

# AHKHAT

## CREATURE 4

**N****SMALL****ELEMENTAL****EARTH**

Converted by VaranSL

**Perception** +11; darkvision, tremorsense (imprecise) 60 feet

**Languages** Terran

**Skills** Athletics +11, Crafting +9, Stealth +10, Engineering Lore +11

**Str** +3, **Dex** +2, **Con** +4, **Int** -1, **Wis** +1, **Cha** +2

**AC** 20; **Fort** +14, **Ref** +10, **Will** +7

**HP** 72; **Immunities** bleed, paralyzed, poison, sleep

**Integrated Body** An ahkhat derives its from the structure it inhabits, emerging from the walls, floors, and ceilings. An ahkhat occupies the same space as the structure and if it is moved 10 or more feet away from the structure, it takes damage equal to half the number of feet it is away from its bounded structure. At the beginning of its next turn, it immediately teleports and returns to the nearest space within its structure. The ahkhat is immediately destroyed if its attuned building is destroyed or if its keystone is destroyed.

**Speed** 25 feet, structural mobility

**Melee** ♦ fist +13 [+8/+3], **Damage** 2d6+7 bludgeoning

**Ranged** ♦ urn +13 [+8/+3] (thrown 10 feet), **Damage** 2d4+7 bludgeoning

**Innate Primal Spells** DC 16 ; **2nd** *mending* (ahkhat's structure and permanent fixtures only); **cantrips** (2nd) *mage hand*, *prestidigitation*

**Structural Mobility** An ahkhat can move through the walls, floors, and ceilings of a structure it is tied, except for material made of metal. If a portion of the structure is broken or damaged, it can not move through it until it is repaired. When it moves through the structure, it moves at its full Speed, leaving no tunnels or signs of its passing.