ZAGMAANDER

UNIQUE	LE	MEDIUM	ABERRATION	ETHEREAL

Perception +18; darkvision

Languages Androffan, Common, Infernal, Orcish

Skills Acrobatics +20, Athletics +18, Stealth +18, Thievery +18, Engineering Lore +13, Planar Lore +13

Str +4, **Dex** +5, **Con** +2, **Int** +0, **Wis** +2, **Cha** +3

Items scimitar (2), laser torch^,

AC 27; **Fort** +18, **Ref** +22, **Will** +15

HP 160

Attack of Opportunity ↻

Speed 35 feet

Melee ❖ scimitar +18 (forceful, sweep), **Damage** 2d6+9 slashing

Melee ❖ bite +19, **Damage** 2d8+11 piercing plus xill paralysis

Melee ❖ laser torch +19 (finesse, laser^, technology^), **Damage** 2d10 fire

Occult Spontaneous Spells DC 24, attack +14 ; **3rd** *paralyze* (1 slot); **2nd** *touch of idiocy* (1 slot); **1st** *charm, ray of enfeeblement* (2 slots); **cantrips (3rd)** *daze, mage hand*

Double Slash ❖ (flourish) Zagmaander makes two scimitar Strikes against a single target. If both hit, combine their damage for the purpose of the target's resistances and weaknesses. She applies her multiple attack penalty to each strike normally.

Implant ❖❖ (manipulate); **Requirements** Zagmaander is adjacent to a unconscious, willing, or paralyzed creature; **Effect** Zagmaander implants xill eggs in the creature.

Xill Eggs (disease) as xill

Xill Paralysis (incapacitation, occult) as xill