



Image by Stephen Tappin, © Wizards of the Coast. Accessed at the D&D Miniatures Handbook Art Gallery [here](#)

[Commissioned by [@crazytrain48](#). All of the monsters in the *D&D Miniatures Handbook* have very simple mechanics, which means that I tend to add things to them. It is my philosophy that every monster needs some sort of unique mechanic, even if it's a little thing. So I often have to fish around the flavor text for inspiration, which is how I came upon the mad tittering ability. Incidentally, I have run a fight with one of these—it's one of the first big encounters in "The Whispering Cairn", the first module in the Age of Worms AP.]

Mad Slasher

CR 2 CE Aberration

This creature has a body that is mostly a single oversized eye, low slung and carried beneath six insectile limbs. Each limb is tipped with a curved blade. The thing titters abominably.

Mad slashers are bizarre predators of seasonal forests, just intelligent enough to be cruel. They are communal creatures that live in hollowed out trees or crevices in the earth, packed tightly together in strange, quivering huddles. They are blood feeders, and their mouths are on the underside of their limbs, just above the claws. When a mad slasher strikes at prey, blood runs up a groove in the claw into the mouth. Once prey is slaughtered, mad slashers stand in puddles of gore, bobbing up and down and chittering obscenely until their prey is drained dry.

A mad slasher lives for violence. It tries to dive into the middle of a fray, allowing it to be surrounded in order to slash at as many foes at once as possible. Their tittering laughter grows louder and more frenetic the more blood is spilled, reaching a level that other creatures find upsetting and distracting. A lone mad slasher will typically fight to the death, but they are aware of each other enough that if multiple members of a pack are slain, the last survivors will flee.

A mad slasher can live for a remarkably long time with little food and water, and they've been reported as surviving in sealed dungeon rooms for decades, if not centuries. They understand Aklo, but attempts to communicate with them typically lead to even more frenzied violence.

Mad Slasher CR 2

XP 600

CE Medium aberration

Init +7; **Senses** darkvision 60 ft., Perception +3

Defense

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 22 (4d8+4)

Fort +4, **Ref** +4, **Will** +2

Offense

Speed 40 ft.

Melee 2 claws +6 (1d6+1)

Special Attacks mad tittering

Statistics

Str 13, **Dex** 17, **Con** 13, **Int** 6, **Wis** 6, **Cha** 10

Base Atk +3; **CMB** +4; **CMD** 17 (23 vs. trip)

Feats Great Fortitude, Improved Initiative, Weapon Finesse, Whirlwind Attack (B)

Skills Climb +6, Perception +3, Stealth +8, Survival +3

Languages Aklo (cannot speak)

SQ compression

Ecology

Environment warm and temperate forests

Organization solitary, cluster (2-5) or nest (6-12)

Treasure incidental

Special Abilities

Mad Tittering (Ex) As a move action, a mad slasher can begin to laugh hideously. A mad slasher can maintain the laughter as a swift action on its turn. All creatures within 30 feet that can hear the mad slasher must succeed a DC 12 Will save or be dazzled for as long as they remain in the area and for 1d4 rounds thereafter. Creatures in the area must succeed a concentration check (DC 10 + the spell's level) to cast a spell within 30 feet of a tittering mad slasher. This is a mind-influencing sonic effect, and the save DC is Charisma based.