

ARCANALOTH

Medium-Size Outsider (Evil)

Hit Dice: 12d8+36 (90 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 20 (+2 Dex, +8 natural)

Attacks: 2 claws +14 melee, bite +9 melee

Damage: Claw 1d4+2 and baneful blow, bite 2d6+1

Face/Reach: 5 ft by 5 ft/5 ft

Special Attacks: Spell-like abilities, baneful blow, summon yugoloth

Special Qualities: Damage reduction 25/+3, SR 22, yugoloth qualities, telepathy

Saves: Fort +11, Ref +10, Will +12

Abilities: Str 14, Dex 14, Con 17, Int 18, Wis 18, Cha 19

Skills: Bluff +19, Concentration +15, Diplomacy +16, Knowledge (the planes) +16, Listen +16, Move Silently +14, Scry +19, Search +16, Sense Motive +19, Spellcraft +19, Spot +16

Feats: Dodge, Improved Initiative, Maximize Spell, Mobility

Climate/Terrain: Any land and underground

Organization: Solitary or gang (2-4)

Challenge Rating: 16

Treasure: Standard

Alignment: Always neutral evil

Advancement: 13-25 HD (Medium-size); 26-36 HD (Large)

Arcanaloths are the most civilized of the yugoloths, as well as being the most powerful. They rule small baronies scattered across the Lower Planes from their red-iron forts.

The Arcanaloth appears as a robed human with the head of a fanged jackal or war dog. Ivory white horns jut from the top of its head.

COMBAT

Arcanaloths avoid melee if possible. They prefer to use their spell-like abilities to engage foes. If the battle goes against the arcanaloth, it will attempt to summon additional yugoloths to its aid.

Spell-Like Abilities: At will—*deeper darkness*, *desecrate*, *fear*, *fly*, *heat metal*, *invisibility*, *magic missile*, *see invisibility*, *shapechange*, and *telekinesis*. These abilities are as the spells cast by a 12th-level sorcerer (save DC 14 + spell level).

At will, an arcanaloth can use *teleport without error* (self plus 50 pounds of objects only) as the spell cast by a 13th-level sorcerer.

Arcanaloths can replicate spells as 12th-level sorcerers (save DC 14 + spell level).

Baneful Blow (Su): Claw—creature hit suffers a –1 penalty to attack rolls permanently; Will save DC 19 negates. Each additional hit increases the penalty by 1. The penalty can be negated by the successful casting of *bleed*, *neutralize poison*, or *remove curse*.

Summon Yugoloth (Sp): Once per day, an Arcanaloth can attempt to summon 1d4 nycaloths, 1d6 mezzoloths, 1d2 ultraloths, or another arcanaloth with a 35% chance of success.

Yugoloth Qualities (Ex): Immune to poison and acid; cold, fire, and electricity resistance 20; yugoloths have darkvision with a range of 60 feet.

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

The Arcanadaemon first appeared in the 1e MM II (Gary Gygax, 1983).