

THORGOTHREL

CREATURE 10

RARE**LE****LARGE****OOZE****EXTRATERRESTRIAL**

Perception +19; lifiesense 60 feet, no vision

Languages Aklo, Common, Infernal; telepathy 100 feet

Skills Arcana +20, Medicine +18, Nature +20, Thievery +16, Engineering Lore +20

Str +6, **Dex** +0, **Con** +5, **Int** +4, **Wis** +2, **Cha** -5

AC 23; **Fort** +22, **Ref** +14, **Will** +16

HP 240 (force field); **Immunities** precision, unconscious, visual; **Resistances** acid 10

Force Field (force, tech[^]) A thorgothrel is sheathed in a thin layer of shimmering energy that grants it 60 temporary Hit Points. While it has these temporary Hit Points it is immune to critical hits and regains 10 temporary Hit Points at the beginning of its turn. If these temporary Hit Points are reduced to 0, this ability deactivates.

Poisonous Sublimation (air, poison); **Requirements** The thorgothrel's Force Field is deactivated and the thorgothrel is in an breathable atmosphere; **Effect** The thorgothrel becomes drained 1 and begins to evaporate into a poisonous mist. Each creature that starts its turn within a 20-foot burst centered on the thorgothrel takes 10d6 poison damage (basic DC 30 Fortitude save). The thorgothrel's drained value increases with each round its Force Field remains deactivated

Speed 15 feet, climb 10 feet

Melee ♦ pseudopod +23, **Damage** 2d10+11 bludgeoning plus Atavistic Manipulation and Grab

Ranged ♦ force ray +17 (force, ray[^]), **Damage** 12d6 force plus lose 5 temporary Hit Points

Reboot Force Field ♦♦♦ (concentrate, manipulate); **Requirements** The thorgothrel's has 0 temporary Hit Points from its Force Field; **Effect** The thorgothrel attempts a DC 25 Thievery Check. On a success, the Force Field is reactivated and it regains 1 temporary Hit Point.

Atavistic Manipulation (mental) A creature struck or grappled by a thorgothrel must attempt a DC 30 Fortitude save.

Success The creature is unaffected.

Failure The creature becomes stupefied 1.

Critical Failure The creature becomes stupefied 2 and enraged as long as it is stupefied; taking a -1 penalty to AC and losing the ability to use actions with the concentrate trait unless they also have the rage trait, but can deal 2 additional damage with melee Strikes.

Evolutionary Regression (mental) The thorgothrel can spend one day experimenting with an unconscious creature to permanently reduce their Intelligence score to 6. This regression can only be restored with a regenerate or wish spell.