

Lataf
“Buurrrn! Reennnd!”

This large abomination looks like some horrible undead conglomeration of man, beetle, and bull. The exposed ribs of its torso glow with furnace like heat while its five eyes glow with a vile hatred of life.

In order to be played, Lataf requires a 12th-level half-elf summoner with the Extra Evolution feat twice and with all favored class bonuses going into extra evolution points. A higher level summoner of another race may be used, but adjustments to Lataf’s stats may be required (he requires at least 21 Evolution Points).

Lataf

Biped Eidolon
CE Large outsider
Init +2; Senses darkvision 60 ft., Perception +12
Aura frightful presence (30 ft., DC 14)
Languages As summoner

DEFENSE

AC 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, –1 size)
hp 104 (9 HD)
Fort +10, Ref +5, Will +6; +4 vs. enchantment effects
Defensive Abilities devotion, evasion; Immunity disease, exhaustion, fatigue, fire, paralysis, poison, sleep effects, stunning

OFFENSE

Speed 30 ft. (6 squares)
Melee gore +18 (1d8+10 plus 1d6 fire), 2 claws +18 (1d8+10 plus 1d6 fire), 2 hooves +16 (1d6+5 plus 1d6 fire) gore +15 (1d8+16 plus 1d6 fire), 2 claws +15 (1d8+16 plus 1d6 fire), 2 hooves +13 (1d6+8 plus 1d6 fire) with Power Attack
Ranged boulder +11 (1d8+10) with Throw Anything, or boulder +9 (1d8+16) with Throw Anything and Deadly Aim
Space 10 ft.; Reach 10 ft.

STATISTICS

Abilities Str 30 (+10), Dex 15 (+2), Con 18 (+4), Int 7 (–2), Wis 10 (+0), Cha 11 (+0)
Base Atk +9; CMB +20; CMD 32
Feats Deadly Aim, Eldritch Claws, Intimidating Prowess, MultiattackB, Power Attack, Throw Anything
Skills Intimidate +22, Knowledge (religion) +10, Perception +12, Stealth +10
SQ evolutions, link, share spells, undead appearance, unnatural aura
Gear sack of boulders
Encumbrance light 1,064 lb., medium 2,128 lb., heavy 3,200 lb.; Weight Carried 96 lb.

SPECIAL ABILITIES

Devotion (Ex) An eidolon receives a +4 morale bonus on Will saves versus enchantment spells and effects.
Evolutions clawsF, energy attacks (fire), frightful presence, gore, hooves, immunity (fire), large, limbs (armsF, legsF), undead appearance (immunity), unnatural aura
Link You and your eidolon share a mental link that allows for communication across any distance (as long as you are on the same plane). This communication is a free action, allowing you to give orders to your eidolon at any time. What’s more, magic items interfere with this link, so that you and your eidolon must share magic item slots. When both you and the eidolon are wearing a magic item in the same slot, your magic item continues to function while the eidolon’s becomes dormant. An eidolon must still have the appropriate magical item slot in order to be able to use of a given magic item.
Share Spells (Ex) You may cast a spell with a target of “You” on your eidolon (as a spell with a range of touch) instead of on yourself. You may cast spells on your eidolon even if the spells normally do not affect creatures of the eidolon’s type (outsider). Spells cast in this way must come from the summoner spell list. This ability does not allow your eidolon to share abilities that are not spells, even if they function like spells.
Undead Appearance (Ex) Lataf appears as an undead creature, and mimics some of an undead creature’s abilities and weaknesses. Negative energy heals him, and positive energy (including a cleric’s channel energy ability) harms him. Spells and effects that target undead or have specific effects against undead (such as Command Undead, hold undead, and searing light) affect him as though he were undead.
Unnatural Aura (Su) Lataf is obviously of unnatural origin. Normal animals do not willingly approach him unless the animal’s master makes a DC 25 Handle Animal, Ride, or wild empathy check.

