

AKRITAURODISPLACER

Large Monstrous Humanoid

Hit Dice: 8d8+24 (60 hp)

Initiative: +2

Speed: 40 feet

AC: 16 (+2 Dex, +5 natural, -1 size), touch 11, flat-footed 14

BAB/Grapple: +8/+16

Attacks: 4 claws +11 melee and 2 tentacles +9 melee and bite +9 melee, or masterwork glaive +12/+7 melee and 2 tentacles +9 melee and bite +9 melee

Damage: Claw 1d6+4, tentacle 1d6+2 plus poison, bite 1d4+2 plus poison, glaive 2d8+10

Face/Reach: 10 ft./5 ft. (15 ft with tentacles, 10 ft with glaive)

Special Attacks: Poison, spell-like abilities

Special Qualities: Corruptible, darkvision 60 ft., displacement, immunity to sleep effects, leap, low-light vision, resistance to ranged attacks

Saves: Fort +6, Ref +8, Will, +7

Abilities: Str 18, Dex 15, Con 16, Int 10, Wis 12, Cha 7

Skills: Balance +5 (3), Climb +7 (3), Hide +8 (2), Jump +40 (2), Listen +4 (3), Move Silently +8 (6), Spot +4 (3)

Feats: Multiattack, Improved Natural Attack (claw), Virulent Poison, Deflect Arrows (B)

Climate/Terrain: Temperate or warm hills

Organization: Solitary or Pack (2-10)

Challenge Rating: 6

Treasure: None

Alignment: Usually chaotic neutral

Advancement: By character class

Skills: An akritaur displacer gains a +8 racial bonus on Hide checks.

Preferred Class: Warlock

Level Adjustment: +5

This creature is a disturbing mix of wiry, even skeletal limbs and overlapping exoskeletal plates. A dark bluish-black fur covers the creature's hide where it is not replaced by hardened plates of armor that mimic the color, missing only the sheen to match exactly. An insectlike head sits atop a body which seems almost entirely composed of limbs. Antennae wave in concert with the long, dangerous looking tentacles and three pairs of legs look less fearsome



only due to the wicked claws the creature's four arms bear.

Akritaur displacers are wicked fighters that bear a strong resemblance to thri-kreen, though they prefer to live in rocky hills and sparse forests where they can use the shade and cover to their advantage. Akritaur are bloodthirsty and territorial, though with a strong leader their instincts can occasionally be reigned in and put to use. Nonetheless, their instinctual distrust of all other creatures, including their own kind, makes them a sparsely populated race.

An akritaur displacer is approximately 9 feet long and a little over six feet tall when not crouched close to the ground. Approximately 650 pounds, they are heavier than their skeletal appearance would indicate, but still light for a creature of their size.

Akritaur speak a dialect of Abyssal interspersed with odd clicks and snaps of their mandibles that make it difficult to recognize. Most akritaur leaders also speak Common.

Combat

Vicious combatants, akritaur count upon their displacement effect to guard them from danger and prefer to disable their opponents quickly with strong melee attacks. Night hunters, though they do not sleep during the day, they are more solitary than their insectile appearance would lead one to believe. Even when fighting in groups, they generally do not utilize a great deal of teamwork and fight as individuals.

Corruptible: Akritaur displacers take a -4 penalty on saves against magical effects dealing with alignment. While akritaur as a whole are a chaotic neutral society, their period of enslavement in the Abyss left them susceptible to specific mind-altering spells and abilities.

Displacement (Su): A light-bending glamor surrounds an akritaur with an effect that causes any melee or ranged attack directed against it to suffer a 50% miss chance unless using a method of vision other than sight. True sight negates this effect.

Leap: Akritaur's have a +30 competence bonus to all jump checks.

Poison (Ex): Injury (bite and tentacles), Fortitude DC 19, initial damage 1d6 Dex, secondary damage paralysis for 2d6 minutes. An akritaur produces enough poison for one attack from each natural weapon each day. The save DC is Constitution-based and augmented by +2 for the creature's Virulent Poison feat.

Resistance to Ranged Attacks (Su): Akritaur's gain a +2 resistance bonus on saves against any ranged magical attack that specifically targets it (except for ranged touch attacks).

Spell-like Abilities (Sp): 3/day—*pass without trace*; 1/day—*demoncall*, *greater magic fang*. Caster level is equal to ½ the akritaur's Hit Dice (minimum 4th). Replace *demoncall* with *detect thoughts* if you are not using the *Book of Vile Darkness*.

Skills: An akritaur has a +8 racial bonus on Hide checks, thanks to its displacement ability.

Akritaur Society

Akritaur displacers are paranoid in the extreme, resulting in a society of loners who only occasionally gather into social groups. When that happens, akritaur are generally firmly under the thumb of the strongest willed of those in the gathering, generally a warlock of 5th level or higher.

The monstrous akritaur would likely be considered more fiendish if it were not for their simple tastes—while they are bloodthirsty, this is largely due to their carnivorous natures and they seldom prolong the suffering of their prey. Akritaur are largely concerned with defending their territory and feeding themselves or their families during the rare times when they are breeding.

Akritaur displacers have a strong dislike for tanar'ri due to a period of captivity in their distant past on the Abyss, a period that shaped much of their culture, including their written and spoken language. Despite this, many of the more vile examples of the race are successful demon summoners, perhaps due to their spell-like knowledge of the creatures that they bind to their will.

Akritaur's will eat anything that they kill, including sentients, but there is no particular bias towards intelligent creatures and they most often hunt animals, as they are frequently easier prey.

Akritaur Displacers As Characters

Akritaur displacers have few societal restraints or tendencies to push them towards a particular class, however, many become warlocks to seize control of their inherent abilities. Aside from becoming

warlocks, their focus on hunting and survival leads to many akritaur becoming rangers and barbarians. Druids are rare among their kind, however, occasionally an akritaur that has fallen to evil or been elevated to good will become a cleric.

Akritaur clerics generally worship demons and celestials rather than gods, though they are sponsored by interested deities.

Akritaur characters possess the following racial traits.

- +8 Str, +4 Dex, +6 Con, +2 Wis, -4 Cha
- Large size. -1 penalty to Armor Class, -1 penalty on attack rolls, -4 penalty on Hide checks, +4 bonus on grapple checks, lifting and carrying limits twice those of Medium characters.
- Space/Reach: 10 feet/ 5 feet. An akritaur's tentacles have 15 foot reach.
- An akritaur displacer's base land speed is 40 feet.
- Low-light vision.
- Darkvision: Akritaur can see in the dark up to 60 ft.
- Racial Hit Dice: An akritaur begins with eight levels of monstrous humanoid, which provide 8d8 Hit Dice, a base attack bonus of +8, and base saving throw bonuses of Fort +3, Ref +6, Will +6.
- Racial Skills: An akritaur displacer's monstrous humanoid levels give it skill points equal to 11 x (2 + Int modifier.) Its class skills are Balance, Climb, Hide, Jump, Listen, Move Silently, and Spot. Akritaur have a +8 racial bonus on Hide checks.
- Racial Feats: An akritaur's monstrous humanoid levels give it three feats. An akritaur displacer receives Deflect Arrows as a bonus feat.
- Weapon and Armor Proficiency: An akritaur displacer is automatically proficient with simple weapons and glaives.
- +5 natural armor bonus.
- Natural Weapons: Bite (1d4), 4 claws (1d4), and 2 tentacles (1d6).
- Special Attacks (see above): Poison, spell-like abilities.
- Special Qualities (see above): Corruptible, displacement, immunity to sleep effects, leap, resistance to ranged attacks.
- Automatic Languages: Abyssal. Bonus Languages: Celestial, Common, Sylvan, Infernal.
- Favored Class: Warlock.
- Level Adjustment +5