



WEEKLY CRITTER CRATE

You feel slight tremors in your soles as this elephant-headed humanoid walks. An amalgamation of flesh and exposed clockwork gears, it stands 9 feet tall, and is nearly as wide. Great ivory tusks are adorned by thick silver rings joined by a length of spiked chain. Its armor is a mix of plate and scale, and blue-white electrical charges occasionally leap between spikes at pauldron and helm. Finally, strapped to one forearm is what appears to be a miniature cannon.

SHAGANESH PLANAR KNIGHT

Large Immortal Humanoid

LEVEL 1 SOLO CONTROLLER

XP 500

Initiative +3 **Senses** Perception +6; low-light vision

HP 128 **Bloodied** 64

AC: 18; **Fortitude** 18, **Reflex** 17, **Will** 16

Speed 6

⚔ **Trunk Smash** (standard; at-will)

The creature's muscled trunk slaps you like you would an insect before wrapping around your body and squeezing.

Reach 2; +6 vs. AC; 1D10+4 damage and target is grabbed (until escape). The shaganesh cannot make trunk smash attacks when it has a target grabbed.

↔ **Gore** (standard; at-will)

It whips its head across, swinging seven feet of ivory and spiked chain.

Close blast 2; +3 vs. Fortitude; 2d6+4 damage and targets are knocked prone.

💣 **Grenade Shot** (standard; at-will; minor action to reload) ⚡ **Thunder**

With a squeeze of the creature's massive fist, a compact ball streaks from the cannon on its forearm and explodes.

Area burst 3 within 10; +3 vs. Reflex; 2d6+3 thunder damage and targets are dazed (save ends).

↔ **Electric Overcharge** (move; recharge ⚡⚡) ⚡ **Lightning**

The creature squares its shoulders and smiles. You hear a soft whirring, the hairs on your arms and neck stand up, and fingers of lightning reach out from its body, latching unerringly onto every nearby creature.

Close burst 2; +3 vs. Fortitude; 2D6+3 damage and targets are weakened (save ends). Miss; half damage.

⚔ **Crush** (standard; at-will)

The trunk squeezes you like a python crushes an egg.

Grabbed target only; 1d8+4 damage.

Alignment Unaligned

Languages Common, Supernal

Skills Endurance +8, Intimidate +6, Stealth +8

Str 18 (+4) **Dex** 16 (+3) **Wis** 13 (+1)

Con 16 (+3) **Int** 13 (+1) **Cha** 12 (+1)

Equipment Tusk Chain Rings, Shaganeshi Arm Cannon



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SHAGANESH PLANAR KNIGHT TACTICS

Shaganesh open combat at a distance and from ambush, often using an action point to launch two grenade shots into bunched enemies. They continue firing until a foe presents itself in melee. The shaganesh then runs in with a trunk smash and an immediate electrical overcharge, trying to keep enemies close and knocked prone.

If bloodied and knocked prone, or otherwise placed at a severe disadvantage by a force consisting of three or fewer individuals, a shaganesh planar knight surrenders immediately and gives up its tusk rings. The shaganesh will then perform any one task to the best of its ability for its betters in return for its rings, at which point it leaves the material plane. What happens to the shaganesh next is a mystery, but bardic stories abound.

SHAGANESH LORE

A character knows the following information with a successful Religion check.

DC 19: The shaganeshi (plural, shah-GONE-ish-ee) are enigmatic humanoids that have a knack for melding their considerable physical prowess with clockwork contraptions. They hold their own counsel, adhere to a strange code of honor and conduct, and are merciless, aggressive, emotionless fighters.

DC 29: If a shaganesh can be forced to surrender its tusk rings in combat – a difficult feat – it will perform one task to the best of its abilities for those who hold the rings. This task can last up to ten days, but seldom extends beyond a single battle it considers worthy of itself.

ENCOUNTER GROUPS

The shaganeshi battle alone or in small groups. They seldom work with other creatures, but are occasionally pressed into service by those who have bested them.

Level 5 Encounter (XP 1,000)

- ◆ 2 shaganesh planar knights (level 1 solo controller)

Level 7 Encounter (XP 1500)

- ◆ 1 shaganesh planar knight (level 1 solo controller)
- ◆ 2 shadar kai chainfighters (level 6 Skirmisher)
- ◆ 2 shadar kai gloomblades (level 6 lurker)