

CATOBLEPAS

Large Magical Beast

Hit Dice: 6d10+18 (51 hp)

Initiative: +0

Speed: 20 ft

AC: 13 (-1 size, +4 natural)

Attacks: Tail slap +10 melee

Damage: Tail slap 1d6+6 and stun

Face/Reach: 5 ft by 10 ft/10 ft

Special Attacks: Death gaze, stun

Special Qualities: Susceptibility, darkvision 60 ft

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

Abilities: Str 18, Dex 10, Con 16, Int 4, Wis 12, Cha 14

Skills: Listen +9, Spot +9

Feats: Alertness, Weapon Focus (tail)

Climate/Terrain: Any swamp

Organization: Solitary or pair

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral

Advancement: 7-15 HD (Large); 16-18 HD (Huge)



The catoblepas is a creature from nightmares that inhabits swamps and marshes. Its most terrifying feature is its bloodshot eyes, from which its death gaze emanates.

Its body resembles a large, bloated buffalo, and its legs are short and stumpy, similar to a hippopotamus. Its long, snake-like tail is swift for the creature's size. The head of the catoblepas sits upon a long, very weak neck that can barely hold up its warhog-like head.

COMBAT

The catoblepas attacks using either its tail slap or its gaze. In most cases, the catoblepas relies on its tail as its primary weapon, as it has very little chance of lifting its head and using its death gaze.

Susceptibility (Ex): The catoblepas must succeed at a Strength check (DC 15) each round to lift its head high enough to use its gaze attack. If the target is smaller than the catoblepas, lower the DC by -1 for each size category difference. If the target is larger, add +1 to the DC for each size category difference. If the catoblepas has to swing its head back and forth to follow a target (such as one that is constantly moving) the DC is increased by +4.

If the catoblepas is aware of its enemies and can attack in the surprise round, one target automatically meets its gaze and must make a successful Fortitude save (DC 17) or die.

Death Gaze (Su): 60 feet, Fortitude save (DC 17) or die. Even if the save is successful, the target takes 3d6+6 points of damage.

Stun (Ex): A creature hit with the catoblepas' tail must succeed at a Fortitude save (DC 17) or be stunned for 1d3 rounds. Stunned creatures cannot act and lose any Dexterity bonus to AC. Attackers get a +2 bonus on attack rolls against a stunned opponent.