



“Beast Token” by Jesper Ejsing, © Wizards of the Coast. Accessed at Jesper Ejsing’s ArtStation page [here](#)

[The original version was insectoid, but I wasn’t a huge fan of the art, and the signature on it was illegible, so I wanted to find something I could properly credit. I love the big spiky horror above, which is supposed to be just a generic “Beast”.]

Vordrax

This strangely warped humanoid creature is covered in long spines and blades, mostly on its back and shoulders, but extending across its body. Its muscular arms are oversized and end in huge clawed hands, and its legs are small. A nest of horns grows from its brow, and its eyeless face is dominated by a fanged maw.

The vordrax is a jungle dwelling carnivore believed to be the product of sadistic magical experiments. Although it is obvious that thorns, spines and bladed appendages grow from their skin in all directions, these members also grow inside their bodies, causing their flesh to constantly tear apart and mend back together. As such, they are typically violent creatures, lashing out at all around them in an attempt to distract themselves from the constant intense pain. Vordraxes are easy to track, as scratched rocks, torn vegetation and the shredded bodies of smaller creatures trail behind them. The only exception to this paradigm of violence is towards each other—vordraxes make for good parents, and a band of siblings may continue to travel and forage together well into adulthood.

In combat, a vordrax throws itself recklessly into the midst of melee, trusting to its fast healing, barbed skin and indifference to bladed weapons to defend itself. If surrounded, it uses its flechette burst to damage multiple enemies, otherwise it focuses its rage on the most threatening individual. Some vordraxes do not fear death and fight until slain, but others value their own lives, particularly if they have relatives. On the rare occasions a vordrax can be befriended, they make incredibly loyal companions, although their one-track minds usually try to solve every problem by tearing at it with claws and horns.

A vordrax stands six feet tall and weighs about 200 pounds. They are very similar in physical appearance to one another, and can be difficult to tell apart even to a trained eye.

Vordrax CR 6

XP 2,400

CN Medium aberration

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

Defense

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 60 (8d8+24); fast healing 1

Fort +5, **Ref** +4, **Will** +5

DR 10/bludgeoning; **Immune** pain effects, visual effects, gaze attacks, glamers and attacks relying on sight

Defensive Abilities ferocity, spiked defense

Offense

Speed 30 ft.

Melee 2 claws +9 (1d8+3), gore +9 (1d6+3), bite +9 (1d6+3)

Special Attacks flechette burst

Statistics

Str 16, **Dex** 15, **Con** 16, **Int** 4, **Wis** 9, **Cha** 11

Base Atk +6; **CMB** +9; **CMD** 22

Feats Dodge, Improved Initiative, Mobility, Vital Strike

Skills Acrobatics +7, Climb +12, Perception +4, Stealth +7; **Racial Modifiers** +4 Climb

Languages Aklo

Ecology

Environment warm forests

Organization solitary or cluster (2-4)

Treasure incidental

Special Abilities

Flechette Burst (Ex) Three times per day as a standard action, a vordrax can scrape its limbs together and spray a cloud of sharp chitin shards. All creatures within a 10 foot radius take 2d8 points of slashing and piercing damage (Reflex DC 17 half). The save DC is Constitution based.

Spiked Defense (Ex) Any creature striking a vordrax with a natural weapon, melee weapon or

melee touch attack must succeed a DC 16 Reflex save or take 1d6 points of slashing and piercing damage. Weapons with the reach property do not endanger their wielders in this way. The save DC is Dexterity based.