



“Hammer-Heads” © Orion’s Bell LLC, by Daniel Silberberg. Accessed at his website [here](#)

[The last of the Oz monsters I’m doing for now. I’ve got a ton of commissions, and another project that I want to put some time into. Because of the quarantine, I’ve got plenty of time... But fret not! I do intend to return to Oz. After all, these six monsters only came from the first book. Baum wrote 14 of them, and there’s a few dozen more by other authors.]

Hammer-Head **CR 6 CE Aberration**

This strange little creature is vaguely humanoid, with an oversized flat head and no arms. Its neck extends outward like a spring, carrying its head like a missile a surprising distance.

Hammer-heads are violent xenophobes native to rocky slopes. They despise pretty much every creature that is not a hammer-head, and often attack them out of sheer spite. Their nimble feet are adept at maneuvering over hazardous terrain, but that is not their greatest advantage in combat. The neck of a hammer-head is essentially an organic spring, capable of launching their head to make devastating and distant headbutt attacks. There is no sport hammer-heads enjoy more than bowling over intruders repeatedly, slamming them until they either give up or are rendered a broken and battered corpse.

Since hammer-heads have no arms, they find it difficult to perform many basic tasks. They can conjure magical servants to care for things such as dressing and carrying light loads, but they have no crafts to speak of that are not stolen from other races. Some hammer-head clans keep slaves with hands to perform more intricate tasks, kept to obedience by threat of violence. Hammer-heads are omnivorous, but prefer meat, especially well tenderized by their bludgeoning heads. Animals eaten by a hammer-head are consumed bones and all.

A hammerhead stands about three feet tall with its neck contracted. Fully extended, its neck is about ten feet long.

Hammer-Head CR 6

XP 2,400

CE Small aberration

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +12

Defense

AC 19, touch 13, flat-footed 17 (+1 size, +2 Dex, +6 natural)

hp 75 (10d8+30)

Fort +5, **Ref** +6, **Will** +6

Offense

Speed 30 ft.

Melee slam +12 (1d6+6 plus push and trip)

Space 5 ft.; **Reach** 15 ft.

Special Attacks push (5 ft.), sneak attack +2d6, surprise maneuver

Spell-like Abilities CL 6th, concentration +7

At will—*unseen servant*

Statistics

Str 19, **Dex** 15, **Con** 16, **Int** 13, **Wis** 8, **Cha** 12

Base Atk +7; **CMB** +10; **CMD** 22

Feats Combat Expertise, Combat Reflexes, Improved Feint, Lightning Reflexes, Vital Strike

Skills Acrobatics +19, Bluff +11, Climb +21, Perception +12, Stealth +19; **Racial Modifiers** +4

Acrobatics, +4 Climb

Languages Common, Goblin

SQ sure footed

Ecology

Environment temperate hills and mountains

Organization solitary, pair, squad (3-6), troop (7-12) or clan (13-48)

Treasure standard

Special Abilities

Sure Footed (Ex) A hammer-head does not lose its Dexterity bonus to AC when making Acrobatics or Climb checks on uneven or narrow surfaces, and may move at full speed as it does so.

Surprise Maneuver (Ex) A hammer-head gains a +4 to CMB on all combat maneuvers made against a flat-footed opponent.