



[The Incognitum](#) © Asher Elbein

[Commissioned by [@wannabedemonlord](#). The Missouriium is another gaffed skeletal mount by Albert Koch, this one incorporating multiple mastodon skeletons. A lot of inspiration came from the [pamphlet](#) Koch released promoting his skeleton, wherein he compares it to the Leviathan and calls it King of the Beasts.]

Missourium

This shaggy mountain of flesh is vaguely elephantine, but its fingers and toes are both webbed and clawed, and it possesses no trunk. Instead, its enormous tusks curve out and upwards from its head, and two smaller spikes grow downward from its large and muscular jaw. Nodules of bone are visible from underneath its long pelage.

Some call the missourium the true king of beasts. It is a foul tempered and violent carnivore that views animals as its vassals and commands them to its bidding. As such, it only preys upon them as a necessity, preferring the taste of humanoids and other sapient lifeforms. Regions where animals are unusually violent and territorial towards humans, or an upswing of predatory attacks by animals on humanoids may be signs of a missourium in a region. They prefer grassy environments, including marshes, where they hold court in a wallow frequented by animals of all types, even natural enemies.

A missourium is fearsome in combat. Its gaze illuminates and strips creatures of their invisibility, allowing its animal allies to attack them easily. It bolsters itself and its minions with magic before tearing into opponents with tooth, tusk and claw. It especially enjoys picking on creatures much smaller than it, charging through the front ranks of its enemies to assault their weak and vulnerable. Missouriiums are wise enough to flee from a fight that is going poorly—a missourium not confident of its chances against a foe may save its blinding flash for a retreat, hoping to slow pursuit.

A missourium is about forty feet long and twenty feet at the shoulder. They walk on their knuckles, but rear up on their hind legs when battling. They are decent swimmers, but are large enough that they often simply walk along the bottom of rivers and lakes.

Missourium **CR 12**
XP 19,200

NE Gargantuan magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, Perception +10, scent

Defense

AC 27, touch 9, flat-footed 24 (-4 size, +3 Dex, +18 natural)

hp 189 (14d10+112)

Fort +17, **Ref** +12, **Will** +10

DR 10/piercing; **Immune** disease, fear, poison

Offense

Speed 50 ft.

Melee bite +21 (2d8+11), gore +21 (3d6+11 plus push), 2 claws +21 (2d6+11/19-20)

Space 20 ft.; **Reach** 20 ft. (15 ft. with bite)

Special Attacks blinding flash, push (gore, 10 ft.), trample (DC 28, 2d6+16)

Spell-like Abilities CL 14th, concentration +17

Constant—*pass without trace*, *speak with animals*

3/day—*dominate animal* (DC 16)

1/day—*animal growth*, *mass bull's strength*

Statistics

Str 32, **Dex** 16, **Con** 26, **Int** 5, **Wis** 17, **Cha** 17

Base Atk +14; **CMB** +29; **CMD** 42 (46 vs. trip)

Feats Combat Reflexes, Improved Critical (claw), Improved Initiative, Iron Will, Intimidating Prowess, Power Attack, Stand Still

Skills Climb +17, Intimidate +17, Perception +10, Swim +21; **Racial Modifiers** +4 Swim

Languages Sylvan, *speak with animals*

SQ hold breath, revealing light, wild empathy +17

Ecology

Environment temperate marshes and plains

Organization solitary or court (1 plus 2-12 mixed animals)

Treasure incidental

Special Abilities

Blinding Flash (Su) When a missourium's revealing light is active, the creature may cause the intensity of the light to increase as a standard action. All creatures within the 60 foot cone must succeed a DC 20 Fortitude save or be permanently blinded. A creature that succeeds this save is dazzled for 1d4+1 rounds, and cannot be affected by the blinding flash of that missourium for the next 24 hours. The save DC is Charisma based.

Revealing Light (Su) A missourium can emit a 60 foot cone of bright light as a swift action or repress this cone as a swift action. All invisible creatures and objects within the area are visible so long as they remain in the area.

Wild Empathy (Ex) A missourium has the ability to use wild empathy as a druid of its Hit Dice.