

# CHARONALOTH

---

## Medium-Size Outsider (Evil)

**Hit Dice:** 10d8+20 (65 hp)

**Initiative:** +4 (+4 Improved Initiative)

**Speed:** 40 ft

**AC:** 16 (+6 natural)

**Attacks:** Staff +15/+10 melee

**Damage:** Staff 1d6+1

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

**Special Attacks:** Spell-like abilities, fear gaze, summon yugoloth

**Special Qualities:** Damage reduction 10/+1, SR 23, plane shift, yugoloth qualities, telepathy

**Saves:** Fort +10, Ref +8, Will +9

**Abilities:** Str 13, Dex 11, Con 15, Int 15, Wis 15, Cha 17

**Skills:** Bluff +13, Concentration +14, Hide +10, Knowledge (the planes) +14, Listen +14, Move Silently +10, Search +12, Sense Motive +14, Spot +14

**Feats:** Improved Initiative, Power Attack, Sunder

---

**Climate/Terrain:** Any land (Lower Planes and River Styx)

**Organization:** Solitary

**Challenge Rating:** 13

**Treasure:** Standard coins; 50% goods; 50% items

**Alignment:** Always neutral evil

**Advancement:** 11-22 HD (Medium-size); 23-30 HD (Large)

The charonaloths are the servants of Charon (q.v.), boatman of the Lower Planes, and like their master, they pilot small skiffs along the river Styx. They are normally only found on the Styx. A charonaloth charges the following for each passenger: one magic item, a bag of 10 platinum coins, or 2 gems (50+ gp value). If not paid, the charonaloth will seek to prevent anyone entering its boat, and will teleport itself and its craft away.

Even if the charonaloth is paid, there is a chance the charonaloth will betray the party by leading them to the incorrect place, or worse, into an ambush of charonaloths and hydroloths. The chance of betrayal can be reduced by additional contributions to the charonaloth's hoard.

These 5-foot tall, gray-skinned, pale-eyed humanoids are more easily summoned than their master, but are more cunning and malevolent.

## COMBAT

A charonaloth usually avoids combat and will teleport away (with its skiff) if attacked. If pressed into combat, the charonaloth attacks with its spell-like abilities and staff.

**Spell-Like Abilities:** At will—*deeper darkness*, *desecrate*, *fear*, and *see invisibility*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 13 + spell level).

At will, a charonaloth can use *teleport without error* (self plus skiff only) as the spell cast by a 12th-level sorcerer.

**Fear Gaze (Su):** 30 feet, as *fear* cast by a 12th-level sorcerer; Will save DC 18 negates. If the save is successful, that creature cannot be affected again by that charonaloth's gaze for one day.

**Summon Yugoloths (Sp):** Once per day, a charonaloth can attempt to summon 1d4 hydroloths or another charonaloth with a 35% of success.

**Plane Shift (Su):** A charonaloth can enter the Astral Plane, Material Plane, Ethereal Plane, or any of the Lower Planes. This ability transports the charonaloth and its skiff only. It is otherwise similar to the spell of the same name.

**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 Charonadaemon first appeared in the 1e MM II (Gary Gygax, 1983).