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[Pac-Man's back, and this time it's personal.]

Masticator

This horse-sized creature is almost entirely mouth. It has no eyes and probes the air ahead of it with an enormous, muscular tongue. Its body is bent, and it moves with an ape-like gait on four clawed limbs.

Masticators are wicked predatory monsters native to the wilds of the Plane of Earth. There, they burrow through stone and consume indefinitely, crushing all in their path into tiny, easily swallowed fragments. Although they do not require food to live, they love to kill and eat and consider themselves connoisseurs of the flesh and bones of intelligent creatures. Masticators are cruel combatants and enjoy drawing out the terror of opponents with hit and run tactics and intimidation. They are fond of torture, and their lairs may contain multiple victims in various stages of being eaten alive.

Masticators are asexual beings that reproduce by vomiting up a small version of themselves after a particularly decadent feast. The young masticator will instinctively flee from its parent; masticators will gladly eat each other along with any other prey. Most masticators spend their entire lives on the Plane of Earth, but some will travel to the Material Plane to broaden their palates. Masticators rarely make allegiances, but they can be bribed into service with unusual and exotic meats, particularly those taken from intelligent creatures.

A masticator can be called to service with a greater planar ally spell cast by a CE, NE or CN

worshiper of a god of elemental earth or gluttony. Offerings of living creatures to consume may be used as payment for its services; each Hit Die is worth the equivalent of 100 gp, with this value doubling for especially rare sacrifices.

Masticator CR 13

XP 25,600

CE Large outsider (earth, extraplanar)

Init +4; **Senses** blindsight 60 ft., Perception +24, tremorsense 30 ft.

Defense

AC 29, touch 13, flat-footed 25 (-1 size, +4 Dex, +15 natural, +1 dodge)

hp 171 (18d10+72)

Fort +15, **Ref** +15, **Will** +9

DR 10/adamantine

Immune cold, electricity, fire, gaze attacks, poison, visual spells and effects and attacks relying on sight

Offense

Speed 20 ft., burrow 30 ft.; earth glide

Melee bite +26 (4d6+13/19-20 plus grab), tongue +21 (1d8+4 plus pull)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tongue)

Special Attacks chewing sunder, crippling critical, indomitable bite, powerful blows (bite), pull (tongue, 5 ft.)

Spell-like Abilities CL 18th, concentration +21

1/day—*plane shift* (Plane of Earth or Material Plane only) (DC 19)

Statistics

Str 29, **Dex** 18, **Con** 19, **Int** 7, **Wis** 16, **Cha** 16

Base Atk +18; **CMB** +27 (+29 sunder, +31 grapple); **CMD** 42 (44 vs. sunder)

Feats Dodge, Improved Critical (bite), Improved Sunder, Improved Vital Strike, Intimidating Prowess, Mobility, Power Attack, Spring Attack, Vital Strike

Skills Climb +30, Intimidate +33, Perception +24, Stealth +21

Languages Undercommon

Ecology

Environment Ethereal Plane or underground

Organization solitary

Treasure incidental

Special Abilities

Chewing Sunder (Ex) Any round in which a masticator deals damage while maintaining a grapple, it can make a sunder check as a swift action against an item held or carried by the grappled target.

Crippling Critical (Ex) A creature that is struck by a critical hit from a masticator's bite attack must succeed a DC 28 Fortitude save or take 1d4 points of Strength and Constitution drain.

Creatures without a skeletal system or exoskeleton are immune to this effect. The save DC is Strength based.

Indomitable Bite (Ex) A masticator's bite attack is treated as being adamantine for the purposes of overcoming damage reduction and the hardness of objects.