



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

[I prefer the original Baxa art to this piece, but unfortunately the only scans online I can find are in terrible shape. It uses very dark colors, and the actual head of the fordorran is all but invisible. Shame.]

Fordorran

CR 5 CN Magical Beast

This creature looks like an oversized armadillo, with an armored carapace above and a furry body below. Its four limbs each end in tough claws, and it has three horns growing from its head. It smells terrible.

Fordorrans are sapient, omnivorous, psychic glyptodonts. They secrete a truly noxious musk, so unpleasant that even other fordorrans find the stink distasteful. Most fordorrans suppress this aroma through psychic magic, only revealing it when attacked or on the hunt. Fordorrans live in dry habitats, preferably rocky deserts, mesas and plateaus. They use their thick claws to tear into cactuses and dig up roots and tubers, but also as weapons.

A fordorran enjoys a good scrap now and then, and they fight for fun as often as they attack other creatures for food. They may even join a fight already in progress, taking whichever side seems

likelier to win (or possibly give it a shiny object as a reward). They are very slow, but use their powerful stench and psychic magic to debilitate enemies before tearing into them with natural weapons. If enemies keep their distance, or seem difficult to hit, the fordorran will levitate to a safer altitude and whittle away enemies with ranged spells.

Fordorrans are solitary for the most part, only coming together to mate. Courtship is performed with illusions, focusing on creating interesting and delightful smells. Male fordorrans typically abandon the female to raise her young, which takes a year or two before they trundle off to live their own lives. Fordorrans have an eye for gems, crystals and anything else shiny, which they often swallow to “keep with them always”—a good scrubbing is mandatory to remove the smell from a gem recovered from a fordorran’s gut. Few creatures eat them, even as a food of last resort.

Fordorran CR 5

XP 1,600

CN Large magical beast

Init +4; **Senses** darkvision 60 ft., Perception +6, scent

Aura nauseating stench (20 ft., Fort DC 16)

Defense

AC 18, touch 9, flat-footed 18 (-1 size, +8 natural)

hp 51 (6d10+18)

Fort +8, **Ref** +5, **Will** +5

SR 16

Offense

Speed 20 ft.

Melee 2 claws +8 (1d6+2), gore +8 (2d4+2)

Space 10 ft.; **Reach** 5 ft.

Psychic Magic CL 6th, concentration +9 (+13 casting defensively)

20 PE—*inflict pain* (3 PE, DC 16), *intellect fortress I* (4 PE), *levitate* (2 PE), *major image* (3 PE, DC 16), *mind thrust I* (1 PE, DC 14), *negate aroma* (1 PE, self only), *shatter* (2 PE, DC 15), *soften earth and stone* (2 PE), *telekinetic projectile* (0 PE),

Statistics

Str 15, **Dex** 10, **Con** 17, **Int** 6, **Wis** 13, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 19 (23 vs. trip)

Feats Combat Casting, Improved Initiative, Iron Will

Skills Climb +7, Perception +6, Stealth +5

Languages Terran

Ecology

Environment warm deserts and hills

Treasure standard

Organization solitary or pair

Special Abilities

Nauseating Stench (Ex) All creatures within 20 feet of a fordorran must succeed a DC 16

Fortitude save or be nauseated for 1d4+1 rounds. A creature that succeeds its save is sickened for 1 round, and is then immune to the nauseating stench of that fordorran for the next 24 hours.

Fordorrans are not immune to the stench of others of their own species. This is a poison effect, and the save DC is Constitution based.