



“Hound of Kyuss” by Carl Critchlow, © Wizards of the Coast.

[The eviscerator beetle is supposedly the same as the “Hound of Kyuss” from Dragon Magazine, pictured above, but the 3.5 version from Dungeon is very different mechanically from the late 2e original. My version is at the power level of the one in Age of Worms, but it borrows a few mechanics from its predecessor.]

Eviscerator Beetle

CR 11 NE Undead

This swollen beetle is larger than a horse and moves with unnerving speed. Pits and cracks open in its exoskeleton, revealing a network of writhing worms just beneath the surface.

The most common of the hounds of Kyuss, eviscerator beetles are bloated monstrous vermin that obey the commands of Kyuss’ undead minions without question. Although their wings have been destroyed by the worms that continually burrow and gnaw through their bodies, they are capable of moving with alarming swiftness. As such, they are frequently used as mounts by wormtouched monsters such as Kyuss knights or swords of Kyuss.

The most feared ability of the eviscerator beetle may not be its namesake mandibles. Rather, it is the hideous noises they make, which are so dreadful they drive living things into a maddening frenzy. Tactics are disrupted, friends become enemies, and the beetles can pick off those that are unaffected. Eviscerator beetles can be silent when they need to be, however, and rarely unleash their chittering until they are close to their victims.

An eviscerator beetle is about eight feet tall and nearly as wide. They weigh more than 2000 pounds.

Eviscerator Beetle CR 11

XP 12,800

NE Large undead (wormtouched)

Init +8; **Senses** darkvision 60 ft., Perception +12

Aura maddening chitter (30 ft., DC 22)

Defense

AC 27, touch 14, flat-footed 22 (-1 size, +4 Dex, +1 dodge, +13 natural)

hp 133 (14d8+70); fast healing 3

Fort +9, **Ref** +10, **Will** +11; channel resistance +2

DR 10/silver; **Immune** undead traits

Offense

Speed 50 ft.

Melee bite +17 (4d6+8/17-20 plus 2d6 negative energy), 2 claws +17 (1d4+8)

Space 10 ft.; **Reach** 5 ft.

Special Attacks augmented critical

Statistics **Str** 26, **Dex** 18, **Con** -, **Int** 1, **Wis** 15, **Cha** 20

Base Atk +10; **CMB** +19; **CMD** 34 (42 vs. trip)

Feats Critical Focus, Dodge, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Nimble Moves, Power Attack

Skills Climb +13, Perception +12, Stealth +10

SQ obey the wormtouched

Ecology

Environment any land or underground

Organization solitary, pair or brood (3-8)

Treasure incidental

Special Abilities

Augmented Critical (Ex) An eviscerator beetle threatens a critical hit with its bite on a roll of 19-20. Most eviscerator beetles improve this with the Improved Critical feat.

Maddening Chitter (Su) An eviscerator beetle can chitter as a swift action, driving the minds of creatures around it into a fugue state. All creatures within 30 feet of a chittering eviscerator beetle must succeed a DC 22 Will save or be confused for 1 round. This is a sonic, mind-influencing effect. The save DC is Charisma based.

Obey the Wormtouched (Ex) Although an eviscerator beetle does not speak any languages, it automatically understands spoken commands given by undead with the wormtouched subtype and obeys them to the best of its ability.