

# RUTTERKIN (Demon)

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## Medium-Size Outsider (Chaotic, Evil)

**Hit Dice:** 4d8 (18 hp)

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

**Speed:** 30 ft

**AC:** 20 (+10 natural)

**Attacks:** 2 claws +5 melee; or snap-tongs +5 melee; or guisarme +5 melee; or longsword +5 melee; or triple-dagger +4 ranged

**Damage:** Claw 1d4+1; or snap-tongs 2d4+1; or guisarme 2d4+1; or longsword 1d8+1; or triple dagger 1d4+1

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

**Special Attacks:** Spell-like abilities, snap-tongs, summon demons

**Special Qualities:** Darkvision 60 ft, damage reduction 5/silver, demon qualities, telepathy, SR 6

**Saves:** Fort +4, Ref +4, Will +5

**Abilities:** Str 12, Dex 11, Con 11, Int 10, Wis 12, Cha 11

**Skills:** Hide +6, Listen +9, Move Silently +6, Search +6, Spot +9

**Feats:** Alertness, Improved Initiative

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**Climate/Terrain:** Any land or underground

**Organization:** Solitary or gang (2-4)

**Challenge Rating:** 7

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** 7-10 HD (Medium-size); 11-12 HD (Large)

The rutterkin wander the planes of the Abyss, outcasts in their own deranged society. They are hated and abused by most sorts of demons and return the favor whenever opportunity presents itself, especially with respect to the dretch, a lone vrock, or a single hezrou.

Rutterkin are humanoid and resemble terribly ugly humans. They are hairless or nearly so, with pointed skulls, distorted features, and backward-pointing ears.

## COMBAT

The preferred method of attack is with one or more weapons, particularly the snap-tongs. A rutterkin can also attack with its two misshapen claws. This method of attack is not favored by the rutterkin because their malformed bodies are subject to pain if they strike someone.

**Spell-Like Abilities:** At will—*darkness*, *desecrate*, *fear*, *fly*, *scare*, and *telekinesis*; 3/day—*invisibility* (self only). These are as the spells cast by a 5th-level sorcerer (save DC 10 + spell level).

**Snap-Tongs:** Large exotic weapon. It deals 1d10 points of bludgeoning damage, threatens on a 20, and deals double damage on a critical hit. It has a 10-foot reach and cannot be used against an adjacent foe. A wielder that hits an opponent of at least small size, but no larger than Large size, attempts to start a grapple as a free action without provoking an attack of opportunity.

If the wielder gets a hold, the snap-tongs grab the opponent and deal 1d10 points of damage each round the hold is maintained.

**Triple Dagger:** Tiny exotic weapon, it is a three-bladed dagger. Deals 1d4 points of damage, threatens on a 19-20, and deals double damage on a critical hit. It can be used to disarm an opponent. Wielder gains a +3 attack bonus to opposed attack roll when attempting to disarm an

opponent. This bonus applies to the opposed roll to keep from being disarmed if the wielder fails to disarm his opponent.

Not normally thrown, the rutterkin have developed a sling-like device that they use to fire a triple dagger. It has a range increment of 10 ft.

**Summon Demon (Sp):** Once per day a rutterkin can attempt to summon 1d6 dretches or another rutterkin with a 35% chance of success.

**Demon Qualities (Ex):** Immune to poison and electricity; cold, fire, and acid resistance 20

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

The Rutterkin first appeared in module S4 (Gary Gygax, 1982).