

## Thoon Hulk

CR 12

LE Large Aberration (Mind Flayer)

**Initiative:** +6; **Senses:** Darkvision 60 ft.

### Defense

**AC:** 29, **Flat-Footed:** 27, **Touch:** 11

(+2 DEX, +18 natural, -1 size)

**HP:** 184 (16d8+112)

**DR:** 5/adamantine and magical

**Fort:** +12, **Ref:** +7, **Will:** +10

**SR:** 26

**Resistances:** None

**Immunities:** None

**Defensive Abilities:** Defensive Overdrive

### Offense

**Speed:** 30 ft.

**Melee:** 2 Arm Axes +22 (1d10+15 19-20/x3)

**Special Abilities:** Offensive Overdrive

### Statistics

**STR** 30 (+10)

**DEX** 14 (+2)

**CON** 24 (+7)

**INT** 5 (-3)

**WIS** 10 (+0)

**CHA** 16 (+3)

**Base Attack** +12; **Grapple** +26; **Space/Reach** 10 ft. / 10 ft.

**Armor Check Penalty:** -0 (-0 armor, -0 shield)

**Feats:** Awesome Blow, Improved Critical (Arm Axe), Improved Bull Rush, Improved Initiative, Power Attack, Weapon Focus (Arm Axe)

**Skills:** Spot +19 (19 ranks)

**Languages:** Undercommon

**SQ:** None

**Combat Gear:** None

**Other Gear:** None

### General Information

**Environment:** Any subterranean

**Organization:** Solitary, pair, contingent (4 – 8)

**Treasure:** None

*A large beast stands before you; its dark-purple hued skin looks to be home to hundreds of scars and horrible wounds. This foul thing's arms end in massive blades that remind you of the heads of axes.*

*Upon seeing you, the beast lets out a loud roar and charges in your direction, eyes blazing with fury.*

The general physical weakness of the illithid race is well known amongst its people. Illithid, however, are a very crafty people and quickly set out to develop a beast that could better protect them.

The thoon hulk is a magically and psionically mutated mind flayer larva that was driven to utter madness before it took humanoid form. Upon finally becoming humanoid, the thoon hulk is immediately noticeable as 'not quite right,' they display child-like intelligence at best and follow orders only telepathically. However, for their supposed mental weakness, the thoon hulk boasts an utterly horrific physical strength and massive arms that end in wickedly sharp blades.

In battle the thoon hulk rushes forward to engage any visible opponents, quickly employing its offensive overdrive ability if any opponent seems to resist its attacks. A thoon hulk only ever makes use of its defensive overdrive ability if it is reduced to fewer than 100 hit points and even then, only if faced with obviously (to its mind) superior foes.

Even though thoon hulks harbor the deadly tentacles and brain-devouring beaks common to illithids, they never make use of them in combat; instead reveling in the carnage caused by their arm axes.

While thoon hulks understand and are even capable of speaking Undercommon, they do not. A thoon hulk will only ever respond to orders given telepathically by a mind flayer.

### Ability Information

**Defensive Overdrive (Ex):** By wildly altering its body mass and muscle density, a thoon hulk may cause its hide to take on hardness similar to that of steel; doing so, causes the thoon hulk harm, however. As a free action, the thoon hulk may use this ability, if it does so, it increases its damage reduction by 5 points and gains a +4 armor bonus to its armor class. Using this ability deals 10 points of damage to the thoon hulk; this damage cannot be mitigated in any way. The bonuses granted by this ability last for 1 round.

A thoon hulk may not use both its defensive overdrive and offensive overdrive abilities in the same round.

**Offensive Overdrive (Ex):** A thoon hulk may whip itself into a bloody fury that grants it incredible strength at the cost of its well-being. As a free action, the thoon hulk may use this ability, if it does so, it gains a +3 bonus to attack rolls, a +5 bonus to damage rolls, and a +10 bonus on critical hit confirmation rolls. Using this ability deals 10 points of damage to the thoon hulk; this damage cannot be mitigated in any way. The bonuses granted by this ability last for 1 round.

A thoon hulk may not use both its defensive overdrive and offensive overdrive abilities in the same round.

### Lore

A successful knowledge (dungeoneering) check will reveal the following information about a thoon hulk:

- DC 26 This hulking monstrosity is a thoon hulk, a beast crafted by the mind flayers to serve as a deadly melee combatant. This reveals all aberration traits.
- DC 31 Thoon hulks are capable of entering a psychotic rage that makes them incredibly deadly combatants. They also have the ability to cause their forms to become super-dense, making them nearly impossible to harm.