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[The last Furtober 2020 entry from *Miniatures Handbook*, this is one of three “shadow fiends”, all of which are anthro animals and none of which ever reappeared in any D&D products. Which I think is a shame. It’d be hilarious to me if the Shadow Plane was full of rejected TMNT villains. The thaskor is my favorite of the three, because my friend Joe had a mini of it when we were in high school. It was one of the few Large minis he had, so it pulled a lot of duty playing miscellaneous monsters.]

Thaskor

CR 9 LE Outsider (extraplanar)

This hulking brute appears like a vaguely humanoid elephant, with small ears and a cruel sneer on its face. Its hide looks thick and impenetrable, and its form seems to be blurred.

Thaskors are elephant-like kin of shadow mastiffs. They rarely talk to interlopers, and may be mistaken for animalistic brutes by mortals. Thaskors are capable of subtlety and craft, however, and those that underestimate their intelligence do so at their own peril. A thaskor’s front limbs are inflexible clubs, but they can use their trunks with as much dexterity as a human hand. Like the elephants they physically resemble, thaskors are social creatures. They often work together in their favorite occupation—causing pain and suffering.

Most thaskors live as planar mercenaries, and work readily for any lawful, non-good force. They get along especially well with kytons. Thaskor society puts great stock in physical strength, and the creatures blow off steam and settle disputes with contests of strength. Thaskors are proud of their tusks, and never deign to sully them by using them in combat. Many thaskors decorate their tusks. Colors of dyes, carving patterns or rings on the tusks may indicate affiliations, alliances or rank. If there is any relationship between thaskors and the physically similar maelphants, neither species discusses it.

A thaskor is 16 feet long and weighs a solid 2 tons.

Thaskor
XP 6,400

CR 9

LE Large outsider (evil, extraplanar, lawful)

Init +4; **Senses** darkvision 60 ft., Perception +15, see in darkness, scent

Defense

AC 22, touch 9, flat-footed 22 (-1 size, +13 natural)

hp 114 (11d10+55)

Fort +12, **Ref** +9, **Will** +6

DR 5/-; **Immune** poison; **Resist** cold 10, electricity 10; **SR** 20

Defensive Abilities lesser shadow blend

Offense

Speed 40 ft.

Melee 2 slams +16 (2d8+10)

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

Special Attacks powerful blows (slam), trumpeting blast

Statistics

Str 25, **Dex** 10, **Con** 21, **Int** 12, **Wis** 13, **Cha** 16

Base Atk +11; **CMB** +19 (+21 sunder); **CMD** 29 (31 vs. sunder)

Feats Cleave, Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack

Skills Bluff +17, Diplomacy +17, Intimidate +17, Knowledge (planes) +15, Perception +15, Sense Motive +15, Survival +15

Languages Infernal, Shadowtongue

SQ feat of strength (+5. 8/day)

Ecology

Environment any land (Shadow Plane)

Organization solitary, team (2-5) or company (6-20)

Treasure standard

Special Abilities

Feat of Strength (Su) A thaskor can add ½ its Hit Dice as an enhancement bonus to Strength checks, combat maneuvers and Strength-based skill checks for a number of rounds a day equal to 3+its Constitution modifier. These rounds do not need to be continuous.

Lesser Shadow Blend (Su) In any condition of illumination other than full daylight, a thaskor disappears into the shadows, giving it concealment (20% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A thaskor can suspend or resume this ability as a free action.

Trumpeting Blast (Su) Once every 1d4 rounds as a swift action, a thaskor can create a 10 foot cone of stunning energy with its trunk. All creatures in the area must succeed a DC 18 Fortitude save or be stunned for 1 round. This is a sonic effect, and the save DC is Charisma based.