

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

Level 10 Brute

Medium natural humanoid

XP 500

HP 129; **Bloodied** 64

Initiative +5

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

Perception +7

Speed 5

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

Level 14 Soldier (Leader)

Medium natural humanoid

XP 1,000

HP 140; **Bloodied** 70

Initiative +9

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

Perception +11

Speed 5

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