

## ABYSSAL ELK

*Large aberration, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Point** 120 (16d10+32)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
17 (+3)	14 (+2)	14 (+2)	11 (+1)	15 (+2)	18 (+4)

**Skills** Athletics +9, Perception +8, Stealth +8

**Senses** passive Perception 18

**Languages** Deep Speech

**Challenge** 5 (1,800 xp)

**Aura of Dread.** A creature that ends its turn within 30 feet of the abyssal elk must make a DC 14 Wisdom saving throw. On a failure, that creature is frightened until the end of its next turn. On a success, the creature is immune to the effects of the aura for 1 minute. A creature that fails this saving throw by 5 or more also suffers from a short term madness (See Madness in the SRD).

**Innate Spellcasting.** The abyssal elk's spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring only verbal components:

At will: *fog cloud*, *inflict wounds*, *tree stride*

3/day each: *detect thoughts*, *entangle*, *fog cloud*

1/day each: *blight*, *pass without trace*, *vampiric touch*

### ACTIONS

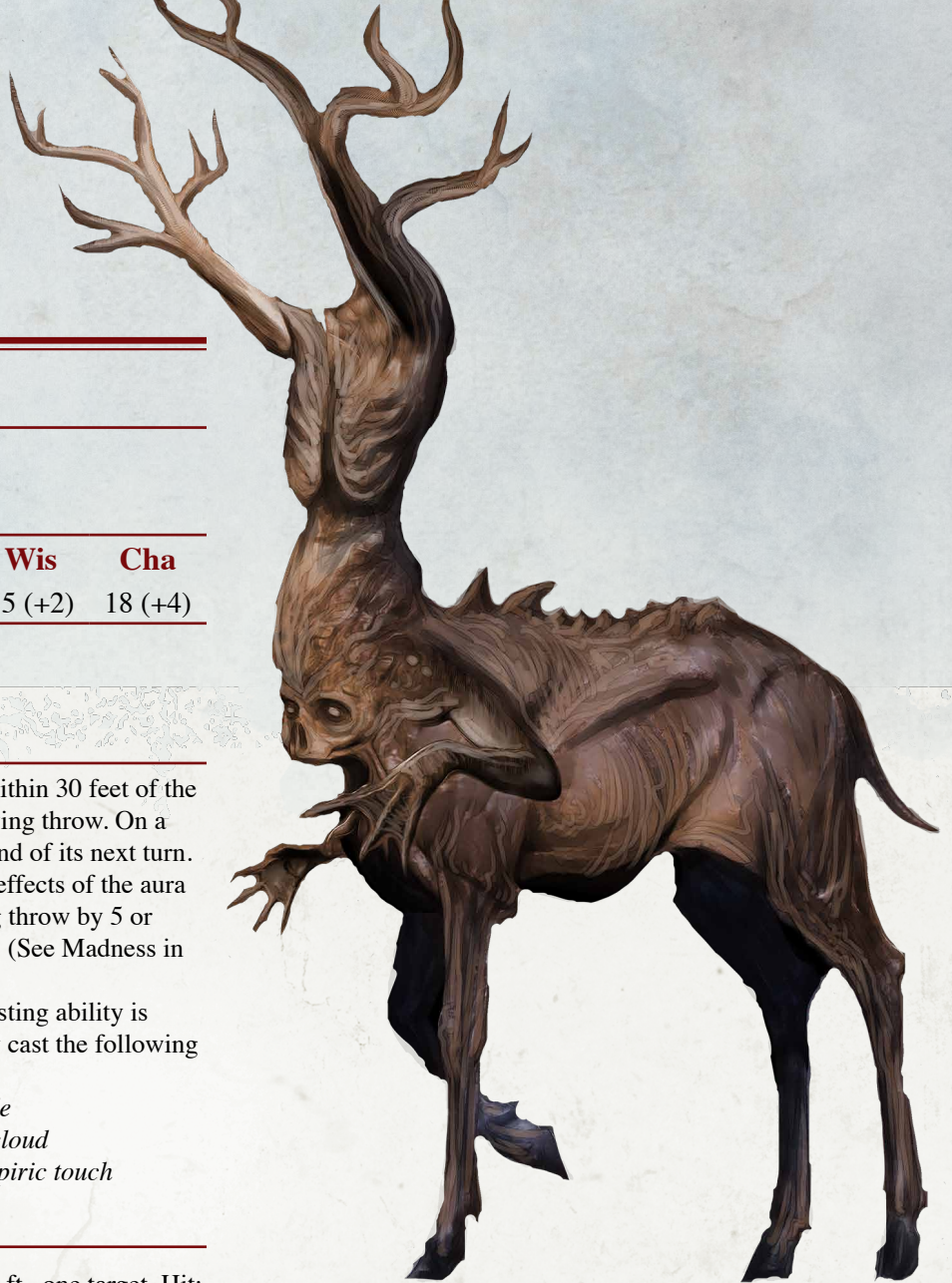
**Ram.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 16 (3d8+3) piercing damage.

**Swallow Life (1/ day).** The abyssal elk opens its central disfigured mouth, and sucks in the life energy of those around it. All creatures of the abyssal elk's choice within 30 feet must make DC 14 Constitution saving throws. On a failure, they take 13 (3d8) necrotic damage, or half as much on a success. The abyssal elk regains a number of hit points equal to half the total damage dealt to all creatures.

### TACTICS

**Before Combat** If an abyssal elk notices any creatures enter its zone of influence, it casts *pass without trace* and proceeds to attempt an ambush. The abyssal elk prefers to attack while its opponents are asleep.

**During Combat** An abyssal elk will attack the opponent it perceives to be the weakest with its *blight* spell. When at about half health, it will use its Swallow Life ability. After that, it may try to regain more hit points with *vampiric touch*, or it may ram a creature to death. At any point if one of its enemies



has been reduced to 0 hit points, it will attempt to flee with that creature to its lair to consume it in peace.

**Morale** An abyssal elk will generally dislike fighting more than four opponents, especially if it does not get some kind of advantage such as surprise. It excels at performing hit and run attacks, attacking with spells or ram attacks then slinking into the darkness only to do so again. If reduced below half of its hit points, it will try to regain hit points through spells, but after that it will flee to its lair.

The abyssal elk is a creature that can sometimes manifest from a remote plane consisting of an infinite forest. These malevolent beings seem to enjoy occupying forests in the material realm, and scaring and eating those that venture into its path. Despite being an alien being of evil, the abyssal elk has a strong sense of self preservation. It also has an extremely spiteful personality, and may follow creatures outside of its forest to extract revenge for perceived slights. Successfully escaping the creature's clutches can be considered such a slight to the abyssal elk.

**Author:** Ismael Alvarez

**Artist:** Rick Hershey

**Design and Layout:** Rick Hershey

**Fat Goblin Hoarde:** Ismael Alvarez, Jason Owen Black, Geoff Gander, Taylor Hubler, Matt Roth, Lucus Palosaari, Troy Daniels, and Rick Hershey.

**Business Manager:** Tristan Hershey

**Publisher:** Rick Hershey of Fat Goblin Games



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