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[We're back! It's summer vacation, so I have time to actually create more monsters, rather than just pull from my back catalog. The maelephant originated in the *Planescape Monstrous Compendium* in 2e, made it into 3.0 in the sadly neglected *Fiend Folio*, and hasn't appeared in D&D since. Which is a shame, since it's got such a look. The lack of personality in its write-up may have hurt it, which I've done my best to rectify here.]

Maelephant

This hulking humanoid resembles a cross between an elephant and a gorilla with fan-like ears and rheumy eyes. Its muscular arms end in clawed hands and a spike projects from the tip of its thick trunk.

Originally created by devils to serve as guardians, the strange anthropomorphic beasts known as maelephants are avaricious and keen sighted. Most maelephants still toil under the rule of devils, but some have managed to earn or purchase their freedom, and still others have escaped to other planes due to summoning spells. Even free maelephants feel a compulsion to guard things, and accumulate treasures ceaselessly. Maelephants are devious and paranoid, and maelephant lairs are full of blind alleys, hidden passageways and traps. Their knowledge of security measures and trap-making are sought out by fiends and mortals alike, and using maelephants as security specialists is not unknown among diabolists.

In combat, a maelephant is a cunning adversary despite its bestial appearance. A favorite tactic is to divide the battlefield using *blade barrier* spells, then batter opponents into them repeatedly. Their breath weapon ensures that those they face in combat rarely remember why—useful for them when guarding a prized item of their own or attempting to steal treasures to add to their collection. They

are literally fearless and rarely retreat from a fight if protecting something. They are not suicidal, however, and may attempt to bribe a victorious foe into letting it live.

Maelephants are carnivores by vocation—they do not require sustenance, but enjoy the feeling of power that comes with devouring a smaller, helpless creature. They are typically distrustful of others of their own species, and even cooperating maelephants will have treasures and traps that others in their regiment are unaware of. A maelephant stands nine feet tall and weighs about 800 pounds.

Maelephant CR 10

XP 9,600

LE Large outsider (evil, extraplanar, lawful)

Init +5; **Senses** darkvision 120 ft., Perception +31, *true seeing*

Defense

AC 24, touch 10, flat-footed 23 (-1 size, +1 Dex, +14 natural)

hp 126 (12d10+60); fast healing 4

Fort +13, **Ref** +4, **Will** +14

DR 10/good; **SR** 21

Defensive Abilities wallproof; **Immune** fear

Offense

Speed 30 ft. **Melee** 2 claws +17 (1d8+6), gore +17 (2d6+6)

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

Special Attacks breath weapon, pounce, rend (2 claws, 1d8+9)

Spell-like Abilities CL 12th, concentration +14

Constant—*true seeing*

At will—*alarm*, *arcane lock*, *warp wood* (DC 14)

3/day—*arcane sight*, *baleful polymorph* (DC 17), *blade barrier* (DC 18), *dimensional anchor*, *dispel magic*

Statistics

Str 22, **Dex** 13, **Con** 20, **Int** 14, **Wis** 19, **Cha** 15

Base Atk +12; **CMB** +19 (+21 bull's rush); **CMD** 30 (32 vs. bull's rush)

Feats Alertness, Awesome Blow, Improved Bull's Rush, Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +16, Appraise +17, Bluff +17, Craft (traps) +17, Knowledge arcana +17, Perception +31, Sense Motive +23, Spellcraft +17; **Racial Modifiers** +8 Perception

Languages Common, Infernal

Ecology

Environment Hell

Organization solitary or regiment (2-8)

Treasure double standard

Special Abilities

Breath Weapon (Su) Three times per day, but no more than once every 1d4 rounds, a maelephant can breathe a 30 foot cone of gas as a standard action. All creatures caught in this cone must succeed a DC 21 Will save or lose one hour of memories for each Hit Die the maelephant has (12 hours in the case of an average maelephant). A *break enchantment* or similar effect can restore the lost memories. This is a mind-influencing effect. The save DC is Constitution based. A maelephant is immune to this effect.

Wallproof (Su) A maelephant ignores magical barriers, such as a *blade barrier* or any wall spells. In the case of spells that allow for spell resistance, the maelephant is treated as having unbeatable spell resistance (like a *spell immunity* effect). A maelephant can pass through magically created

walls, such as a *wall of iron* or *wall of force*) as if it were difficult terrain, but still treats these walls as providing total cover. A maelephant cannot pass through walls constructed by non-magical means.