6+9 damage, and the loxo bull marks the target until the end of the bull's next turn.

**(rbasic) Javelin** (weapon) \* **At Will**

*Attack:* Ranged 10 (one creature); +13 vs. AC.

*Hit:* 2d6+5 damage.

### TRIGGERED ACTIONS

**Protect the Herd** \* **At Will**

*Trigger:* An allied loxo within 10 squares becomes bloodied.

*Effect (Immediate Reaction):* The loxo bull makes a basic attack.

---

**Skills** Athletics +14, Endurance +12

**Str** 20    **Dex** 10    **Wis** 17

**Con** 17    **Int** 10    **Cha** 14

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** chain mail, maul, 4 javelins

## Loxo Young Bull

Medium natural humanoid

**HP** 1; a missed attack never damages a minion

**AC** 23; **Fortitude** 21; **Reflex** 18; **Will** 20

**Speed** 5

## Level 8 Minion Soldier

XP 70

**Initiative** +6

**Perception** +7

### STANDARD ACTIONS

**(mbasic) Maul** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +13 vs. AC.

*Hit:* 8 damage, and the loxo young bull marks the target until the end of the young bull's next turn.

**(rbasic) Javelin** (weapon) \* **At Will**

*Attack:* Ranged 10 (one creature); +13 vs. AC.

*Hit:* 6 damage.

### TRIGGERED ACTIONS

**Protect the Herd** \* **Encounter**

*Trigger:* An allied loxo within 10 squares becomes bloodied.

*Effect (Immediate Reaction):* The loxo young bull makes a basic attack.

---

**Skills** Athletics +14, Endurance +11

**Str** 20    **Dex** 10    **Wis** 17

**Con** 14    **Int** 10    **Cha** 10

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** chain mail, maul, 4 javelins

## Loxo Berserker

Medium natural humanoid

**HP** 129; **Bloodied** 64

**AC** 22; **Fortitude** 24; **Reflex** 20; **Will** 22

**Speed** 5

## Level 10 Brute

XP 500

**Initiative** +5

**Perception** +7

## TRAITS

### Rage

While it is bloodied, the loxo berserker suffers a -2 penalty to AC and Reflex but gets a +5 bonus to damage rolls.

## STANDARD ACTIONS

### (mbasic) Maul (weapon) \* At Will

*Attack:* Melee 1 (one creature); +15 vs. AC.

*Hit:* 3d6+13 damage, or 3d6+18 while the berserker is bloodied.

## TRIGGERED ACTIONS

### Raging Blow \* Encounter

*Trigger:* The loxo berserker becomes bloodied.

*Effect (Immediate Reaction):* The loxo berserker makes a basic attack against the enemy that bloodied it.

### Protect the Herd \* Encounter

*Trigger:* An allied loxo within 3 squares falls to 0 hit points or below.

*Effect (Immediate Reaction):* The loxo berserker either makes a basic attacks against the enemy that dropped the allied loxo or else charges it.

---

**Skills** Athletics +17, Endurance +14

**Str** 24    **Dex** 10    **Wis** 15

**Con** 19    **Int** 10    **Cha** 12

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** hide armor, maul

## Loxo General

Medium natural humanoid

**HP** 140; **Bloodied** 70

**AC** 30; **Fortitude** 28; **Reflex** 24; **Will** 26

**Speed** 5

## Level 14 Soldier (Leader)

XP 1,000

**Initiative** +9

**Perception** +11

## STANDARD ACTIONS

### (mbasic) Maul (weapon) \* At Will

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 4d6+8 damage, and the loxo general pushes the target 1 square and marks it until the end of the general's next turn.

### (rbasic) Javelin (weapon) \* At Will

*Attack:* Ranged 10 (one creature); +19 vs. AC.

*Hit:* 3d6+8 damage.

### (melee) Mighty Strike (weapon) \* At Will

*Requirement:* The loxo general must be wielding a maul.

*Attack:* Melee 1 (one creature); +19 vs. AC.

*Hit:* 3d6+8 damage, and the target falls prone.

*Effect:* The loxo general marks the target until the end of the general's next turn.

### (melee) Inspiring Strike \* Encounter

*Attack:* Melee 1 (one creature); +21 vs. AC.

*Hit:* 6d6+8 damage, and up to two allies within 8 squares of the loxo general that can see the general may make a basic attack as a free action.

## TRIGGERED ACTIONS

### (melee) **Protect the Herd** \* **At Will**

*Trigger:* An enemy marked by the general makes an attack that does not include it as a target.

*Attack (Immediate Reaction):* Melee 1 (the triggering enemy); +21 vs. AC.

*Hit:* 4d6+8 damage, and the loxo general slides the target 1 square.

---

**Skills** Athletics +20, Diplomacy +17, Endurance +17

**Str** 26    **Dex** 10    **Wis** 18

**Con** 20    **Int** 16    **Cha** 20

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** full plate armor, maul, 4 javelins

## Loxo Mercenary

Medium natural humanoid

## Level 18 Minion Brute

XP 500

**HP** 1; a missed attack never damages a minion

**Initiative** +9

**AC** 30; **Fortitude** 32; **Reflex** 28; **Will** 29

**Perception** +10

**Speed** 5

**Resist** 10 all

## STANDARD ACTIONS

### (mbasic) **Maul** (weapon) \* **At Will**

*Attack:* Melee 1 (one creature); +23 vs. AC.

*Hit:* 16 damage.

### (rbasic) **Javelin** (weapon) \* **At Will**

*Attack:* Ranged 10 (one creature); +21 vs. AC.

*Hit:* 12 damage.

## TRIGGERED ACTIONS

### **Protect the Herd** (weapon) \* **Encounter**

*Trigger:* An allied loxo within 4 squares falls to 0 hit points or below.

*Effect (Immediate Reaction):* The loxo mercenary either makes a basic attack against the enemy that dropped the allied loxo or charges it.

---

**Str** 26    **Dex** 10    **Wis** 12

**Con** 20    **Int** 10    **Cha** 10

**Alignment** unaligned

**Languages** Common, Loxo

**Equipment** full plate armor, maul, 4 javelins