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[The zeugalak is an example of a one-hit wonder, a monster that appeared only in Lords of Madness and never again. Which is a shame, because it's hilarious and weird. Any monster that can be summarized as "carnivorous extreme sports elephant" is a-OK in my book. I feel like it should fight Ultraman.]

Zeugalak

This immense creature looks like a bizarre parody of an elephant. Three trunks surround a gaping, lamprey-like maw. Its legs end in thick claws, and a long tail with a scorpion-like stinger lashes around it. It moves with remarkable agility for something so massive.

Zeugalaks are predatory creatures native to the rugged slopes of warm mountains. There, they prey upon giants, rocs and other creatures built to their scale, but they are as driven by the desire for excitement and sport as they are for meat. A zeugalak spends its idle time seeking out new and thrilling experiences. A favorite game is to dance among the mountaintops during thunderstorms in order to be struck by lightning and teleport high into the clouds. The bellows of delight a zeugalak emits on its long descent to land is the source of their strange name.

Zeugalaks are typically solitary creatures, coming together only to mate. Zeugalak mating rituals are quite the spectacle, as each seeks to impress the other with its physical strength and agility. If the zeugalaks are satisfied with each other, they mate—zeugalaks are simultaneous hermaphrodites, and both parents will lay a single large, leathery egg. Zeugalaks abandon their eggs after laying them, but take care to lay the egg in a secluded area.

Although zeugalaks are dim-witted, they are devastating opponents with their incredible reach and physical might. Zeugalaks prefer to consume prey that is immobilized by their venomous stings, and lash out at multiple opponents at once with claws, trunks and tail. The electrical teleportation ability of a zeugalak can have devastating consequences to an ignorant mage or archer, as a single electric spell or magic arrow can suddenly transport the zeugalak to the back rank with the blink of an eye.

Zeugalak **CR 14**
XP 38,400
CN Huge aberration

Init +9; **Senses** darkvision 60 ft., Perception +13, scent

Defense

AC 30, touch 14, flat-footed 30 (-2 size, +5 Dex, +1 dodge, +16 natural)

hp 200 (16d8+128)

Fort +13, **Ref** +12, **Will** +14

Immune electricity, poison; **SR** 25

Defensive Abilities electric affinity, uncanny dodge

Offense

Speed 40 ft., climb 30 ft.

Melee 3 slams +20 (2d6+10/19-20), 2 claws +20 (2d6+10), sting +20 (1d8+10 plus poison)

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

Special Attacks breath weapon (120 ft. line, Ref DC 26, 12d6 electricity, once every 1d4 rounds)

Spell-like Abilities CL 16th, concentration +16

Constant—*feather fall*

Statistics

Str 30, **Dex** 20, **Con** 27, **Int** 4, **Wis** 19, **Cha** 10

Base Atk +12; **CMB** +24; **CMD** 40 (44 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Lightning Reflexes, Mobility, Stand Still, Step Up

Skills Acrobatics +13 (+17 jumping), Climb +26, Perception +13

Languages Aklo (cannot speak)

SQ electric teleportation

Ecology

Environment warm mountains

Organization solitary or pair

Treasure incidental

Special Abilities

Electric Affinity (Su) Zeugalaks take no damage from electrical attacks. Instead, any electricity attack used against a zeugalak temporarily increases its Dexterity score by 1d4. The zeugalak loses these temporary points at a rate of 1 per hour.

Electric Teleportation (Su) Once per minute as an immediate action, a zeugalak hit by an electricity spell or effect can teleport to a square adjacent to the source of the electricity spell or effect.

Poison (Ex) Sting—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d6 Str damage; *cure* 2 saves. The save DC is Constitution based.