The greedy chokers hide in caverns and among trees, attacking and strangling victims with their flexible arms.

A choker is ideally suited to hunting in the Underdark, preying on intelligent creatures of significant size. Its undulating, fluid body has a cartilaginous frame that allows its limbs to flex and coil so the creature can squeeze into small spaces and hide easily. Its mottled skin can change color and texture to resemble its surroundings. Thus, a choker might spring unexpectedly out of a chimney, a large urn, or a treasure chest. These traits help the choker ambush victims, while its muscular, malleable appendages give it the means to choke the life from them.

Murderous and Greedy: Chokers don’t feel any sympathy for the creatures they kill. They live and hunt alone because they see even other chokers as prey. After a choker strangles a victim, it loots the body for any baubles it can find before consuming the meal. Glittering gems draw a choker’s eye. The creatures like to hoard such treasures, which they sometimes take out to fondle and admire. Chokers aren’t particularly intelligent, but they can be bribed. For the promise of beautiful gems it can keep forever, a choker might pass up a meal that would feed it for only a few days. Chokers might work with other creatures, but only if compensated. Some drow employ them as sentries or assassins, feeding them slaves when necessary. Other drow frown on this practice because chokers aren’t as predictable as more intelligent slave races.

Climbers and Cave Dwellers: A choker lair can be reached only by climbing. Cavern chokers inhabit cracks in underground cave walls or alcoves and corners of ceilings in dungeon rooms. Such lairs connect to small, twisting tunnels that are difficult for other creatures to find. Feygrove chokers make their homes in the boughs of giant trees, whether in a natural crevice or an arboreal hut built from fallen branches. All chokers are extremely protective of their lairs, and they attack anyone who invades their territory.

Feeders on the Fringes: Chokers stay close to humanoid settlements so they can hunt their favorite prey—those spindly, fragile necks are too attractive to resist. Outcasts, stragglers, and hermits make choice targets. The massive cities of the Underdark, particularly those of the drow, the duergar, and the svirfneblin, have to contend with nearby cavern chokers. Feygrove chokers menace eladrin cities and

“You go on ahead. I’ll keep watch back here. Hey, is that a—Hkkgrggl....”

—Tamryn Hawkseye, last words
the sprawling tunnels of fomorian domains in the Feydark

Chokers stay aware of what’s going on around them, looking for opportunities to make an easy kill. During a heated battle, a choker might slip away unnoticed to throttle an archer or a mage standing beyond the fray.

**Choker**

**Cavern Choker**
Small natural humanoid XP 175

- **HP**: 42; Bloodied 21
- **AC**: 18, Fortitude 16, Reflex 16, Will 14
- **Initiative**: +9
- **Speed**: 6, climb 6 (spider climb)
- **Perception**: +3
- **Traits**:
  - Chameleon Hide
    - The choker gains total concealment as long as it is not grabbed by or grabbing a creature.

**Standard Actions**

- **Choking Tentacle** ✦ At-Will
  - **Requirement**: The choker must not have a creature grabbed.
  - **Attack**: Melee 2 (one creature); +9 vs. AC
  - **Hit**: 1d8 + 7 damage, and the choker grabs the target (escape DC 21). Until the grab ends, the target takes ongoing 10 damage.

**Triggered Actions**

- **Body Shield** ✦ Recharge when the choker hits with choking tentacle
  - **Requirement**: The choker must have a creature grabbed.
  - **Trigger**: The choker is hit by a melee or ranged attack from an enemy other than the grabbed creature.
  - **Effect (Immediate Interrupt)**: The triggering attack targets the grabbed creature instead of the choker.

**Skills**

- Stealth +10
- Str 17 (+5) Dex 17 (+5) Wis 13 (+3)
- Con 12 (+3) Int 6 (+0) Cha 6 (+0)

**Alignment**

unaligned **Languages** Common

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**Feygrove Choker**
Medium fey humanoid XP 700

- **HP**: 91; Bloodied 45
- **AC**: 26, Fortitude 24, Reflex 24, Will 21
- **Initiative**: +14
- **Perception**: +7
- **Speed**: 8 (forest walk), climb 8 (spider climb)
- **Traits**:
  - Chameleon Hide
    - The choker gains total concealment as long as it is not grabbed by or grabbing a creature.

**Standard Actions**

- **Choking Tentacle** ✦ At-Will
  - **Requirement**: The choker must not have two creatures grabbed.
  - **Attack**: Melee 3 (one creature); +17 vs. AC
  - **Hit**: 2d8 + 11 damage, and the choker grabs the target (escape DC 28). Until the grab ends, the target takes ongoing 15 damage.

- **Vine Fetter** ✦ Recharge 6
  - **Attack**: Area burst 3 within 10 (enemies in the burst); +15 vs. Reflex
  - **Hit**: The target is restrained (save ends).

**Triggered Actions**

- **Body Shield** ✦ Recharge when the choker hits with choking tentacle
  - **Requirement**: The choker must have a creature grabbed.
  - **Trigger**: The choker is hit by a melee or ranged attack from an enemy other than the grabbed creature.
  - **Effect (Immediate Interrupt)**: The triggering attack targets the grabbed creature instead of the choker.

**Skills**

- Stealth +15
- Str 19 (+10) Dex 18 (+10) Wis 13 (+7)
- Con 13 (+7) Int 6 (+4) Cha 6 (+4)

**Alignment**

unaligned **Languages** Elven

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About the Author

Logan Bonner’s credits include The Slaying Stone™ and Monster Vault™. He lives in the Seattle area and works as a freelance game designer, writer, and editor. You can follow him on Twitter, where he’s @loganbonner.

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