



Image by Tom Fowler, © Paizo Publishing. From Dungeon 111

[The rasclinn is one of those monsters that is more interesting in theory than in practice—at least for its publication history. Neither the original version or the 3.5 conversion, the art for which I’m using, did anything with its metallic skin. So I decided to make it mechanically meaningful.]

Rasclinn

CR 4 N Magical Beast

This small, lean creature looks something like a cross between a dog and a lizard, with a squared off snout and a long tail. Its hide is metallic in hue, mostly smooth but with whiskers and bristles along the back and limbs.

Rasclinnns are desert herbivores that supplement their diet with ground up stones. They can extract trace minerals from rocks and plants alike, shunting them into their skin to give them a metallic coat. They will occasionally gnaw on pieces of raw metal if they can find them, but it is not a major part of their diet. Rasclinnns live in family structures similar to lion prides—a single male with multiple females that it mates with, as well as their young.

Rasclinnns prefer to avoid combat, running at great speeds and trusting to their thick hides to protect them from brambles and cacti they hide in. If cornered, they will fight, and they will launch into a rage once they or their young are injured. Their metallic skin is so tough that it can fragment weapons, and they are similarly resistant to spells. The best way to kill a raging rasclinn is with electricity damage—the creatures are highly conductive, and those caught out in a thunderstorm are often killed by lightning strikes.

Although rasclinnns are of bestial intellect and do not collect treasure, their skin itself contains a fair amount of metal. By smelting it and making a successful DC 14 (Craft: metalworking) check, 1/10th the creature’s weight in iron ore can be extracted from the skin (half this on a failed check).

Although a few pounds of iron may seem like little reward for a lot of work, in metal-poor regions rasclinn hide may be one of the major sources of workable iron.

A rasclinn stands 3 feet high and weighs about 50 lbs.

Rasclinn CR 4

XP 1,200

N Small magical beast

Init +4; **Senses** darkvision 60 ft., Perception +9

Defense

AC 18, touch 12, flat-footed 17 (+1 size, +1 Dex, +6 natural)

hp 30 (4d10+8)

Fort +6, **Ref** +5, **Will** +3

DR 5/-; **Immune** poison; **SR** 15

Defensive Abilities shatter weapons; **Weakness** vulnerable to electricity

Offense

Speed 60 ft.

Melee bite +6 (1d4+1)

Special Attacks blood rage

Statistics

Str 13, **Dex** 13, **Con** 14, **Int** 1, **Wis** 14, **Cha** 10

Base Atk +4; **CMB** +4; **CMD** 15 (19 vs. trip)

Feats Improved Initiative, Skill Focus (Perception)

Skills Acrobatics +5 (+17 when jumping), Perception +9, Stealth +9

Ecology

Environment warm deserts and hills

Organization solitary or pack (2-12)

Treasure incidental (see above)

Special Abilities

Shatter Weapons (Ex) Whenever a rasclinn is struck with a manufactured weapon (magical or mundane), the weapon takes 3d6 points of damage. If this is enough to overcome the weapon's hardness, the weapon gains the broken condition.