



“Protostork” © Peter Boehme, accessed at his ArtStation page [here](#)

[I mentioned in the comments on the [other diakka](#) that I had written an original type of diakk in my youth. This, along with a number of monsters, was first written with pencil and paper on a trip to Costa Rica with my world traveler aunt. As opposed to some of these other reworkings of monsters from my high school days, there wasn’t much editing that needed to be done other than a straight conversion to PFRPG]

Diakk, Sarcox **CR 14 NE Outsider**

This great bird-like creature has a naked head and neck, an array of jagged teeth in its beak and a unsettlingly human expression. Its body is covered in a coat of greasy gray feathers, and instead of wings it has long arms that drag nearly to the ground.

The sarcox, known as “giant diakk” to mortal classifications, is larger, stronger and more intelligent than its more common kin, the varath and carcenes. They are patient and voyeuristic creatures, obsessed with observing as much as they can. Most of a sarcox’s life is spent invisibly perched at some high place in Abaddon, watching the comings and goings of its denizens and cataloguing a list of potential blackmail targets or valuable intelligence. Sarcoxes are mercenary with their information, selling it to the highest bidder. Although they are resentful of daemons, they will happily deal with them, preferring to encourage them to battle with each other to waste their time

and resources.

In combat, a sarcox's gaze can sap the strength from mortal muscles, leaving a battlefield full of twitching, helpless foes for the diakk to murder at its leisure. Its bite is charged with negative energy, and they wield more powerful spells than their kin. Most sarcoxes view other types of diakka with derision, but are more than happy to use them for their own purposes, fighting from within a mass of allies to absorb blows and split enemy attention.

A sarcox stands about twenty feet tall. Their lightweight bones and lean frames give them a weight of about a ton.

Sarcox CR 14

XP 38,400

NE Huge outsider (diakk, evil, extraplanar)

Init +7; **Senses** darkvision 60 ft., Perception +27, *see invisibility*, telescopic sight

Defense

AC 28, touch 11, flat-footed 25 (-2 size, +3 Dex, +17 natural)

hp 217 (15d10+135)

Fort +14, **Ref** +12, **Will** +14

DR 15/good; **Immune** curses, disease, poison; **Resist** acid 10, cold 10, fire 10; **SR** 30 vs. divinations

Offense

Speed 40 ft.

Melee 2 claws +20 (2d6+7 plus grab), bite +20 (2d12+7 plus energy drain)

Space 15 ft.; **Reach** 15 ft.

Special Attacks energy drain (2 levels, DC 21), gaze

Spell-like Abilities CL 15th, concentration +19

Constant—*nondetection* (self only), *see invisibility*

At will—*clairaudience/clairvoyance*, *invisibility*, *ray of exhaustion* (DC 17)

3/day—*cloudkill* (DC 19), empowered *enervation*, *greater teleport* (self plus 50 lbs. objects only)

1/day—*harm* (DC 20), *unholy aura* (DC 22), *waves of fatigue*

Statistics

Str 25, **Dex** 16, **Con** 29, **Int** 17, **Wis** 20, **Cha** 19

Base Atk +15; **CMB** +24 (+28 grapple); **CMD** 37

Feats Alertness, Combat Reflexes, Empower SLA (*enervation*), Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike

Skills Acrobatics +31 (+35 when jumping), Bluff +19, Climb +25, Intimidate +19, Knowledge (history) +21, Knowledge (planes) +21, Perception +27, Sense Motive +27, Stealth +19; **Racial**

Modifiers +10 Acrobatics

Languages Abyssal, Celestial, Common, Draconic, Infernal

Ecology

Environment any land or underground (Abaddon)

Organization solitary, pair or flock (1-2 plus 2-12 of mixed varath or carcene)

Treasure standard

Special Abilities

Gaze (Su) 30 ft., 2d4 Str damage, Fort DC 21 negates. The save DC is Charisma based. Creatures with the evil subtype are immune to this gaze.

Telescopic Sight (Ex) For Perception checks involving vision, a sarcox takes a -1 penalty only for every 100 ft. it is from the stimulus.