

MORKOTH

Source: 1e *Monster Manual*.

A morkoth is a strange monster from the deepest ocean depths. They are rarely seen, for their victims do not often survive an encounter with the strange beast. Even the form of the morkoth is uncertain, as the few reports from those that do survive meeting a morkoth are inconsistent. According to most reports, the morkoth's body resembles that of a deep-sea fish with bulging eyes and protruding teeth. Most reports claim that the morkoth has a sail-like fin running along its back. Its lower body is said to trail away in a series of tentacles- variously numbered at two, four, eight or twelve- but other reports claim that it has crustacean-like legs on its underbelly.

Hypnotic Lairs: A morkoth lives at the center of a series of spiraling, interconnecting tunnels. Travel through this lair is inevitably confusing and lays strange enchantments upon the minds of intruders, leaving them easy prey for the morkoth. Merely traversing the tunnels subjects such unfortunates to a hypnotic lulling effect. Many creatures that fight a morkoth do not even realize that it is there until the fight is almost over.

Accompanied by Opportunists: Often, opportunistic predators will accompany a morkoth, hoping to feed on its leavings or snatch a victim out of a group of intruders. These predators are constantly in danger of becoming the morkoth's prey, should it grow hungry. A morkoth knows no loyalty to any creature save itself.

Morkoth Schemer

Level 10 Lurker

Medium aberrant magical beast (aquatic)

XP 500

HP 84; **Bloodied** 42

Initiative +11

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

Perception +8

Speed 4, swim 8

Darkvision

Resist 5 arcane

TRAITS

Hypnotic Lair (charm) * **Aura** special

This aura affects each non-morkoth with line of sight to the morkoth while within its lair. At the start of the creature's turn, the aura makes the following attack against the target.

Attack (Free Action): +13 vs. Will.

Hit: The morkoth is invisible to the target until the start of the target's next turn, after the aura attacks again, even if the morkoth makes an attack against it.

Aquatic

The morkoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * **At Will**

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

Hit: 2d8+5 damage, or 4d8+5 damage if the morkoth is invisible to the target.

Special: If the morkoth is invisible to the target, the target does not know that it took damage, or how much, until the start of the target's turn. The target is not bloodied, nor does it fall unconscious, until it realizes that it took the damage.

MOVE ACTIONS

Disorienting Withdrawal * **Encounter**

Requirement: The morkoth must be bloodied.

Effect: The morkoth schemer shifts 4 squares.

Skills Arcana +14, Stealth +12

Str 13 **Dex** 15 **Wis** 17

Con 18 **Int** 18 **Cha** 22

Alignment chaotic evil

Languages Deep Speech, Green Speech

Morkoth of Baphomet

Medium aberrant magical beast (aquatic)

Level 11 Solo Lurker

XP 3,000

A morkoth of Baphomet is a morkoth that has been touched by the demon lord of mazes, sometimes through worship and ritual, and sometimes through the demon lord's own capriciousness. Either way, such a monstrosity resembles a morkoth with a bull's head, and it stinks like a horrid mixture of cattle and fish.

HP 360; **Bloodied** 180

Initiative +13

AC 25; **Fortitude** 23; **Reflex** 23; **Will** 25

Perception +8

Speed 4, swim 8

Darkvision

Resist 5 arcane

Saving Throws +5; **Action Points** 2

TRAITS

Hypnotic Lair (charm) * **Aura** special

This aura affects each non-morkoth with line of sight to the morkoth while within its lair. At the start of the creature's turn, the aura makes the following attack against the target.

Attack (Free Action): +14 vs. Will.

Hit: The morkoth is invisible to the target until the start of the target's next turn, after the aura attacks again, even if the morkoth makes an attack against it.

Aquatic

The morkoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Gore * **At Will**

Attack: Melee 1 (one creature); +16 vs. AC.

Hit: 2d8+6 damage, or 4d8+6 damage if the morkoth is invisible to the target.

Special: If the morkoth is invisible to the target, the target does not know that it took damage, or how much, until the start of the target's turn. The target is not bloodied, nor does it fall unconscious, until it realizes that it took the damage.

(melee) Goring Charge * **At Will**

Effect: The morkoth of Baphomet charges and makes the following attack in place of a melee basic attack.

Attack: Melee 1 (one creature); +15 vs. Fortitude. (This includes the +1 bonus for charging.)

Hit: 3d8+6 damage, and the morkoth pushes the target 2 squares and the target falls prone.

(melee) Gore and Toss * **At Will**

Effect: The morkoth of Baphomet uses *gore*. If it hits, it makes the following secondary attack against the same target.

Secondary Attack: +13 vs. Fortitude.

Hit: 1d8 damage, and the morkoth slides the target 2 squares. If the morkoth was invisible to the target, it becomes visible to it.

MOVE ACTIONS

Disorienting Withdrawal * **Encounter**

Requirement: The morkoth must be bloodied.

Effect: The morkoth of Baphomet shifts 4 squares.

MINOR ACTIONS

(close) Hypnotic Glare (charm, gaze) * **At Will**

Attack: Close blast 10 (one creature in blast); +14 vs. Will.

Hit: The target takes a standard action of the morkoth's choice as a free action, including using an at will power or charging.

Skills Arcana +14, Stealth +12

Str 16 **Dex** 15 **Wis** 17

Con 18 **Int** 18 **Cha** 22

Alignment chaotic evil

Languages Deep Speech, Green Speech

Abyssal Morkoth

Medium aberrant magical beast (aquatic)

HP 900; **Bloodied** 450

AC 38; **Fortitude** 37; **Reflex** 34; **Will** 38

Speed 4, swim 8

Resist 10 arcane

Saving Throws +5; **Action Points** 2

Level 24 Solo Controller

XP 30,250

Initiative +16

Perception +18

Darkvision

TRAITS

Hypnotic Lair (charm) * **Aura** special

This aura affects each non-morkoth with line of sight to the morkoth while within its lair. At the start of the creature's turn, the aura makes the following attack against the target.

Attack (Free Action): +27 vs. Will.

Hit: The morkoth is invisible to the target until the start of the target's next turn, after the aura attacks again, even if the morkoth makes an attack against it.

Aquatic

The morkoth can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.

STANDARD ACTIONS

(mbasic) Bite * **At Will**

Attack: Melee 1 (one creature); +29 vs. AC.

Hit: 4d8+9 damage, or 6d8+9 damage if the morkoth is invisible to the target.

Special: If the morkoth is invisible to the target, the target does not know that it took damage, or how much, until the start of the target's turn. The target is not bloodied, nor does it fall unconscious, until it realizes that it took the damage.

(melee) Stunning Bite (poison) * **At Will**

Requirement: The morkoth must be invisible to the target.

Attack: Melee 1 (one creature); +29 vs. AC.

Hit: 5d8+9 damage, and the target is stunned (save ends).

(area) Hypnotic Confusion * **Recharge 5 6**

Attack: Area burst 2 within 10 (each enemy in burst); +26 vs. Will.

Hit: The target is dazed and immobilized (save ends both).

Miss: The target is slowed (save ends).

MINOR ACTIONS

(close) Hypnotic Glare (charm, gaze) * **At Will**

Attack: Close blast 10 (one creature in blast); +28 vs. Will.

Hit: The target takes a standard action of the morkoth's choice as a free action, including using an at will power or charging.

TRIGGERED ACTIONS

(close) Evil Blood (poison) * **Recharges** when the morkoth hits with *stunning bite* while bloodied

Trigger: The morkoth is hit by a melee attack.

Attack (Immediate Reaction): Close blast 2 (each creature in blast); +26 vs. Fortitude.

Hit: 3d6+14 poison damage, and the target suffers a -2 penalty to attack rolls (save ends).

Skills Arcana +24, Stealth +21

Str 15 **Dex** 18 **Wis** 23

Con 25 **Int** 25 **Cha** 31

Alignment chaotic evil

Languages Abyssal, Deep Speech, Green Speech