RENDER

Large Magical Beast
Hit Dice: 13d10+52 (123 hp)
Initiative: +2 (Dex)
Speed: 40 ft
AC: 23 (-1 size, +2 Dex, +12 natural)
Attacks: 2 claws +19 melee, bite +14 melee
Damage: Claw 1d6+7, bite 2d6+3
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Paralyzing gaze, improved grab, rend, rage
Special Qualities: Damage reduction 10/+1, SR 17, regeneration 5, immunities
Saves: Fort +12, Ref +10, Will +6
Abilities: Str 24, Dex 15, Con 18, Int 13, Wis 14, Cha 13
Skills: Hide +3, Listen +20, Spot +20
Feats: Alertness, Cleave, Power Attack, Weapon Focus (claw)

Climate/Terrain: Any land
Organization: Solitary
Challenge Rating: 15
Treasure: None
Alignment: Always chaotic evil
Advancement: 14-19 HD (Large); 20-39 HD (Huge)

Created deep within the labs of Darkhold, the render is without a doubt one of the most savage creatures to ever walk the land. The render was created completely by accident, and efforts to duplicate the experiment that brought life to the creature have since met with failure.

The fearless render is 9 feet tall and composed entirely of muscles, sinews, claws, and teeth. The creature has deep black, short fur that covers its entire body and is matted down with a slimy, sweat-like secretion. The teeth of the render are between 5 and 9 inches long, and razor sharp. The beast's claws are equally as long, and are often caked with the remains of its last victim. The most unnerving thing about the render is the glowing amber eyes. They seem to strike fear in its victim only moments before they die. The creature has a deep hatred of all life, and kills without mercy or remorse.

It is unknown whether a render can speak as most attempts have been met with death.

COMBAT
A render is relentless in combat, attacking only to kill its opponent. They are known to hide and wait for prey to pass by before attacking.

Paralyzing Gaze (Su): Paralyzed for 1 minute, 30 feet, Will save (DC 17).

Improved Grab (Ex): To use this ability, the render must hit with both claw attacks.

Rend (Ex): A render that gets a hold latches onto the opponent's body and tears the flesh. This attack automatically deals 3d6+10 points of damage.

Rage (Ex): A render that loses more than 50% of its hit points in combat has a 50% chance of flying into a berserk rage the following round, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength and –4 AC. The creature cannot end its rage voluntarily.
**Regeneration (Ex):** Electricity deals normal damage to a render. The render cannot regenerate lost limbs.

**Immunities (Ex):** The render is immune to mind-influencing effects and poison.

The Render first appeared in the Ruins of Zhentil Keep (TSR).