

CHARDA

CREATURE 7

UNCOMMON

CN

SMALL

HUMANOID

AQUATIC

converted by VaranSL

Perception +13; darkvision

Languages Aklo, Undercommon

Skills Athletics +18 (+20 to Shove and Trip), Intimidation +10, Religion +13, Stealth +17, Survival +15

Str +7, **Dex** +4, **Con** +6, **Int** +0, **Wis** +2, **Cha** -1

AC 23; **Fort** +19, **Ref** +13, **Will** +11

HP 144; **Resistances** cold 8, poison 8

Speed 15 feet, swim 40 feet

Melee ♦ claw +18 [+14/+10] (agile, reach 10 feet), **Damage** 3d4+7 slashing

Melee ♦ jaws +18 [+13/+8], **Damage** 2d12+7 piercing plus 1d6 cold

Black Bile ♦♦ (cold) The chadra spews a blast of black bile in a 30-foot cone or a 60-foot line, dealing 8d6 cold damage (DC 25 basic Reflex save). It can't use its Black Bile again, and its jaws Strike no longer deals cold damage, for 1d4 rounds.

Frenzied Strikes ♦♦♦ The chadra makes four claw Strikes. These attacks count toward the chadra's multiple attack penalty, but the multiple attack penalty doesn't increase until after the chadra makes all of its attacks.

In the darkest depths of the earth, in strange frozen rivers and subterranean lakes of frigid black water dwell the mysterious and ferocious chardas. These xenophobic humanoids rarely venture far from their domains, settling in small tribes and building rocky huts underwater or muddy domes along the subterranean shore.

A typical charda stands just under 4 feet tall but weighs 250 pounds. Chardas reproduce by laying eggs in small clutches of two to four, which they bury among rocks offshore. Females fiercely protect their own clutches, but show no predisposition toward protecting the clutches of other chardas, even those within their tribe.

- Bestiary 2 (p.55), Pathfinder 1st edition