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EXPERT PLAYER'S GUIDE



VOLUME III

EPIC MONSTERS





EXPERT PLAYER'S GUIDE

Epic Monsters

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INTRODUCTION

Epic level play means many things to many different people. To some it implies a campaign designed with far-reaching goals and challenges, with the actions of player characters playing a role in the destiny of a world or worlds. To others it may be mechanically simple as to be the point where my character reaches 21st level. In many ways both views are correct.

From a mechanical point of view any monster with 21 Hit Dice or more qualifies to begin taken epic level feats even if their Challenge Rating is below 20. Other creatures such as the Cat Lord have both Challenge Rating and Hit Dice below the magic number of 20, yet as animal lord he is an immortal minor deity of cats with potential to be an active player in the larger world. The creatures presented in this book hopefully will cover all three aspects and provide games masters with a wealth of creatures for emerging and ongoing epic level campaigns.

The Expert Player's Guides

Here at Mongoose Publishing, we are always looking for new ways to present gaming information and better formats to help our readers get exactly what they need from our books. The Expert Player's Guides mark a new approach to D20 gaming from Mongoose Publishing. How would you like huge 256 page hardback tomes packed full of D20 rules, each one a complete toolkit focused on one area of the game? How would you like every part of these books to be designated as Open Content, allowing you to freely use them in your own roleplaying projects? And if that sounds good, how would you like these 256 page hardback books to be priced at less than twenty dollars? The Expert Player's Guides are designed to provide complete gaming resources, drawn from the very best of Open Gaming material, at a fraction of the price similar books have been traditionally marked at in the past.

Epic Monsters

This tome is the perfect companion to the revised epic level rules presented in the *Dungeon Master's Guide* and designed for as a resource for games masters whose campaigns are nearing epic levels of play and need additional support to take their campaign beyond 20th level. With all the monsters drawn from open game sources, including the revised monsters from the *Epic Level Handbook*, *Epic Monsters* is the definitive source of challenges for the emerging epic level campaign.

Epic Monsters is primarily a huge collection of unique, epic and near epic level monsters to challenge your party with once they reach 21st level or even in the levels leading up to epic levels. In addition to the more than 150 monsters packed into this tome, we have included an appendix of powerful epic level antagonists. Immortals,

the Lord of the Infernum, and Bodiless Ao (from the final chapter of the *Drow War*) all make an appearance in this section. There is also an appendix containing a comprehensive list of epic level feats for use in your game, additional standard feats possessed by monsters within this book and old feats updated to expand them beyond normal levels (1-20 level games).

Welcome to the 3rd volume of the Expert Player's Guide series – *Epic Monsters*.

Special Thanks

We would also like to thank Jeffrey Visgaitis and all the fine folks at Inner Circle Games for allowing us to bring the epic monsters from their critically acclaimed PDF monster supplement, *Legends of Avadnu* into print for the first time.

Monsters by Type

A listing of all the monsters published in this volume, organised by type and subtype.

Aberration: Abomination, barbed serpent, copse mother, devourer worm, gibbering orb, ha-naga, hagenemnom, neh-thalggu, thorciasid, vermiurge, worm that walks
(Air): Air elemental dragon, breeze dragon, chichimec, firestorm, hurricane elemental, primal air elemental, wild titan

Animal: Legendary bear, legendary tiger

(Aquatic): Dagon, dragon whale, galasian leviathan, nightswimmer, stygian leviathan, Vepar

(Chaotic): Abashakt, behemoth, Caziell, chaos dragon, chthonian titan, clown demon, Dagon, dreadspawn, dream larva, Fraz-urb'luu, hecatoncheires, infernal, Jubilex, Kostchtchie, Lord of Chaos, Lord of the Insane, mercurial, meriginus, Orcus, Pazuzu, phane, Sonechard, Tsathogga, Vepar, wild titan, xixecal

(Cold): Hoary hunter, hoary steed, shadow of the void, slorath, winterwight, xixecal

Construct: Adamantine golem, anaxim, astral sentinel, combat golem template, cosmic sentinel, flesh colossus, furnace golem, garbage colossus, hellforged golem, iron colossus, jade colossus, living construct, mithral golem, runic golem, sentinel, stone colossus, umbral blot

Dragon: Advanced dragon, armouredon, blaze dragon, breeze dragon, draco invictus, dragon whale, epic dragon, force dragon, prismatic dragon

(Earth): Blaze dragon, earth elemental dragon, landslide elemental, malebolge, primal earth elemental

Elemental: Air elemental dragon, earth elemental dragon, fire elemental dragon, firestorm, hurricane elemental, inferno elemental, landslide elemental, maelstrom elemental, primal air elemental, primal earth elemental, primal fire elemental, primal water elemental, water elemental dragon

(Evil): Abashakt, Amon, atropal, Baaphel, Bael, behemoth, Caasimolar, Caizel, camatzotz, chaos dragon, chichimec, chthonian titan, clown demon, Dagon, Demoriel, dreadspawn, dream larva, fell archon, Fraz-urb'luu, Geryon, Gorson, hecatoncheires, hellephant, Hutijin, infernal, Jubilex, knosirius lumina, Kostchtchie, Lucifer, malebolge, meriginus, Moloch, n'gathhau template, Orcus, Pazuzu, phaeton, phane, Sonechard, Titivilus, true gorgons, Tsathogga, uvuudaum, Vepar, wild titan, Xaphan, xixecal

(Extraplanar): Abashakt, air elemental dragon, Amon, anaxim, atropal, Baaphel, Bael, behemoth, behemoth eagle, behemoth gorilla, bestarius lumina, bygone, Caasimolar, Caizel, camatzotz, chaos dragon, chichimec, chthonian titan, clown demon, Dagon, Demoriel, dreadspawn, dream larva, earth elemental dragon, eidoneus lumina, elder titan, fell archon, fire elemental dragon, firestorm, Fraz-urb'luu, garbage colossus, Geryon, hecatoncheires, hellephant, hurricane elemental, Hutijin, infernal, inferno elemental, Jubilex, knosirius lumina, Kostchtchie, landslide elemental, Lord of Chaos, Lord of the Insane, Lucifer, maelstrom elemental, meriginus, Moloch, mothering mass, neh-thalgg, n'gathhau template, nightswimmer, Orcus, Pazuzu, phaeton, phane, primal air elemental, primal earth elemental, primal fire elemental, primal water elemental, pseudonatural template, Sonechard, stygian leviathan, titanic creature template, Titivilus, true gorgon, Tsathogga, uvuudaum, Vepar, water elemental dragon, wild titan, Xaphan, xixecal

Fey: Hoary hunter, leshay, true mistji

(Fire): Blaze dragon, fire elemental dragon, firestorm, inferno elemental, lavawight, phaeton, primal fire elemental, shape of fire

(Force): Force dragon

Giant: Dread giant, ferrous giant, khasep-sa

(Good): Bestarius lumina, eidoneus lumina, knosirius lumina

Humanoid: Half-titan template

(Incorporeal): Neh-thalgg, phane, shadow of the void, shape of fire, true mistji

(Lawful): Amon, anaxim, atropal, Baaphel, Bael, Caasimolar, Demoriel, Geryon, Gorson, Hutijin, infernal, Lucifer, Moloch, Titivilus, true gorgon, Xaphan

(Lumina): Bestarius lumina, eidoneus lumina, knosirius lumina

Magical Beasts: Behemammoth, brachyurus, hoary steed, primasaurus, scion of war, sirrush, slorath, stygian leviathan, tayallah, three-headed sirrush, typhoon

Monstrous Humanoid: Galasian leviathan, gloom, gynnean xiir

(Native): Cat lord, mouse lord

(N'gathhau): N'gathhau template

Ooze: Genius loci, primordial ooze

Outsider: Abashakt, Amon, Baalaphel, Bael, behemoth, behemoth eagle, behemoth gorilla, bestarius lumina, bygone template, bygone, Caasimolar, Caizel, camatzotz, cat lord, chaos dragon, chichimec, chthonian titan, clown demon, Dagon, Demoriel, dreadspawn, dream larva, eidoneus lumina, elder titan, fell archon, Fraz-urb'luu, Geryon, Gorson, hecatoncheires, hellephant, Hutijin, infernal, Jubilex, knosirius lumina, Kostchtchie, Lord of Chaos, Lord of the Insane, Lucifer, malebolge, mercane,

mercurial, meriginus, Moloch, mothering mass, mouse lord, Orcus, Pazuzu, phaeton, pseudonatural template, Sonechard, titanic creature template, Titivilus, true gorgon, Tsathogga, unraveller, uvuudaum, Vepar, Xaphan

(Plant): Copse spawn, elder treant, mu spore, rotwood

(Psionic): Hagunemnom

(Shapechanger): Cat lord, mouse lord, hagunemnom

(Swarm): Ruin swarm

Undead: Atropal, demilich, hunefer, lavawight, nightswimmer, shadow of the void, shape of fire, winterwight

Vermin: Devastation beetle, devastation centipede, devastation scorpion, devastation spide, ruin swarm

(Voidspawn): Dreadspawn

(Water): Breeze dragon, maelstrom elemental, primal water elemental, water elemental dragon, wild titan

New Subtypes

Lumina: A lumina possesses the following traits (unless otherwise noted in a creature's entry).

- † *Hover (Su):* Lumina magically hover 2 inches above the ground. This grants them a permanent *feather fall* effect with personal range.
- † *Material Allergy (Ex):* Though they normally float above the ground and avoid prolonged contact with other creatures, lumina suffer greatly when exposed to the imperfections of material not from their home plane. Their skin blackens and peels, and they feel incredible pain. A lumina who spends 1 full round in contact with matter not from its home plane suffers 15 points of damage and is sickened for 1 round. The contact can be through grappling, entangling, being pinned in a cave-in, willingly holding a normal object, or any other source.
- † *Regeneration (Ex):* A lumina takes normal damage from its material allergy, epic evil-aligned weapons, and from spells or effects with the evil descriptor.
- † Resistance to electricity 30 and fire 30.

N'gathhau: N'gathhau are immune to poison and acid; resistance to fire 5, resistance to cold 5. All n'gathhau have various mutilations, determined by DM choice or by rolling on the **Random Mutilation Table** (see **N'gathhau entry**).

Voidspawn: Calling and summoning spells cast within 30 feet gain the evil descriptor (altering their effects, in the case of spells where the creature conjured is affected by the descriptor), even if the caster could not normally cast evil spells. A creature that kills a voidspawn must succeed on a DC 10 + ½ HD + Cha modifier Will save or have the voidspawn's aura cling to it for 24 hours. While the evil aura does not replace the creature's natural aura, it is revealed as surrounding the creature by *detect evil* spells and similar effects.



Abominations

Building Abominations

Abominations are a grouping of the outsider type in the same way that demons are a grouping of the outsider type. The accompanying table indicates the average values an abomination of a given size might have for its basic physical scores. Abominations also share several other characteristics.

Abomination Traits

All abominations are born directly (or indirectly) from a god and some lesser creature (or idea), but none are favoured, wanted or loved. Still, they all share a tiny spark of deific energy, which grants them the qualities described in below. (Note: deity rules are used, abominations are rank 0 deities.)

Immunities (Ex): Abominations are immune to polymorphing, petrification or any form-altering attack. They are not subject to energy drain, ability drain or

ability damage. They are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and are immune to one of five energy types (specific to the abomination).

Resistances (Ex): Abominations have fire resistance 20, cold resistance 20, and damage reduction of at least 10/epic (certain abominations have higher damage reduction). Abominations all have significant spell resistance. Abominations resist detection, and are all treated as if affected by a *nondetection* spell of a caster level equal to the abomination's HD.

Special Qualities (Ex): All abominations have the spell-like ability to use *true seeing* at will. Abominations are not subject to death from massive damage, and they have maximum hit points per Hit Die. Abominations have the blindsight extraordinary ability to a range of 500 feet. Abominations can choose both non-epic and epic feats as part of their feat selection.

Telepathy (Su): Abominations can communicate telepathically with any creature within 1,000 feet that has a language.

Summon Creature (Sp): Abominations can summon creatures associated either with the portfolio of their godly progenitor or with their imprisonment. Summoned creatures serve the abomination without question. Summoned creatures automatically return whence they came after 1 hour, or sooner if slain. See specific abomination entries for additional details on summoning.

ABOMINATION CHARACTERISTICS BY SIZE

Size	Str	Dex	Con	# of HD	Slam	Bite	Claw	Gore
Fine	12-13	26-27	12-13	4d8-9d8	—	1d6	1d4	1d4
Diminutive	14-15	24-25	14-15	7d8-13d8	1d4	1d8	1d6	1d6
Tiny	18-19	22-23	16-17	10d8-21d8	1d6	2d6	1d8	1d8
Small	26-27	20-21	20-21	19d8-33d8	1d8	2d8	2d6	2d6
Medium	34-35	18-19	24-25	27d8-38d8	2d6	4d6	2d8	2d8
Large	42-43	16-17	28-29	36d8-50d8+	2d8	4d8	4d6	4d6
Huge	50-51	14-15	32-33	47d8-58d8+	4d6	8d6	4d8	4d8
Gargantuan	58-59	12-13	36-37	56d8-70d8+	4d8	8d8	8d6	8d6
Colossal	66-67	10-11	40-41	71d8+	8d6	16d6	8d8	8d8

Fast Healing and Regeneration: Most abominations have some measure of fast healing and regeneration, ranging from 5 to 55 for both abilities. Usually, higher HD abominations have higher values for fast healing and regeneration, though this not always the case. If an abomination has regeneration, it is usually subject to normal damage from at least two sources, one of which is the antithesis for their subtype, and the other of which is somehow tied to some unique feature of the abomination.

Natural Armour: All abominations have some degree of natural armour bonus ranging from +10 to +100. Usually, higher HD abominations have higher natural armour bonuses, but this is not always the case.

Spell-Like Abilities: All abominations have access to a variety of spells in the form of spell-like abilities, which they can use as 20th- or higher-level casters, depending on the abomination. No rule governs how many or how few spell-like abilities an abomination may claim.

Unique Abilities: All abominations have at least one or more unique abilities tied to their godly parent's portfolio, or to the manner of their incarceration.

Spell Resistance: As a general rule of thumb, abominations have spell resistance equal to their CR +12.

Abominations speak Abyssal, Celestial, Infernal, and often a language associated with their imprisonment.

Abomination, Anaxim

Medium Construct (Extraplanar, Lawful)

Hit Dice: 38d10 (420 hp)

Initiative: +7

Speed: 60 ft. (12 squares), fly 200 ft. (perfect)

Armour Class: 37 (+7 Dex, +20 natural), touch 17, flat-footed 30

Base Attack/Grapple: +28/+40

Attack: Spinning blade +43 melee (2d6+12, 19-20) or electricity ray +35 ranged touch (10d6 electrical)

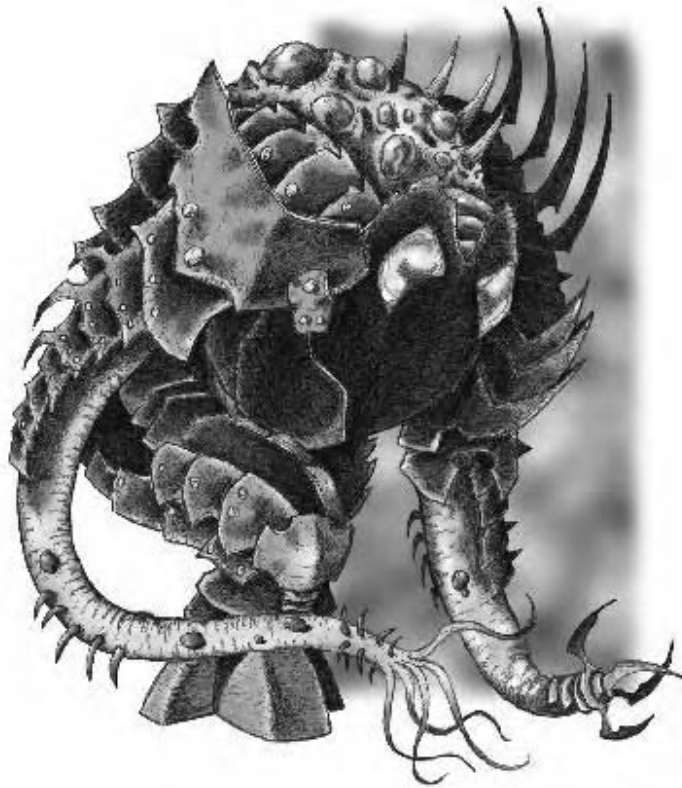
Full Attack: 2 spinning blades +43 melee (2d6+12, 19-20) and 2 slams +35 melee (2d6+6) and shocking touch +35 melee touch (2d6+6); or electricity ray +35 ranged touch (10d6 electrical) and 6 spikes +30 ranged (2d6+12, 120 ft. increment)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rend 4d6+18, sonic blast, spell-like abilities, *summon iron golem*

Special Qualities: Abomination traits, construct traits, damage reduction 10/chaotic and epic and adamantine, fast healing 15, magic immunity, spell resistance 34

Saves: Fort +12, Ref +19, Will +17



Abilities: Str 35, Dex 25, Con —, Int 10, Wis 20, Cha 20

Skills: Climb +53, Jump +65

Feats: Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (blade), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (blade)

Epic Feats: Devastating Critical (blade), Epic Toughness, Epic Weapon Focus (blade), Overwhelming Critical (blade)

Environment: Any

Organisation: Solitary, binary (pair), or command line (2-5 anaxims and 5-12 iron golems)

Challenge Rating: 22

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 39-48 HD (Large); 49-55 HD (Huge); 56-70 HD (Gargantuan); 71-140 HD (Colossal)

Level Adjustment: —

Like an invention from a mad engineer's workshop this creature is a collection of blades, chains, gears and sprockets arranged in a haphazard fashion...

Anaxim are the failed inventions of gods who inspiration outstretched their skills in mechanic ventures. These abominations are often discarded by their creators in the hopes that the shame of failure never reaches them. Anaxim that survive will often seek revenge on their creators.

Combat

Anaxim have so many different attack forms that they will change attacks against opponents regularly to try to find the most effective attack measure.

An anaxim's natural weapons are treated as epic and lawful-aligned for the purpose of overcoming damage reduction.

Sonic Blast (Ex): As a standard action, an anaxim can emit a 60-foot cone of sonic energy that deals 20d6 points of sonic damage to all creatures that fail a Reflex save (DC 29); those that succeed take half damage. The save DC is Constitution-based.

Rend (Ex): If the anaxim hits with both spinning blades, it slices particularly well. This attack automatically deals an additional 4d6+18 points of damage.

Spell-Like Abilities: At will—*greater dispel magic*, *displacement* (DC 18), *greater invisibility* (DC 19), *ethereal jaunt*. Caster level 22nd. The save DCs are Charisma-based.

Summon Iron Golem (Sp): An anaxim can summon an iron golem up to four times per day.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Abomination, Atropal

Large Undead (Evil, Extraplanar, Lawful)

Hit Dice: 66d12 (792 hp)

Initiative: +6

Speed: 5 ft. (1 square), fly 240 ft. (perfect)

Armour Class: 51 (-1 size, +2 Dex, +40 natural), touch 11, flat-footed 49

Base Attack /Grapple: +33/+53

Attack: Touch +49 melee touch (2d6+16+ Con drain, 19-20)

Full Attack: 2 touches +49 melee touch (2d6 Con drain, 19-20) and eye ray +30 ranged touch (energy drain, 19-20)

Space/Reach: 10 ft/10 ft.

Special Attacks: Constitution drain, energy drain, spell-like abilities, *summon nightcrawler*

Special Qualities: Abomination traits, damage reduction 15/good and epic and silver, negative energy aura, rebuke/command undead, regeneration 20, spell resistance 42, undead traits

Saves: Fort +22, Ref +26, Will +43

Abilities: Str 43, Dex 15, Con -, Int 28, Wis 22, Cha 42

Skills: Bluff +85, Concentration +85, Diplomacy +101, Hide -2, Intimidate +93, Jump +4, Knowledge (arcana, history, religion, the planes) +78, Listen +77, Search +78, Sense Motive +75, Spellcraft +86, Spot +77

Feats: Alertness, Cleave, Combat Expertise, Dodge, Great Cleave, Improved Bull Rush, Improved Critical (touch),

Improved Critical (eye ray), Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Quicken Spell-Like Ability, Run, Spring Attack, Weapon Focus (touch), Weapon Focus (eye ray), Whirlwind Attack

Epic Feats: Devastating Critical (touch), Overwhelming Critical (touch), Undead Mastery, Zone of Animation

Environment: Any

Organisation: Solitary

Challenge Rating: 30

Treasure: Standard

Alignment: Always lawful evil

Advancement: 67-80 HD (Large); 81-100 HD (Huge)

Level Adjustment: —

An enormous baby its skin pallid and grey with decay floats in the air; all around it living things seem weakened and begin to die...

Not every divine pregnancy ends in a successful birth. As with the non-divine races some children fail to reach term, when this occurs in the divine realm the child is sometimes animated by the Negative Energy Plane and is reborn as an atropal. All living things dread the atropal and seek to escape or imprison it.

Combat

Atropals send their into combat first, relying on their spell-like abilities to attack from a distance.

An atropal's natural weapons are treated as epic, evil, and lawful-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 33), *create greater undead*, *create undead*, *cone of cold* (DC 31), *desecrate*, *greater dispelling*, *finger of death* (DC 33), *improved invisibility*, *plane shift*, *slay living* (DC 31), *speak with dead*, *spectral hand*, *teleport without error*, *unholy aura*; 5/day—*haste*, *project image*, *weird* (DC 35). Caster level 30th. The save DCs are Charisma-based.

Rebuke/Command Undead (Su): Atropals can rebuke or command undead as a cleric with a level equal to the atropal's HD + 6.

Negative Energy Aura (Su): A 30-foot-radius spread negative energy aura spreads from each atropal. All undead in the field (including the atropal) are treated as if having turn resistance +20 and a negative energy version of fast healing 20. Living creatures in the aura are treated as having ten negative levels unless they have some sort of negative energy protection or protection from evil. Creatures with 10 or fewer HD or levels perish (and, at the atropal's option, rise as spectres under the atropal's command 1 minute later).

Constitution Drain (Su): When the atropal hits a living opponent with a touch attack, the opponent takes 5 points of permanent Constitution drain, or 10 points on a critical

hit. The atropal heals 20 points of damage, or 40 points on a critical hit, whenever it drains Constitution, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a Fortitude save (DC 59). The DC is Charisma-based.

Energy Drain (Su): When the atropal hits with a ranged touch attack (a ray of darkness that it shoots from one eye to a range of 400 feet), the resultant energy drain bestows four negative levels, or eight negative levels on a critical hit. For each negative level bestowed on an opponent, the atropal heals 10 points of damage, or 20 on a critical hit, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. After 24 hours have passed, the afflicted opponent must attempt a Fortitude save (DC 59) for each negative level. If successful, the negative level goes away with no harm to the creature; otherwise, the creature's level decreases by one. The DC is Charisma-based.

Regeneration (Ex): Atropals take normal damage from good weapons or sentient weapons (or otherwise living weapons).

Summon Nightcrawler (Sp): Five times per day an atropal can summon a nightcrawler.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Abomination, Chichimec

Medium Outsider (Air, Evil, Extraplanar)

Hit Dice: 27d8+189 (425 hp)

Initiative: +7

Speed: 5 ft. (1 square), fly 200 ft. (perfect)

Armour Class: 39 (+7 Dex, +22 natural), touch 17, flat-footed 32

Base Attack /Grapple: +27/+39

Attack: Primary wing buffet +39 melee (2d6+12)

Full Attack: 2 primary wing buffets +39 melee (2d6+12) and 6 secondary wing buffets +37 melee (1d6+6) and tail slam +37 melee (1d6+6 plus 2 Cha drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Charisma drain, spell-like abilities, *summon air elemental*

Special Qualities: Abomination traits, damage reduction 10/good and epic, fast healing 10, electrical immunity, spell resistance 33

Saves: Fort +22, Ref +22, Will +17

Abilities: Str 34, Dex 25, Con 24, Int 12, Wis 14, Cha 30

Skills: Diplomacy +14, Hide +37, Intimidate +40, Jump +0, Knowledge (religion) +31, Knowledge (the planes) +31, Listen +34, Move Silently +37, Search +31, Sense Motive +32, Spot +34

Feats: Alertness, Dodge, Flyby Attack, Improved Bull Rush, Mobility, Multiattack, Power Attack

Epic Feats: Blinding Speed (x2), Epic Toughness

Environment: Any

Organisation: Solitary, pair or flock (6–9)

Challenge Rating: 21

Treasure: None

Alignment: Always neutral evil

Advancement: 28–38 HD (Medium-size); 39–50 HD (Large)

Level Adjustment: —

Endlessly flapping and flying through the air, this creature — if it can be called such — is a large mass of wings from all species of avian...

Chichimecs cause havoc throughout the Elemental Plane of Air and through the skies of the Material Plane. They strike without warning or explanation; hoping to rid the skies of all other life.

Combat

Chichimecs enter combat with their spell-like abilities first or in the accompanied by elder air elementals.

A chichimec's natural weapons are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*darkness, telekinesis*; 3/ day—*improved invisibility, control weather, call lightning (DC 23), lightning bolt (DC 23), chain lightning (DC 26), wail of the banshee (DC 29)*. Caster level 20th. The DC is Charisma-based.

Summon Air Elemental (Sp): Three times per day a chichimec can summon an elder air elemental.

Charisma Drain (Su): This effect permanently reduces a living opponent's Charisma score by 2 points when the chichimec hits with a tail slam, or 4 points on a critical hit. The chichimec heals 10 points of damage, or 20 on a critical hit, whenever it drains Charisma, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a Fortitude save (DC 33)—on a successful save, only 1 point of Charisma is drained and the chichimec heals 5 points of damage. The DC is Charisma-based.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Abomination, Dream Larva

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 40d8+360 (700 hp)

Initiative: +3

Speed: 80 ft. (16 squares); fly 240 ft. (perfect)

Armour Class: 52 (-1 size, +3 Dex, +40 natural), touch 12, flat-footed 49

Base Attack/Grapple: +40/+60

Attack: Bite +56 melee (4d8+16)

Full Attack: Bite +56 melee (4d8+16) and gore +51 melee (4d6+8) and 4 pincers +53 melee (4d6+8) and 4 claws +53 melee (4d6+8)

Space/Reach: 10 ft./10 ft.

Special Attacks: Improved grab, sending, spell-like abilities, *summon nightwalker*, worst nightmare

Special Qualities: Abomination traits, damage reduction 15/epic and good or epic and lawful, fast healing 15, regeneration 15, sonic immunity, spell resistance 44

Saves: Fort +31, Ref +25, Will +29

Abilities: Str 42, Dex 17, Con 29, Int 16, Wis 24, Cha 36

Skills: Concentration +52, Craft (dreamweaving) +46, Diplomacy +60, Escape Artist +46, Hide +42, Jump +36, Knowledge (arcana) +46, Listen +50, Move Silently +46, Search +46, Sense Motive +50, Spot +50

Feats: Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Improved Sunder, Power Attack, Quicken Spell-Like Ability, Weapon Focus (pincers), Weapon Focus (gore), Weapon Focus (bite), Weapon Focus (claw)

Epic Feats: Epic Toughness, Epic Weapon Focus (pincers), Epic Weapon Focus (claw)

Environment: Any

Organization: Solitary, pair, or solitary plus 1-4 nightwalkers

Challenge Rating: 31

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 41-65 HD (Large); 66-84 HD (Huge); 85-110 HD (Gargantuan)

Level Adjustment: —

Standing over 13 ft. tall, this red and orange scaled humanoid has horns on its head and four arms ending in pincers while another four end in claws...

When night comes and people conscious drift into the Plane of Dreams they are able to live out fantasies far beyond their capability in the waking world. Sometimes the gods of dream sleep as well, and when they do if not careful their imagination can create a dream larva. Dream larva creatures of evil and chaos, which torment and kill those who pass through the wall of sleep into the Plane of Dreams.

Combat

Most opponents the dream larva encounter are simply killed by its appearance. Those that remain are subjected to his powerful spell-like abilities or must face his nightwalker minion.

A dream larvae's natural weapons are treated as epic, evil, and chaotic-aligned for the purpose of overcoming damage reduction.

Worst Nightmare (Su): Each time a living creature first views a specific dream larva from a distance of 30 feet or less (or from a scrying effect); the subject sees the image of the most fearsome creature imaginable. This is not an illusion or phantasm; the dream larva truly becomes, for just that instant, the subject's worst nightmare. Even if simultaneously viewed by dozens of different creatures, the dream larva appears differently to each one of them. Creatures immune to fear or mind-affecting effects (or warded by *protection from evil* or *death ward* spells) are immune to worst nightmare; all others must make a Will save (DC 43) or die from the supernatural horror revealed. Survivors (and those resurrected) are immune to the effect from that individual dream larva in the future. The DC is Charisma-based.

Spell-Like Abilities: At will—*fly*, *haste*, *nightmare* (DC 28), *prismatic spray*; 2/day—*dreamscape* (epic spell). Caster level 31st; save DC 23 + spell level. The DC is Charisma-based.

Improved Grab (Ex): If the dream larva hits with a claw or pincer, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Dream larvae can use improved grab on a creature of any size. The dream larva has the option to conduct the grapple normally, simply use the claw or pincer to hold the opponent, or use sending (see below) on the opponent. Each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold, unless it used sending on the victim.

Sending (Su): Grappled victims may be physically sent into a nightmare, at the dream larva's option, on the dream larva's next action after establishing the grapple. Victims must make a Will save (DC 43) or be apparently swarmed by thousands of worms making up the dream larva's body. The victim is actually cast into a shrieking maelstrom of dream where it can take no actions but observe. The victim physically returns 2d4 rounds later, apparently ejected from the dream larva's body (but appearing even if the dream larva has left or is otherwise absent). The victim of the nightmare has taken 4d6 points of temporary Wisdom damage, but is otherwise free to act on the round it returns. If the victim takes more Wisdom damage than it has points of Wisdom, the extra points are instead treated as temporary Constitution damage. The DC is Charisma-based.

Summon Nightwalker (Sp): Five times per day, a dream larva can summon a nightwalker.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Regeneration (Ex): Dream larvae take normal damage from good or lawful weapons or weapons forged by a sleepwalking weaponsmith.

Abomination, Hecatoncheires

Huge Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 52d8+572 (1028 hp)

Initiative: +10

Speed: 100 ft. (20 squares)

Armour Class: 70 (-2 size, +30 natural, +20 insight, +12 armour [+5 *half plate*]), touch 28, flat-footed 70

Base Attack/Grapple: +52/+80

Attack: Greatsword +73 melee (2d6+20, 17-20) melee or boulder +55 ranged (2d8+20, 19-20)

Full Attack: 100 greatswords +73 melee (2d6+20, 17-20) melee or 100 boulders +55 ranged (2d8+20, 19-20)

Space/Reach: 15 ft./15 ft.

Special Attacks: Spell-like abilities, *summon hecatoncheires*, superior multiweapon fighting

Special Qualities: Abomination traits, damage reduction 20/epic and cold iron and good, electrical immunity, fast healing 50, regeneration 40, spell resistance 70

Saves: Fort +39, Ref +30, Will +27

Abilities: Str 50, Dex 15, Con 32, Int 10, Wis 8, Cha 25

Skills: Climb +69, Diplomacy +13, Hide -10, Intimidate +40, Jump +89, Knowledge (history) +33, Listen +104, Search +105, Sense Motive +49, Spot +104, Survival +54

Feats: Cleave, Combat Reflexes, Great Cleave, Improved Critical (greatsword), Improved Critical (boulder), Improved Initiative, Improved Sunder, Multiweapon Fighting, Power Attack, Weapon Focus (greatsword), Weapon Focus (boulder)

Epic Feats: Epic Toughness (x2), Epic Weapon Focus (greatsword), Epic Weapon Focus (boulder), Multiweapon Rend, Reflective Spell Resistance, Superior Initiative

Environment: Any

Organisation: Solitary or pair

Challenge Rating: 57

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 53–58 HD (Huge); 59–70 HD (Gargantuan); 71–140 HD (Colossal)

Level Adjustment: —

Formed something like a tree with its trunk being composed of a hundred warriors, all of which have bloodlust in their hearts and swords in their hands...

Combat personified is probably the quickest and most efficient way to describe this abomination. So great is its martial skill of this creature, that the gods of the multiverse flee from the hecatoncheires rather than face them in combat. Some hecatoncheires carry magical weapons that they have taken from opponents.

Combat

Combat is a simple matter for hecatoncheires. Close with an opponent and strike them down with one hundred sword strokes before moving on to the next opponent.

A hecatoncheires' natural weapons are treated as epic, evil, and chaotic-aligned for the purpose of overcoming damage reduction.

Superior Multiweapon Fighting (Ex): A hecatoncheires fights with a greatsword or a boulder in each hand. The hecatoncheires does not suffer an attack or damage penalty for attacking with one hundred weapons. However, the press of limbs prevents the creature from making iterative attacks with any of its arms, nor can it make more than ten attacks against a Small or smaller creature, fifteen attacks against a Medium creature, or twenty attacks against a Large creature in the same action (it can make all its attacks against a Huge or larger creature in one action).

Skills: A hecatoncheires' fifty heads give it a +50 racial bonus on Listen, Spot and Search checks.

Spell-Like Abilities: At will— *greater magic weapon*, *fly*, *shield*. Caster level 50th.

Summon Hecatoncheires (Sp): A hecatoncheires can summon one other hecatoncheires once per day, though is loath to do so because then it will be similarly obligated to answer its sibling's summoning. A summoned hecatoncheires cannot use its summoning power while "summoned."

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Regeneration (Ex): Hecatoncheires take normal damage from good weapons or weapons tempered with the blood of a deity.

Abomination, Infernal

Large Outsider (Evil, Chaotic or Lawful)

Hit Dice: 40d8+380 (700 hp)

Initiative: +11

Speed: 80 ft. (16 squares), fly 240 ft. (perfect)

Armour Class: 50 (-1 size, +7 Dex, +34 natural), touch 16, flat-footed 43

Base Attack/Grapple: +40/+60

Attack: Claw +58 melee (4d6+16)

Full Attack: 2 claws +58 melee (4d6+16) and bite +53 melee (4d8+8 plus spell suck) and 2 wings +50 melee (2d6+8) and tail slam +50 melee (4d8+8)

Space/Reach: 10ft./10 ft.

Special Attacks: Improved grab, learned spell immunity, spell suck, spell-like abilities, *summon fiend*

Special Qualities: Abomination traits, damage reduction 20/epic and silver and chaotic or lawful, fast healing 15, regeneration 15, spell resistance 38

Skills: Balance +54, Concentration +52, Diplomacy +56, Escape Artist +50, Hide +46, Jump +40, Knowledge (arcana) +49, Knowledge (the planes) +49, Listen +53, Move Silently +50, Search +49, Sense Motive +51, Spellcraft +53, Spot +53, Tumble +50

Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Epic Feats: Blinding Speed, Epic Toughness, Epic Weapon Focus (bite), Epic Weapon Focus (claw), Tenacious Magic (*greater invisibility*), Tenacious Magic (*blur*)

Saves: Fort +31, Ref +29, Will +30

Abilities: Str 43, Dex 25, Con 28, Int 22, Wis 26, Cha 29

Environment: Any

Organisation: Solitary or hell brigade (1 infernal and 1d4 balors, or 1 infernal and 1d4 pit fiends)

Challenge Rating: 26

Treasure: Standard

Alignment: Lawful evil or chaotic evil

Advancement: 41–50 HD (Large); 51–56 HD (Huge); 57–72 HD (Gargantuan)

Level Adjustment: —

Reddish-black the skin of this demonspawn is like bloodstained darkness. This terrible creature stands at over 12 ft. tall, its eyes glow with an unearthly power and its wing beat the air powerfully.

When a god is seduced by a fiend from the lower planes, the resulting offspring is sometimes an infernal. Neither fully accepted in the lower planes nor the upper planes, the infernal usually stakes out territory in the Infernum through its personal power and charisma.

Combat

Infernals act quickly to neutralise spellcasting opponents before improving their defences and engaging more mundane combatants.

An infernal's natural weapons are treated as epic, evil, and chaotic-aligned or lawful-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): If an infernal hits with a claw, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Infernals can use this ability on Large and smaller creatures. The infernal has the option to conduct the grapple normally, or simply use its claw to hold the opponent. Each successful grapple check it makes during successive rounds automatically deals standard claw damage, in addition to automatic spell suck damage.

Spell Suck (Su): If an infernal bites a foe, the foe loses one of its highest-level prepared spells or one of the spell slots for this day that it has not used. The victim chooses the prepared spell to lose. If the victim has no prepared spells or unused spell slots (either because it has exhausted its spellcasting for the day or because the victim is not a spellcaster), the bite instead deals 2 points of Intelligence damage.

Learned Spell Immunity (Su): If an infernal is affected by a spell cast by a particular spellcaster, the infernal thereafter becomes immune to that spell when cast by that spellcaster.

Spell-Like Abilities: At will—*animate dead*, *blasphemy*, *blur*, *charm person* (DC 20), *create undead*, *darkness*, *deeper darkness*, *deseccrate*, *detect chaos*, *detect good*, *detect law*, *detect magic*, *fear* (DC 23), *fireball* (DC 22), *greater dispel magic*, *hold person* (DC 21), *greater invisibility* (DC 23), *magic circle against good*, *major image*, *produce flame*, *polymorph*, *pyrotechnics*, *read magic*, *screaming*, *suggestion*, *symbol of death*, *telekinesis*, *greater teleport* (self plus 1,000 pounds), *unholy aura*, *unholy blight* (DC 23), *unhallow*, *wall of fire*; 1/day—*fire storm* (DC 27), *hellball* (epic spell, DC 29), *implosion* (DC 28), *meteor swarm* (DC 28). Caster level 26th; save DC 19 + spell level. The DCs are Charisma-based.

Summon Fiend (Sp): An infernal can summon four balors or four pit fiends per day (lawful infernals summon pit fiends, and chaotic infernals summon balors).

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Regeneration (Ex): Infernals take normal damage from good weapons. Lawful infernals also take normal damage from chaotic weapons, and vice versa.

Abomination, Phaethon

Gargantuan Outsider (Evil, Extraplanar, Fire)

Hit Dice: 62d8+806 (1,362 hp)

Initiative: +15

Speed: 120 ft. (24 squares), burrow 120 ft.

Armour Class: 47 (–4 size, +7 Dex, +34 natural), touch 13, flat-footed 40

Base Attack/Grapple: +62/+98

Attack: Slam +85 melee (4d8+24 plus 2d6 fire)

Full Attack: 8 slams +85 melee (4d8+24 plus 2d6 fire)

Space/Reach: 20 ft./10 ft.

Special Attacks: Fiery overrun, fiery touch, improved grab, spell-like abilities, *summon elder fire elemental*, swallow whole

Special Qualities: Abomination traits, damage reduction 15/epic and good, fast healing 25, immunity to fire, ooze-like immunities, regeneration 25, spell resistance 46, vulnerability to cold

Saves: Fort +48, Ref +42, Will +43

Abilities: Str 58, Dex 25, Con 36, Int 8, Wis 18, Cha 39

Skills: Climb +89, Craft (metalworking, stoneworking) +29, Hide +0, Jump +60, Knowledge (geography) +64, Listen +71, Move Silently +72, Search +64, Spot +71

Feats: Alertness, Cleave, Great Cleave, Great Fortitude,

Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Epic Feats: Blinding Speed (x5), Epic Toughness (x3), Epic Weapon Focus (slam), Epic Will, Superior Initiative

Environment: Any

Organisation: Solitary, or in company of 1–10 elder fire elementals

Challenge Rating: 34

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 63–80 HD (Gargantuan); 81–186 HD (Colossal)

Level Adjustment: —

A pool of magma coalesces into a lion-like being, then it shifts into that of a bull and still it changes again...

Phaethons are the forgotten offspring of fire gods or fire elemental lords. There are little more than savage piles of sentient magma. They can take on many appearances but have no true form beyond a pool of magma.

Combat

Phaethons attack with up to eight pseudopods hoping to ensnare opponents and draw them into its molten interior.

A phaethon's natural weapons are treated as epic and evil for the purpose of overcoming damage reduction.

Fiery Touch (Ex): Touching or being touched by a phaethon deals 2d6 points of fire damage.

Fiery Overrun (Ex): A foe that is successfully overrun by a phaethon is treated as if swallowed whole.

Improved Grab (Ex): If the phaethon hits with a pseudopod, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Phaethons can use improved grab on a Huge or smaller creature. The phaethon has the option to conduct the grapple normally, simply maintaining a pseudopod hold, or attempting to absorb the opponent by swallowing the foe whole. Each successful grapple check it makes during successive rounds automatically deals the damage listed for the pseudopod.

Swallow Whole (Ex): The phaethon can absorb opponents it holds with a second successful grapple check after a grab. The opponent must be Huge or smaller. Absorbed creatures take 20d6 points of fire damage and 10d6 points of bludgeoning damage each round they remain inside a phaethon. Victims must make a successful grapple check to “swim” free of the living magma of the phaethon.

Spell-Like Abilities: At will—*fireball* (DC 27), *fire storm* (DC 30), *delayed blast fireball* (DC 31), *flame strike* (DC 29), *wall of fire*; 1/day—*scrying*. Caster level 34th. Save DCs are Charisma-based.

Summon Elder Fire Elemental (Sp): Phaethons can summon up to ten elder fire elementals per day.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Oozelike Immunities (Ex): Immune to poison, *sleep*, paralysis, stunning, polymorphing, and mind-influencing effects; not subject to critical hits or flanking; blind.

Regeneration (Ex): Phaethons take normal damage from lawful weapons and cold-forged weapons, and double damage from cold or ice weapons.

Abomination, Phane

Large Outsider (Chaotic, Evil, Extraplanar, Incorporeal)

Hit Dice: 36d8+364 (652 hp)

Initiative: +11

Speed: 80 ft. (16 squares), fly 120 ft. (perfect)

Armour Class: 50 (–1 size, +7 Dex, +11 deflection, +23 insight), touch 50, flat-footed 43

Base Attack/Grapple: +36/-

Attack: Incorporeal touch +43 melee touch (1d6 plus stasis touch)

Full Attack: Incorporeal touch +43 melee touch (1d6 plus stasis touch)

Space/Reach: 10 ft./10 ft.

Special Attacks: Chronal blast, spell-like abilities, stasis touch, *summon past time duplicate*, time leach

Special Qualities: Abomination traits, damage reduction 15/epic, fast healing 15, null time field, regeneration 15, sonic immunity, spell resistance 37, time regression

Saves: Fort +31, Ref +29, Will +29

Abilities: Str —, Dex 25, Con 28, Int 24, Wis 16, Cha 33

Skills: Balance +50, Concentration +48, Diplomacy +54, Hide +42, Jump +19, Knowledge (arcana, religion, the planes) +46, Listen +44, Move Silently +46, Search +46, Sense Motive +42, Spellcraft +50, Spot +44, Swim +34, Tumble +46

Feats: Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (incorporeal touch)

Epic Feats: Blinding Speed, Epic Toughness (x2), Epic Will, Spell Stowaway (*time stop*)

Environment: Any land and underground

Organisation: Solitary or pair

Challenge Rating: 25

Treasure: None

Alignment: Always chaotic evil

Advancement: 37–50 HD (Large); 51–65 HD (Huge)

Level Adjustment: —

This shadowy being has the sleek upper body of a demon lord and the lower taurine body...

These abominations are the progeny of time or fate related deities. They exist in realms removed from time, far in the past or eons into the future. This temporal dissonance has made them lose the linear sense the Material Plane is set in.

Combat

Phanes like to remove opponents quickly from combat with their stasis touch. Stronger opponents often are destroyed by their chronal blasts.

A phanes' natural weapons are treated as epic, evil, and chaotic-aligned for the purpose of overcoming damage reduction.

Chronal Blast (Su): As a standard action, the phane can make a ranged touch attack against any creature within 100 feet. If it succeeds, the subject is targeted by a spasm of space-time flux, dealing 15d6 points of damage.

Spell-Like Abilities: At will—*detect good, detect magic, improved invisibility* (self only); 5/day—*haste, slow* (DC 24), *greater teleport, tongues, trap the soul, true strike, unholy aura*; 2/day—*safe time* (epic spell), *time duplicate* (epic spell); 1/day—*time stop*. Caster level 21st. The DC is Charisma-based.

Stasis Touch (Su): As *temporal stasis*, except as an at-will supernatural ability. Caster level 25th; save DC 29. The DC is Charisma-based.

Time Leach (Su): For every round of apparent time experienced by the phane, it automatically absorbs the "future" from any creature it has successfully encapsulated in static time via its stasis touch (not its null time field), no matter the distance separating victim and phane, and no matter the number of victims. Of course, to the victim no time passes at all, but each apparent round experienced by the phane ages the victim 1d4 years, at the same time healing the phane of 20 hit points of damage. A victim who is not somehow released from static time by a friend who can cast *dispel magic, greater dispel magic*, or some other likely spell, eventually ages to death. Victims killed in this manner automatically fall out of static time as desiccated husks that disintegrate to a fine dust with even the lightest touch. Victims who are released prior to death immediately apply the physical effects of aging, but not the mental effects.

Summon Past Time Duplicate (Sp): Once per day, a phane can summon a duplicate of one its foes stolen from a parallel alternate past. The stolen *time duplicate* has the same stats and possessions as the original, but is treated as if having two negative levels (which simulates a less experienced version of the original). The phane can never summon a past *time duplicate* of a creature with more than 25 HD (add sufficient negative levels to compensate for high foe HD, if necessary). The past *time duplicate*, despite having most of the knowledge of the original, serves the phane loyally like any summoned creature. If the past *time duplicate* is slain, the original is not harmed

because the duplicate was pulled from a parallel past. However, the original does not necessarily realize this, and must make a Will save (DC 30) or be shaken for 1d4 rounds after witnessing the death of a duplicate for the first time.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; fire resistance 20; cold resistance 20; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

Null Time Field (Ex): Phanes continually generate a 30-foot-radius spread null time field. All creatures and objects in the field, except the phane, must make a Will saving throw (DC 30) each round to take any actions. On a failed save, subjects are stuck in a static time stream until their next round of actions, at which time they must make another saving throw. While a subject is stuck in a static time stream induced by a null time field, the phane can use its static touch on the subject, though in all other ways, the subject is invulnerable to attacks and damage as if in temporal stasis.

Time Regression (Su): If the phane spends an action per round for four rounds, at the end of the 4th round the phane regresses back in time 4 rounds, to the very 1st round it originally began concentrating on time regression. On its second pass through the time stream, it can take completely different actions, based on its knowledge of the future (though if it takes different actions from its first pass through the time stream, the events of the original time stream are also changed).

Regeneration (Ex): Phanes take normal damage from holy and good weapons, and from weapons forged in the future or an alternate reality's time stream (if any).

Abomination, Xixecal

Colossal Outsider (Chaotic, Cold, Evil, Extraplanar)

Hit Dice: 72d8+1,080 (1,676 hp)

Initiative: +11

Speed: 140 ft. (28 squares)

Armour Class: 58 (-8 size, +1 Dex, +55 natural), touch 3, flat-footed 57

Base Attack/Grapple: +72/+116

Attack: Claw +95 melee (2d8+28 plus 4 Con drain, 19-20)

Full Attack: 2 claws +95 melee (2d8+28 plus 4 Con drain, 19-20) and bite +89 melee (4d6+14 plus 4 Con drain) and stamp +89 melee (4d6+14)

Space/Reach: 50 ft./50 ft.

Special Attacks: Breath weapon, cold, Constitution drain, rend 4d8+42, spell-like abilities, *summon white dragon*

Special Qualities: Abomination traits, cold immunity, damage reduction 20/ good and epic and adamantite, dire winter, fast healing 30, fire vulnerability, regeneration 30, spell resistance 48

Saves: Fort +55, Ref +41, Will +39
Abilities: Str 66, Dex 13, Con 40, Int 12, Wis 8, Cha 34
Skills: Climb +103, Concentration +90, Hide -9, Jump +28, Knowledge (arcana, religion, the planes) +76, Listen +70, Search +76, Spellcraft +84, Spot +76
Feats: Alertness, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Critical (claw), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (stomp)
Epic Feats: Blinding Speed (x4), Devastating Critical (claw), Epic Toughness, Epic Weapon Focus (bite), Epic Weapon Focus (claw), Epic Weapon Focus (stomp), Overwhelming Critical (claw), Spell Stowaway (*greater invisibility*)
Environment: Any
Organisation: Solitary or in the company of 1d4+1 old white dragons
Challenge Rating: 36
Treasure: Standard
Alignment: Always chaotic evil
Advancement: 73–150 HD (Colossal)
Level Adjustment: —

Red eyes peer from this 100 ft. tall walking glacier...

Xixecals are the offspring of ice, snow and evil. They are the bitter cold of winter that saps the strength from travellers. Often these beasts are trapped in the arctic regions of the world, freed to wreak destruction on a land that has become unseasonably warm.

Combat

The unnatural cold that surrounds a xixecal kills most opponents long before its icy fists suck the life essence out of them.

A xixecal's natural weapons are treated as epic, evil, and chaotic-aligned for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of cold, 300 feet, 3/day, damage 12d6, Fort half DC 61. The DC is Constitution-based.

Cold (Su): A hit from a xixecal's melee attack induces numbing cold. The opponent must succeed at a Fortitude save (DC 58) or be affected as though by a *slow* spell for 10 rounds. The DC is Charisma-based.

Constitution Drain (Su): This effect permanently reduces a living opponent's Constitution score by 4 when the creature hits with a claw or bite and twice that amount on a rend or critical hit. The creature heals 20 points of damage (or 40 on a rend or critical hit) whenever it drains Constitution, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a Fortitude save (DC 58). The DC is Charisma-based.

Rend (Ex): If the xixecal hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d8+42 points of damage.

Spell-Like Abilities: At will—*blasphemy*, *cone of cold* (DC 27), *desecrate*, *greater dispel magic*, *dominate monster* (DC 31), *hold person* (DC 25), *greater invisibility*, *unholy aura*, *wall of ice*; 5/day—*haste*, *meteor swarm* (DC 31). Caster level 36th. The save DCs are Charisma-based.

Summon White Dragon (Sp): Five times per day a xixecal can summon an old white dragon.

Abomination Traits: Immune to polymorphing, petrification, and other form-altering attacks; not subject to energy drain, ability drain, ability damage, or death from massive damage; immune to mind-affecting effects; nondetection; true seeing at will; blindsight 500 ft.; telepathy out to 1,000 ft.

The standard fire resistance 20 most abominations have is not shared by xixecals.

Dire Winter (Su): A xixecal always stands at the centre of a permanent *dire winter* (epic spell) spell effect. If dispelled, the effect returns 1 minute later—the only way to permanently remove the effect is to slay the xixecal that generates it.

Regeneration(Ex): Xixecals take normal damage from Lawful weapons, and double damage from burning or fiery weapons.

Abomination

Large Aberration

Hit Dice: 26d8+234 (351 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Armour Class: 29 (–1 size, +1 Dex, +19 natural), touch 10, flat-footed 28

Base Attack/Grapple: +19/+31

Attack: Slam +27 melee (1d8+8) or bite +26 melee (1d8+8)

Full Attack: 2 slams +27 melee (1d8+8) and bite +24 melee (1d8+4)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fear, improved grab

Special Qualities: Aberrant mind, damage reduction 10/–, darkvision 60 ft., regeneration 7, rage, resistance to acid 10, cold 10, electrical 10 and fire 10, spell resistance 26

Saves: Fort +21, Ref +9, Will +13

Abilities: Str 26, Dex 13, Con 29, Int 5, Wis 7, Cha 13

Skills: Intimidate +12, Listen +7, Spot +7

Feats: Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Multiattack, Power Attack, Weapon Focus (slam)

Epic Feats: Epic Fortitude, Improved Awesome Blow

Environment: Any

Organisation: Solitary

Challenge Rating: 21
Treasure: None
Alignment: Always chaotic evil
Advancement: 27-42 HD (Large); 43-64 HD (Huge)
Level Adjustment: —

No amount of experience could have prepared you for this sight. This monster is pure nightmare given form, with a head that appears to be no more than a mass of tentacles and eyes atop a warty, purple humanoid body the size of a troll. When it opens its slaving mouth and advances, visions of hell assail you.

Abominions are undoubtedly created by magic although what kind of magic is impossible to know. They are made to destroy everything they see and no living thing – not even another abominion – is safe from their violent appetite for destruction. Abominions look like large naked purple ogres, with an extremely muscular torsos and limbs. They are completely hairless, but their purple skin is full of lumps and warts. Their large foreheads have four pairs of small yellow eyes stacked above their thick-lipped, fanged mouths and a ring of short tentacles surrounds their upper skull.

Combat

Regardless of their wide array of combat alternatives, abominions are simple beings; their combat strategy is as straightforward as can be (charge into battle, pound on enemy until it stops moving, seek next enemy, repeat). Abominions are literally fearless; they are too dumb and powerful to recognise danger. Therefore they never flee a battle, always fighting until they kill or die.

Aberrant Mind (Ex): The mind of an abominion is bizarre by mortal standards. An abominion is utterly immune to all mind-affecting abilities, spells and effects, including all forms of Enchantment and magical or mundane fear, unless they come from a godlike or epic source and specifically target aberrations.

Fear (Su): Any living, intelligent creature gazing into an abominion must succeed at a Will save (DC 24) or become frightened for 2d4 rounds. Creatures with 6 HD or less become panicked instead, if they fail the save. If the save succeeds, the target cannot be affected by the same abominion's fear effect for the next 24 hours. The save DC is Charisma based.

Improved Grab (Ex): An abominion that successfully hits with a slam attack can attempt to start a grapple as a free action without provoking an attack of opportunity.

Rage (Ex): During its turn, an abominion can enter a rage at will, as a free action. While under the effects of a rage, the abominion receives a +8 bonus to its Strength and Constitution scores, a +4 bonus to Will saves and a –2 penalty to Armour Class. This state of rage lasts until the abominion dies or there is no living creature in sight. The abominion cannot end this rage voluntarily and the hit points it gains from increased Constitution are not lost first.

Animal Lords

For every animal species, there is a single ruler or lord, looked upon by those animals as a minor deity of sorts. The animal lord is the master of that species; for example, there is a fox lord, mouse lord and a cat lord. Each animal can assume two forms: human and animal. Its animal form is always of a member of the species it represents.

Animal lords are seen as protectors of nature and animals. They may step in and prevent hunters from destroying a race of animals or foresters from completely decimating a forest. They do not, however, interfere with nature itself (i.e., animals die, they are killed for food or clothing)—such is the way of the universe.

Cat Lord

Medium Outsider (Native, Shapechanger)

Hit Dice: 19d8+95 (180 hp)

Initiative: +11

Speed: 60 ft. (12 squares), climb 30 ft.

Armour Class: 32 (+7 Dex, +12 natural, +3 insight), touch 20, flat-footed 25

Base Attack/Grapple: +19/+26

Attack: Claw +26 melee (1d6+7)

Full Attack: 2 claws +26 melee (1d6+7) and bite +24 melee (1d6+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Howl, improved grab, pounce, rake 1d6+3, spell-like abilities, spit, *summon felines*

Special Qualities: Change shape, damage reduction 20/magic and cold iron, darkvision 200 ft., feline passivism, keen senses, leap, lick wounds, outsider traits, rejuvenation, spell resistance 28, sealed mind, speak with felines, telepathy 100 ft.

Saves: Fort +16, Ref +20, Will +14

Abilities: Str 24, Dex 25, Con 20, Int 19, Wis 17, Cha 20

Skills: Balance +35, Climb +34, Concentration +20, Escape Artist +31, Handle Animal +27, Heal +21, Hide +37*, Jump +43, Knowledge (nature) +26, Listen +27, Move Silently +37, Ride +9, Search +19, Sense Motive +18, Spot +27, Survival +16 (+18 in natural environments, +18 following tracks), Tumble +24, Use Rope +7 (+2 to bind someone)

Feats: Acrobatic, Agile, Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes, Multiattack

Environment: Temperate forests

Organisation: Solitary (unique) or troupe (cat lord plus 3-6 lions or tigers, or 5-8 cheetahs)

Challenge Rating: 15

Treasure: Double standard

Alignment: Always neutral

Advancement: By character class

Level Adjustment: —

This creature resembles a great black panther with ruby eyes.

There is only one. The Cat Lord is the Lord of All Felines. His natural form is that of a black panther with dark, ruby eyes.

He can assume a human form, and in this form, he appears as a dark-skinned human with black hair, chiselled features, and ruby eyes. In human form, he almost always dresses in black.

The Cat Lord spends his days roaming the Material Plane, Astral Plane and Ethereal Plane. The Cat Lord can speak Common, Sylvan, Elven, Goblin, Druidic and Gnome.

Combat

In combat, the Cat Lord almost always assumes feline form (if he's not already in that form) and attacks with two claws and a bite. The Cat Lord often enters combat with both haste and blur in effect. If combat goes against him, he usually summons a group of felines to his aid or to cover his escape.

The Cat Lord's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Howl (Su): When the Cat Lord howls, all creatures except felines within a 20-foot spread must succeed on a DC 24 Will save or be stunned for 1d2 rounds. A creature that successfully saves cannot be affected again by the Cat Lord's howl for one day. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, the Cat Lord must hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake.

Pounce (Ex): If the Cat Lord charges, he can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +24 melee, damage 1d6+3.

Spell-Like Abilities: At will—*blur*, *detect evil*, *detect good*, *hypnotism* (DC 16), *improved invisibility*; 9/day—*dimension door*; 2/day—*ethereal jaunt*, *haste* (self only); 1/day—*astral projection*, *greater teleport* (self plus 50 pounds of objects only). Caster level 19th. The save DC is Charisma-based.

Spit (Ex): Once every 1d4 rounds as a standard action, the Cat Lord can spit a line of caustic saliva at a single target to a range of 30 feet. This does not require a ranged touch attack. A creature hit must succeed on a DC 24 Reflex save or be blinded. Remove blindness or dispel magic (against caster level 19th) removes the blindness effect. The save DC is Constitution-based.

Summon Felines (Sp): Twice per day, the Cat Lord can automatically summon 1d4+2 lions or tigers, 1d4+4 leopards or cheetahs, 1d2 dire lions or tigers, 1d2 weretigers, or 30 + 1d20 (normal) cats.

Change Shape (Su): The Cat Lord can assume the shape of a human as a standard action. In human form, the Cat Lord cannot use his natural weapons or his howl, pounce, spit, or rake special attacks but can wield weapons and wear armour. Unlike the normal change shape ability, the Cat Lord retains his movement modes (and speeds) in human form.

Feline Passivism (Ex): No felines (including dire versions of normal felines), chimeras, caterwauls, sea cats, kamadans, tabaxis or feline were-creatures (such as weretigers or werelions) willingly attack the Cat Lord. They can be forced to do so through magical means however.

Keen Senses (Ex): The Cat Lord sees five times as well as a human in shadowy illumination and normal light.

Leap (Ex): The Cat Lord is a natural leaper and has a +20 racial bonus on Jump checks.

Lick Wounds (Su): Nine times per day, the Cat Lord can lick his wounds. This cures 2d4 points of damage each time he uses this ability. This only removes damage to hit points; it does not heal ability damage or ability drain.

Rejuvenation (Su): The Cat Lord is effectively immortal and nearly impossible to slay. When slain, the Cat Lord's soul reforms on the Astral Plane. Within 9 days, it inhabits another feline on the Material Plane and the Cat Lord reforms. No form of magic (such as magic that would contain or trap his soul) prevents this. To permanently kill the Cat Lord, one must destroy every feline in existence (so his soul has no creature to inhabit).

Sealed Mind (Ex): The Cat Lord is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). This immunity includes any psionic effect or attack that targets the Cat Lord's mind.

Speak with Felines (Ex): This ability functions as the speak with animals spell, but allows the Cat Lord to converse only with felines, including caterwauls, chimeras, sea cats, kamadans, tabaxi, and feline werecreatures (such as weretigers and werelions). This ability is always active and cannot be dispelled or negated.

Skills: The Cat Lord has a +8 racial bonus on Balance, Hide and Move Silently checks and a +4 racial bonus on Listen and Spot checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12. The Cat Lord has a +8 racial bonus on Climb checks, and can always choose to take 10 on a Climb check, even if rushed or threatened.

Mouse Lord

Medium Outsider (Native, Shapechanger)

Hit Dice: 15d8+60 (127 hp)

Initiative: +11

Speed: 40 ft. (8 squares), climb 30 ft.

Armour Class: 29 (+7 Dex, +8 natural, +4 insight), touch 21, flat-footed 22

Base Attack/Grapple: +15/+19

Attack: Bite +22 melee (2d4+6 plus disease)

Full Attack: Bite +22 melee (2d4+6 plus disease)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disease, spell-like abilities, *summon rodents*

Special Qualities: Change shape, damage reduction 15/magic and cold iron, darkvision 120 ft., keen senses,

outsider traits, rejuvenation, rodent passivism, spell resistance 26, sealed mind, speak with rodents, telepathy 100 ft.

Saves: Fort +13, Ref +16, Will +13

Abilities: Str 18, Dex 25, Con 18, Int 20, Wis 18, Cha 18

Skills: Balance +26, Climb +33, Concentration +22, Diplomacy +12, Escape Artist +26, Handle Animal +22, Hide +29, Knowledge (nature) +22, Listen +25, Move Silently +29, Ride +9, Spot +24, Survival +16 (+18 in natural surroundings), Swim +33, Tumble +25, Use Rope +7 (+9 to bind someone)

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Finesse

Environment: Any

Organisation: Solitary (unique) or troupe (Mouse Lord plus 10-100 rats or 10-20 dire rats)

Challenge Rating: 13

Treasure: Double standard

Alignment: Always neutral

Advancement: By character class

Level Adjustment: —

This rat appears to be about the size of a large dog. Its fur is black with streaks of silver across its back and its tail is hairless. Its eyes are copper.

Like the Cat Lord, there is only one Mouse Lord. And she is the Lord (or Lady) of all rodents. Her natural form is that of a large black-furred dire rat with copper eyes. She can assume a human form and this form is almost always of a female with darkened skin, raven-black hair and copper eyes. She dresses in robes of flowing silver or grey.

The Mouse Lord spends her days roaming the Material Plane, Astral Plane and Ethereal Plane. She can speak Common, Sylvan, Elven, Goblin, Druidic, Halfling and Gnome.



Combat

The Mouse Lord enters combat using her bite. Most often she enters battle with greater magic fang already affecting her. When enough foes are within range, she unleashes her confusion ability and usually displaces on her next turn. If combat goes against her, she summons other rodents to aid her or to cover her escape.

The Mouse Lord's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Disease (Ex): Black fever—bite, Fortitude DC 21, incubation period 1 day, damage 1d4 Dex and 1d4 Con. The save DC is Constitution-based. The Mouse Lord can suppress her ability to cause disease (as a free action) if she so wishes.

Spell-Like Abilities: At will—*confusion* (DC 18), *detect evil*, *detect good*, *displacement*; 2/day—*ethereal jaunt*, *greater magic fang*; 1/day—*astral projection*, *greater teleport* (self plus 50 pounds of objects only). Caster level 15th. The save DC is Charisma-based.

Summon Rodents (Sp): Twice per day, the Mouse Lord can automatically summon 10-100 rats or mice, 2d8 brain rats or shadow rats, 2d6 dire rats or barics, or 1d4 dire shadow rats, ethereal rats, or wererats, or 1d4+1 rat swarms.

Change Shape (Su): The Mouse Lord can assume the shape of a human as a standard action. In human form, the Mouse Lord cannot use her natural weapons or disease special attack but can wield weapons and wear armour. Unlike the normal change shape ability, the Mouse Lord retains her movement modes (and speeds) in human form.

Keen Senses (Ex): The Mouse Lord sees four times as well as a human in shadowy illumination and twice as well in normal light.

Rejuvenation (Su): The Mouse Lord is effectively immortal and nearly impossible to slay. When slain, the Mouse Lord's soul reforms on the Astral Plane. Within one week, it inhabits another mouse or rat on the Material Plane and the Mouse Lord reforms. No form of magic (such as magic that would contain or trap her soul) prevents this. To permanently kill the Mouse Lord, one must destroy every mouse and rat in existence (so her soul has no creature to inhabit).

Rodent Passivism (Ex): No rodents (including giant or dire mice or rats), such as mice, rats, dire rats, wererats or barics willingly attack the Mouse Lord. They can be forced to do so through magical means however.

Sealed Mind (Ex): The Mouse Lord is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). This immunity includes any psionic effect or attack that targets the Mouse Lord's mind.

Speak with Rodents (Ex): This ability functions as the speak with animals spell, but allows the Mouse Lord to converse only with rodents such as mice, rats, dire rats, and barics. This ability is always active and cannot be dispelled or negated.

Skills: The Mouse Lord has a +8 racial bonus on Swim checks. She has a +4 racial bonus on Hide and Move Silently checks. The Mouse Lord has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. She uses her Dexterity bonus on Climb and Swim checks.

Archon, fell

Medium Outsider (Evil, Extraplanar)

Hit Dice: 22d8+110 (209 hp)

Initiative: +10

Speed: 50 ft. (10 squares), fly 150 ft. (good)

Armour Class: 41 (+6 Dex, +20 natural, +5 +3 *blinding heavy steel shield*), touch 16, flat-footed 35

Base Attack/Grapple: +22/+30

Attack: +5 *flaming bastard sword* +36 melee (1d10+13 plus 1d6 fire, 17-20) or +3 *unholy composite longbow* (+3 Str bonus) +31 ranged (1d8+6, x3) or slam +30 melee (1d10+8)

Full Attack: +5 *flaming bastard sword* +36/+31/+26/+21 melee (1d10+13 plus 1d6 fire, 17-20) or +3 *unholy composite longbow* (+3 Str bonus) +31/+26/+21/+16 ranged (1d8+6, x3) or 2 slams +30 melee (1d10+8)

Space/Reach: 5 ft./5 ft.

Special Attacks: Aura of menace, *doom horn*, spell-like abilities, spells

Special Qualities: Damage reduction 15/epic or good, darkvision 60 ft., good vulnerability, low-light vision, immunity to acid, cold and petrification, regeneration 10, electrical and fire resistance 10, spell resistance 27

Saves: Fort +18, Ref +19, Will +19

Abilities: Str 26, Dex 22, Con 20, Int 22, Wis 22, Cha 22

Skills: Bluff +31, Concentration +30, Diplomacy +10, Heal +31, Hide +30, Intimidate +33, Knowledge (any one) +31, Listen +31, Move Silently +30, Perform (wind instruments) +31, Search +31, Spellcraft +31, Spot +31, Survival +31 (+33 following tracks), Swim +31

Feats: Cleave, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (bastard sword)

Epic Feats: Overwhelming Critical (bastard sword)

Environment: Evil aligned planes

Organisation: Solitary

Challenge Rating: 21

Treasure: Standard plus +5 *flaming bastard sword*, +3 *unholy composite longbow* (+3 Str bonus) and +3 *blinding heavy steel shield*

Alignment: Always evil (any)

Advancement: 23-44 HD (Medium), 45-66 HD (Large)

Level Adjustment: —

The body of this powerful, regal-looking humanoid is a perfect work of godly design. The entity's long hair cascades down its back in fiery waves; its powerful limbs

move with heavenly grace; its beautiful visage fulgurates with the inner light of the Celestial Realm – and it is also laughing insanely as it raises its flaming sword towards you and blows a single, terrible note from its horn of doom...

Fell archons are the definition of tragic corruption – formerly the representation of all that is good and noble in the universe, they have become furious agents of the forces they once opposed with every fibre of their being. Fell archons are created by cruel divine curses or by their own sins, most often pride.

A fell archon looks as a grim winged humanoid with fiery eyes and a black or red mane. It would appear as a typical archon or angel except that the taint of evil is evident all over its body and disposition; its magnificent appearance turned into a dreadful vision of cosmic ruthlessness and perverted power. Fell archons always carry flaming swords and doom horns, which were once celestial instruments but now serve only to spell the ruin any creature within earshot.

Fell archons speak Abyssal, Celestial, Common, Draconic, Ignan, Infernal and Undercommon. They lost the *tongues* ability they once possessed when they stopped caring about other races.



Combat

A fell archon is among the most powerful beings in existence, its corrupted soul being as mighty as that of the strongest demons, yet much more terrible for once having been a paragon of good. As a result, it is also incalculably proud, rushing into battle with unqualified abandon, sure of its superiority over nearly everything it faces.

Fell archons wield +5 *flaming bastard swords* and +3 *unholy composite longbows* with a +3 Strength bonus. In melee they carry +3 *blinding heavy steel shields*. The natural attacks and weapons of a fell archon are considered epic and evil for the purposes of overcoming damage reduction.

Aura of Menace (Su): Fell archons retain their good counterparts' aura of righteous fury, though in fell archons it has become twisted, hateful and blindly destructive. Any creature (whether hostile or peaceful) coming within a 20-foot radius of a fell archon must immediately succeed on a Will save (DC 29, Charisma based, including +2 racial bonus) or receive a -2 penalty on attack rolls and saving throws, as well as a -2 penalty to its Armour Class, as long as it remains within sight of the fell archon. A creature that has succeeded at this save cannot be affected again by the same fell archon's aura for 24 hours.

Doom Horn: A fell archon's horn is a terrible instrument, whose notes have the ability to crumble walls, kill birds and beasts, topple mountains, poison the air, churn the waters and break the endurance and sanity of any living creature unfortunate enough to hear it.

The *doom horn* combines the properties of a *horn of greater blasting* (save DC increased to 27) and a *horn of evil* (both items described in chapter 7 of the *DMG*); plus it forces every creature listening to it to make a Will save (DC 27, Charisma based) or become panicked for 2d6 rounds.

Spell-Like Abilities: At will—*animate objects*, *bestow curse* (DC 19), *contagion* (DC 19), *continual flame*, *detect snares and pits*, *death knell* (DC 18), *discern lies* (DC 20), *dismissal*, *freedom* (DC 25), *greater dispel magic*, *greater teleport* (self plus 200 pounds only), *hold person* (DC 18), *invisibility* (self only), *polymorph* (self only), *power word stun*, *resist energy*, *see invisibility*, *sound burst* (DC 18), *speak with dead* (DC 19), *summon monster VII*, *true seeing*, *unholy blight* (DC 20), *waves of fatigue*; 3/day—*blade barrier* (DC 22), *destruction*, *earthquake* (DC 24), *harm* (DC 22), *mass charm monster* (DC 24), *permanency*, *waves of exhaustion*; 1/day—*blasphemy* (DC 23), *power word blind*, *power word kill*, *power word stun*, *prismatic spray* (DC 23), *wish*. Caster level 20th (21st for spells with the Evil descriptor). The save DCs are Charisma based.

Spells: Fell archons can cast divine spells as 20th level evil clerics, with access to the Destruction and Evil domains. The save DCs are Wisdom based. Caster level is 21st for spells with the Evil descriptor.

Typical Cleric Spells Prepared (6/7+1/7+1/6+1/6+1/6+1/5+1/4+1/4+1/4+1; save DC 16 + spell level):
0—*detect magic* (2), *inflict minor wounds* (2), *resistance* (2); 1st—*bane*, *cause fear* (2), *command* (2), *curse water*, *doom*, *protection from good**; 2nd—*darkness*, *desecrate**, *enthral* (2), *inflict moderate wounds* (2), *shatter* (2); 3rd—*animate dead*, *bestow curse*, *blindness/deafness*, *deeper darkness*, *inflict serious wounds*, *locate object*, *magic circle against good**; 4th—*dimensional anchor*, *giant vermin*, *inflict critical wounds* (2)*, *poison* (2), *spell immunity*; 5th—*dispel good*, *flame strike*, *insect plague*, *mass inflict light wounds**, *plane shift*, *slay living*, *unhallow*; 6th—*antilife shell*, *create undead*, *forbiddance*, *harm**, *mass inflict moderate wounds* (2); 7th—*blasphemy*, *control weather*, *disintegrate**, *greater scrying*, *mass inflict serious wounds*; 8th—*create greater undead*, *earthquake*, *fire storm*, *mass inflict critical wounds*, *unholy aura**; 9th—*energy drain*, *implosion* (2)*, *storm of vengeance* (2).
*Domain spell.

Good Vulnerability (Ex): Fell archons are particularly vulnerable to good-aligned attacks and effects, since the memory of goodness stings their souls to the core. Fell archons receive a -2 penalty to Armour Class against attacks from creatures or weapons with an aura of good, and a -2 penalty on attack rolls and saving throws against spells and effects with the good descriptor.

Regeneration (Ex): A fell archon takes normal damage from epic weapons and from spells or effects with the good descriptor.

Armouredon

Colossal Dragon

Hit Dice: 24d12+356 (512 hp)

Initiative: -2

Speed: 60 ft. (12 squares)

Armour Class: 30 (-8 size, -2 Dex, +30 natural), touch 0, flat-footed 30

Base Attack/Grapple: +24/+58

Attack: Bite +34 melee (6d6+27)

Full Attack: Bite +34 melee (6d6+27)

Space/Reach: 40 ft./20 ft.

Special Attacks: Cinder shower, tail sweep, trample 4d8+27

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., immunity to magical *sleep*, paralysis and poison, living furnace, low-light vision, resistance to acid 20, cold 20, electrical 20 and fire 20

Saves: Fort +30, Ref +12, Will +13

Abilities: Str 47, Dex 6, Con 38, Int 3, Wis 9, Cha 12

Skills: Hide -3*, Intimidate +14, Listen +12, Spot +12

Feats: Awesome Blow, Chew, Endurance, Great Fortitude, Improved Bull Rush, Improved Overrun, Power Attack, Snatch

Epic Feats: Epic Toughness

Environment: Temperate and warm deserts

Organisation: Solitary

Challenge Rating: 21

Treasure: None

Alignment: Always neutral evil
Advancement: 25-72 HD (Colossal)
Level Adjustment: —

First, a thundering roar fills the desert sky and shakes the sand with its power. Then, you see the hulk of a four-legged lizard-like creature, the approximate size of an elephant herd, approaching at a speed that belies its massive bulk. The monster's body is entirely covered with bony ridges and plates, each one as large as a bull; a stream of smoke and hot ashes follows in its wake, making it look like the horror is on fire.

An armoredon looks like a monstrous, bloated dragon about 80 feet long, a quarter of which is the monster's swiping tail. The armoredon has a bony crest running from the back of its head to the tip of its tail, which turns into layers of massive bone plates near the beast's mid-section. Steam and embers are constantly pouring out of the crevices between these plates; these are in fact desert debris accumulated in the creature's endless armour chinks and fissures, caused to boil and sizzle – and sometimes to burn – by the armoredon's intense body heat.

Combat

In the rare cases where an armoredon actually notices a hostile creature enough to consider it, it prefers to charge head on, biting and trampling away regardless of what else is around.

Cinder Shower (Ex): As a full-round action, an armoredon can violently shake its body, sending the endless sparks and fiery bits under its shell flying around it. Every creature within 30 feet of an armoredon using this ability suffers 5d6 fire damage, with a Reflex saving throw (DC 36) allowed for half damage. The save DC is Constitution based.

Tail Sweep (Ex): As a standard action, an armoredon can make a sweep with its massive tail, brushing away any creature currently behind it. Any Medium or smaller creature caught in the path of an armoredon's sweeping tail attack (a 20 foot long cone behind the armoredon) automatically suffers 3d8+27 points of bludgeoning damage, with a

Reflex save (DC 40) allowed for half damage. The save DC is Strength based.

Trample (Ex): Reflex half, DC 40. The save DC is Strength based.

Living Furnace (Ex): The body heat of an armoredon is so intense that it can be felt many feet away from the creature. Any creature or weapon touching an armoredon automatically suffers 2d6 points of fire damage.

Skills: *An armoredon receives a +8 racial bonus on Hide checks when in a desert environment.



B

Barbed Serpent

Colossal Aberration

Hit Dice: 30d8+230 (365 hp)

Initiative: +8

Speed: 60 ft. (12 squares), burrow 40 ft.

Armour Class: 22 (-8 size, +20 natural), touch 2, flat-footed 22

Base Attack/Grapple: +22/+57

Attack: Spine +34 melee (4d6+19 plus poison *or* 1d4 plus implant)

Full Attack: 6 spines +34 melee (4d6+19 plus poison *or* 1d4 plus implant) and bite +34 melee (4d6+10 plus poison)

Space/Reach: 30 ft./20 ft. (50 ft. with extended tendrils)

Special Attacks: Improved grab, swallow whole

Special Qualities: Blindsight 60 ft., damage reduction 15/epic, extended tendrils, implant young, scent, spell resistance 26

Saves: Fort +17, Ref +10, Will +18

Abilities: Str 48, Dex 11, Con 24, Int 3, Wis 12, Cha 10

Skills: Listen +15, Spot +14, Survival +11

Feats: Alertness, Awesome Blow, Improved Bull Rush, Improved Initiative, Improved Multiattack, Multiattack, Power Attack

Epic Feats: Dire Charge, Epic Prowess, Epic Toughness, Superior Initiative

Environment: Any underground

Organisation: Solitary

Challenge Rating: 21

Treasure: Double standard

Alignment: Always neutral

Advancement: 31–50 HD (Colossal)

Level Adjustment: —

The snake's head is immense, more than large enough to swallow a horse in a single gulp, and viscous black fluid drips from its fangs. As it emerges from the ground, the body follows, lined with thin black tendrils terminating in a barbed point. The tendrils are very long, and they spread outwards from the body, seeking prey.

Barbed serpents are rarely seen, either above ground or below, but when they are, they tend to burn themselves into history, as much for the aftermath of the attack as for the devastation it causes. They are drawn to large settlements of intelligent beings – deep dwarves or dark elves in cavern complexes or human cities above ground. When they sense such, they will burrow into them, emerging as close to the centre as possible and attacking.

The barbed serpent primarily resembles an albino python, grown to immense size. However, growing along the length of its body, about one-third of the way up from its base, are countless thin black tendrils about three or

four inches in diameter, composed of an oddly elastic substance, something like a cross between cartilage and jelly. Each tendril ends with a sharp spur of bone, a foot long and honed to a needle-sharp tip.

The ecology of the barbed serpent is simple and horrific. It is a hermaphroditic creature and it requires intelligent beings in which to lay eggs. It will explode into the midst of a settlement or city and implant as many eggs as it can. It does not care if it is slain during this process and it will return to the depths once it is done. Some days later, the eggs hatch and the larvae burrow back down into the earth, where they feed and grow until it is time, a century or two later, to spawn again.

Combat

If the barbed serpent attacks a town, its main purpose is to lay eggs. To this end, it only kills those who are doing it serious harm and it targets those who are not a meaningful threat for implantation. If encountered prior to being ready to spawn, it attacks to kill and eat, showing no mercy, but it will flee any battle which begins to go against it – there is always easier prey elsewhere.

A barbed serpent's natural weapons are considered epic for the purpose of overcoming damage reduction.

Extended Tendrils (Ex): The tendrils of the barbed serpent are very elastic. They can attack beings up to 50 feet distant from the creature, though only squares within its normal reach of 20 feet are considered 'threatened' for purposes of attacks of opportunity and so on.

Implant Young (Ex): Whenever a barbed serpent succeeds in a tendril attack on a target, it may choose either to deal normal damage or to implant an egg. If it chooses the latter, it deals only 1d4 points of piercing damage. However, the target must make a Fortitude save (DC 32) or have an egg implanted. The egg attaches itself to the spinal column. After 2d4 days the egg will hatch, exploding the victim from within and doing 3d6 points of Constitution damage. The newly hatched larvae will then burrow underground. The egg has the same spell resistance as the barbed serpent, making it very difficult to remove magically, and removing it via non-magical means requires a Heal check (DC 35). The save DC is Constitution based.

Improved Grab (Ex): To use this ability, a barbed serpent must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 32, primary and secondary damage 1d8 Con. The save DC is Constitution based.

Swallow Whole (Ex): A barbed serpent can try to swallow a grabbed opponent of a smaller size than itself by making

a successful grapple check. Once inside, the opponent takes 4d6+10 points of crushing damage plus ten points of acid damage per round from the snake's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the gizzard (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A barbed serpent's interior can hold two Huge, eight Large, 32 Medium, 128 Small or 512 Tiny or smaller opponents.

Behemammoth

Colossal Magical Beast

Hit Dice: 50d10+800 (1075 hp)

Initiative: -2

Speed: 80 ft. (16 squares)

Armour Class: 20 (-8 size, -2, Dex, +20 natural) touch 0, flat-footed 20

Base Attack/Grapple: +50/+86

Attack: Stomp +66 melee (6d6+30) or bite +66 melee (4d6+40)

Full Attack: 2 stomps +66 melee (6d6+30) or bite +66 melee (4d6+40)

Space/Reach: 150 ft./50 ft.

Special Attacks: Terrify, towering bite, trample 6d6+30, tremor

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., immunity to acid, mind-affecting effects and poison, low-light vision, regeneration 25, resistance to cold, electrical and fire 30

Saves: Fort +43, Ref +25, Will +18

Abilities: Str 50, Dex 7, Con 42, Int 3, Wis 15, Cha 16

Skills: Listen +20, Spot +20, Survival +19

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Power Attack, Snatch

Epic Feats: Epic Potency (x5), Epic Prowess (x4), Improved Awesome Blow

Environment: Any

Organisation: Solitary (possibly unique)

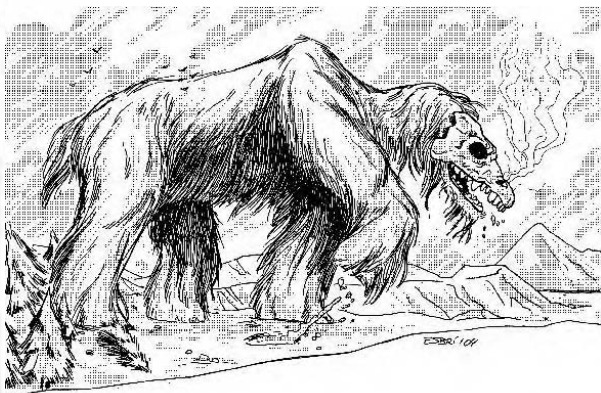
Challenge Rating: 23

Treasure: None

Alignment: Chaotic evil

Advancement: 51+ HD (Colossal)

Level Adjustment: —



The earth shudders. The mountains shake. Boulders roll down like pebbles. Trees are uprooted like twigs. Water and vapour sprout from newly formed geysers. Red-hot rocks spurt from suddenly opening cracks, reaching down to the deepest pits below the earth. Then the shadow of the creature looms, blotting out the sun; its massive jaws bawl and it drowns out the wind and earthquake. As it comes nearer, it gets larger. No matter how close it gets, it still grows and grows until everything is obscured by the creature. A hirsute, elephantine body, a single hair of which could make a hundred feet of the strongest rope. Four shaggy legs, each of them as wide as the tallest tower. Atop it all, a head can be seen, far up there in the distance. Its lower jaw is hairy too, but a glimpse of a gigantic bare skull can be inferred where its upper muzzle should be.

The behemammoth (although it is possible more than one may exist) is the largest land creature in existence, being hundreds of feet tall and many more feet long. The gods of evil created it as the universe began, with the purpose of wreaking havoc and destruction upon the world. It looks as a shaggy, more-than-Colossal, four-legged mammal, bearing a vague resemblance to a mastodon. The incredibly long hairs covering the monster's entire body hang as vines from a swamp. Its head resembles that of a crocodile, but it is proportionately shorter and broader. The creature's lower jaw dangles with the same long russet hairs covering the rest of its body; however, the single piece conforming its upper muzzle and cranium is like a crocodile's bare skull, neatly placed as a mask over its head.

Combat

The behemammoth does not fight; it destroys. When faced with opposition, the behemammoth uses no combat moves or techniques, simply walking over everyone and everything until all are devastated.

The behemammoth's natural weapons count as epic, chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Terrify (Ex): Huge or smaller creatures catching sight of the behemammoth must succeed at a Will save (DC 38) or become frightened for one full minute. Creatures with less than 16 HD become panicked instead if they fail this save. If a creature succeeds at this save, it becomes shaken for one minute, after which it cannot be affected by the same behemammoth's terrify ability for the next 24 hours. The save DC is Charisma based.

Towering Bite (Ex): The behemammoth is not normally capable of using its bite attack in combat, since its head and neck configuration stop it from reaching down to bite enemies. The behemammoth can only use its bite attack against enemies of Colossal size or those that are somehow positioned at the same height as its maw. By the same token, the behemammoth cannot make a stomp or trample attack against any creature on which it is able to use its bite attack.

Trample (Ex): Reflex half, DC 55. The save DC is Strength based.

Tremor (Ex): By moving at least its base speed for a full round, the behemammoth causes the ground to tremble and shake, applying a -4 penalty on the attack rolls, Concentration checks and Armour Class of every living creature standing on the ground within 100 feet of the behemammoth. The behemammoth cannot choose whether to use tremor - this effect is automatically caused every round the behemammoth spends moving at least its base speed.

Behemoth

Though they look like animals, behemoth are actually powerful outsiders of great size and power. There represent the pinnacle of what the animal could possibly be.

Behemoth Eagle

Colossal Outsider (Extraplanar)

Hit Dice: 21d8+126 (220 hp)

Initiative: +20

Speed: 20 ft. (4 squares), fly 160 ft. (poor)

Armour Class: 24 (-8 size, +12 Dex, +10 natural), touch 14, flat-footed 12

Base Attack/Grapple: +21/+44

Attack: Claw +25 melee (5d10+7)

Full Attack: 2 claws +25 melee (5d10+7) and bite +20 melee (4d12+3)

Space/Reach: 30 ft./20 ft.

Special Attack: —

Special Qualities: Evasion, spell resistance 30

Saves: Fort +18, Ref +24, Will +16

Abilities: Str 25, Dex 34, Con 23, Int 17, Wis 19, Cha 16

Skills: Diplomacy +27, Jump +3, Knowledge (geography) +27, Knowledge (history) +27, Knowledge (nature) +29,

Knowledge (religion) +27, Knowledge (the planes) +27,

Listen +30, Search +27, Sense Motive +28, Spot +38,

Survival +28

Feats: Alertness, Endurance, Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Spot), Weapon Finesse

Epic Feats: Superior Initiative

Environment: Any forest, hill, mountains and plains

Organisation: Solitary and pair

Challenge Rating: 18

Treasure: None

Alignment: Always neutral

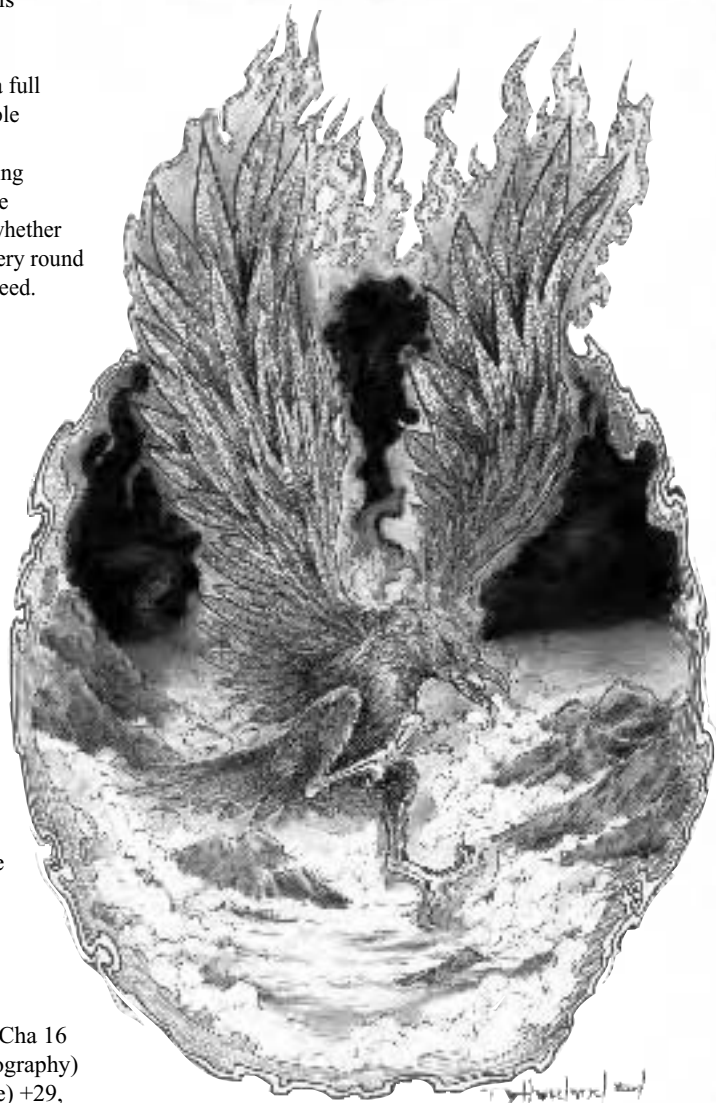
Advancement: 21-42 HD (Colossal)

Level Adjustment: —

A huge avian more than 20 ft. tall, its wings must stretch 80 ft. or more. A more perfect eagle could not exist...

Combat

This majestic creature attacks with greater efficiency than their mundane cousins. If he encounters more serious resistance the eagle will attempt to grab a single opponent and fly off with them.



Skills: *A behemoth eagle receives a +8 racial bonus on Spot checks.

Carrying Capacity: A light load for a behemoth eagle is up to 2,400 pounds; a medium load, 2,401-4,800 pounds; and a heavy load, 4,801-7,200 pounds.

Behemoth Gorrilla

Huge Outsider (Extraplanar)

Hit Dice: 21d8+272 (366 hp)

Initiative: +12

Speed: 60 ft. (12 squares), climb 30 ft.

Armour Class: 38 (-2 size, +8 Dex, +22 natural), touch 16, flat-footed 30

Base Attack/Grapple: +21/+39

Attack: Claw +29 melee (4d8+10)

Full Attack: 2 claws +29 melee (4d8+10) and bite +24 melee (3d10+5)

Space/Reach: 20 ft./20 ft.

Special Attacks: Rend 8d8+20

Special Qualities: Scent, spell resistance 30
Saves: Fort +24, Ref +20, Will +16
Abilities: Str 31, Dex 26, Con 35, Int 6, Wis 15, Cha 12
Skills: Balance +32, Climb +42, Intimidate +25, Jump +46, Move Silently +32, Spot +26
Feats: Dodge, Endurance, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack
Epic Feats: Epic Toughness
Environment: Warm forest and warm mountains
Organisation: Solitary or company (5-8)
Challenge Rating: 19
Treasure: None
Alignment: Always neutral
Advancement: 22-42 HD (Huge)
Level Adjustment: —

Standing over 20 ft. tall, this gorilla could be the king of all gorillas...

Combat

Behemoth gorilla attack with tooth and claw hoping to rend opponents to pieces. In single combat they grapple to immobilise targets.

Rend (Ex): A behemoth gorilla that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 8d8+20 points of damage.

Brachyurus

Large Magical Beast
Hit Dice: 38d10+684 (893 hp)
Initiative: +18
Speed: 80 ft. (16 squares)
Armour Class: 40 (-1 size, +14 Dex, +17 natural), touch 23, flat-footed 26
Base Attack/Grapple: +38/+52
Attack: Claw +48 melee (2d6+10, 19-20)
Full Attack: 2 claws +48 melee (2d6+10, 19-20) and bite +48 melee (3d6+5, 19-20)
Space/Reach: 10 ft./5 ft.
Special Attacks: Frightful howl, savage
Special Qualities: Blindsight 240 ft., damage reduction 10/epic, darkvision 60 ft., fast healing 10, low-light vision, resistances to acid 20, cold 20, electricity 20, fire 20 and sonic 20, scent, spell resistance 23
Saves: Fort +39, Ref +35, Will +25
Abilities: Str 30, Dex 38, Con 47, Int 18, Wis 32, Cha 19
Skills: Hide +51, Jump +71, Listen +54, Move Silently +55, Spot +54, Survival +52
Feats: Alertness, Improved Bull Rush, Improved Critical (claw), Improved Critical (bite), Improved Initiative, Improved Multiattack, Improved Trip, Iron Will, Multiattack, Weapon Focus (claw), Weapon Focus (bite)
Epic Feats: Blinding Speed (x2)
Environment: Any land
Organisation: Solitary, pair or pack (5-10)
Challenge Rating: 23
Treasure: Standard

Alignment: Usually lawful neutral
Advancement: 39-48 HD (Large); 49-58 HD (Huge); 59-66 HD (Gargantuan); 67-135 HD (Colossal)
Level Adjustment: —

Like out of a child's fairy story, a huge wolf crashes through of the trees. Its fur is white, but caked with dried blood and its iridescent silver eyes stare menacingly at you...

Savage beyond measure, the brachyurus is possibly the most powerful and terrifying wolf in all creation. It roams the forest and plains ambivalent to the greater issues of the world. Even with its advanced intelligence, the brachyurus is still at heart an animal and behaves in many ways as a wolf would.

It is rumoured that some brachyurus speak Common, but few that have tried to engage it in conversation has every returned to relate the tale.

Combat

The brachyurus encountering multiple opponents will try to weaken their resolve with its frightful howl. Once its opponents are shaken it will move through each tripping and savaging them as it goes.

Frightful Howl (Su): As a standard action, a brachyurus can emit a howl in a 60-foot-radius spread that affects opponents with fewer Hit Dice or levels than the brachyurus has. The affected creature must make a successful Will save (DC 33) or become shaken. Success indicates that the target is immune to that brachyurus's frightful howl for one day. The DC is Charisma-based.

Savage (Ex): If a brachyurus successfully trips an opponent, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 15d6+25 points of damage. If an opponent goes prone for any reason in an area a brachyurus threatens, the brachyurus can also savage the victim as a free action (treat as the brachyurus's attack of opportunity for the round), even though it had nothing to do with tripping the foe.

Bygones Template

Bygones are remnants and memories of legendary creatures long departed.

Bygones resemble the creatures they echo, but their colours are faded, their cries and speech hushed, and their motions ghostly. To a person who has seen both a bygone and its original, the differences are obvious, but to a person who knows only legends of the bygone's species, a bygone may be mistaken for the real thing. Many of the world's most powerful creatures no longer exist, driven to extinction or locked away in distant planes. But their echoes sometimes have a power of their own, and can be a deadly challenge to heroes who might never face their

Creating a Bygone Creature

'Bygone' is an acquired template that can be added to any creature with 20 or more Hit Dice (referred to hereafter as the base creature). A bygone uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to outsider, and the creature gains the augmented subtype. Size is unchanged. Bygones are normally native outsiders.

Hit Dice: A bygone's Hit Dice are unchanged, but its hit points are halved.

Armour Class: A bygone creature's natural armour bonus, deflection bonus and insight bonus to AC (if any) are reduced by half.

Damage: The damage a bygone deals with its attacks is halved, after all other factors are applied (not including factors inherent in the target, such as damage reduction).

Special Attacks: A bygone creature retains all of the special attacks of the base creature. However, the saving throw DCs to resist all its special attacks (with the exception of spells and spell-like or psionic abilities) are reduced by 10. Special attacks which deal hit point damage are unaffected.

Bygone Creatures have their damage halved (as above).

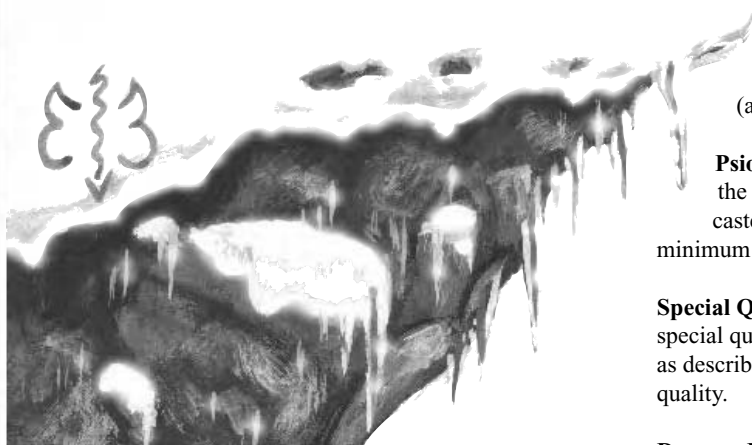
Psonics, Spells, and Spell-Like Abilities: If the base creature has these special attacks, their caster or manifester levels are reduced by 10 (to a minimum of 1).

Special Qualities: A bygone creature retains all of the special qualities of the base creature, but they are adjusted as described below. A bygone also gains the reversal quality.

Damage Reduction: If the base creature has damage reduction that requires an epic weapon to penetrate, the bygone creature's damage reduction requires a magic weapon to penetrate, instead. All other aspects of damage reduction are unchanged.

Fast Healing and Regeneration (Ex): A bygone's fast healing and regeneration rates are halved.

Reversal (Ex): Upon a bygone's death, any supernatural or spell-like effects that did not cause hit point damage it created during the previous hour are undone. This may include ability drain, magical fear or paralysis, instant kill effects (such as wail of the banshee or a neh-thalggu's brain extraction ability), and others.



real counterparts. Bygones can come to exist in a number of ways: some are essentially racial memories of a dead species given form, and roam the lands of their 'ancestors' acting as myth dictates; other bygones are similar to ghosts, representing and behaving like specific individuals who disappeared or died long ago. Bygones may act out their originals' deeds over and over again, or they may pursue their own goals, even while aware that they are shadows of things past. On rare occasions, a bygone may actually meet its original counterpart.

Bygones speak any languages their originals knew.

Spell Resistance (Ex): A bygone's spell resistance is reduced by 10.

Saves: A bygone suffers a -10 penalty on all saving throws.

Challenge Rating: Same as the base creature -6.

Bygone Uvuudaum

Large Outsider (Evil, Extraplanar)

Hit Dice: 38d8+323 (408 hp)

Initiative: +14 (Dex)

Speed: 80 ft. (16 squares), climb 40 ft.

Armour Class: 37 (-1 size, +14 Dex, +14 natural), touch 23, flat-footed 23

Base Attack/Grapple: +38/+56

Attack: Head spike +51 melee (10d6+21/19-20 plus Wisdom drain)

Full Attack: Head spike +51 melee (10d6+21/19-20 plus Wisdom drain)

Space/Reach: 10 ft./10 ft.

Special Attacks: Confusion aura, spell-like abilities, Wisdom drain

Special Qualities: Blindsight 500 ft., damage reduction 10/good and magic, fast healing 10, half damage, regeneration 2, resistance to electricity 30, reversal, SR 29, telepathy 500 ft.

Saves: Fort +30, Ref +27, Will +31

Abilities: Str 39, Dex 38, Con 44, Int 32, Wis 38, Cha 46

Skills: Balance +18, Climb +32, Concentration +58, Craft (alchemy) +52, Diplomacy +22, Escape Artist +55, Gather Information +22, Hide +51, Intimidate +59, Jump +69, Knowledge (arcana) +52, Knowledge (history) +52, Knowledge (local) +52, Knowledge (religion) +52, Knowledge (the planes) +52, Listen +55, Move Silently +55, Search +52, Sense Motive +55, Spellcraft +56, Spot +55, Swim +55, Tumble +59

Feats: Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical (head spike), Lightning Reflexes, Power Attack

Epic Feats: Epic Reflexes, Improved Combat Reflexes, Spell Stowaway (time stop), Tenacious Magic (displacement), Tenacious Magic (haste), Tenacious Magic (stoneskin)

Environment: An evil-aligned plane

Organisation: Solitary, pair or madness (3-6)

Challenge Rating: 21

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Bygone uvuudaums are created by the memories of those victimised by uvuudaums, nightmares only slightly less frightening in the light of day.

Combat

Bygone uvuudaums fight like ordinary uvuudaums, but rely more on physical attacks than on their spell-like abilities. A bygone uvuudaum's natural weapons are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Confusion Aura (Su): This ability operates continuously, as the confusion spell but with a 30-foot radius. Potential victims can make a DC 37 Will save to resist confusion. Those affected by the aura can make a new save every 4 rounds to throw off the effect. Once it has successfully resisted, a subject remains immune to that uvuudaum's confusion aura for 24 hours. The save DC is Charisma-based.

Spell-Like Abilities: At will—*confusion* (DC 32), *dimension door*, *displacement*, *greater dispel magic*, *haste*, *invisibility*, *lightning bolt* (DC 31), *magic missile*, *mage armour*, *polymorph*, *shield*, *stoneskin*, *true strike*, *web* (DC 30); 3/day—*chain lightning* (DC 34), *cone of cold* (DC 33), *disintegrate* (DC 34), *dominate person* (DC 33), *greater teleport*, *plane shift* (DC 35), *prismatic spray* (DC 35), *screying* (DC 32), *wall of force*; 1/day—*contingent resurrection*, *nailed to the sky* (DC 38), *time duplicate*, *time stop*. Caster level 17th. The save DCs are Charisma-based.

Wisdom Drain (Su): A bygone uvuudaum causes 2d4 points of Wisdom drain each time it hits with its head spike attack. On each such successful attack, it gains 5 temporary hit points. An opponent can resist the Wisdom drain with a DC 37 Fortitude save. The save DC is Charisma-based.

Half Damage (Ex): The hit point damage a bygone uvuudaum deals with its natural attacks and spell-like abilities is halved; after all other factors are applied (not including factors inherent in the target, such as damage reduction).

Regeneration (Ex): Uvuudaums take normal damage from good-aligned weapons, cold and fire.

Reversal (Ex): Upon a bygone uvuudaum's death, any Wisdom drain it has inflicted is undone, and creatures cease being confused. Any effects created by its spell-like abilities that did not cause hit point damage are similarly undone. All of these reversals apply only to effects generated in the hour before the uvuudaum's death.



Camatzotz

Gargantuan Outsider (Evil, Extraplanar)

Hit Dice: 36d8+324 (486 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 120 ft. (poor)

Armour Class: 32 (-4 size, +5 Dex, +11 natural, +10 insight), touch 21, flat-footed 27

Base Attack/Grapple: +36/+59

Attack: Bite +46 melee (4d6+16; 1 Crit 8-20 plus disease)

Full Attack: Bite +46 melee (4d6+16; Crit 18-20 plus disease)

Space/Reach: 20 ft. /20 ft.

Special Attacks: Darkness, deadly bite, disease, fear, swallow whole

Special Qualities: Blindsight 80 ft., damage reduction 15/epic, darkvision 60 ft., fast healing 16, spell resistance 35

Saves: Fort +31, Ref +25, Will +22

Abilities: Str 33, Dex 20, Con 28, Int 7, Wis 15, Cha 20

Skills: Hide +40*, Intimidate +44, Listen +51, Move Silently +52, Spot +43, Survival +41

Feats: Alertness, Fly-by Attack, Great Fortitude, Improved Initiative, Power Attack, Snatch, Weapon Focus (bite)

Epic Feats: Energy Resistance (acid) (x2), Energy Resistance (fire) (x2), Epic Weapon Focus (bite), Snap

Environment: Lower planes

Organisation: Solitary

Challenge Rating: 25

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 37-54 HD (Colossal)

Level Adjustment: —

Suddenly a shadow covers everything and you see the hideous spread of a gigantic vampire bat's black wings dominating the view. The creature has monstrous red eyes and vicious jaws that could chew a whole human being in a single bite. It appears to have a black furred humanoid body.

A camatzotz is an evil bat-spirit of the underworld, unable to come to the mortal plane unless summoned by dark magic; once that happens, though, a camatzotz is a scourge on creation, declaring war on everyone and everything. Camatzotzil appear as Gargantuan bat-apes, with simian bodies covered with coarse black hair and 80-foot wingspans.

Camatzotzil speak Abyssal, Common, Infernal and Sylvan.

Combat

If possible the camatzotz will swoop down and try to Snap up an opponent during a Fly-by Attack. If it needs

to engage in melee combat a camatzotz will repeatedly attempt to maim enemies with its bite attack, seeking to finish them off with its deadly bite ability before they can react. The camatzotz takes full advantage of its *darkness* ability, preferring opponents that cannot see it while it uses its Blindsight ability to maintain the upper hand.

Darkness (Su): As a free action, a camatzotz can surround itself by a cloud of *darkness*, as the spell at caster level 20th.

Deadly Bite (Ex): A camatzotz' bite attack is unnaturally sharp, giving it a critical threat range of 18-20. Furthermore, if a camatzotz scores a critical hit, it always counts as massive damage, requiring the target to succeed at a Fortitude save (DC 15) or die from shock, regardless of how many points of damage it actually dealt. A creature killed by a camatzotz' bite – and not swallowed whole; see below – is always beheaded or cut in half as the monster bites off the missing body part. This may seriously hinder some attempts at raising or resurrecting the target.

Disease (Su): Supernatural disease – bite, Fortitude DC 37 (Constitution based), incubation period one hour, damage 1d6 Str and 1d6 Con.

Fear (Su): A camatzotz is constantly surrounded by an aura of fear, requiring living creatures within sight of it to make successful Will saves (DC 33, Charisma based) or become panicked for 2d6 rounds. If a creature succeeds at this save, it cannot be affected by the same camatzotz' fear aura for the next 24 hours.

Swallow Whole (Ex): A camatzotz that begins its turn grappling an opponent may attempt to swallow its enemy by succeeding at a special grapple check. If the camatzotz wins this grapple, the target is instantly swallowed by the camatzotz. A swallowed target dies in one round from the deadly environment of the camatzotz' body, unless the camatzotz is slain before one round has passed. A camatzotz body can hold no more than one creature of Large or smaller size.

Blindsight (Ex): A camatzotz can detect opponents within 80 feet, by means of sound waves. Opponents still have 100% concealment if the camatzotz cannot see them.

Skills: A camatzotz gains a +8 racial bonus on all Hide, Listen and Move Silently checks.

*In dark environments, the Hide bonus goes up to +12.

Chaos Dragon

Gargantuan Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 24d8+192 (300 hp)

Initiative: +9

Speed: 60 ft. (12 squares), fly 260 ft. (good)

Armour Class: 37 (-4 size, +5 Dex, +26 natural), touch 11, flat-footed 32

Base Attack/Grapple: +24/+51

Attack: Tail +36 melee (2d8+15 plus poison) or bite +35 melee (1d10+15) or claw +35 melee (1d8+15)
Full Attack: Tail +36 melee (2d8+15 plus poison) and bite +30 melee (1d10+7) and 2 claws +30 melee (1d8+7)
Space/Reach: 30 ft. /20 ft.
Special Attacks: Chaosfire, improved grab, poison, spell-like abilities
Special Qualities: Damage reduction 15/lawful, darkvision 60 ft., immunity to acid and poison, resistance to cold 20, electricity 20 and fire 20, spell resistance 28, telepathy 100 ft.
Saves: Fort +22, Ref +21, Will +20
Abilities: Str 40, Dex 21, Con 26, Int 18, Wis 22, Cha 22
Skills: Bluff +36, Escape Artist +27, Hide +9, Intimidate +30, Jump +32, Knowledge (arcana) +25, Knowledge (the planes) +33, Listen +27, Move Silently +27, Perform (dance) +27, Search +26, Sense Motive +28, Spellcraft +28, Spot +21, Survival +21 (+23 on other planes or following tracks), Swim +31, Tumble +34
Feats: Ability Focus (chaosfire), Combat Expertise, Combat Reflexes, Hover, Improved Initiative, Lightning Reflexes, Weapon Focus (tail)
Epic Feats: Energy Feeder (acid), Improved Combat Reflexes
Environment: Planes of chaos
Organisation: Solitary or pair
Challenge Rating: 23
Treasure: Triple standard
Alignment: Always chaotic evil
Advancement: 25-36 HD (Gargantuan), 37-54 HD (Colossal)
Level Adjustment: —

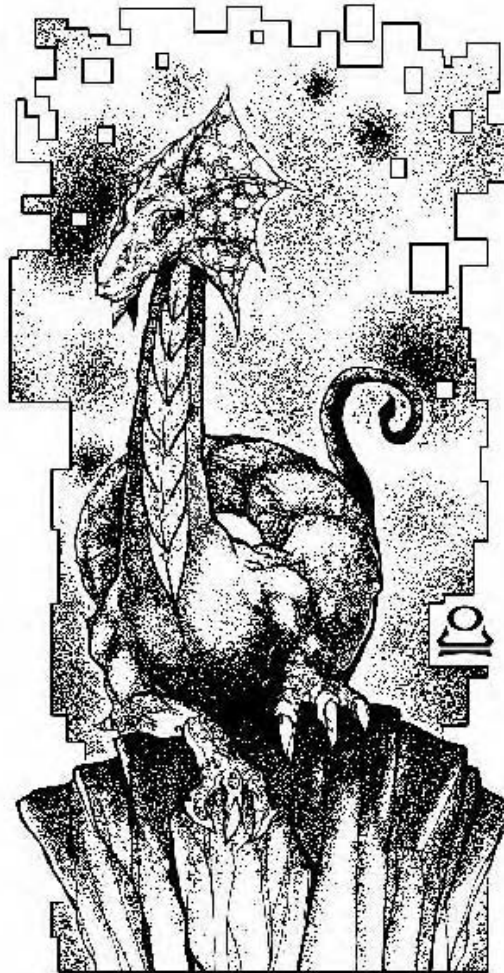
You see two strange dragon-like creatures, flying and looping around each other in a winding random pattern. Their horse-shaped visages end in majestic finlike crests, spreading out like a fan against the backs of their heads. They show no emotion and make no sound, but their eyes reflect madness – and evil.

Also called purple dragons, these creatures are not actual dragons but rather chaotic evil outsiders hailing from a single pocket plane where their race rules supreme. Chaos dragons appear as Gargantuan maroon-purple dragons, with serpentine wingless bodies. Their heads are horse-like, crowned by a semicircular crest, not unlike a membranous fan, behind the dragons' eyes.

Chaos dragons speak Abyssal, Auran, Common and Draconic. They can also communicate telepathically with any intelligent creature within 100 feet.

Combat

Chaos dragons attack illogically and unpredictably, apparently more concerned with throwing opponents off guard and driving them crazy than with actually harming them. A favourite tactic of theirs is to dart in and out of a melee while fighting defensively, taking the most advantage of their Combat Expertise feat and Tumble ranks. The mouth and claws of chaos dragons are too slight in relation to their body size, so they rarely use them in combat, preferring to rely on their barbed, poisonous tails.



Chaosfire (Su): Once every 1d10 rounds, a chaos dragon may breathe a cone of magical fire 30 feet long and 60 feet wide at the end. Creatures caught on its path suffer 10d10 points of magical damage; a Reflex save (DC 32; Constitution based) is allowed for half damage. Creatures vulnerable to fire are affected by chaos fire as if it was normal fire; creatures immune or resistant to fire are fully affected by chaosfire as if it was not fire but magical damage.

Improved Grab (Ex): A chaos dragon that successfully hits with a tail attack may initiate a grapple as a free action without provoking an attack of opportunity.

Poison (Ex): The tail of a chaos dragon can inject a maddening poison on the bodies of any creature successfully hit by it. Poison save DC 30 (Constitution based), initial and secondary damage 2d6 Wis.

Spell-Like Abilities: At will—*confusion* (DC 20), *dispel law* (DC 21), *hallucinatory terrain* (DC 20), *magic circle against law* (DC 27), *major creation*, *mirror image*, *lesser planar binding* (DC 21), *mirage arcana* (DC 21). 3/day—*cloak of chaos* (DC 24), *insanity* (DC 23), *permanent image*, *planar binding* (DC 22), *plane shift* (DC 23), *spell turning*, *word of chaos* (DC 23). 1/day—*binding* (DC 24),

dimensional lock (DC 24), *greater planar binding* (DC 24), *maze*, *time stop*, *trap the soul* (DC 24), *weird* (DC 25). Caster level 18th. Save DCs are Charisma based.

Telepathy (Su): Chaos dragons can communicate telepathically with any intelligent creature within 100 feet.

Skills: A chaos dragon gains a +8 racial bonus on Bluff checks. Its lithe body gives it a +8 racial bonus on Tumble checks. Finally, its strong link to extraplanar existence gives a chaos dragon a +8 racial bonus on Knowledge (the planes) checks.

The Realm of the Chaos Ring

All chaos dragons hail from the same demiplane, a pocket dimension inhabited by chaotic outsiders and trapped mortals, where chaos dragons reign supreme. This pocket plane is called the Chaos Ring; there, chaos dragons subject mortal intruders and prisoners to unimaginable tortures, all the while playing with the plane's environment and inhabitants as their personal toys. In spite of this – or perhaps for this very reason – chaos dragons are worshipped as deities not only by their realm's natives, but also by mortal clerics and cultists from the Prime Material plane. If the Games Master wishes to allow it, characters in his campaign world may actually worship chaos dragons and their realm, the Chaos Ring, as true deities.

Chaos Dragons as Deities

As deities, chaos dragons represent the eternal ring of entropy and destruction that shall eventually engulf the universe, when nonsense defeats all reason and life. Worshippers of chaos dragons expect the Chaos Ring to take over reality and endeavour to further its coming.

Alignment of Followers: chaotic evil or chaotic neutral.

Favoured Weapon: Whip ('Tail of Chaos').

Symbol: A ring of maroon-purple fire.

Domains: Chaos, Destruction, Evil, Magic, Trickery.

COLOSSUS

A colossus is as much as testament to wonder of magic as it is to the skill of engineering. These golems of colossal size, dwarf normal conceptions of what a constructed guardian could be. All colossus share the following traits:

Construct Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and to poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. Cannot heal damage (though regeneration and fast healing still apply, if present). Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Not at risk of death from massive damage, but destroyed when reduced to 0 hit points or less; cannot be raised or resurrected. Darkvision 60 ft.

Magic Immunity (Ex): A colossus completely resists most magical and supernatural effects, except where otherwise noted below.

Antimagic Field (Ex): A colossus constantly generates an antimagic field in a 100-foot-radius. The field is an invisible barrier that is impervious to most magical effects, including spells, spell-like abilities, and supernatural abilities. Likewise, it prevents the functioning of any magic items or spells within its confines, except for the colossus's own supernatural abilities. This effect is otherwise as an *antimagic* field cast by a 25th-level caster.

A colossus's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Construction

The construction cost given for each colossus takes into account the physical body and all the materials and spell components that are consumed or become a permanent part of it. Except for the much tougher requirements, constructing a colossus is not unlike constructing a golem.

Colossus, flesh

Colossal Construct

Hit Dice: 100d10+160 (710 hp) or as controlling spirit

Initiative: -2

Speed: 40 ft. (8 squares, cannot run)

Armour Class: 45 (-8 size, -2 Dex, +25 natural, +20 profane), touch 20, flat-footed 45

Base Attack/Grapple: +75/+103

Attack: Club +92 melee (6d6+38) or slam +92 melee (4d6+32) or thrown object (< 10 tons) +75 ranged (4d6+32)

Full Attack: Club +92/+87/+82/+77 melee (6d6+38) or 2 slams +92 melee (4d6+32) or thrown object (< 10 tons) +75 ranged (4d6+32)

Space/Reach: 30 ft./30 ft.

Special Attacks: Frightful presence, horrifying appearance, stomp, stench

Special Qualities: Construct traits, damage reductions 15/epic and adamantite, magic immunity, negative energy affinity

Saves: Fort +33, Ref +31, Will +33

Abilities: Str 35, Dex 6, Con —, Int 1, Wis 11, Cha 1 (Int, Wis, Cha can be different if the flesh colossus has a controlling spirit)

Skills: Climb +63, Jump +68 (or skills of the controlling spirits)

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Power Attack, Weapon Focus (club), Weapon Focus (slam) (or by controlling spirit)

Epic Feats: Epic Potency (x10), Epic Prowess (x10), Epic Toughness (x4), Epic Weapon Focus (club), Epic Weapon Focus (slam), Improved Awesome Blow (or by controlling spirits)

Environment: Any land or underground

Organisation: Solitary

Challenge Rating: 27

Treasure: None
Alignment: Neutral evil or neutral
Advancement: None (abilities vary by level of the possessing spirit)
Level Adjustment: —

A horrid gigantic abhorrence to goodness and decency, this terrible colossus must have been constructed by thousands of rotting corpses...

The flesh colossus is the most powerful necromantic construct that a necromancer could hope to produce. A ghost can be trapped within the colossus to provide it with a controlling intelligence.

A flesh colossus knows all languages spoken in life by the ghost who acts as its controlling spirit. When the controlling spirit is suppressed, it mutters in all the tongues spoken by its component corpses.

Combat

Flesh colossus smash opponents with a tree sized club or pick up opponents and throw them into cliff walls, forest floor or even toward the horizon.

Frightful Presence (Ex): All who come within a mile of the flesh colossus must make Will saves (DC 55). Those who make their saves are shaken. Those who fail by 20 points or less are frightened. Those who fail by 21 to 40 points are panicked. Those who fail by 41 points or more are cowering. The DC is Charisma-based.

Horrific Appearance (Su): Once per day, the controlling spirit within a flesh colossus may draw upon the negative energy latent in the construct to transform its countenance into a horrible leering visage: All within 300 feet who see this must make a Fortitude save (DC 55) or take 2d4 points of temporary Strength, Dexterity, and Constitution damage. The DC is Charisma-based.

Stomp (Ex): As a full-round action, a flesh colossus may stomp upon any adjacent foe (that is, any within the area it threatens). Its attack roll modifier for this special attack is +75 (+75 base, -2 Dex, -8 size, +10 epic prowess). If successful, the stomp deals double damage (8d6 +44) and pins the victim until the colossus chooses to release him or her.

Stench (Ex): All creatures with a sense of smell who come within 300 feet of the construct must make a Fortitude save (DC 60) or be nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention, except for a single move or move-equivalent action per round). Those who succeed on their saves take a -4 circumstance penalty on all attack rolls, saving throws, and skill checks for the next 2d6+4 minutes. The DC is Constitution-based.

Magic Immunity (Ex): A flesh colossus is immune to all magical and supernatural effects except those that use negative energy (see below).

Negative Energy Affinity (Su): Any negative energy spell targeted at the colossus repairs damage taken by the colossus at the rate of 1d10 hit points per level of the spell.

Construction

Only a master necromancer of surpassing power can create a flesh colossus. The bodies of not less than three hundred previously animated Medium-size humanoid creatures must be stripped of their flesh and the bones, which are then rendered in two great vats. The resulting semi liquid bone-paste is then cast into a new articulated skeleton of great size, to which the rendered flesh is applied like wet clay to shape the figure. Finally, the necromancer must bind a ghost of at least 10 HD (the more powerful the better) into the colossus to act as its controlling spirit. Without the controlling spirit, the colossus is just an oversized zombie; with it, it functions as a golem of great size and repugnant appearance. If no ghost is available, the necromancer may occupy the colossus himself by casting *magic jar*. The colossus costs 760,000 gp to create, which includes 100,000 gp for the body. Assembling the body takes no great skill, and many flesh colossi reveal that fact in their uncouth forms. The creator must be 29th level and able to cast epic spells. Completing the ritual drains 30,600 XP from the creator and requires *magic jar*, *limited wish*, *polymorph any object* and *finger of death*.

Colossus, Iron

Colossal Construct

Hit Dice: 96d10+120 (648 hp)

Initiative: -2

Speed: 50 ft. (10 squares, cannot run)

Armour Class: 60 (-8 size, -2 Dex, +60 natural) touch 0, flat-footed 60

Base Attack/Grapple: +72/+123

Attack: Slam +112 melee (12d6+55, 19-20)

Full Attack: 2 slams +112 melee (12d6+55, 19-20)

Space/Reach: 30 ft./30 ft.

Special Attacks: Breath weapon

Special Qualities: Antimagic field, construct traits, damage reduction 20/epic and adamantite, magic immunity, rustproof

Saves: Fort +32, Ref +30, Will +33

Abilities: Str 80, Dex 7, Con —, Int 9, Wis 12, Cha 1

Skills: Climb +84, Jump +93

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Power Attack, Weapon Focus (slam)

Epic Feats: Devastating Critical (slam), Epic Prowess (x10), Epic Potency (x10), Epic Toughness (x2), Epic Weapon Focus (slam), Improved Awesome Blow, Overwhelming Critical (slam)

Environment: Any land or underground

Organisation: Solitary

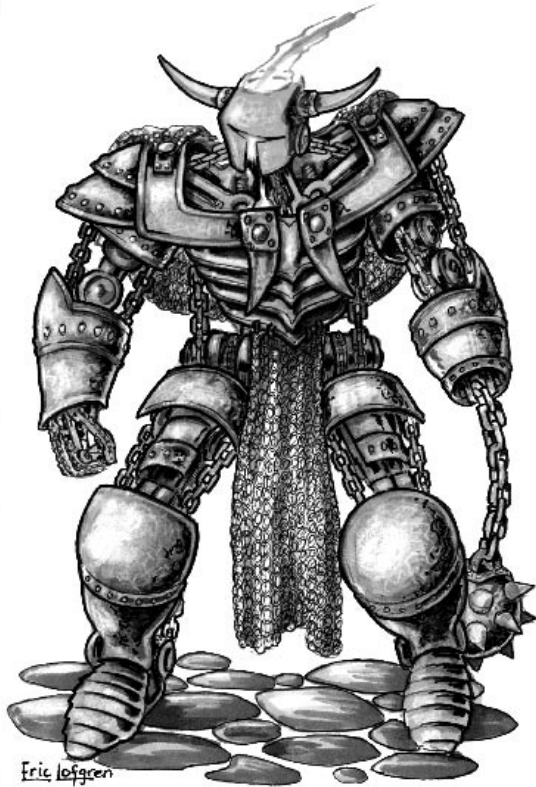
Challenge Rating: 33

Treasure: None

Alignment: Usually neutral

Advancement: 97-288 HD (Colossal)

Level Adjustment: —



A towering suit of plate armour composes the bulk of this incredible construct...

It would take all the iron ore from several dwarven mines to construct an iron golem of this size, but when possible to build such a construct the iron colossus can be a devastating ally.

Combat

Every blow from an iron colossus is likely to potentially lethal (see massive damage rules in the *PHB*). Sometimes an iron colossus will be armed with a colossal magical weapon, in these instances the construct often possesses a different array of feats to maximise its potential.

Breath Weapon (Su): Cone of poisonous gas, 80 feet, as a free action every 1d4 rounds, initial damage 3d6 Con, secondary damage 2d6 Con, Fort half (DC 58). The DC is Constitution-based.

Magic Immunity (Ex): An iron colossus is immune to all magical and supernatural effects, except as follows. An electricity effect restores 1 hit point to the iron colossus for each 3 points of damage it would otherwise deal.

Rustproof (Ex): An iron colossus is not affected by rust attacks, unlike smaller iron golems.

Construction

An iron colossus's body is sculpted from 150,000 pounds of pure iron. The colossus costs 1,000,000 gp to create, which includes 100,500 gp for the body. Assembling

the body requires a successful Craft (armoursmithing) or Craft (weaponsmithing) check (DC 42). The creator must be 35th level and able to cast epic spells. Completing the ritual drains 50,000 XP from the creator and requires *cloudkill*, *geas/quest*, *limited wish* and *polymorph any object*.

Colossus, Garbage

Colossal Construct (Extraplanar)

Hit Dice: 100d10+80 (630 hp)

Initiative: +6

Speed: 40 ft. (8 squares, cannot run)

Armour Class: 30 (-8 size, -2 Dex, +30 natural) touch 0, flat-footed 30

Base Attack/Grapple: +75/+103

Attack: Club +79 melee (6d6+18) or slam +79 melee (4d6+12) or thrown object (weighing 10 tons or less) +65 ranged (4d6+12)

Full Attack: Club +79/+74/+69/+64 melee (6d6+18) or 2 slams +79 melee (4d6+12) or thrown object (weighing 10 tons or less) +65 ranged (4d6+12)

Space/Reach: 30 ft./30 ft.

Special Attacks: Disease, insect shroud, stench, stomp

Special Qualities: Construct traits, damage reduction 15/epic, fast healing 10, immunity to magic

Saves: Fort +33, Ref +31, Will +33

Abilities: Str 35, Dex 6, Con —, Int —, Wis 11, Cha 1

Skills: Jump +16

Feats: Improved Initiative^B

Epic Feats: Superior Initiative^B

Environment: Any

Organisation: Solitary

Challenge Rating: 26

Treasure: —

Alignment: Neutral

Advancement: 101–170 HD (Colossal)

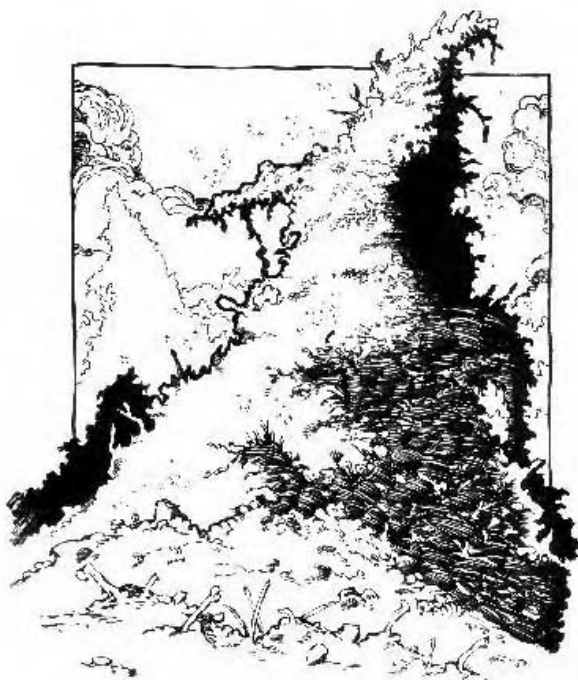
Level Adjustment: —

A gigantic pile of trash begins to rise up in a humanoid form and begins trudging toward you.

There is a saying: 'On the world of the Sklavadok, the trash takes you out!' This clumsy joke hints at a horrible reality. There are towering shapes at the heart of the Trashgardens which lurch and stumble about, surrounded by the maniac drone of millions of insects. These are the garbage colossi, faceless constructs formed from hundreds of tons of rubbish: broken weapons, smashed pots and plates, cart wheels, rotten fruit, mouldy books, yesterday's porridge, street sweepings, old clothes, dead animals, rubble, rags and bones and broken furniture, all crammed together and enlivened by a skittering stream of insect life that flows through the colossus like blood. Cockroaches swarm over a garbage colossus' surface with furious purpose.

Combat

Garbage colossi strike opponents with their powerful fist infecting their foes while its insect shroud tears apart those it misses.



Disease (Su): The garbage colossus' blows seethe with infection from the thousands of tons of trash that make up its body. Creatures struck for damage must make a Fortitude save (DC 60) or contract a terrible ailment that cramps muscles and leads to almost instant paralysis. This is a supernatural disease with an incubation period of 1d3 rounds. It deals 1d6 Strength and 1d6 Dexterity damage each round. The save DC is Constitution-based.

Insect Shroud (Su): A garbage colossus is constantly affected as if by a *crown of vermin* spell (epic spell) cast by a 100th level caster. As per the spell, the colossus may completely suppress the aura of insects as desired. A garbage colossus' insect shroud constantly replenishes itself at a rate of 200 vermin per round (unlimited duration). When vermin die off either from being slain or from dealing damage to another creature, the aura does not permanently collapse, even if all the vermin are slain or if all 1,000 vermin deal their damage in one round. As soon as any vermin are replenished, they participate normally in the crown of vermin effect. The full press of insects can be avoided via a Reflex save (DC 55). The shroud of insects grants the garbage colossus concealment against attacks (20% miss chance). The insects partake of the colossus' magic immunity. The save DC is Charisma-based.

Stench (Ex): A garbage colossus reeks like nothing else in the multiverse. It stinks of the putrefying offal and detritus of a thousand worlds. All creatures within a sense of smell who come within 400 feet of the colossus must make a Fortitude save (DC 60) or be nauseated (unable to attack, cast spells, concentrate on spells or do anything else requiring attention except for a single move or move equivalent action per round). Those who succeed on their saves take a -4 circumstance penalty on all attack rolls,

saves and skill checks for the next 2d6+4 minutes. The save DC is Constitution-based.

Stomp (Ex): As a full-round action, a garbage colossus may stomp upon any adjacent foe (that is, any within the area it threatens). This special attack uses the colossus' Dexterity modifier instead of Strength and its attack roll modifier is +65. If successful, the stomp deals double damage (8d6+24) and pins the victim until the colossus chooses to release him.

Colossus, Jade

Colossal Construct

Hit Dice: 32d10+80 (256 hp)

Initiative: +0

Speed: 40 ft. (8 squares)

Armour Class: 34 (-8 size, +32 natural), touch 2, flatfooted 34

Base Attack/Grapple: +24/+59

Attack: Slam +35 melee (4d8+19)

Full Attack: 2 slams +35 melee (4d8+19)

Space/Reach: 30 ft./30 ft.

Special Attacks: Breath weapon

Special Qualities: Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to fire, immunity to magic, light reflection, low-light vision

Saves: Fort +10, Ref +10, Will +10

Abilities: Str 49, Dex 10, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organisation: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Usually neutral

Advancement: 33-96 (Colossal)

Level Adjustment: —

This massive automaton stands five times as tall as a normal human and resembles a massive humanoid carved of smooth green stone.

The jade colossus was first seen dominating the skyline over the City of Brass, its massive form reflecting the light from the ever-burning fires of the City. Since that time, rumours of these creatures moving across the Material Plane have been heard in taverns and inns. A jade colossus is 35 feet tall and weighs over 60,000 pounds.

Jade colossi are massive constructs built by powerful spellcasters for to do their bidding; typically for protection or to wage war against an archrival.

Jade colossi do not speak.

Combat

A jade colossus pummels a foe with its hardened fists; dealing massive amounts of damage with every successful strike. It almost always opens combat with its breath weapon.

Breath Weapon (Su): Once every 1d4 rounds, as a standard action, a jade colossus can spray a blast of green energy in either a 60-foot cone or a 120-foot line. A creature in the affected area takes 15d6 points of damage (Reflex save DC 26 for half). A creature slain as the result of this breath weapon transforms into jade. The save DC is Constitution-based.

A creature turned to jade has Hardness 6, hp 40. This effect can be reversed by casting *stone to flesh*, *wish*, or *miracle*. This restores the creature's body to flesh; afterwards, it may be raised or resurrected normally. A jade creature that suffers 40 or more points of damage, or is subjected to a *shatter* or *disintegrate* spell is immediately destroyed. A destroyed creature can be restored only through the successful casting of a *miracle* or *wish* spell.

Light Reflection (Ex): The angles that make up a jade colossus's form allow it to reflect any light-based attacks or effects (it cannot reflect natural sunlight however). Reflected light acts as an emanation (lasting 1 round) that blinds all creatures (as the *blindness* spell) within 40 feet for 2d4 rounds. Affected creatures that succeed on a DC 26 Reflex save are not blinded. Undead and similar creatures to whom sunlight is harmful to take 6d6 points of damage (a successful DC 26 Reflex save halves the damage).

Immunity to Magic (Ex): A jade colossus is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *disintegrate* spell slows a jade colossus (as the *slow* spell) for 1d6 rounds, with no saving throw. A *shatter* spell deals 3d12 points of damage to a jade colossus, with no saving throw. A magical attack that deals fire damage breaks any *slow* effect on the jade colossus and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A jade colossus receives no saving throw against fire effects.

Construction

A jade colossus's body is constructed from 80,000 pounds of pure jade and a mixture of rare stones, herbs and chemicals totalling 8,000 gp. Assembling the body requires a successful Craft (sculpting) check (DC 30).

Caster level 15th; Craft Construct (see the *MM*), *blindness*, *flesh to stone*, *geas/quest*, *polymorph any object*, caster must be at least 15th level; Price 212,000 gp; Cost 110,000 gp + 8,160 XP.

Colossus, Stone

Colossal Construct

Hit Dice: 64d10+80 (432 hp)

Initiative: -3

Speed: 40 ft. (8 squares, cannot run)

Armour Class: 44 (-8 size, -3 Dex, +45 natural), touch -1, flat-footed 44

Base Attack/Grapple: +48/+94

Attack: Slam +70 melee (8d6+30)

Full Attack: 2 slams +70 melee (8d6+30)

Space/Reach: 30 ft./30 ft.

Special Attacks: Shatter

Special Qualities: Antimagic field, construct traits, damage reduction 10/epic and adamantine, magic immunity

Saves: Fort +21, Ref +18, Will +21

Abilities: Str 70, Dex 5, Con —, Int —, Wis 10, Cha 1

Skills: Jump +34

Feats: —

Epic Feats: —

Environment: Any

Organisation: Solitary

Challenge Rating: 24

Treasure: None

Alignment: Usually neutral

Advancement: 65-192 HD (Colossal)

Level Adjustment: —

This immense construct looks to have been carved from a mountainside...

Stone colossus are created from stone often in the image of their creators.

A stone colossus cannot speak or make any vocal noise.

Combat

Stone colossus usually strike their opponents until they stop moving.

Shatter (Su): A stone colossus can use *shatter* (DC 7) as a free action once every 2 rounds against an opponent's weapon or other item as a 24th-level caster. The DC is Charisma-based.

Magic Immunity (Ex): A stone colossus is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *transmute rock to mud* spell slows it (as the *slow* spell) for 1 round, with no saving throw, while *transmute mud to rock* heals all its lost hit points. A *stone to flesh* spell has no effect on a stone colossus.

Construction

A stone colossus's body is chiselled from a single block of hard stone, such as granite, weighing at least 375,000 pounds. The colossus costs 760,000 gp to create, which includes 100,000 gp for the body. Assembling the body requires a successful Craft (sculpting) or Craft (masonry) check (DC 37). The creator must be 25th level and able to cast epic spells. Completing the ritual drains 30,600 XP from the creator and requires *geas/quest*, *limited wish*, *polymorph any object* and *shatter*.

Combat Golem (Template)

Wizards deploying constructed troops on the field of battle often augment them with extra blades, armour plates and other protective enhancements, making their golems significantly more powerful combatants. The result is a literal killing machine capable of wading through whole formations of enemy troops and shrugging off hostile magic with ease.

Constructing a combat golem increases the base cost of the construct by 50%. 'Combat Golem' is a template that can be applied to any golem or construct, referred to hereafter as the base creature.

Hit Dice: Unchanged, but the bonus hit points gained from being a construct are doubled.

Speed: Two-thirds of the base creature.

Armour Class: The base creature's natural Armour Class increases by +6.

Damage: As per the base creature, but adjusted for increased strength and blades.

Special Attacks: The base creature retains all of its special attacks and gains those described below:

Armour Spikes (Ex): The construct is covered in sharp spikes and blades that add extra damage to the construct's slam attacks. The spikes deal even more damage each round if the construct is grappled, as follows.

EXTRA SPIKES

Construct Size	Extra Slam Damage	Grapple Damage
Tiny	+0	+0
Small	+1	+2
Medium	+1d4	+2d4
Large	+1d6	+2d6
Huge	+1d8	+2d8
Gargantuan	+1d10	+2d10
Colossal	+2d6	+4d6

Ranged Weapon (Sp): A ranged weapon is built into the golem's frame that fires an effect identical to a spell. The combat golem may use this weapon as an attack action once every four rounds. The spell used depends on the base creature's Challenge Rating. This weapon may be used three times a day. The save DC is ½ base creature's HD plus Constitution modifier.

CR	Spell	Caster Level
1-3	<i>Magic Missile</i>	1 st
4-6	<i>Acid Arrow</i>	3 rd
7-9	<i>Fireball</i>	5 th
10-12	<i>Enervation</i>	9 th
13-15	<i>Cone of Cold</i>	11 th
16-18	<i>Chain Lightning</i>	13 th
19-21	<i>Prismatic Spray</i>	15 th
21-24	<i>Polar Ray</i>	17 th
25-28	<i>Meteor Swarm</i>	19 th
29-32	<i>Ruin</i>	21 st
33-35+	<i>Animus Blast</i>	24 th

Abilities: The abilities of the base creature are modified as follows: Strength +6, Dex +2

Feats: Add the Power Attack feat as a bonus feat

Challenge Rating: Same as the base creature +2

Sample Combat Iron Golem

Large Construct

Hit Dice: 18d10+60 (159 hp)

Initiative: +0

Speed: 15 ft. (3 squares)

Armour Class: 37 (-1 size, +28 natural) touch 9, flat-footed 37

Base Attack/Grapple: +13/+31

Attack: Slam +26 melee (2d10+14 plus 1d6 (armour spikes))

Full Attack: 2 slams +26 melee (2d10+14 plus 1d6 (armour spikes))

Space/Reach: 10 ft./10 ft.

Special Attacks: Armour spikes, breath weapon, ranged weapon

Special Qualities: Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision

Saves: Fort +6, Ref +6, Will +6

Abilities: Str 39, Dex 11, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: Power Attack^B

Environment: Any

Organisation: Solitary or gang (2-4)

Challenge Rating: 15

Treasure: None

Alignment: Always neutral

Advancement: 19-24 HD (Large); 25-54 HD (Huge)

Level Adjustment: —



This iron golem is covered with spikes from head to toe, almost like a giant armoured porcupine...

Combat

Armour Spikes (Ex): This golem is covered with razor sharp spikes. These spikes cause it to do an additional 1d6 points of slashing damage on a slam attack and an additional 2d6 on a grapple attack.

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Ranged Weapon (Sp): *Cone of Cold*; CL 11th; 60 ft. cone, 11d6 cold damage, Reflex half (DC 19), once every four rounds.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Copse Mother

Colossal Aberration

Hit Dice: 30d8+300 (435 hp)

Initiative: +0

Speed: 0 feet (immobile)

Armour Class: 22 (-8 size, +20 natural), touch 2, flat-footed 22

Base Attack/Grapple: +22/+57

Attack: Slam +34 melee (4d6+19 plus poison)
Full Attack: 6 slams +34 melee (4d6+19 plus poison)
Space/Reach: 30 ft./20 ft (40 ft. with slam)
Special Attacks: Improved grab, swallow whole
Special Qualities: Damage reduction 10/magic, fast healing 14, greenbirth, grovemind
Saves: Fort +20, Ref +10, Will +23
Abilities: Str 48, Dex 11, Con 30, Int 12, Wis 22, Cha 10
Skills: Listen +41, Search +34, Spot +41
Feats: Ability Focus (poison), Alertness, Cleave, Diehard, Endurance, Power Attack, Weapon Focus (slam)
Epic Feats: Improved Ability Focus (poison), Fast Healing (x3)
Environment: Any forest
Organisation: Solitary plus 1d8 copse spawn
Challenge Rating: 20
Treasure: Double standard
Alignment: Always neutral evil
Advancement: 31–60 HD (Colossal)
Level Adjustment: —

Something here is horribly wrong. Where there should be a peaceful druid's grove lies a rotted mass of dying flora. Branches, leaves and vines all rest in a putrescent pile more than 30 feet wide. Suddenly, from its fungus-covered depths, a pair of tendrils rimmed in dripping thorns lash out at you as the mass begins to move...

A horrible perversion of druidical magic, copse mothers appear to be plant life but are in fact some warped cross between plant and animal in a form so vile it can barely be described. The outer appearance of a copse mother is a rotting pile of tree limbs and vines, but its exterior hides living organs and a biology so alien it can barely be described as mortal. Possessed of incredible health and regenerative properties, it is difficult to harm a copse mother and nearly impossible to kill one without great magic or relentless attacks with powerful weapons.

The key to a copse mother's vitality lies in its connection to the natural world. While these beasts are not truly plants, they do possess roots and the ability to take nourishment from the soil, the rain and the sun. This makes it very self-sufficient, though a copse mother is not above 'supplementing' its diet with the flesh of anything it can catch in its lashing thorn vines or bring down with the exceptionally toxic properties in its poison. Copse mothers can feed from exposure to the elements and fertile ground, but they must eat the flesh of living creatures for another reason – the creation of their twisted offspring, copse spawn. These treant-like creatures are their sole reason for living and suggest that long ago, the first copse mother might once have been a druidic experiment in making a perpetual defender of the forest capable of creating its own forces in times of great need. If this is indeed the origin of the vicious and evil copse mother and her slavish broods of deadly trees, it is obvious the attempt has failed tragically.

Copse mothers are most often found in the ruins of druid groves, fairy rings or other places of natural power. They are drawn to these places by the same magic that

once made them and, once they arrive, are driven into a sundering frenzy and slay everything they encounter before settling in over the carnage to feed, reproduce and lurk in the hopes of other prey foolishly wandering into its clutches.

Combat

Copse mothers may be unable to move (though they are never considered helpless and can defend themselves), but they are powerful foes if an enemy comes within reach of their tendrils. Copse mothers never attack unless they are starving or they have at least one copse spawn present for every three opponents they face. If it is obviously outmatched or its spawn are not available to aid it, a copse mother has no compunctions about lying still and allowing potentially dangerous food to pass by without incident.

Improved Grab (Ex): To use this ability, a copse mother must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

Poison (Ex): Injury, Fortitude DC 39, primary and secondary damage 1d6 Con drain.

Swallow Whole (Ex): A copse mother can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 4d6+10 points of crushing damage plus ten points of acid damage per round from the copse mother's digestion. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 30 points of damage to the creature's stomach cavity (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A copse mother's interior can hold two Huge, eight Large, 32 Medium, 128 Small or 512 Tiny or smaller opponents.

Greenbirth (Ex): Copse mothers have the ability to generate plant monsters inside themselves, though they only ever do it in reaction to true danger as the process is a draining one and they cannot perform it often. Once every day, a copse mother can disgorge up to ten Hit Dice worth of monsters of the plant type. These are considered unshakably under the copse mother's control, can be of any variety and always appear in contact with the mother when they are created. In addition to these created horrors, a copse mother is always considered to have 1d4 copse spawn present in its immediate vicinity at all times unless they have previously been dealt with and the copse mother has not had the one full week of time it takes for it to recreate one inside its unnatural womb. Copse spawn are detailed below, but most copse mothers keep their spawn silent and still until they are ready to strike. Then copse mother and copse spawn all attack simultaneously using whichever of the two (or more) creatures' initiative scores is the highest.

Grovemind (Ex): All copse mothers possess the ability to *speak with plants* as the divine spell of the same name at will. This power is on such a perversely natural level that it is considered an extraordinary ability and cannot be blocked, suppressed, or dispelled in any way. It exists to a range of 120 feet and can affect any number of plants within that zone at the same time. No natural plant-like creature will attack a copse mother unless it is attacked first or is magically controlled.

Copse Spawn

Huge Plant

Hit Dice: 12d8+36 (90 hp)

Initiative: -1

Speed: 20 ft. (4 squares)

Armour Class: 16 (-2 size, -1 Dex, +9 natural), touch 7, flat-footed 16

Base Attack/Grapple: +9/+29

Attack: Slam +20 melee (1d8+12)

Full Attack: 2 slams +20 melee (1d8+12)

Space/Reach: 15 ft./15 ft.

Special Attacks: Trample

Special Qualities: Damage reduction 10/slashing, grovemind, low-light vision, plant traits

Saves: Fort +11, Ref +3, Will +6

Abilities: Str 35, Dex 8, Con 16, Int 14, Wis 14, Cha 5

Skills: Hide +9, Listen +9, Move Silently +1, Search +1, Spot +9

Feats: Alertness, Cleave, Great Cleave, Power Attack, Weapon Focus (slam)

Environment: Any forest

Organisation: Solitary, grove (2-6)

Challenge Rating: 10

Treasure: None

Alignment: Always neutral evil

Advancement: 13-15 HD (Huge); 16-18 HD (Gargantuan)

Level Adjustment: —

As the pile of rotten vegetation lashes out, the trees themselves begin to move. Cragged branches swing down toward you as several large trunks twist against the earth and uproot themselves. As they do, the bones of many unfortunates tumble out of the loamy soil – mute testaments to the dismal fate threatening to befall you in this forsaken grove.

These beasts are the tree-children of the copse mother, an aberration born of perverted natural magic and driven to defile all that reminds it of its tortured existence – that of a vile beast forever outside the forest it is chained to for survival. As its servitors, copse spawn are inextricably tied to the will of the copse mother that birthed them. They are effectively without true will of their own, existing only to further the reach of their immobile copse mother. They even carry the vile creature from place to place without regard for their own safety.

A copse spawn appears much like any tree, though the very observant (Spot check DC 25) might see that its lower branches resemble normal wood dipped in dark burgundy blood. This colouration is a natural part of the tree and cannot be disguised or hidden, not that either the copse mother or the spawn itself would ever think to do so without provocation. A copse spawn is a form of created treant, utterly beholden to its mother and unable to partake in the joys of the forest in the way that normal treants are able to do. This causes some serious friction between treants and copse spawn. While individually a copse spawn might not be as dangerous as a true treant, they make up for their lack with cunning and the might of their copse mothers. While a treant could possibly defeat a copse spawn in a single combat, there is no such thing as single combat with the minions of the copse mother. They crave nothing more than to destroy all plant life; with a mindset like that, fair play is a myth. Copse spawn will do anything they can save disobeying a direct order from their copse mother in the pursuit of a treant's death.

Copse spawn speak Sylvan, as well as the languages of whatever creatures they may have chosen to allow to dwell in their woods. These languages can be spoken aloud by the plant-beast, but doing so is difficult, time consuming and far less efficient than a copse spawn's grovemind. This ability allows the spawn to navigate and inquire about any subject while hunting down even the most elusive prey. The preferred class for copse spawn, assuming the Games Master allows copse spawn with character class levels, is ranger.

Combat

Copse spawn are not subtle in combat and will simply approach any opponent the copse mother wishes them to with the intention of beating it down with their branch-arms.

Grovemind (Ex): All copse spawn possess the ability to *speak with plants* as the divine spell of the same name at will. This power is on such a perversely natural level that it is considered an extraordinary ability and cannot be blocked, suppressed or dispelled in any way. It exists to a range of 120 feet and can affect any number of plants within that zone at the same time. No natural plant-like creature will attack a copse spawn unless it is attacked first or is magically controlled.

Trample (Ex): A copse spawn can trample opponents two or more size categories smaller than itself, doing 1d8+18 points of damage. A Reflex save (DC 28) will halve the damage.

D

Demilich

Diminutive Undead

Hit Dice: 21d12 (136 hp)

Initiative: +7

Speed: Fly 180 ft. (36 squares) (perfect)

AC: 53 (+4 size, +3 Dex, +5 natural, +8 bracers of armour, +2 ring of protection, +21 insight), touch 40, flat-footed 50

Base Attack/Grapple: +10/-2

Attack: Touch +35 melee touch (10d6+20 plus paralyzing touch)

Full Attack: Touch +35 melee touch (10d6+20 plus paralyzing touch)

Space/Reach: 1 ft./0 ft.

Special Attacks: Fear aura, paralyzing touch, perfect automatic still spell, spell-like abilities, spells, trap the soul

Special Qualities: +20 turn resistance, acid resistance 20, damage reduction 15/epic and bludgeoning, fire resistance 20, immunities, magic immunity, phylactery transference, sonic resistance 20, undead traits

Saves: Fort +7, Ref +12, Will +19

Abilities: Str 10, Dex 16 (with gloves), Con -, Int 39 (with headband), Wis 24, Cha 20

Skills: Concentration +25, Craft (alchemy) +34, Hide +35, Knowledge (arcana, religion, the planes) +34, Knowledge (history) +26, Listen +27, Move Silently +23, Search +34, Sense Motive +27, Spellcraft +36, Spot +27

Feats: Brew Potion, Combat Casting, Craft Wondrous Item, Enlarge Spell, Heighten Spell, Improved Initiative, Lightning Reflexes, Maximise Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Toughness

Epic Feats: Automatic Quicken Spell, Blinding Speed, Improved Spell Capacity (10th), Tenacious Magic (any)

Environment: Any

Organisation: Solitary

Challenge Rating: 29

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Level Adjustment: —

A skull sits upon a velvet pillow; its eyes and teeth have been replaced by gems...

A demilich is the next evolutionary step in the life of an evil wizard. Through the creation of soul gems a lich may shed they body and travel the multiverse as an astral entity.

Demiliches speak the languages they knew as lichs and as living creatures.



Combat

Demiliches are confident in their magical protections that little will raise their alarm anymore. Still if there are some that would trouble them, the demilich will simply suck out their soul.

A demilich's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Fear Aura (Su): Demiliches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the demilich must succeed at a Will save (DC 19) or be affected as though by *fear* as cast by a 21st-level caster. The DC is Charisma-based.

Paralyzing Touch (Su): Any living creature a demilich touches must succeed at a Fortitude save (DC 36) or be permanently paralysed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralysed by a demilich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive.

Trap the Soul (Su): A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a Fortitude saving throw (DC 36). If the target makes its saving throw, it gains four negative levels (this does not count as a use of trap the soul). If the target fails its save,

the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's form. The gem gleams for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and moulders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either *resurrection*, *true resurrection*, *clone*, or *miracle*. A potential victim protected by a *death ward* spell is not immune to trap the soul, but receives a +5 bonus on its Fortitude saving throw and is effective against the level loss on a successful save. The DC is Charisma-based.

Spells: The demilich can cast any spells it could cast as a lich. This sample demilich was a 21st-level wizard (spells per day: 4/12/8/7/7/7/7/6/6/6/3). The last three spell slots are 10th-level slots and available for 0–9th level metamagic spells.

Spell-Like Abilities: At will—*alter self*, *astral projection*, *create greater undead*, *create undead*, *death knell*, *enervation*, *greater dispel magic*, *harm* (usually used to heal itself), *summon monster I–IX*, *telekinesis*, *weird*; 2/day—*greater planar ally*. Demiliches use these abilities as casters of a level equal to their spellcaster level, but the save DCs are all 36. The DC is Charisma-based.

Perfect Automatic Still Spell (Ex): A demilich can cast all the spells it knows without gestures.

Magic Immunity (Ex): Demiliches are immune to all magical and supernatural effects, except as follows. A *shatter* spell affects a demilich as if it were a crystalline creature, but deals half the damage normally indicated. A *dispel evil* spell deals 3d6 points of damage (Fortitude save for half damage). *Holy smite* spells affect demiliches normally.

Phylactery Transference (Su): Headbands, belts, rings, cloaks and other wearable items kept in close association with the demilich's phylactery transfer all their benefits to the demilich no matter how far apart the demilich and the phylactery are located. The standard limits on types of items utilised simultaneously still apply. The sample demilich 'wears' *bracers of armour* +8, *headband of intellect* +6, *pink loun stone*, *ring of wizardry I*, *ring of protection* +2, and *gloves of Dexterity* +2.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Immunities (Ex): Demiliches are immune to cold, electrical, polymorph, and mind-affecting attacks.

Creating a Demilich

'Demilich' is a template that can be added to any lich. It uses all the lich's statistics and special abilities except as noted here. A demilich's form is concentrated into a single portion of its original body, usually its skull. Part of the process of becoming a demilich includes the incorporation of costly gems into the retained body part; see *Creating Soul Gems*, below.

Size: Medium and Large liches become Diminutive demiliches, Huge liches become Small demiliches, Gargantuan liches become Medium demiliches and Colossal liches become Large demiliches.

Hit Dice: As lich.

Speed: Replace with fly 180 ft. (perfect) or the lich's supernatural (not natural) fly speed, whichever is better.

Armour Class: The demilich retains the lich's +5 natural armour bonus and gains an insight bonus equal to AC equal to its Hit Dice, as well as a probable size adjustment to AC.

Attack: The demilich gains an insight bonus equal to its Hit Dice as a bonus on its touch attacks.

Damage: The demilich gains an enhanced touch attack over that of its previous lich form (it now uses its entire flying skull to make the touch attack), including paralyzing touch. The demilich's touch attack uses negative energy to deal 10d6+20 points of damage to living creatures (no saving throw). Liches with other natural attacks lose them.

Special Attacks: The demilich retains all the lich's special attacks and also gains those described below.

Fear Aura (Su): Demiliches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-foot radius that look at the demilich must succeed at a Will save (DC 14 + demilich's Cha modifier) or be affected as though by *fear* as cast by a 21st-level caster.

Paralyzing Touch (Su): Any living creature a demilich touches must succeed at a Fortitude save (DC 10 + demilich's HD + demilich's Cha modifier) or be permanently paralysed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralysed by a demilich seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive.

Spells: The demilich can cast any spells it could cast as a lich.

Spell-Like Abilities: At will—*alter self*, *astral projection*, *create greater undead*, *create undead*, *death knell*, *enervation*, *greater dispel magic*, *harm* (usually used to heal itself), *summon monster I–IX*, *telekinesis*, and *weird*; 2/day—*greater planar ally*. Demiliches use these abilities

as casters of a level equal to their spellcaster level, but the save DCs are equal to 10 + the demilich's HD + the demilich's Charisma modifier.

Trap the Soul (Su): A demilich can trap the souls of up to eight living creatures per day. To use this power, it selects any target it can see within 300 feet. The target is allowed a Fort saving throw (DC 10 + demilich's HD + demilich's Cha modifier). If the target makes its saving throw, it gains four negative levels (this does not count as a use of trap the soul). If the target fails its save, the soul of the target is instantly drawn from its body and trapped within one of the gems incorporated into the demilich's form. The gem gleams wickedly for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and moulders in a single round, reduced to dust. If left to its own devices, the demilich slowly devours the soul over 24 hours—at the end of that time the soul is completely absorbed, and the victim is forever gone. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either *resurrection*, *true resurrection*, *clone*, or *miracle*. If the demilich is overcome before the soul is eaten, crushing the gem releases the soul, after which time it is free to seek the afterlife or be returned to its body by the use of either *resurrection*, *true resurrection*, *clone*, or *miracle*. A potential victim protected by a *death ward* spell is not immune to trap the soul, but receives a +5 bonus on its Fortitude saving throw and is effective against the level loss on a successful save.

Perfect Automatic Still Spell: The demilich can cast all the spells it knows without gestures.

Special Qualities: The demilich retains all the lich's special qualities and also has those described below.

Magic Immunity (Ex): Demiliches are immune to all magical and supernatural effects, except as follows. A *shatter* spell affects a demilich as if it were a crystalline creature, but deals half the damage normally indicated. A *dispel evil* spell deals 3d6 points of damage (Fort save for half damage). *Holy smite* spells affect demiliches normally.

Phylactery Transference (Su): Headbands, belts, rings, cloaks and other wearable items kept in close association with the demilich's phylactery transfer all their benefits to the demilich no matter how far apart the demilich and the phylactery are located. The standard limits on types of items utilised simultaneously still apply.

Undead Traits: Immune to poison, *sleep*, paralysis, stunning, disease, death, effects, necromantic effects, mind-affecting effects, and any effect requiring a Fortitude save unless it also works on objects. Not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. Negative energy heals. Not at risk of death from massive damage, but destroyed at 0 hit points or less. Darkvision 60 ft. Cannot be raised; resurrection works only if creature is willing.

Immunities (Ex): Demiliches are immune to cold, electricity, polymorph and mind-affecting attacks.

Turn Resistance (Ex): A demilich has turn resistance +20.

Damage Reduction (Su): A demilich loses any previous damage reduction and instead has damage reduction 15/Epic and bludgeoning (15 points of damage is subtracted from all melee attacks unless the weapon used is both an epic and a bludgeoning weapon). Vorpal weapons, no matter their enhancement bonus, ignore this damage reduction but do only half damage to a demilich (demiliches cannot be beheaded).

Resistances (Ex): Demiliches have acid resistance 20, fire resistance 20 and sonic resistance 20.

Saves: Same as the lich.

Abilities: A demilich gains +10 to Intelligence, Wisdom and Charisma.

Skills: Demiliches receive a +20 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the lich (this overlaps with the previous racial bonus gained by the lich; it does not stack).

Feats: Same as the lich.

Epic Feats: Demiliches gain the feats Blinding Speed, Tenacious Magic and Automatic Quicken Spell.

Climate/Terrain: Same as the lich.

Organisation: Solitary or consistory (1 demilich and 3–6 liches).

Challenge Rating: Same as the lich + 6.

Treasure: Same as the lich.

Alignment: Any evil.

Advancement: By character class.

Demilich Characters

The process of becoming a demilich can be undertaken only by a lich acting of its own free will. The demilich retains all class abilities it had as a lich.

Creating Soul Gems

Liches have phylacteries that allow them to reappear 1d10 days after their apparent death, as do demiliches. Demiliches also have eight soul gems, each of which acts like a phylactery in its own right. If all the soul gems, as well as the demilich's phylactery, are not destroyed after a demilich is downed, the demilich reappears 1d10 days after its apparent death. The soul gems also allow the demilich to use its most devastating ability, trap the soul

(see above). Each demilich must make its own soul gems, which requires the Craft Wondrous Item feat. The lich must be a sorcerer, wizard or cleric of at least 21st level. Each soul gem costs 120,000 gp and 4,800 XP to create and has a caster level equal to that of its creator at the time of creation. Soul gems appear as egg-shaped gems of wondrous quality. They are always incorporated directly into the concentrated form of the demilich.

Demon, Abashakt

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 20d8+120 (210 hp)

Initiative: +12

Speed: 30 ft. (6 squares)

Armour Class: 28 (+8 Dex, +10 natural), touch 18, flat-footed 20

Base Attack/Grapple: +20/+27

Attack: +3 *wounding whip* +30 melee (1d3+10 plus 1 Con plus torture)

Full Attack: +3 *wounding whip* +30/+25/+20/+15 melee (1d3+10 plus 1 Con plus torture)

Space/Reach: 5 ft./5 ft.

Special Attacks: Empathic nudge, spell-like abilities, *summon demon*, torture

Special Qualities: Damage reduction 15/cold iron and good, darkvision 60 ft., electrical and poison immunity, resistance to acid 10, cold 10 and fire 10, spell resistance 30, telepathy 100 ft., *true seeing*

Saves: Fort +18, Ref +20, Will +21

Abilities: Str 25, Dex 26, Con 23, Int 31, Wis 29, Cha 32

Skills: Appraise +33, Bluff +44, Concentration +29, Diplomacy +46, Disguise +34 (+36 when acting in character), Escape Artist +31 (+33 when escaping from bonds), Gather Information +34, Hide +31, Intimidate +46, Knowledge (arcana) +33, Listen +42, Move Silently +31, Perform (any one) +34, Sense Motive +40, Spellcraft +35, Spot +42, Use Magic Device +34 (+36 with scrolls), Use Rope +31 (+33 when binding someone)

Feats: Alertness, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative, Persuasive, Power Attack

Environment: Chaotic evil planes

Organisation: Solitary

Challenge Rating: 20

Treasure: Double standard plus +3 *wounding whip*

Alignment: Always chaotic evil

Advancement: 21-30 HD (Medium), 31-60 HD (Large)

Level Adjustment: —

When the smoke clears, you see a naked male humanoid sprawled upon a granite throne. He is exceedingly handsome but vulgar, regarding you with rude contempt as he insincerely welcomes you to his abode. His penetrating gaze is empty and treacherous; his long black mane cannot hide a set of minute demon's horns. He raises a cup of wine, spills it all over its mouth and gets up to meet you.

Abashaktim are among the mightiest of demons, rivalling even balors in power. However, what other demons possess in raw combat prowess, the abashakt make up for in cunning and strategy. An abashakt looks like a

Medium, naked, male humanoid, with perfect physical features except for the two horns protruding from its forehead and its longish canine teeth. All abashaktim have high foreheads, sunken eyes and long, straight black manes used to hide their horns. They are usually found indulging in some typically demonic vice, such as sex, drinking, drugs or other excesses.

Abashaktim speak Abyssal, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Sylvan, Terran and Undercommon.

Combat

Abashaktim do not like direct combat, preferring to use their many magical abilities and godlike deception skills to trick their opponents. An abashakt loves to humiliate its opponent, in the most abject and perverse ways it can imagine, instead of killing it; although most creatures fervently wish they were dead after being left to an abashakt's care for a while. When forced to fight, abashaktim use their *wounding whips*.

Any weapons wielded by an abashakt are treated as chaotic and evil for the purposes of overcoming damage reduction.

Empathic Nudge (Su): Abashaktim have strong Enchantment auras, which are always active, causing mortal victims to act as the abashakt wills. Once per round, an abashakt can spend a free action to order a target to take a single move or standard action (during the victim's turn). The target is allowed a Will save (DC 31, Charisma based) to resist the effect. If the save fails, the first action the victim takes during its round is exactly what the abashakt suggested. The action suggested by an *empathic nudge* cannot be self-destructive, and can only be a single move or standard action; otherwise the abashakt is entitled to request anything from its hapless victim.

Spell-Like Abilities: At will – *bestow curse* (DC 25), *black tentacles*, *confusion* (DC 25), *darkness*, *deep slumber* (DC 24), *detect thoughts* (DC 23), *greater dispel magic*, *greater invisibility*, *greater teleport*, *hideous laughter* (DC 23), *hold monster* (DC 26), *magic jar* (DC 26), *persistent image* (DC 26), *polymorph*, *telepathic bond*, *touch of idiocy*; 3/day – *dominate person* (DC 26), *feeblemind* (DC 26), *insanity* (DC 28), *mass suggestion* (DC 25), *mind fog* (DC 26), *waves of exhaustion* (DC 28); 1/day – *irresistible dance*, *mass hold monster* (DC 30), *maze*, *project image*. Caster level 20th. Save DCs are Charisma based.

Summon demon (Sp): Once per day an abashakt can summon 2d20 quasits, 1d6 babaus, 1d6 succubi or one marilith. This ability counts as a 9th level spell.

Torture (Ex): Any creature successfully hit by an abashakt's weapons or unarmed attacks must succeed at a Fortitude save (DC 27, Strength based) or become stunned with pain for 1d3 rounds. The abashakt may turn this ability on and off at will, as a free action.

True Seeing (Sp): An abashakt is under the constant effect of *true seeing*, as the spell at Caster level 20th.

Skills: An abashakt gains a +8 racial bonus on all Bluff, Diplomacy, Intimidate, Listen, Sense Motive and Spot checks.

Demon, Behemoth

Gargantuan Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 24d8+192 (300 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armour Class: 18 (-4 size, +12 natural), touch 6, flatfooted 18

Base Attack/Grapple: +24/+50

Attack: Gore +34 melee (2d8+23)

Full Attack: Slam +34 melee (2d6+16) and 2 stamps +32 melee (2d6+9) and trunk slap +32 melee (2d8+9) or gore +34 melee (2d8+23)

Space/Reach: 20 ft./20 ft.

Special Attacks: Improved grab, constrict (2d8+21), counterblast, frightful presence, trample (2d6+21)

Special Qualities: Darkvision 60 ft., damage reduction 15/good, resistance to acid 10 and cold 10, immunity to fire and poison, regeneration 5, see in darkness, spell resistance 30

Saves: Fort +22, Ref +14, Will +14

Abilities: Str 39, Dex 10, Con 26, Int 10, Wis 10, Cha 20

Skills: Bluff +32, Concentration +35, Intimidate +32, Listen +29, Perform (trumpeting) +32, Search +27, Sense Motive +27, Spot +29

Feats: Alertness, Improved Initiative, Power Attack, Cleave, Great Cleave, Multiattack, Ability Focus (trample)

Epic Feats: Epic Potency, Improved Ability Focus (trample)

Environment: The Infernum

Organisation: Solitary or squad (2-4)

Challenge Rating: 21

Treasure: Standard

Alignment: Always lawful evil

Advancement: 25-36 HD (Gargantuan), 37-50 HD (Colossal)

Level Adjustment: —

A behemoth is a vast bipedal devil with a bulging, round belly and the head of a grimacing elephant. It is a jovial, simple creature, content to gorge itself on damned souls until it is time to fight, at which point it literally wades into the fray and stamps on smaller creatures than itself. Behemoths are notorious bullies and especially like to victimise creatures that are much smaller than them, grappling them with their trunks and then flinging them against hard surfaces.

Behemoths are used as the watchmen of Hell and are stationed by the main gateways to the Infernum. They are valued for their musical ability as much as for their fighting prowess and often entertain massed hordes of devils at banquets with their trumpeting, leading a group of herald devil minstrels.

Combat

A behemoth's natural weapons and any weapons that it wields count as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Constrict (Ex): Behemoths like to use their muscular trunks to crush enemies to jelly. A behemoth deals 2d8+21 damage with a successful Grapple check.

Counterblast (Su): A behemoth can trumpet through its trunk, creating a roaring din that boosts the morale of any devils in the vicinity. It uses this blast like the countersong of a bard, to assist its devilish comrades to resist the effects of spells and spell-like effects that depend on sound. To use this ability, the behemoth must have its trunk free (it may not be using it to grapple an opponent) and must make a Perform skill check for each round on which it is using the counterblast. Any creature within 60 feet of the behemoth, including the behemoth itself, that is affected by a sonic or language-dependent magical attack (such as a *mass command* or *holy word* spell) may use the behemoth's Perform skill check result in place of its saving throw if, after the result is rolled, the Perform check result is the higher of the two. If a creature within range of the counterblast is already under the effect of a non-instantaneous sonic or language-dependent magical



attack, it gains another saving throw against the effect each time it hears the counterblast but it must use the behemoth's Perform skill check result for the saving throw. Counterblast has no effect against effects that do not allow saving throws; for example, it would be effective only against the banishing function of *holy word* and not against its other functions. A behemoth may keep up the counterblast for 10 rounds.

Frightful Presence (Ex): The behemoth uses its vast stature and imposing appearance to terrify foes. It triggers its frightful presence ability by taking a standard action to roar. Opponents within 30 feet must make a Will saving throw (DC 27) or become frightened for 5d6 rounds. Creatures that successfully make their saving throws are shaken for 5d6 rounds instead. Only creatures with fewer Hit Dice or levels than the behemoth are affected; those with equal or more are not. A creature that successfully saves against the behemoth's frightful presence ability is immune to that same behemoth's frightful presence for 24 hours. This is a mind-affecting fear effect and the save is Charisma-based.

Improved Grab (Ex): To use this ability, a behemoth must first hit with its trunk slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. It may only use this ability against Huge or smaller opponents.

Regeneration (Ex): A behemoth takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Trample (Ex): The behemoth's trample attack deals 2d6+21 damage. The DC of the Reflex saving throw to take half damage is 40, which includes the benefits of the behemoth's Ability Focus (trample) feat. This saving throw DC is Strength-based.

Demon, Caizel

Medium Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 18d8+108 (189 hp)

Initiative: +6

Speed: 40 ft. (8 squares), fly 60 ft. (good)

Armour Class: 36 (+6 Dex, +12 natural, +8 profane), touch 24, flat-footed 30

Base Attack/Grapple: +18/+24

Attack: *Bonerazor* +27 melee (2d4+8, 19-20) or claw +25 melee (1d6+6, 19-20)

Full Attack: *Bonerazor* +27/+22/+17/+12 melee (2d4+8, 19-20) or 2 claws +25 melee (1d6+6, 19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, spell-like abilities, *summon demons*, touch of ecstasy

Special Qualities: Damage reduction 15/cold iron and good, darkvision 60 ft., demon traits, outsider traits, spell resistance 28

Saves: Fort +17, Ref +17, Will +20

Abilities: Str 23, Dex 22, Con 23, Int 25, Wis 25, Cha 27

Skills: Bluff +29, Concentration +22, Diplomacy +33, Disguise +29 (+31 acting), Escape Artist +24, Gather Information +29, Hide +21, Intimidate +25, Knowledge (the planes) +28, Listen +38, Move Silently +27, Perform (act) +22, Perform (dance) +20, Sense Motive +28, Spellcraft +28, Spot +38, Survival +22 (+24 on other planes)

Feats: Alertness, Blind-Fight, Combat Reflexes, Iron Will, Quicken Spell-Like Ability (*wall of fire*), Weapon Focus (claw), Weapon Focus (dagger)

Environment: Abyss

Organisation: Solitary or troupe (Caizel plus 2-5 succubi)

Challenge Rating: 16

Treasure: Standard

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

A creature with delicate, coppery skin, blue-green eyes and two small black horns approaches. Her arms are shapely and delicate and end in claws. A pair of leathery wings protrudes from her back.

Caizel is an exquisitely beautiful demoness known throughout the planes for her ability to seduce just about any being she desires. Many dukes of Hell and lords of the Abyss have fallen prey to her; some having met their demise at her hands. She was once the concubine of a demon lord, but he grew displeased with her and targeted her for death. She fought back and managed to slay the demon lord before making her escape. She now resides on her own and serves no one, though she does often sell her services to a demon prince or lord who wishes to employ her for some scheme or plot.

Caizel prefers clothes of gold, silver, sapphire or black.

Combat

Caizel tries to avoid melee combat if possible, preferring to use her skills and abilities against a lone target that she can easily manipulate and control. If forced into combat, she immediately uses her summon demons ability to summon a pack of hezrous to her aid. After summoning her demonic allies, she throws up a *protection from good* or *magic circle against good* and uses her *wall of fire* ability against her aggressors.

In battle, she uses her touch of ecstasy ability to disable opponents and then finishes them off with a kiss or allows her comrades to finish them off. If combat is going against her, she uses her *ethereal jaunt* or *greater teleport* to escape.

Caizel's natural weapons, as well as any weapons she wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Caizel's body courses with a virulent poison that she can intensify or suppress at will. It is

not secreted through her skin (therefore her touch is not poisonous); rather it is delivered through the exchange of body fluids with another creature (kissing, consummating an encounter, and so on.). If a target is not willing to be kissed, she must start a grapple, which provokes an attack of opportunity. Other methods of delivery (such as consummation of an encounter) are not detailed here.

Caizel's poison normally deals 1d8 points of Constitution damage if the target fails a DC 25 Fortitude save. One minute later another Fortitude save must be made to avoid another 1d8 points of Constitution damage. The save DC is Constitution based.

Caizel can vary the intensity of her poison at will. This allows her to deliver 1, 1d2, 1d3, 1d4, 1d6 or 1d8 points of Constitution damage (as both initial and secondary damage). Alternately, she can suppress her poison completely, thus dealing no ability damage whatsoever.

Spell-Like Abilities: At will—*charm monster* (DC 26), *darkness*, *desecrate*, *detect good*, *detect law*, *detect thoughts*, *doom* (DC 19), *ethereal jaunt* (self plus 50 pounds of objects only), *greater teleport* (self plus 50 pounds of objects only), *read magic*, *suggestion* (DC 21), *tongues* (self only); 3/day—*greater dispel magic*, *protection from good*, *unholy blight* (DC 22), *wall of fire*; 1/day—*magic circle against good*, *mirror image*. Caster level 20th. The save DCs are Charisma-based.

Summon Demons (Sp): Once per day, Caizel can automatically summon 1d6 succubi or 1d2 hezrous. Alternately, she can attempt to summon 1d4 chaaors (see their entry in this book) with a 70% chance of success.

Touch of Ecstasy (Su): Once per round, by making a melee touch attack against a foe, Caizel can flood the creature's mind with the most pleasurable images it can conjure if it fails a DC 25 Will save. This effect stuns the creature for 1d4 rounds while its mind processes the information. A creature that successfully saves cannot be affected by Caizel's touch of ecstasy for one day. The save DC is Constitution-based. Caizel can suppress this ability at will.

Skills: Caizel has a +8 racial bonus on Listen and Spot checks.

Bonerazor: *Bonerazor* is a finely crafted and perfectly balanced +2 *dagger*. Because of its expert craftsmanship it deals 2d4 points of damage on a successful hit. Additionally, a creature hit must make a Fortitude save (DC 25) or be held (as by a *hold person* spell). The creature can make a new save each round to escape. A creature remains *held* as long as *Bonerazor* remains embedded in its body or until it makes a successful Fortitude save. So long as Caizel is within 50 feet of it, she can command the dagger to return to her hand as a free action.

Clown Demon

Medium Outsider (Evil, Extraplanar, Chaotic)

Hit Dice: 18d8+54 (135 hp)

Initiative: +10

Speed: 30 ft. (6 squares)

Armour Class: 19 (+6 Dex, +3 natural), touch 16, flat-footed 13

Base Attack/Grapple: +18/+28

Attack: Slap +22 melee (1d4+4)

Full Attack: 2 slaps +22 melee (1d4+4) and bite +17 melee (1d6+2)

Space/Reach: 5 ft./5 ft. and see below

Special Attacks: Constrict (2d4+8), flower squirt, frightful presence, improved grab, pie throw, shocking grip, size alteration, trip

Special Qualities: Damage reduction 15/cold iron and good, regeneration 5, elastic body, immune to fire, poison and disease, resistance to cold 10, electrical 10 and sonic 10, immune to mind-affecting spells and effects, indestructible, spell resistance 32

Saves: Fort +16, Ref +19, Will +16

Abilities: Str 18, Dex 22, Con 16, Int 10, Wis 16, Cha 28

Skills: Balance +27, Climb +25, Escape Artist +33, Hide +17, Intimidate +30, Listen +13, Move Silently +27, Perform (juggle, dance or comedy) +30, Spot +24

Feats: Combat Reflexes, Dodge, Great Fortitude, Iron Will, Lightning Reflexes, Improved Initiative, Power Attack

Environment: Deeper levels of Hell, The Dark Carnival

Organisation: Solitary, double act or troupe (3–12)

Challenge Rating: 20

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 19–36 HD (Large), 37–54 HD (Huge)

Level Adjustment: —

Clowns.

Thank the Gods that they are so rare, for it is hard to conceive of anything in Hell more frightening than these white-faced, cackling, rotund creatures of nightmare, pacing stealthily up behind you with their insidious *flap-flap-flap*. Other demons might have bats' wings, tusks and claws like scimitars but at least you know where you *stand* with them. They want to kill, torture and possibly eat you. They are terrifying, true enough, but in a wholly different way to clowns; there is no way to guess what a clown might have in store for you. Anybody who has ever seen clowns and shuddered knows the truth. They are avatars of shrieking, malicious insanity.

Clown demons are radically chaotic. They do not cooperate with other demons, preferring to spread misery and carnage through their own efforts. They will band together in troupes with each other but that is as far as their collective ventures will go. Greater demons, such as the balors, do not like to have clown demons around and do what is necessary to keep them away, propitiating them with fresh souls if need be. It is not that the balors are



intimidated by clown demons; they are just so very hard to get rid of. Lesser demons are often every bit as scared of the clown demons as mortals would be.

Clown demons look like portly humans, dressed in striped costumes with pointed hats. They have long shoes that flip and flop when they walk. Their faces are white and covered with thick make-up; when they grin, they reveal shark-like teeth. Their bodies are rubbery and feel spongy to the touch, like an inflated rubber ball.

No two clown demons have the same face. Every clown demon keeps his distinctive face design painted upon an eggshell, stored in a secure place. This eggshell is dealt with below, as it is of critical importance.

Combat

Clown demons use whatever attack method will most amuse them and embarrass their opponents at any one time.

Constrict (Ex): Demon clowns wrap their elastic, sinuous arms around their victims and choke the life out of them. A clown can twine an arm around a victim's neck several times, much like a python. With a successful grapple check, a demon clown deals 2d4+8 points of damage.

Improved Grab (Ex): To use this ability, a demon clown must hit with its slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-like Abilities: At will: *blink*, *confusion* (DC 23), *hideous laughter* (DC 21); 3/day: *irresistible dance* (DC 27); 1/day: *maze* (DC 27). Caster level is 16th and the saves are Charisma-based.

Pie Throw (Su): As a standard action, the demon can manifest a pulpy mass of creamy goo in one hand and throw it. This is a ranged attack, with a range increment of 10 feet and maximum range of 100 feet. Once it has used this ability, it may not use it again for 1d4 rounds. A creature struck by the mass must make a Reflex saving throw (DC 28) or have the goo plastered to his face. He is immediately blinded and unable to speak. He also begins to suffocate, as the sludge clings to his mouth and nose. Refer to the drowning rules in *Core Rulebook II*. Ripping off the clinging mass requires a successful Strength check (DC 28). Once removed, it becomes inert. The saving throw DC is Charisma based.

Flower Squirt (Su): Demon clowns grow large, flower-like organs on their chests. These are glands that secrete a powerful acid. As a standard action, the demon clown can squirt this acid at a creature within 30 feet. The acid squirt requires a ranged touch attack to hit and deals 3d6 acid damage. In addition, the target creature must make a Fortitude saving throw (DC 22) or suffer 1d6 Charisma damage as well. The saving throw is Constitution based; the Charisma damage is a contact poison effect.

Frightful Presence (Ex): The insane laugh of a demon clown is one of the most terrifying noises one can hear anywhere in all the Hells. It is the laugh of a creature that can look on the worst of Hell's horrors and find them hilariously funny. When the demon clown laughs, all creatures within 30 feet who have less than 18 Hit Dice or levels must make a Will saving throw (DC 28) or become frightened for 5d6 rounds. An opponent that succeeds at this saving throw is immune to the demon clown's frightful presence for the next 24 hours. This is a mind-affecting fear effect. The saving throw is Charisma-based.

Immune To Mind-Affecting Spells And Effects: The demon clown is not mindless but its mind is

incomprehensible to other creatures. It is not possible to use mind-affecting spells or effects against it.

Trip (Ex): The long, floppy shoes that demon clowns wear are ideal for tripping over moving opponents. They receive a +4 circumstance bonus to any trip attempt made as an attack of opportunity.

Regeneration (Ex): A demon clown takes normal damage from good-aligned cold iron weapons and from spells and effects with the good descriptor.

Shocking Grip (Su): The demon clown can make a touch attack against a target and deliver a violent jolt of electricity. It may do this three times per day. It gains a +3 bonus to the attack roll of the target is wearing metal armour, made from metal, carrying large amounts of metal and so forth. The demon's shocking grip deals 18d6 electrical damage. The recipient must also make a Fortitude saving throw (DC 28) or be paralysed for one round, which allows the demon to make a second Shocking Grip attack the next round against the same target. A successful use of this attack against the same opponent as the previous round does not count as a use of the ability for the day. Clown demons love to make this touch attack as a handshake, and then laugh for round after round as their opponents crackle and fry. The saving throw DC is Charisma-based.

Size Alteration (Su): One of the demon clown's most frightening powers is its ability to increase or decrease its size at will. It does this as if it were a humanoid balloon. An expanding demon clown huffs and puffs as if it were inflating itself, blowing down one of its fingers; a shrinking clown makes a high-pitched flatulent sound, like a child's balloon discharging wind. The clown may take a full-round action to increase or decrease its size. Adjust the clown's armour class, attack modifiers and so forth accordingly; see *MM*. A given demon clown may alter its size to two size categories larger or smaller than its default size. A Medium demon clown may therefore increase its size to Large and then to Huge. The demon may only remain at an altered size for one hour per day, after which it reverts to its natural size and cannot use the ability again for 1d4 hours.

The demon clown is more vulnerable to critical hits when it is inflated. A critical hit with a weapon that deals slashing or piercing damage does double damage against a demon inflated to one higher size category and triple damage against a demon inflated to two higher size categories.

Elastic Body (Ex): Demon clowns have bodies made from stretchy, rubbery material. They can attack with a slap or with a bite as a reach weapon, by extending their arms or necks out. They can squeeze through gaps of up to six inches across, taking a move action to do so. This flexibility gives them a +6 racial bonus on all Escape Artist skill checks and Grapple skill checks.

Indestructible (Su): It is practically impossible to destroy a demon clown permanently. Even if they are killed, they spontaneously reform after 1d4 days, at a spot within 100 feet of the eggshell where their makeup design is kept. The only way to finish a given demon clown for good is to find the eggshell and destroy it. Doing this does not slay the clown outright, but it prevents the demon clown from reforming if it is killed. If the clown can create a new eggshell, which takes it one hour (and requires access to paints and a small egg) then it can replace the old one. A clown may only have one eggshell at a time. It does not know when its eggshell is broken.

Demon, Dagon

Large Outsider (Aquatic, Chaotic, Evil, Extraplanar)

Hit Dice: 36d8+396 (558 hp)

Initiative: +12

Speed: 20 ft. (4 squares), swim 60 ft.

Armour Class: 50 (-1 size, +8 Dex, +15 natural, +9 insight, +9 profane), touch 35, flat-footed 42

Base Attack/Grapple: +36/+53

Attack: +5 *unholy mighty cleaving trident* +54 melee (2d6+18, x3) or slam +48 melee (1d8+13)

Full Attack: +5 *unholy mighty cleaving trident* +54/+49/+44/+39 melee (2d6+18, x3) or 2 slams +48 melee (1d8+13)

Space/Reach: 10 ft./5 ft.

Special Attacks: Spell-like abilities, spells, *summon demons*, *summon sea creatures*

Special Qualities: Amphibious, damage reduction 15/epic and cold iron and good, darkvision 60 ft., electrical and poison immunity, planar omniscience, resistance to acid 10, cold 10, and fire 10, immunity to water-based spells, master of the waters, speak with sea creatures, spell resistance 37, telepathy 100 ft.

Saves: Fort +31, Ref +28, Will +29

Abilities: Str 37, Dex 27, Con 33, Int 26, Wis 29, Cha 28

Skills: Bluff +45, Concentration +47, Diplomacy +53, Escape Artist +32, Gather Information +45, Hide +28, Intimidate +49, Knowledge (arcana) +36, Knowledge (the planes) +44, Knowledge (religion) +40, Knowledge (sea creatures) +44, Listen +53, Move Silently +34, Search +44, Sense Motive +43, Spellcraft +48 (+50 scrolls), Spot +53, Survival +45 (+47 on other planes, +47 following tracks), Use Magic Device +33 (+35 scrolls)

Feats: Cleave, Craft Wondrous Item, Great Cleave, Improved Bull Rush, Improved Critical (trident), Improved Initiative, Maximise Spell, Power Attack, Quick Draw, Weapon Focus (trident)

Epic Feats: Blinding Speed, Dire Charge, Overwhelming Critical (trident)

Environment: The Abyss

Organisation: Solitary or troupe (Dagon plus 1-4 giant octopi, 1-2 krakens, or 4-8 squids)

Challenge Rating: 27

Treasure: Triple standard plus +5 unholy mighty cleaving trident

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This creature has the upper body, arms and head of a green-skinned humanoid, and the lower torso of a great scaled fish. A thin, almost translucent fin runs the length of his back, and a long mane of black hair falls from his head and down his finned back. His eyes are crimson.

Dagon is the demon prince of sea creatures. He is worshipped as a deity by legions of sahuagin, locathah, lizardfolk, tritons (those that have accepted the ways of evil), and some merfolk. His abyssal lair is not unlike the Elemental Plane of Water in that it is composed entirely of water. Pockets of air, though, are rumoured to be trapped in invisible 'bubbles' throughout his lair (so as to allow the non-water breathing demons to exist comfortably). Dagon makes his home in a great underwater iron citadel called Thos located in the deepest recesses of his home plane.

Dagon appears as a 10-foot tall merman and weighs about 2,000 pounds. He can move on land using his fists to drag or pull his body, but prefers to remain in water whenever possible. He speaks Abyssal, Aquan, Celestial, Common, Draconic, Giant, Goblin and Infernal.

Combat

Dagon prefers to use his trident in battle but can attack with his powerful fists if he so chooses. One of his favourite tactics is to grab an air-breathing opponent and dive as deep as he can in the waters where he holds the victim until it drowns.

Dagon's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—blasphemy (DC 26), charm monster (DC 23), control water, create water, deeper darkness, desecrate, detect good, detect law, detect thoughts (DC 21), fear (DC 23), greater dispel magic, greater teleport (self plus 50 pounds of objects only), telekinesis (DC 24), tongues (self only), unhallow, unholy aura, unholy blight (DC 23), water breathing; 1/day—enervation, feeblemind (DC 24). Caster level 27th. The save DCs are Charisma-based.

Spells: Dagon casts spells as a 20th-level wizard. The save DCs are Intelligence-based.

Wizard Spells Prepared (4/6/6/6/6/5/5/5/4; save DC 18 + spell level): 0—*detect magic, flare, light, resistance*; 1st—*magic missile, obscuring mist, ray of enfeeblement* (2), *true strike* (2); 2nd—*blur, bull's strength, fog cloud, shatter, summon swarm, web*; 3rd—*blink, lightning bolt* (2), *ray of exhaustion, sleet storm, tongues*; 4th—*bestow curse, confusion, contagion, lesser globe of invulnerability, stonewall, wall of ice*; 5th—*dominate person, mind fog, magic jar, wall of force, waves of fatigue*; 6th—*geas/quest, flesh to stone, mass suggestion, mage's lucubration, repulsion*; 7th—*control weather, finger of death, limited wish, mass hold person, prismatic spray*; 8th—*antipathy,*

dimensional lock, horrid wilting (2), *prismatic wall*; 9th—*mage's disjunction, soul bind, teleportation circle, time stop*.

Summon Demons (Sp): Three times per day, Dagon can automatically summon 1d4 nalfeshnees, 1d2 mariliths or 1 balor. This ability is the equivalent of a 9th level spell.

Summon Sea Creatures (Sp): As their prince, Dagon can automatically summon up to 72 HD of aquatic creatures each day. (An aquatic creature is any animal, magical beast, outsider or vermin that dwells primarily in the water.)

Amphibious (Ex): Dagon can breathe both water and air and survive on land indefinitely.

Immunity to Water-Based Spells (Ex): Dagon is immune to all water-based spells and effects, including spells from the Water domain.

Master of the Waters (Ex): Dagon gains a +2 competence bonus on attack and damage rolls and a +2 competence bonus to Armour Class if both he and his opponent are touching water.

Planar Omniscience: All-knowing (CL 27th), all sensing (7 miles), block sensing (7 miles), planar knowledge.

Speak with Sea Creatures (Su): Dagon can, at will, speak with sea creatures as if using speak with animals. This ability is always active. It can be negated or dispelled, but Dagon can restart it as a free action on his next turn.

Skills: Dagon has a +8 racial bonus on Listen and Spot checks.

Unholy Mighty Cleaving Trident: Dagon's +5 trident is imbued with the mighty cleaving and unholy special qualities. This allows Dagon to make one additional cleave attempt in a round. Additionally, Dagon's trident is evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Servants of Dagon

Followers of Dagon are mermen, locathah, sahuagin, lizardfolk and evil humanoids that revere the seas and oceans. Devout followers of Dagon are called Scaled Ones and must sign a pact of evil with Dagon. Scaled Ones can receive spells from Dagon and are granted access to two of the following domains: Chaos, Destruction, Evil and Water.

Demon, fraz-urb'luu (Demon Prince)

Huge Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 40d8+680 (1000 hp)

Initiative: +8

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armour Class: 49 (-2 size, +4 Dex, +20 natural, +7 insight, +10 profane), touch 29, flat-footed 45

Base Attack/Grapple: +40/+62

Attack: Slam +53 melee (2d8+14)

Full Attack: 2 slams +53 melee (2d8+14) and bite +50 melee (3d6+7, 19-20) or tail slash +52 melee (2d8+14)

Space/Reach: 15 ft./15 ft.

Special Attacks: Constrict 2d8+21, gnash 3d6+14, improved grab, spell-like abilities, spells, *summon demons*, *summon demonic entity*

Special Qualities: Damage reduction 20/epic and good and cold iron, darkvision 60 ft. electrical and poison immunity, outsider traits, planar omniscience, resistance to acid 10, cold 10, and fire 10, sealed mind, spell resistance 39, telepathy 100 ft.

Saves: Fort +39, Ref +26, Will +29

Abilities: Str 39, Dex 18, Con 44, Int 24, Wis 24, Cha 30

Skills: Bluff +53, Climb +57, Concentration +60, Diplomacy +61, Intimidate +57, Knowledge (arcana) +47, Knowledge (the planes) +47, Knowledge (religion) +47, Listen +58, Move Silently +34, Search +50, Sense Motive +50, Spellcraft +54 (+56 scrolls), Spot +58, Survival +50 (+52 on other planes, +52 following tracks), Use Magic Device +32 (+34 scrolls)

Feats: Awesome Blow, Cleave, Craft Staff, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Sunder, Multiattack, Power Attack, Quicken Spell-Like Ability (*prismatic spray*), Weapon Focus (slam)

Epic Feats: Craft Epic Staff, Dire Charge, Enhance Spell

Environment: The Abyss

Organisation: Solitary or troupe (Fraz-Urb'luu plus 2-4 nalfeshnees or 1-2 balors)

Challenge Rating: 29

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This creature appears as a massive hulking ape-like humanoid standing nearly three times as tall as a normal human. Its head sports large, upright, pointed ears and a large round mouth lined with sharpened teeth. Its body is grey and covered with fine, thin blue hair. A long, serpentine tail, grey and yielding to blue near the barbed end, trails behind it. Two large bat-like wings protrude from its back.

Fraz-Urb'luu is one of the most physically powerful demon princes as well as one of the most cunning. His deceptions range far and wide, affecting and influencing

not only those on the Material Plane but also other demon princes and demon lords. His malevolent nature lends itself well to his trickery and deception, and he bends others to do his will. Those that oppose him are quickly dispatched. Those he favours are often captured and taken back to his lair in the Abyss where they are forced into a life of servitude. When the day comes that Fraz-Urb'luu grows weary of them, he devours them or throws them to his other servants to do with as they wish.

He makes his home deep within the Abyss on a smouldering and scarred layer devoid of most life. His keep is a large iron and stone castle situated near the very centre of the layer. A constant stream of traffic emanates to and from his castle; demons and slaves tending to their daily tasks.

Fraz-Urb'luu stands 18 feet tall and weighs about 8,000 pounds. He speaks Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin and Infernal.

Combat

Fraz-Urb'luu opens combat by pounding his foes with his spells or spell-like abilities. He next assaults them physically by pummelling with his powerful fists and slashing with his tail. A grabbed foe is entwined in his tail and gnashed between the demon prince's fangs. One of Fraz-Urb'luu's favourite tactics, after wearing down his opponents, is to summon a demon prince and then immediately teleport away as the prince arrives.

Fraz-Urb'luu's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned, evil-aligned and epic weapons for the purpose of overcoming damage reduction.

Constrict (Ex): Fraz-Urb'luu deals 2d8+21 points of damage with a successful grapple check.

Gnash (Ex): Attack bonus +52 melee, damage 3d6+14. Fraz-Urb'luu can attack a grappled foe with his bite attack at no penalty.

Improved Grab (Ex): To use this ability, Fraz-Urb'luu must hit with his tail slash. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict or gnash.

Spell-Like Abilities: At will—*blasphemy* (DC 27), *charm monster* (DC 24), *deeper darkness*, *desecrate*, *detect good*, *detect thoughts* (DC 22), *fear* (DC 24), *greater dispel magic*, *greater teleport (self plus 50 pounds of objects only)*, *mass charm monster* (DC 28), *mass suggestion* (DC 26), *misdirection* (DC 22), *polymorph*, *telekinesis* (DC 25), *tongues (self only)*, *true seeing*, *unhallow*, *unholy aura*, *unholy blight* (DC 24); *3/day*—*baleful polymorph* (DC 25), *dominate monster* (DC 29); *1/day*—*plane shift*, *power word blind*, *prismatic spray* (DC 27). Caster level 29th. The save DCs are Charisma-based.

Spells: Fraz-Urb'luu casts spells as a 20th-level sorcerer. The save DCs are Charisma-based.

Sorcerer Spells Known (Cast per Day

6/9/9/8/8/8/8/7/7/7; save DC 20 + spell level): 0—*arcane mark, daze, detect magic, ghost sound, light, ray of frost, read magic, resistance, touch of fatigue*; 1st—*colour spray, ray of enfeeblement, silent image, true strike, ventriloquism*; 2nd—*hypnotic pattern, invisibility, scorching ray, touch of idiocy, web*; 3rd—*displacement, gaseous form, magic circle against good, slow*; 4th—*cloudkill, confusion, crushing despair, phantasmal killer, wall of fire*; 5th—*false vision, mind fog, persistent image*; 6th—*chain lightning, geas/quest, permanent image*; 7th—*finger of death, mass hold person, spell turning*; 8th—*binding, mass charm monster, summon monster VIII*; 9th—*dominate monster, power word kill, wail of the banshee*.

Summon Demons (Sp): Three times per day, Fraz-Urb'luu can automatically summon 1d4 mariliths or nalfeshnees, or 1d2 balors. This ability is the equivalent of a 9th level spell.

Summon Demonic Entity (Sp): Once per day, Fraz-Urb'luu can attempt to summon a demon lord or demon prince with a 70% chance of success, and deceive the summoned demon into believing it was called by his opponents. The summoned lord or prince must succeed on a DC 45 Will save. If the save fails, it believes that Fraz-Urb'luu's opponents called it and deals with them appropriately (which usually involves killing the offending party for daring to call a demon prince or lord). The save DC is Charisma-based and includes a +5 racial bonus. This ability is the equivalent of a 9th-level spell.

Planar Omniscience: All-knowing (CL 29th), allsensing (8 miles), block sensing (8 miles), planar knowledge.

Sealed Mind (Ex): Fraz-Urb'luu is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Skills: Fraz-Urb'luu has a +8 racial bonus on Listen and Spot checks.

Servants of FrazUrb'luu

Followers of Fraz-Urb'luu are usually evil humanoids and consist of clerics, politicians or aristocrats, sorcerers, and adepts. Devout followers of Fraz-Urb'luu are called Deceivers and must sign a pact of evil with Fraz-Urb'luu. Deceivers can receive spells from Fraz-Urb'luu and are granted access to two of the following domains: Chaos, Evil, Knowledge and Trickery.

Demon, Jubilex 'The faceless Lord' (Demon Lord)

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 27d8+405 (621 hp)

Initiative: +9

Speed: 20 ft. (4 squares)

Armour Class: 43 (-1 size, +5 Dex, +13 natural, +9 insight, +7 profane), touch 30, flat-footed 38

Base Attack/Grapple: +27/+46

Attack: Slam +42 melee (2d6+22 plus 2d6 acid)

Full Attack: Slam +42 melee (2d6+22 plus 2d6 acid)

Space/Reach: 10 ft./5 ft.

Special Attacks: Acid, constrict 2d6+22 and 2d6 acid, improved grab, slime spittle, spell-like abilities, spells, *summon demons, summon oozes*

Special Qualities: Amorphous, damage reduction 10/epic and cold iron and good, darkvision 60 ft., fast healing 3, electrical and poison immunity, immunities, planar omniscience, resistance to acid 10, cold 10, and fire 10, spell resistance 33, telepathy 100 ft.

Saves: Fort +30, Ref +24, Will +24

Abilities: Str 40, Dex 20, Con 41, Int 24, Wis 28, Cha 24

Skills: Bluff +35, Climb +45, Concentration +42, Diplomacy +42, Gather Information +34, Hide +31, Intimidate +40, Knowledge (arcana) +35, Knowledge (the planes) +34, Knowledge (religion) +34, Listen +45, Move Silently +35, Search +35, Sense Motive +37, Spellcraft +38, Spot +46

Feats: Combat Reflexes, Enlarge Spell, Improved Initiative, Maximise Spell, Power Attack, Quicken Spell-Like Ability (*circle of cold*), Weapon Focus (slam)

Epic Feats: Enhance Spell, Epic Reflexes, Fast Healing
Environment: The Abyss

Organisation: Solitary or troupe (Jubilex plus 2-8 ochre jellies, 1-4 grey oozes, and 1-4 black puddings)

Challenge Rating: 23

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This creature resembles a large bubbling mass of greenish-black and foul-smelling liquid. Ooze, slime and pus constantly squirt and seep from its form. Deep within the oozing form you notice several large red eyes.

Jubilex is the ruler over all slimes, oozes, jellies, and other disgusting and foul ooze-like creatures, Known by some as the Faceless Lord, his Abyssal home is a steaming, bubbling lair of putrid ooze and slime pits that are constantly shifting and changing at his whim. Even the other demonic rulers loathe to journey here. Jubilex makes his home in a huge slime pit somewhere on one of the many planes he controls. He is constantly attended by and surrounded with all sorts of slimes and oozes.

When confronted, he usually takes the form of a 12-foot tall column of bubbling and squirting ooze. Jubilex weighs about 6,000 pounds. Jubilex speaks Abyssal, Aquan, Common, Draconic, Giant, Infernal and Terran.

Combat

Jubilex lashes out with a slimy appendage, attempting to grab and constrict opponents. Grabbed creatures are crushed and cast aside, to be dissolved and devoured at a later time. Jubilex can flatten his body, thereby enabling him to squeeze through cracks and openings of Tiny or larger size.

Jubilex's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Acid (Ex): Jubilex secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage. Armour or clothing dissolves and becomes useless immediately unless it succeeds on a DC 38 Reflex save. A metal or wooden weapon that strikes Jubilex also dissolves immediately unless it succeeds on a DC 38 Reflex save. The save DCs are Constitution-based.

Jubilex's acidic touch deals 38 points of damage per round to wooden or metal objects, but he must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): Jubilex deals automatic slam and acid damage with a successful grapple check. The opponent's armour and clothing take a -4 penalty on Reflex saves against the acid.

Improved Grab (Ex): To use this ability, Jubilex must hit with a slam attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Slime Spittle (Su): Once per minute, Jubilex can fire a stream of acidic slime in a 20-foot line. This requires a successful ranged touch attack (+30 attack bonus). A creature hit takes 2d6 points of acid damage and 1d6 points of Constitution damage each round (DC 38 Fortitude save for half; a new save must be made each round). On the first round, the slime may be scraped off (most likely destroying the scraper in the process), but after that it must be burnt, frozen or cut away (applying damage to the victim as well). Extreme cold or heat, sunlight, or a remove disease spell destroys the slime. The save DC is Constitution-based.

Spell-Like Abilities: At will—*circle of cold* (emanate cold in 10-ft. radius; 5d6 cold damage, Fortitude for half; lasts 1 minute per caster level), *contagion* (DC 21), *deeper darkness*, *detect good*, *detect thoughts* (DC 19), *fear* (DC 21), *fly* (self only), *greater dispel magic*, *hold monster*

(DC 22), *invisibility*, *protection from good*, *pyrotechnics* (DC 19), *suggestion* (DC 20), *symbol of pain* (DC 22), *telekinesis* (DC 22), *teleport without error* (self plus 50 pounds of objects only), *tongues* (self only), *true seeing*, *unhallow*, *unholy aura* (DC 25), *unholy blight* (DC 21), *wall of acid* (as wall of fire, but deals acid damage); 1/day—*blasphemy* (DC 24). Caster level 23rd. The save DCs are Charisma-based.

Spells: Jubilex casts spells as a 20th-level cleric. He has access to the domains of Chaos, Evil and Water. He does not gain the granted powers of his domains. The save DCs are Wisdom-based.

Cleric Spells Prepared (6/8+1/7+1/7+1/7+1/5+1/5+1/5+1/5+1; save DC 19 + spell level): 0—*create water*, *detect magic*, *inflict minor wounds*, *light*, *read magic*, *virtue*; 1st—*bane*, *cause fear*, *command*, *curse water*, *detect law*, *entropic shield*, *protection from law**, *sanctuary*, *summon monster I*; 2nd—*aid*, *bear's endurance*, *death knell*, *delay poison*, *enthral*, *fog cloud**, *shatter*, *silence*; 3rd—*animate dead*, *bestow curse*, *contagion* (2), *inflict serious wounds*, *magic circle against good*, *magic circle against law**, *water breathing*; 4th—*control water **, *death ward*, *discern lies*, *divination*, *giant vermin*, *inflict critical wounds* (2), *restoration*; 5th—*break enchantment*, *dispel good*, *dispel law*, *ice storm**, *raise dead*, *screaming*, *slay living*, *wall of stone*; 6th—*animate objects**, *geas/quest*, *harm* (2), *heal*, *summon monster VI*; 7th—*acid fog**, *control weather*, *destruction* (2), *repulsion*, *word of chaos*; 8th—*antimagic field*, *dimensional lock*, *fire storm*, *horrid wilting**, *mass inflict critical wounds* (2); 9th—*energy drain*, *mass heal*, *miracle*, *soul bind*, *summon monster IX**, *true resurrection*. *Domain spells (Chaos, Evil, Water)

Summon Demons (Sp): Three times per day, Jubilex can automatically summon 4d10 dretches, 2d4 glabrezus, 1d4 hezrous, or 2 nalfeshnees, or 1 balor. This ability is the equivalent of a 9th level spell.

Summon Oozes (Sp): Once per day, Jubilex can automatically summon up to 2d4 ochre jellies, grey oozes, or gelatinous cubes, or 1d4 black puddings. This ability is the equivalent of a 9th level spell.

Amorphous (Ex): Jubilex is not subject to critical hits, and having no clear front or back, cannot be flanked.

Fast Healing (Ex): Jubilex has fast healing 3 from the Fast Healing epic feat.

Immunities (Ex): Because of his ooze-like structure, Jubilex is immune to sleep effects, paralysis, polymorph and stunning.

Planar Omniscience: All-knowing (CL 23rd), allsensing (5 miles), block sensing (5 miles), planar knowledge.

Skills: Jubilex has a +8 racial bonus on Listen and Spot checks.

Servants of Jubilex

Followers of Jubilex are evil humanoids with an affinity for slimes, jellies and all things that ooze. Devout followers of Jubilex are called Masters of the Ooze and must sign a pact of evil with Jubilex. Masters of the Ooze can receive spells from Jubilex and are granted access to two of the following domains: Chaos, Evil and Water.

Demon, Kostchtchie (Demon Lord)

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 29d8+377 (609 hp)

Initiative: +6

Speed: 30 ft. (6 squares)

Armour Class: 43 (-1 size, +6 Dex, +12 natural, +8 insight, +8 profane), touch 31, flat-footed 37

Base Attack/Grapple: +29/+48

Attack: Large +4 *thundering warhammer of icy burst* +48 melee (2d6+26 plus stun plus 1d6 cold, 19-20, x3)

Full Attack: Large+4 *thundering warhammer of icy burst* +48/+43/+38/+33 melee (2d6+26 plus stun plus 1d6 cold, 19-20, x3)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, spells, stun, *summon demons*

Special Qualities: Damage reduction 10/epic and cold iron and good, darkvision 60 ft., cold, electrical and poison immunity, planar omniscience, resistance to acid 10 and cold 10, spell resistance 33, telepathy 100 ft.

Saves: Fort +29, Ref +22, Will +24

Abilities: Str 41, Dex 22, Con 37, Int 25, Wis 27, Cha 26

Skills: Balance +28, Bluff +30, Climb +36, Concentration +41, Diplomacy +33, Escape Artist +30, Handle Animal +39, Intimidate +38, Knowledge (arcana) +36, Knowledge (religion) +36, Knowledge (the planes) +38, Listen +44, Ride +41, Search +36, Sense Motive +25, Spellcraft +40, Spot +45, Survival +39 (+41 on other planes, +41 following tracks)

Feats: Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Critical (warhammer), Improved Disarm, Improved Sunder, Power Attack, Track, Weapon Focus (warhammer)

Epic Feats: —

Environment: The Abyss

Organisation: Solitary, troupe (Kostchtchie plus two Huge 18 HD winter wolves) or squad (Kostchtchie plus 2-4 frost giants and one Huge ancient 30 HD white dragon that serves as his steed)

Challenge Rating: 23

Treasure: Triple standard, plus two-handed cold iron +4 thundering icy burst warhammer

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This hulking creature stands to be at least 9 or 10 feet tall with yellowish skin. His head and body seem to be completely hairless save for his thick, bushy eyebrows.

Two massive stump-like legs support his thick torso. His head is flat and oval and sports two, large sunken crystal-blue eyes.

Kostchtchie is the demon lord of cold and is the epitome of hatred and evil. If there is a demon lord more ruthless and malevolent than he, that lord has never made his presence known. Kostchtchie is hated by all (including other demon lords and princes). He moves across his Abyssal landscape with a shuffling gait, and is rarely, if ever, encountered alone.

Kostchtchie is revered by some frost giant shamans as a god. Various clans pay tribute to him in the form of humanoid sacrifices (made bimonthly, except in the winter when sacrifices are made monthly) and often invoke his blessing before undertaking a great quest or entering a great battle.

Kostchtchie's Abyssal home is a frigid and mountainous realm of ice, rock, snow and subfreezing temperatures. Unprotected travellers and those vulnerable to cold do not last long here. Kostchtchie stands 9 feet tall and weighs about 800 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Ignan, Infernal and Terran.

Combat

Kostchtchie fights with his oversized (Large) warhammer in battle. He is relentless in his attack and seeks to kill all interlopers he encounters. Kostchtchie completely destroys any creature's body he slays. The body is torn to pieces, burned or devoured by the demon lord and/or his minions. He wields his oversized weapon in two-hands and without penalty.

Kostchtchie's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*command* (DC 19), *bestow curse* (DC 21), *blasphemy* (DC 25), *deeper darkness*, *detect good*, *dispel good*, *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *magic circle against good*, *telekinesis* (DC 23), *tongues* (self only), *unholy aura* (DC 26), *wall of ice*, *wind walk*; 2/day—*poison* (DC 20); 1/day—*harm* (DC 24). Caster level 23rd. The save DCs are Charisma-based.

Spells: Kostchtchie casts spells as a 20th-level wizard. He casts cold-based spells (those with the cold descriptor) at +2 caster level. The save DCs are Intelligence-based.

Wizard Spells Prepared (4/6/6/6/5/5/5/4/4; save DC 17 + spell level): 0—*daze*, *detect magic*, *light*, *ray of frost* (CL 22); 1st—*expeditious retreat*, *frost fingers* (as burning hands, but deals cold damage, CL 22), *jump*, *obscuring mist*, *protection from law*, *true strike*; 2nd—*blur*, *fog cloud*, *glitterdust*, *see invisibility*, *shatter*, *touch of idiocy*; 3rd—

cold ball (as fireball; deals cold damage, CL 22), *lightning bolt*, *sleet storm* (CL 22), *stinking cloud*, *vampiric touch*, *wind wall*; 4th—*confusion*, *enervation*, *ice storm* (CL 22), *solid fog*, *wall of ice* (CL 22); 5th—*baleful polymorph*, *cone of cold* (CL 22), *hold monster*, *mind fog*, *transmute rock to mud*; 6th—*chain lightning*, *cold fog* (as acid fog, but deals cold damage, CL 22), *control water*, *freezing sphere* (CL 22), *move earth*; 7th—*control weather*; *delayed blast cold ball* (as delayed blast fireball, but deals cold damage, CL 22) (2), *insanity*, *waves of exhaustion*; 8th—*incendiary cloud*, *mind blank*, *polymorph any object*, *trap the soul*; 9th—*prismatic sphere*, *foresight*, *power word kill*, *shades*.

Stun (Su): A creature hit by Kostchtchie's warhammer must succeed on a DC 39 Fortitude save or be stunned for 1 minute. The save DC is Strength-based.

Summon Demons (Sp): Three times per day, Kostchtchie can automatically summon 4d10 dretches, 2d4 babau demons, 1d4 hezrous, 1d2 nalfeshnees, or one balor or marilith. This ability is the equivalent of a 9th level spell.

Planar Omniscience: All-knowing (CL 23rd), all-sensing (5 miles), block sensing (5 miles), planar knowledge.

Skills: Kostchtchie has a +8 racial bonus on Listen and Spot checks.

Thundering Warhammer of Icy Burst: Kostchtchie's oversized (Large) two-handed +4 warhammer is constructed of cold iron and has the *thundering* and *icy burst* special qualities. This weapon creates a cacophonous roar like thunder upon striking with a successful critical hit. The sonic energy does not harm the wielder of the weapon. It deals +2d8 points of bonus sonic damage on a successful critical hit. Subjects dealt a critical hit by a thundering weapon must make a DC 14 Fortitude save or be deafened permanently.

Additionally, his weapon functions as a frost weapon that also explodes with frost upon striking a successful critical hit. The frost does not harm the wielder. In addition to the extra damage from the frost ability, an icy burst weapon deals an extra 2d10 points of cold damage on a successful critical hit. Even if the frost ability is not active, the weapon still deals its extra cold damage on a successful critical hit.

Servants of Kostchtchie

Followers of Kostchtchie are usually frost giants and fiendish frost giants. They are usually fighters or barbarians. Devout followers of Kostchtchie are called Ice Lords and must sign a pact of evil with Kostchtchie. Ice Lords that cast divine spells can receive spells from Kostchtchie and typically have access to two of the following domains: Chaos, Evil and Destruction.

Demon, Meriginus

Gargantuan Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 24d8+240 (348 hp)

Initiative: +7

Speed: 40 ft. (8 squares)

Armour Class: 29 (-4 size, +3 Dex, +20 natural), touch 9, flatfooted 26

Base Attack/Grapple: +24/+47

Attack: Claw +32 melee (2d8+11) or bite +31 melee (2d6+11)

Full Attack: 2 claws +32 melee (2d8+11) and bite +26 melee (2d6+5)

Space/Reach: 20 ft./20 ft.

Special Attacks: Ferocity, *prismatic spray*, spell turning, spell-like abilities, *summon demon*

Special Qualities: Blindsight, damage reduction 15/cold iron and good, electrical and poison immunity, gem eye, regeneration 5, resistance to acid 10, cold 10 and fire 10, telepathy 100 ft.

Saves: Fort +24, Ref +17, Will +20

Abilities: Str 33, Dex 17, Con 31, Int 17, Wis 22, Cha 24

Skills: Climb +38, Concentration +37, Intimidate +42, Jump +42, Knowledge (arcana) +30, Knowledge (the planes) +30, Listen +41, Search +38, Spellcraft +34, Spot +41, Use Magic Device +42

Feats: Ability Focus (*prismatic spray*), Awesome Blow, Cleave, Combat Reflexes, Great Cleave, Improved Initiative, Power Attack, Snatch, Weapon Focus (claw)

Environment: Chaotic evil planes

Organisation: Solitary (maybe unique)

Challenge Rating: 21

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: 25-48 HD (Gargantuan), 49-72 HD (Colossal)

Level Adjustment: —

A massive humanoid demon emerges from the fiery pit, roaring furiously and waving its gigantic claws as if the air itself was its enemy. The demon is completely covered in purple scales, with three violet horns sticking out of its head. Instead of eyes, the creature sports a single great gem in the middle of its forehead.

A meriginus (or *the Meriginus*; there have never been reports of more than one of these horrors) is a Gargantuan demon – or race thereof – ruling at least one of the lower planes of evil. A meriginus appears as a gigantic, scaly, purple humanoid, with clawed limbs, fin-like ears, three horns on its forehead and a long forked tongue sticking out of its fanged mouth. The demon's most remarkable feature is the single monstrous gem located where its eyes should be. A meriginus seems to be perfectly capable of seeing through this gem; it also uses it to focus its many spell-like and supernatural abilities. A meriginus never wears any armour, clothing or weapons.

The meriginus speaks Abyssal, Common, Ignan, Infernal, Terran and Undercommon.

Combat

The meriginus attacks furiously and violently as if it hates everything around it – which may well be the case. It prefers to use its gem's magical abilities when possible, but it gladly claws and tears at anyone coming within striking distance.

The meriginus' attacks count as chaotic and evil for the purposes of overcoming damage reduction.

Ferocity (Ex): The meriginus is so full of hate and destructive instinct that it goes on fighting even when disabled or dying.

Prismatic Spray (Sp): Once per round, as a standard action, the meriginus can fire a *prismatic spray* from its eye gem. This works exactly as the spell of the same name, at caster level 20th. The save DC is 26.

Spell Turning (Su): A meriginus is continuously protected by a *spell turning* effect, at caster level 20th, with seven permanent spell turning levels that never decrease when the meriginus is targeted by a spell. The meriginus can turn this ability on or off at will.

Spell-Like Abilities: At will—*cone of cold* (DC 22), *confusion* (DC 21), *eyebite* (DC 23), *greater dispel magic*, *rainbow pattern* (DC 21), *true seeing*, *wall of force*; 1/day—*forcecage* (DC 24), *mage's disjunction* (DC 26), *meteor swarm* (DC 26), *plane shift* (DC 24), *prismatic sphere* (DC 26), *prismatic wall* (DC 25), *telekinetic sphere* (DC 25). Caster level 20th. Save DCs are Charisma based.

Summon Demon (Sp): Once per day, the meriginus can summon 4d10 dretches, 2d10 quasits, 2d6 fiend cats, 2d6 quill fiends, 1d8 babaus, 1d6 succubi, 1d4 vrock, 1d3 hezrou or 1d2 glabrezu. This ability counts as a 9th level spell.

Gem Eye (Ex): The meriginus' gem eye is not a true visual organ, but a prized artefact belonging to the demon. Removing the gem from the meriginus' head requires a successful sunder attempt with a –4 penalty on the check in addition to all other penalties (if any). The gem has a Hardness of 15 and 10 hit points. If the gem is reduced to 0 hit points, it is not destroyed but pried from the meriginus' forehead instead; once removed, the gem must suffer an additional 20 hit points of damage to be destroyed. If the gem is removed, the meriginus loses all its racial bonuses on skill checks (see below) and the ability to use its *prismatic spray*, spell turning and all other spell-like abilities. The meriginus is automatically stunned for the round immediately after removal of the gem.

The gem by itself has no magical power, but it can be sold for 25,000 gold pieces. If a meriginus' eye gem is destroyed, the creature can grow a new one in 2d6 days. If the meriginus recovers the gem, it can reattach it to its head as a full-round action. A meriginus that is not permanently destroyed (see below) will move heaven and earth (literally) to locate and severely punish whomever stole or destroyed its eye gem.

Regeneration (Ex): The meriginus suffers normal damage from good-aligned weapons and spells with the good descriptor. A meriginus brought to –10 or less hit points is not dead, but temporarily dismembered. It will reform itself in 1d20 days unless a *miracle* or *wish* spell is cast on the demon's remains. A *harm* spell also destroys the meriginus permanently but only if its eye gem is destroyed as well.

Skills: A meriginus' eye gem gives it a +8 racial bonus on Intimidate, Listen, Search, Spot and Use Magic Device checks. The meriginus loses these racial bonuses if its eye gem is removed or destroyed (see above).

Demon, Orcus (Demon Prince of Undead)

Huge Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 45d8+495 (855 hp)

Initiative: +10

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armour Class: 55 (–2 size, +6 Dex, +20 natural, +9 insight, +12 profane), touch 35, flatfooted 49

Base Attack/Grapple: +45/+67

Attack: *Wand of Orcus* +62 melee (2d8+19) or slam +57 melee (2d6+14)

Full Attack: *Wand of Orcus* +62/+57/+52/+47 melee (2d8+19) and tail sting +55 melee (2d4+7 plus poison) or 2 slams +57 melee (2d6+14) and tail sting +55 melee (2d4+7 plus poison)

Space/Reach: 15 ft./15 ft.

Special Attacks: Command/rebuke undead, spell-like abilities, spells, fear aura, poison, *summon demons*, *summon undead*

Special Qualities: Damage reduction 25/epic and good and cold iron, darkvision 60 ft., electrical and poison immunity, resistance to acid 10, cold 10, and fire 10, outsider traits, planar omniscience, speak with dead, spell resistance 45, telepathy 100 ft.

Saves: Fort +35, Ref +30, Will +33

Abilities: Str 38, Dex 22, Con 33, Int 28, Wis 28, Cha 34

Skills: Bluff +60, Concentration +59, Diplomacy +60, Escape Artist +24, Gather Information +49, Intimidate +60, Knowledge (arcana) +57, Knowledge (history [Abyss]) +57, Knowledge (the planes) +57, Knowledge (religion) +57, Knowledge (undead) +57, Listen +53, Move Silently +52, Search +57, Sense Motive +50, Spellcraft +57 (+59 to learn necromancy spells), Spot +65, Survival +57 (+59 on other planes)

Feats: Blind-Fight, Cleave, Combat Casting, Craft Wand, Craft Wondrous Item, Empower Spell, Great Cleave, Heighten Spell, Improved Initiative, Multiattack, Power Attack, Quicken Spell

Epic Feats: Epic Spellcasting, Multispell, Undead Mastery, Zone of Animation

Environment: The Abyss

Organisation: Solitary or troupe (Orcus plus 1-2 mariliths, 1-3 glabrezus, and 4-20 zombies or shadows)

Challenge Rating: 35

Treasure: Triple standard, plus Wand of Orcus

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This demonic humanoid is squat and bloated, standing nearly three times as tall as a normal human. Its goat-like head sports large, spiralling ram-like horns. Its legs are covered in thick brown fur and end in hooves. Large powerful arms wield a wicked skull-tipped wand. Two large, black, bat-like wings protrude from its back and a long, snake-like tail, tipped with a sharpened barb, trails behind it.

Orcus is one of the strongest (if not the strongest) and most powerful of all demon lords. He Orcus is the Prince of the Undead, and it is said that he alone created the first undead that walked the worlds. He fights a never-ending war against rival demon princes that spans several Abyssal layers. From his great bone palace he commands his troops as they wage war across the smouldering and stinking planes of the Abyss. Orcus spends most of his days in his palace; rarely leaving its confines unless he decides to lead his troops into battle (which has happened on more than one occasion). Most of the time though, he is content to let his generals and commanders lead the battles.

When not warring against rival demon princes, Orcus likes to travel the planes, particularly the Material Plane. Should a foolish spellcaster open a gate and speak his name, he is more than likely going to hear the call and step through to the Material Plane. What happens to the spellcaster that called him usually depends on the reason for the summons and the power of the spellcaster. Extremely powerful spellcasters are usually slain after a while and turned into undead soldiers or generals in his armies.

Orcus stands 15 feet tall and weighs nearly 6,000 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, Infernal and Sylvan.

Combat

Orcus prefers to conduct battles using his Wand or natural weapons (tail and fists). Generally he avoids direct combat with powerful foes preferring to hang back and pepper them with an array of spells and effects. If pressed into melee, he uses his tail sting against the strongest opponent while focusing his fear gaze on the spellcasters. When given the chance, he summons demons and undead to aid him. If combat goes against him, he uses his greater teleport ability to escape, leaving a retinue of demons and undead monsters to deal with the interlopers.

Orcus's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned, evil-aligned and epic weapons for the purpose of overcoming damage reduction.

Command/Rebuke Undead (Su): Orcus can command or rebuke undead as a 15th-level cleric. Because of his Undead Mastery feat, Orcus can command up to 150 HD worth of undead at one time.

Fear Aura (Su): Orcus can radiate a 60-foot radius fear aura as a free action. A creature in the area must succeed on a DC 44 Will save or be affected as though by a *fear* spell (caster level 35th). A creature that successfully saves cannot be affected again by Orcus's fear aura for one day. The save DC is Charisma-based.

Poison (Ex): Orcus delivers an extremely virulent poison with a successful tail sting. Injury, Fortitude DC 43, initial and secondary damage 3d6 Constitution. The save DC is Constitution-based.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 29), *charm monster* (DC 26), *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *detect thoughts* (DC 25), *fear* (DC 26), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *lightning bolt* (DC 25), *polymorph*, *read magic*, *suggestion* (DC 25), *symbol of death* (DC 30), *symbol of pain* (DC 27), *tongues* (self only), *true seeing*, *unhallow*, *unholy aura* (DC 30), *unholy blight* (DC 26), *wall of fire*; 1/day—*feeblemind* (DC 29). Caster level 35th. The save DCs are Charisma-based.

Spells: Orcus casts spells as a 20th-level necromancer and a 15th-level cleric. His opposed schools are the schools of enchantment and illusion. He has access to the domains of Death, Destruction and Evil. The save DCs are Intelligence-based (for his necromancer spells) and Wisdom-based (for his cleric spells).

Typical Necromancer Spells Prepared (4+1/7+1/6+1/6+1/6+1/6+1/5+1/5+1/5+1/5+1; save DC 19 + spell level): 0—*acid splash*, *arcane mark*, *dancing lights*, *disrupt undead*, *touch of fatigue*; 1st—*cause fear*, *chill touch*, *grease*, *hold portal*, *obscuring mist*, *ray of enfeeblement* (2); 2nd—*false life*, *flaming sphere*, *ghoul touch*, *gust of wind*, *scare*, *scorching ray*, *spectral hand*; 3rd—*gaseous form*, *gentle repose*, *halt undead*, *haste*, *ray of exhaustion* (2), *vampiric touch*; 4th—*animate dead*, *bestow curse*, *enervation* (2), *ice storm*, *shout*, *wall of fire*; 5th—*blight*, *cloudkill* (2), *cone of cold*, *magic jar*, *symbol of pain*, *waves of fatigue*; 6th—*acid fog*, *circle of death* (2), *create undead* (2), *eyebite*; 7th—*control weather*, *finger of death* (2), *spell turning*, *waves of exhaustion*, *limited wish*; 8th—*create greater undead*, *horrid wilting* (3), *polar ray*, *iron body*; 9th—*energy drain* (2), *meteor swarm*, *soul bind*, *wail of the banshee*, *wish*.

Typical Cleric Spells Prepared (6/8+1/7+1/7+1/6+1/6+1/4+1/3+1/2+1; save DC 19 + spell level): 0—*create water*, *guidance*, *inflict minor wounds*, *light*, *resistance*, *virtue*; 1st—*bane*, *cause fear**, *command*, *detect undead*, *doom*, *entropic shield*, *inflict light wounds* (3); 2nd—*animate dead**, *bull's strength*, *death knell*, *inflict moderate wounds* (3), *shatter*, *silence*; 3rd—*bestow curse* (2), *blindness/deafness*, *contagion*, *inflict serious wounds* (2), *magic circle against good**, *protection from energy*;

4th—*death ward** (2), *dimensional anchor*, *divine power*, *inflict critical wounds* (2), *spell immunity*; 5th—*break enchantment*, *dispel good** (2), *dispel law*, *slay living* (2), *scrying*; 6th—*create undead **, *geas/quest*, *harm*, *mass inflict moderate wounds* (2); 7th—*destruction**, *mass inflict serious wounds*, *repulsion*, *word of chaos*; 8th—*cloak of chaos*, *create greater undead**, *mass inflict critical wounds*.

Epic Spells (4/day; save DC 29): *Mummy dust*, *peripety*, *ruin*.

Summon Demons (Sp): Three times per day, Orcus can automatically summon one balor, 1d3 nalfeshnees or 1d4 mariliths. This ability is the equivalent of a 9th level spell.

Summon Undead (Sp): As their prince, Orcus can automatically summon up to 100 HD of any type of undead each day. This ability is the equivalent of a 9th level spell.

Planar Omniscience: All-knowing (CL 35th), all-sensing (9 miles), block sensing (9 miles), planar knowledge.

Speak with Dead (Su): Orcus can speak with dead, as the spell (caster level 35th). This ability is always active and can be negated or dispelled, but Orcus can restart it again as a free action on his next turn.

Skills: Orcus has a +8 racial bonus on Listen and Spot checks.

Wand of Orcus: Mighty Orcus wields a huge black skull-tipped rod that functions as a *Large +5 unholy greatclub*. It slays any living creature it touches if the target fails a DC 40 Fortitude save. Orcus, can at will, shut this ability off so as to allow his wand to pass into the Material Plane (and usually into the hands of one of his servants).

Further, the Wand has the following powers: 3/day—*animate dead*, *deeper darkness*, *desecrate*, *fear*, and *unhallow*; 2/day—*blasphemy* and *unholy aura*. Caster Level 20th; save DC 25 + spell level.

Servants of Orcus

The followers of the Prince of Undead are clerics and adepts that venerate death, sorcerers and wizards fascinated with death, and half-fiend variants of the aforementioned creatures.

His followers are most often clerics, necromancers and sorcerers. Followers of Orcus are known as Disciples of Orcus and must sign a pact of evil. Disciples of Orcus can receive spells from Orcus and are granted access to the domains of Chaos, Death, Destruction, Evil and War (a cleric can choose any two of these domains).

Demon, Pazuzu (Demon Prince of Air)

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 39d8+390 (702 hp)

Initiative: +14

Speed: 40 ft. (8 squares), fly 80 ft. (perfect)

Armour Class: 49 (-1 size, +10 Dex, +12 natural, +9 insight, +9 profane), touch 37, flat-footed 39

Base Attack/Grapple: +39/+55

Attack: +5 *anarchic keen greatsword* +56 melee (3d6+23, 17-20) or claw +51 melee (1d8+12)

Full Attack: +5 *anarchic keen greatsword* +56/+51/+46/+41 melee (3d6+23, 17-20) or 2 claws +51 melee (1d8+12)

Space/Reach: 10 ft./10 ft.

Special Attacks: Breath weapon, *dominate aerial creatures*, spell-like abilities, spells, *summon aerial creatures*, *summon demons*

Special Qualities: Aerial passivism, damage reduction 15/epic and cold iron and good, darkvision 60 ft., fast healing 8, electrical and poison immunity, outsider traits, planar omniscience, resistance to acid 10, cold 10, and fire 10, spell resistance 38, telepathy 100 ft.

Saves: Fort +31, Ref +31, Will +30

Abilities: Str 35, Dex 30, Con 31, Int 28, Wis 28, Cha 29

Skills: Bluff +51, Concentration +52, Diplomacy +59, Escape Artist +52, Handle Animal +51*, Intimidate +55, Knowledge (arcana) +51, Knowledge (the planes) +51, Knowledge (religion) +51, Listen +59, Move Silently +52, Search +51, Sense Motive +51, Spellcraft +55 (+57 scrolls), Spot +59*, Survival +51 (+53 on other planes, +53 following tracks), Use Magic Device +51 (+53 scrolls)

Feats: Blind-Fight, Cleave, Empower Spell-Like Ability (*lightning bolt*), Flyby Attack, Great Cleave, Hover, Improved Initiative, Power Attack, Weapon Focus (claws), Weapon Focus (greatsword), Wingover

Epic Feats: Blinding Speed, Epic Spellcasting, Fast Healing

Environment: The Abyss

Organisation: Solitary or troupe (Pazuzu plus 2-8 harpies or 6-11 gargoyles or 2-8 fiendish gargoyles)

Challenge Rating: 28

Treasure: Triple standard, plus +5 *anarchic keen greatsword*

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This powerfully built humanoid has the head of a hawk and four great feathery wings spanning its shoulders. Its feathers are red and gold, fading to black at the tip. Its eyes are red and its hands and feet end in hawk-like talons.

Pazuzu is the demon prince of aerial creatures, and is revered as such on both the Abyssal plane and the Material Plane. Unlike other demon princes, his lair is not confined

to a single plane or multiple adjoining planes; Pazuzu rules the sky realms above all layers of the Abyss. (No demon prince has contested his rulership of the skies thus far.)

Pazuzu has a great many dealings with creatures on other planes, including devils. He seems to be on fairly good terms with several powerful dukes and arch devils of Hell. He never enters that plane, but has been known to meet with such a duke on Acheron or Tarterus.

Pazuzu stands 8 feet tall and weighs 700 pounds. He speaks Auran, Aquan, Abyssal, Celestial, Common, Draconic, Giant, Infernal and Terran.

Combat

Pazuzu prefers to use his spells and spell-like abilities, subjecting his opponents to a magical onslaught of great power. If cornered or forced into melee, he prefers to use his claws or weapon. If he is outclassed or overmatched, he summons aerial creatures and/or demons to his aid.

Pazuzu's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): Pazuzu has three breath weapons, each detailed below. Regardless of which breath weapon he uses, he cannot breathe more than once every 1d4 rounds. Each breath weapon is a 100-foot long cone.

- **Creeping Doom:** This works as the spell of the same name (caster level 20th).
- **Insect Plague:** This works as the spell of the same name (caster level 20th).
- **Corrosive Gas:** Damage 16d6 acid, DC 39 Reflex save for half. The save DC is Constitution-based.

Dominate Aerial Creatures (Sp): Pazuzu can automatically dominate any aerial creature of 6 HD or less that is within sight. Affected creatures do not get a save against this effect. This functions as a charm monster spell (caster level 20th). At any one time, Pazuzu can have a total of 40 HD of creatures dominated. Affected creatures must remain with sight or the effect ends.

Aerial creatures are defined as avians (including giant and dire versions), gargoyles, harpies and creatures with the air subtype.

Spell-Like Abilities: At will—*blasphemy* (DC 26), *control weather*, *deeper darkness*, *desecrate*, *detect good*, *detect magic*, *fear* (DC 23), *flesh to stone* (DC 25), *greater dispel magic*, *greater teleport (self plus 50 pounds of objects only)*, *lightning bolt* (DC 22), *shapechange*, *suggestion* (DC 22), *symbol of death* (DC 27), *symbol of pain* (DC 24), *telekinesis* (DC 24), *tongues (self only)*, *unhallow*, *unholy aura* (DC 27), *unholy blight* (DC 23), *wind walk*, *wind wall*; 1/day—*wish*. Caster level 28th. The save DCs are Charisma-based.

Spells: Pazuzu casts spells as a 20th-level sorcerer. He can cast spells of the Air domain as arcane spells, and casts air spells at +2 caster level.

Sorcerer Spells Known (Spells per day 6/9/8/8/8/8/7/7/7/7; save DC 19 + spell level): 0—*acid splash*, *arcane mark*, *daze*, *dancing lights*, *flare*, *light*, *ray of frost*, *read magic*, *resistance*; 1st—*chill touch*, *expeditious retreat*, *magic missile*, *obscuring mist* (CL 22), *unseen servant*; 2nd—*fog cloud*, *scorching ray*, *see invisibility*, *web*, *whispering wind* (CL 22); 3rd—*displacement*, *gaseous form* (CL 22), *haste*, *magic circle against good*; 4th—*contagion*, *enervation*, *ice storm*, *solid fog*; 5th—*baleful polymorph*, *control winds* (CL 22), *hold monster*, *magic jar*; 6th—*acid fog*, *eyebite*, *repulsion*; 7th—*finger of death*, *insanity*, *prismatic spray*; 8th—*moment of prescience*, *sunburst*, *whirlwind* (CL 22); 9th—*soul bind*, *meteor swarm*, *prismatic sphere*.

Epic Spells (4/day; save DC 29): *Eclipse*, *nailed to the sky*, *rain of fire*.

Summon Aerial Creature (Sp): Three times per day, Pazuzu can automatically summon 2d6 harpies, 2d8 gargoyles or juvenile arrowhawks, or 1d4 adult arrowhawks; or 1d4 hieracosphinxes with a 50% chance of success.

Summon Demons (Sp): Three times per day, Pazuzu can automatically summon 2d4 succubi, 1d4 vrocks or 1 balor. This ability is the equivalent of a 9th level spell.

Aerial Passivism (Ex): No aerial creature (defined above under his *dominate aerial creatures* special attack) of 10 HD or less willingly attacks Pazuzu (but can be forced to magically). If attacked by a magically compelled aerial creature, Pazuzu can make an Intelligence check (opposed by the spellcaster's caster level that compelled the aerial creature). If Pazuzu wins the opposed check, he can automatically break the magical compulsion controlling the creature (as if by greater dispel magic).

Fast Healing (Ex): Pazuzu heals 8 points of damage each round so long as he has at least 1 hit point. His natural fast healing is 5 (+3 from the Fast Healing epic feat).

Planar Omniscience: All-knowing (CL 28th), allsensing (7 miles), block sensing (7 miles), planar knowledge.

Skills: Pazuzu has a +8 racial bonus on Listen and Spot checks. *In daylight hours, the bonus to Spot checks increases to +16. *Pazuzu has a +8 racial bonus on Handle Animal checks when made against an aerial creature or avian.

Anarchic Keen Greatsword: Pazuzu's +5 *greatsword* is imbued with the *anarchic* and *keen* special qualities. The weapon is chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long

as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded. The weapon has a threat range of 17–20.

Servants of Pazuzu

Followers of Pazuzu are evil humanoids that respect and revere the air and sky. Devout followers of Pazuzu are called Aerial Lords and must sign a pact of evil with Pazuzu. Aerial Lords can receive spells from Pazuzu and are granted access to two of the following domains: Air, Chaos and Evil.

Demon, Sonechard

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 22d8+264 (363 hp)

Initiative: +10

Speed: 40 ft. (8 squares), fly 80 ft. (good)

Armour Class: 46 (-1 size, +6 Dex, +22 natural, +9 profane), touch 24, flat-footed 40

Base Attack/Grapple: +22/+39

Attack: +4 *unholy heavy pick of wounding* +39 melee (1d8+17) or claw +34 melee (1d8+13)

Full Attack: +4 *unholy heavy pick of wounding* +39/+34/+29/+24 melee (1d8+17) or 2 claws +34 melee (1d8+13)

Space/Reach: 10 ft./10 ft.

Special Attacks: Control undead, spell-like abilities, stench, *summon demons*, *summon undead*, undead master

Special Qualities: Damage reduction 20/cold iron and good, darkvision 60 ft., electrical and poison immunity, resistance to acid 10, cold 10, and fire 10, spell resistance 29, telepathy 100 ft.

Saves: Fort +25, Ref +19, Will +21

Abilities: Str 37, Dex 23, Con 34, Int 26, Wis 26, Cha 28

Skills: Balance +31, Bluff +34, Climb +38, Concentration +37, Diplomacy +42, Gather Information +34, Intimidate +38, Knowledge (arcana) +33, Knowledge (the planes) +33, Listen +41, Search +33, Sense Motive +33, Spellcraft +37, Spot +41, Survival +33 (+35 on other planes, +35 following tracks), Use Magic Device +34 (+36 scrolls)

Feats: Cleave, Combat Casting, Combat Expertise, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (heavy pick)

Environment: The Abyss

Organisation: Solitary or troupe (Sonechard plus 1–4 wraiths or spectres, 2–16 shadows, and 2–20 skeletons or zombies)

Challenge Rating: 21

Treasure: Double standard, plus +4 *unholy heavy pick of wounding*

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This ram-headed humanoid appears to be at least as twice as tall as a human and has leathery grey skin. Large, curved horns, the left one broken off midway from its

starting point, jut from its head. Two large bat-like wings spread from his shoulders. The creature's body is covered in thick, dark hair. Portions of the hair are torn away in areas revealing masses of battle-born scars and damage.

Sonechard is a General in the infernal armies of Orcus and serves him—at least to all onlookers—with unswerving loyalty. He has countless numbers of demons and undead at his command. Though his true loyalty lies only to himself, he would never openly refuse a request by Orcus nor challenge his position as Prince of the Undead. Should the day come when Orcus weakens, Sonechard plans to be there to claim what he believes is rightfully his.

Sonechard makes his home in a large castle that sits atop a plateau of scorched earth surrounded by a moat of blood. The walls are constructed of bone and sinew, and it is said that the souls of those who cross him are entombed within.

Sonechard stands 14 feet tall and weighs about 3,500 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin, Ignan, and Infernal, and Terran.

Combat

Sonechard is almost always encountered with a large number of demons or undead at his side. When he enters battle, he usually unleashes a fireball at his foes immediately, and then follows it up with a circle of death effect or a suggestion. Dying creatures are subjected to his death knell spell-like ability and then raised via animate dead.

Should Sonechard find himself on the losing end of a battle, he does not hesitate to retreat, covering his escape with summoned or created undead and demons. A defeat is not forgotten—or forgiven. He remembers his opponents, and sends his troops to exterminate them at first chance, bringing their carcasses to his keep where he grinds their remains into a fine powder and gives it to his servants to be used to spice up the keep's foodstuffs.

Sonechard's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Control Undead (Sp): This ability functions as the spell of the same name (caster level 20th), except that Sonechard maintains control for 200 minutes (10 minutes per caster level). Sonechard can take control of undead creatures controlled by another creature whose caster level is 19 or less by making a successful opposed Charisma check against the opponent's Charisma check.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 26), *create undead*, *death knell* (DC 21), *detect magic*, *detect good*, *desecrate*, *greater dispel magic*, *greater teleport* (*self plus 50 pounds of objects only*), *power word stun*, *suggestion* (DC 22), *telekinesis* (DC 24), *tongues* (*self only*), *unhallow*, *unholy aura* (DC 27), *unholy blight* (DC 23), *wall of fire*; 3/day—*create greater undead*, *fireball* (DC 22); 1/day—*circle of death* (DC 25), *destruction* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Stench (Ex): Sonechard's form secretes a nauseating odour that emanates from him to a range of 20 feet. All living creatures within 20 feet of Sonechard must succeed on a DC 33 Fortitude save or be nauseated for 10 rounds. The save DC is Constitution-based. Creatures that successfully save take a -2 penalty on attack rolls for 1 hour and cannot be affected again by his stench for one day. A delay poison or neutralise poison spell removes the effect from the nauseated creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Summon Demons (Sp): Once per day, Sonechard can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezus, marilith or balor. This ability is the equivalent of a 9th level spell.

Summon Undead (Sp): Once per day, Sonechard can automatically summon 4d10 zombies or skeletons, 2d8 shadows, wights, or wraiths, 2d4 greater shadows or spectres, or 1d4 dread wraiths. This ability is the equivalent of a 9th level spell.

Undead Master (Ex): This ability allows Sonechard to create a maximum of 50 HD of undead with a single use of animate dead. If used in conjunction with desecrate, he can create 100 HD of undead with a single use.

Skills: Sonechard has a +8 racial bonus on Listen and Spot checks.

Unholy Heavy Pick of Wounding: Sonechard's +4 heavy pick is imbued with the *unholy* and *wounding* special qualities. The unholy special quality makes the weapon evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Further, this weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Demon, Tsathogga (The frog Demon God)

Colossal Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 42d8+650 (986 hp)

Initiative: +12

Speed: 40 ft. (8 squares)

Armor Class: 52 (-8 size, +4 Dex, +33 natural, +6 insight, +7 profane), touch 19, flat-footed 48

Base Attack/Grapple: +42/+73

Attack: Bite +49 melee (4d8+15 plus 2d8 acid, 19-20) or tongue +39 ranged (grapple plus 2d8 acid)

Full Attack: Bite +49 melee (4d8+15 plus 2d8 acid, 19-20) and 2 claws +47 melee (2d8+7 plus 2d8 acid) or tongue +39 ranged (grapple plus 2d8 acid)

Space/Reach: 60 ft./40 ft. (20 ft. with tongue)

Special Attacks: Acid, blasphemous shriek, improved grab, spell-like abilities, spells, *summon amphibians*, *summon demons*, swallow whole

Special Qualities: Amphibious, damage reduction 20/epic and cold iron and good, darkvision 60 ft., acid, electrical and poison immunity, outsider traits, planar omniscience, resistance to cold 10 and fire 10, spell resistance 40, telepathy 100 ft.

Saves: Fort +38, Ref +27, Will +29

Abilities: Str 41, Dex 18, Con 40, Int 23, Wis 22, Cha 24

Skills: Bluff +45, Concentration +55, Craft (alchemy) +26, Diplomacy +47, Intimidate +56, Jump +55, Knowledge (arcana) +51, Knowledge (history) +35, Knowledge (the planes) +51,

Knowledge (religion) +51, Listen +49, Move Silently +25, Search +46, Sense Motive +51, Spellcraft +57, Spot +49, Survival +39 (+41 on other planes, +41 following tracks)



Feats: Blind-Fight, Cleave, Combat Casting, Combat Expertise, Endurance, Extend Spell, Improved Critical (bite), Improved Initiative, Maximise Spell, Multiattack, Power Attack, Weapon Focus (tongue)

Epic Feats: Epic Spellcasting, Epic Toughness, Superior Initiative, Tenacious Magic (*unholy aura*)

Environment: The Abyss

Organisation: Solitary or troupe (Tsathogga plus 1-2 nalfeshnees and 4-12 abyssal dire frogs)

Challenge Rating: 30

Treasure: Triple standard

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This massive creature appears to be a gigantic frog no less than 60 feet long. Its body is covered in warts and sores, and all ooze a putrid, yellowish mucus. Its eyes are red and glow with an inherent evil. The creature's massive mouth sports rows of sharpened teeth, each at least as long as a sword.

This foul frog-demon cares less about the machinations of men and power than he does about obliterating light and life with the slow oozing sickness and decay that he represents. He is the viscous dark evil bubbling up from beneath the surface, the foul corruption at the heart of the earth. Tsathogga makes his home on both Tarterus and the Abyss, spending equal amounts of time in both places. His lair is a vast swamp of filth deposited by the River Styx as it flows between the two planes.

Tsathogga's main form is of a colossally bloated humanoid frog with spindly, elongated limbs and fingers. His corpulent body exudes all manner of foul oils and fluids, which leak into the vile swamp in which he lies. He has positioned himself so that all of the slime and filth from the River Styx feeds into his gaping, toothy maw. He rarely moves and rarely speaks other than to emit an unintelligible shrieking. Tsathogga thoughtlessly commands a host of evil creatures, notably his own vile frog race, the tsathar.

Tsathogga is 60 feet long and 40 feet tall. He weighs about 200 tons. Tsathogga speaks Aquan, Abyssal, Common, Daemonic, Giant, Infernal and Terran.

Combat

Tsathogga prefers to avoid direct combat simply because he usually has better things to do than waste time killing the latest group of would-be-demon-killers. If threatened or attacked, he usually summons his minions to battle his opponents. If Tsathogga does enter combat, he almost always begins by striking the nearest opponent with his tongue, pulling that foe in and swallowing him. If he is near the muck and filth that permeates his home plane, he likes to dive or bury himself underneath it so if a swallowed opponent does manage to cut his way out of Tsathogga's gullet, he usually drowns or suffocates before he sees daylight again.

Tsathogga's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction. His natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Acid (Ex): Tsathogga's demonic form constantly oozes and drips acid, causing opponents to take an extra 2d8 points of acid damage every time he succeeds on a bite, claw, or tongue attack. Creatures attacking Tsathogga unarmed or with natural weapons take this same acid damage each time one of their attacks hits. Any weapon striking Tsathogga's acidic body likewise takes this same acid damage each time an attack hits.

Blasphemous Shriek (Su): Three times per day, Tsathogga can unleash a piercing shriek that affects all non-evil creatures within a 100-foot radius as if by a *blasphemy* spell (caster level 20th). There is no save against the effects.

Improved Grab (Ex): To use this ability, Tsathogga must hit a Huge or smaller creature with his tongue attack. He can then attempt a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and deals acid damage. He can try to swallow the foe the following round.

Seeping Darkness (Su): As a free action, Tsathogga can billow forth a cloud of thick, dark fog from his skin. This fog spreads to fill a 50-foot radius, 50 feet high. The darkness generated by the cloud nullifies normal lights (torches, candles, lanterns, and so forth) within the area. Further, all creatures in the area gain concealment (20% miss chance), including those that can normally see in such darkness (such as with darkvision or low-light vision). Light spells of 5th level or lower (such as *daylight*, *dancing lights* or *light*) are incapable of brightening the area.

This cloud remains for 10 minutes before dispersing. A strong wind (21+ mph) disperses the cloud in 4 rounds; a severe wind (31+ mph) disperses the cloud in 1 round. Tsathogga cannot use this ability underwater. Once the cloud disperses, Tsathogga can issue a new one if he desires.

Spell-Like Abilities: At will—*acid cone* (DC 22, as cone of cold, but deals acid damage), *acid sphere* (DC 19, as flaming sphere, but deals acid damage), *blasphemy* (DC 24), *blight* (DC 22), *desecrate*, *detect good*, *detect law*, *detect magic*, *detect thoughts* (DC 19), *fear* (DC 21), *greater dispel magic*, *greater teleport (self plus 50 pounds of objects only)*, *polymorph*, *telekinesis* (DC 22), *tongues (self only)*, *true seeing*, *unhallow*, *unholy aura* (DC 25), *unholy blight* (DC 21), *water breathing*; 2/day—*contagion* (DC 21); 1/day—*acid fog*, *enervation*. Caster level 31st. The save DCs are Charisma-based.

Spells: Tsathogga casts spells as a 20th-level sorcerer. The save DCs are Charisma-based.

Sorcerer Spells Known (Cast per Day

6/8/8/8/7/7/7/6/6; save DC 17 + spell level): 0—*acid splash, arcane mark, daze, detect poison, flare, ghost sound, light, open/close, touch of fatigue*; 1st—*chill touch, grease, jump, protection from good, sleep*; 2nd—*arcane lock, blindness/deafness, blur, acid arrow, misdirection*; 3rd—*arcane sight, hold person, rage*; 4th—*bestow curse, contagion, dimensional anchor, shout*; 5th—*cloudkill, feeblemind, magic jar, transmute rock to mud*; 6th—*circle of death, disintegrate, wall of iron*; 7th—*insanity, power word blind, summon monster VII*; 8th—*antipathy, power word stun, symbol of insanity*; 9th—*astral projection, mass hold monster, soul bind*.

Epic Spells (4/day; save DC 27): *Greater ruin, mass frog, spell worm.*

Summon Amphibians (Sp): Tsathogga can automatically summon up to 100 HD of oozes, tsathar, giant frogs or frogheмоths each day. This ability is the equivalent of a 9th level spell.

Summon Demons (Sp): Three times per day, Tsathogga can automatically summon 1d4 mariliths, 1d4 nalfeshnees or 1d2 balors. This ability is the equivalent of a 9th level spell.

Swallow Whole (Ex): Tsathogga can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+8 points of acid damage per round from his digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to Tsathogga's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed foe must cut its own way out. Tsathogga's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Amphibious (Ex): Tsathogga can freely breathe both air and water.

Planar Omniscience: All-knowing (CL 31st), all-sensing (8 miles), block sensing (8 miles), planar knowledge.

Skills: Tsathogga has a +8 racial bonus on Listen and Spot checks.

Servants of Tsathogga

Followers of Tsathogga are the tsathar and some few evil and vile humans or giants. He has few other worshippers, though it is rumoured that an evil cult of sahuagin worships him on the Material Plane. Devout followers of Tsathogga are called Lords of the Gaping Maw and must sign a pact of evil with Tsathogga. Lords of the Gaping Maw receive spells from Tsathogga and are granted access to two of the following domains: Chaos, Destruction, Evil and Water.

Demon, Vepar

Large Outsider (Aquatic, Chaotic, Evil, Extraplanar)

Hit Dice: 22d8+242 (341 hp)

Initiative: +12

Speed: 10 ft. (2 squares), swim 50 ft.

Armour Class: 42 (-1 size, +8 Dex, +16 natural, +9 profane), touch 26, flat-footed 34

Base Attack/Grapple: +22/+37

Attack: *Demonbrand* +35 melee (2d6+13, 19-20) or claw +33 melee (1d8+11 plus hypothermic touch)

Full Attack: *Demonbrand* +35/+30/+25/+20 melee (2d6+13, 19-20) or 2 claws +33 melee (1d8+11 plus hypothermic touch)

Space/Reach: 10 ft./10 ft.

Special Attacks: Spell-like abilities, hypothermic touch, *summon demons*

Special Qualities: Amphibious, damage reduction 15/cold iron and good, darkvision 60 ft., demon traits, outsider traits, spell resistance 30

Saves: Fort +24, Ref +21, Will +21

Abilities: Str 33, Dex 26, Con 33, Int 27, Wis 27, Cha 29

Skills: Bluff +34, Concentration +36, Diplomacy +42, Disguise +34 (+36 acting), Escape Artist +33, Intimidate +38, Knowledge (arcana) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +41, Search +33, Sense Motive +33, Spellcraft +37 (+37 scrolls), Spot +41, Survival +33 (+35 on other planes, +35 following tracks), Swim +44, Use Magic Device +33 (+35 scrolls)

Feats: Cleave, Great Cleave, Improved Critical (trident), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*ice storm*), Weapon Focus (claw), Weapon Focus (trident)

Environment: Abyss

Organisation: Solitary or troupe (Vepar and 2-5 shroths)

Challenge Rating: 21

Treasure: Double standard plus *Demonbrand*

Alignment: Always chaotic evil

Advancement: —

Level Adjustment: —

This being has the upper body, arms and head of a reddish-brown humanoid. Its lower torso is that of a great, blue-silver scaled fish. Its eyes are blue in colour and flash a silvery fire. From its head, just under its dark hair, jut two small copper horns.

Vepar is an Abyssal duke in the service of Dagon, Prince of the Sea. He leads 29 battalions of shroths (see the entry in this book) in service to his master. He is a brooding and very malevolent demon that relishes in the torture and death of others, particularly mortals (whose very existence he disdains). His loyalty to Dagon is questionable at best, for behind the scenes Vepar is quietly amassing an army of demons to one-day lead against his current lord. But for now, he waits and serves.

Vepar's citadel is built into an underwater mountain range that sits several miles below the surface of the watery layer he calls home. The citadel is guarded by scores of aquatic

demons, fiendish merfolk, and fiendish tritons, as well as several hundred sahuagin led by a fiendish sahuagin 15th-level sorcerer named Anaunon. Most visitors (those that can actually reach it) avoid this place.

Vepar is 15 feet long from head to tail.

Combat

Vepar relies on his trident, spell-like abilities, and ability to cause disease when combating foes. Before entering combat, he often raises a storm (using *control weather* or *control winds*) to herald his coming, though he is just as likely to attack from ambush or surprise, as he is to 'announce' his arrival. He almost always enters combat with *unholy aura* (+4 AC, +4 on saves) active and follows it closely with *ice storm*.

Vepar's natural weapons, as well as any weapons he wields, are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*blasphemy* (DC 26), *control weather*, *control winds* (DC 24), *control water*, *detect good*, *detect law*, *fear* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *polymorph* (self only), *unholy aura* (DC 27), *water breathing* (others only) (DC 22); 1/day—*ice storm*, *implosion* (DC 28), Caster level 20th. The save DCs are Charisma-based.

Hypothermic Touch (Ex): Those hit by a claw attack must succeed on a DC 32 Fortitude save or be overcome with bone-numbing cold that deals 1d8 points of Dexterity damage. A successful save reduces the ability score damage by half. The save DC is Constitution-based.

Summon Demons (Sp): Once per day Vepar can automatically summon 2d6 shrroths, 1d4 hezrous, 1d2 nalfeshnees or mariliths, or one balor.

Amphibious (Ex): Vepar can breathe both air and water and can survive indefinitely on land.

Skills: Vepar has a +8 racial bonus on Listen and Spot checks. Vepar has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. He can always choose to take 10 on a Swim check, even if distracted or endangered. He can use the run action while swimming, provided he swims in a straight line.

Demonbrand: *Demonbrand* is a Large +2 *trident* that can fire up to seven *magic missiles* per day. Each missile functions as the spell of the same name and deals 1d4+1 points of damage. Additionally, the wielder can cast *waves of fatigue* once per day (caster level 15th).

Devastation Vermin

Ancient and powerful, this vermin has laid dormant within the bowels of the planet for centuries. Once every civilisation or two one is awoken or freed and the devastation vermin lay waste to all the society has built. Beyond their size and power the devastation vermin possess no powers that set them apart from their mundane cousins.

Devastation Centipede

Colossal Vermin

Hit Dice: 128d8+1,152 (1,728 hp)

Initiative: +13

Speed: 80 ft. (16 squares)

Armour Class: 55 (–8 size, +13 Dex, +40 natural), touch 15, flat-footed 42

Base Attack/ Grapple: +96/+123

Attack: Bite +99 melee (20d10+16 plus poison)

Full Attack: Bite +99 melee (20d10+16 plus poison)

Space/Reach: 50 ft./40 ft.

Special Attacks: Poison

Special Qualities: Damage reduction 10/—, darkvision 300 ft., spell resistance 50

Saves: Fort +75, Ref +55, Will +42

Abilities: Str 33, Dex 37, Con 29, Int —, Wis 10, Cha 2

Skills: Climb +19, Hide +5, Jump +31, Spot +8

Feats: —

Epic Feats: —

Environment: Any land

Organisation: Solitary or cluster (2–5)

Challenge Rating: 39

Treasure: None

Alignment: Always neutral

Advancement: None

Level Adjustment: —

Poison (Ex): Bite, Fort save (DC 83); initial and secondary damage 2d12 Dex. The save DC is Constitution based.

Skills: Devastation centipedes receive a +8 racial bonus on Climb, Hide and Spot checks.

Devastation Spider

Colossal Vermin

Hit Dice: 128d8+1,280 (1,856 hp)

Initiative: +14

Speed: 60 ft. (12 squares), climb 40 ft.

Armour Class: 58 (–8 size, +14 Dex, +42 natural), touch 16, flat-footed 44

Base Attack/ Grapple: +96/+125

Attack: Bite +101 melee (18d10+19 plus poison)

Full Attack: Bite +101 melee (18d10+19 plus poison)

Space/Reach: 50 ft./40 ft.

Special Attacks: Poison

Special Qualities: Damage reduction 10/—, darkvision 300 ft., spell resistance 50

Saves: Fort +76, Ref +56, Will +42

Abilities: Str 37, Dex 39, Con 30, Int —, Wis 10, Cha 2

Skills: Climb +22, Hide +2, Jump +25 (+43), Move Silently +14, Spot +4 (+8)

Feats: —

Epic Feats: —

Environment: Any land

Organisation: Solitary or cluster (2–5)

Challenge Rating: 41

Treasure: None

Alignment: Always neutral

Advancement: None

Poison (Ex): Bite, Fort save (DC 84); initial and secondary damage 2d12 Con. The save DC is Constitution based.

Web (Ex): A single web strand is strong enough to support the spider and one creature of Gargantuan size. Web-spinning devastation spiders can cast a web eight times per day. This is similar to an attack with a net but has a maximum range of 150 feet, with a range increment of 30 feet, and is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check (DC 84) or burst it with a Strength check (DC 90). Both are standard actions. Web-spinning spiders often create sheets of sticky webbing about 1,000 feet square. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise, they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 24 hit points, and sheet webs have damage reduction 20/fire. A devastation spider can move across its own sheet web at its climb speed and can determine the exact location of any creature caught in the web. The check DCs are Constitution-based and the Strength check includes a +6 racial bonus.



Skills: Web-spinning devastation spiders receive a +4 racial bonus on Hide and Spot checks. Hunting spiders receive a +6 racial bonus on Jump checks and a +8 racial bonus on Spot checks (using the modifiers given in parentheses). *All devastation spiders gain a +8 competence bonus on Hide and Move Silently checks when using their webs.

Devastation Scorpion

Colossal Vermin

Hit Dice: 128d8+1,408 (1,984 hp)

Initiative: +12

Speed: 100 ft. (20 squares)

Armour Class: 60 (–8 size, +12 Dex, +46 natural), touch 14, flat-footed 48

Base Attack/ Grapple: +96/+126

Attack: Claw +102 melee (10d10+14)

Full Attack: 2 claws +102 melee (10d10+14) and sting +97 melee (8d10+7 plus poison)

Space/Reach: 50 ft./40 ft.

Special Attacks: Improved grab, poison, squeeze

Special Qualities: Damage reduction 10/—, darkvision 300 ft., spell resistance 50

Saves: Fort +77, Ref +54, Will +42

Abilities: Str 38, Dex 35, Con 32, Int —, Wis 10, Cha 2

Skills: Climb +18, Hide +0, Jump +42, Spot +4

Feats: —

Epic Feats: —

Environment: Any land

Organisation: Solitary or cluster (2–5)

Challenge Rating: 42

Treasure: None

Alignment: Always neutral

Advancement: None

Improved Grab (Ex): To use this ability, the devastation scorpion must hit with its claw attack. If it gets a hold, it hangs on and squeezes.

Squeeze (Ex): A devastation scorpion that gets a hold on a Gargantuan or smaller opponent automatically deals damage with both claws and its sting.

Poison (Ex): Sting, Fort save (DC 85); initial and secondary damage 2d12 Str. The save DC is Constitution based.

Skills: Devastation scorpions receive a +4 racial bonus on Climb, Hide and Spot checks.

Devastation Beetle

Colossal Vermin

Hit Dice: 128d8+2,304 (2,880 hp)

Initiative: +10

Speed: 70 ft. (14 squares)

Armour Class: 72 (–8 size, +10 Dex, +60 natural), touch 12, flat-footed 62

Base Attack/ Grapple: +96/+128
Attack: Bite +104 melee (25d10+24)
Full Attack: Bite +104 melee (25d10+24)
Space/Reach: 50 ft./40 ft.
Special Attacks: Acid cloud, trample 30d10+24
Special Qualities: Damage reduction 20/—, darkvision 300 ft., spell resistance 60
Saves: Fort +84, Ref +52, Will +42
Abilities: Str 42, Dex 31, Con 46, Int —, Wis 10, Cha 9
Skills: Jump +32
Feats: —
Epic Feats: —
Environment: Any land
Organisation: Solitary or cluster (2–5)
Challenge Rating: 50
Treasure: None
Alignment: Always neutral
Advancement: None

Trample (Ex): A devastation beetle can trample Gargantuan and smaller creatures for 30d10+24 points of damage. Opponents who do not make attacks of opportunity against the devastation beetle can attempt a Reflex save (DC 90) to halve the damage. The save DC is Strength based.

Acid Cloud (Ex): A devastation beetle exudes a constant vapour that radiates outward in every direction for 60 feet. This vapour deals 6d6 points of acid damage each round to anyone caught in the cloud.

Devil, Amon (Duke of Hell)

Large Outsider (Evil, Lawful, Extraplanar)

Hit Dice: 28d8+280 (406 hp)

Initiative: +12

Speed: 60 ft. (12 squares)

Armour Class: 44 (-1 size, +8 Dex, +20 natural, +7 profane), touch 24, flat-footed 36

Base Attack/Grapple: +28/+45

Attack: +4 *axiomatic heavy mace of thundering* +45 melee (2d8+17, 19-20)

Full Attack: +4 *axiomatic heavy mace of thunderung* +45/+40/+35/+30 melee (2d8+17, 19-20) and bite +35 melee (2d6+6)

Space/Reach: 10 ft./10 ft.

Special Attacks: Control wolves, fear gaze, spell-like abilities, *summon devils*, *summon wolves*

Special Qualities: Damage reduction 20/good and silver, darkvision 60 ft., immunity to fire and poison, outsider traits, regeneration 10, resistance to acid 10 and cold 10, scent, see in darkness, spell resistance 37, telepathy 100 ft.

Saves: Fort +26, Ref +24, Will +23

Abilities: Str 36, Dex 27, Con 31, Int 26, Wis 25, Cha 25

Skills: Appraise +28, Balance +30, Bluff +33, Climb +39, Concentration +36, Diplomacy +39, Escape Artist +29, Gather Information +23, Hide +19, Intimidate +37, Jump +45, Knowledge (arcana) +32, Knowledge (the planes) +36, Knowledge (religion) +28, Listen +32, Move Silently

+21, Search +31, Sense Motive +28, Spellcraft +31, Spot +32, Survival +32 (+34 on other planes, +34 following tracks)

Feats: Blind-Fight, Cleave, Great Cleave, Improved Critical (heavy mace), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*fireball*), Weapon Focus (heavy mace)

Epic Feats: Blinding Speed, Overwhelming Critical (heavy mace)

Environment: Nine Hells

Organisation: Solitary or troupe (Amon plus one 18 HD winter wolf, 4-8 bone devils, and 3-7 dire wolves or 5-12 wolves)

Challenge Rating: 25

Treasure: Double standard, plus +4 *axiomatic heavy mace of thundering*

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This wolf-headed humanoid stands at least 9 or 10 feet tall. His fur is brownish-black and his eyes and teeth are yellow. His great clawed hands are brownish in colour and covered in shaggy fur.

Amon is a vassal in service to Geryon, commanding no less than 3 legions of bone devils. He is completely loyal to the Great Serpent and never questions his post. On more than one occasion an arch devil has tried to seduce Amon into betraying his lord, but such attempts always fail. Amon's iron citadel sits high on a flat-topped mountain within the domain of Hell's fifth plane. It is a great, dark place filled with devils, wolves and creatures far worse.

Amon stands 9 feet tall and weighs about 600 pounds. Amon speaks Abyssal, Celestial, Common, Draconic, Goblin, Ignan, Infernal, Sylvan and Terran.

Combat

Amon begins combat with his fear gaze. Unaffected creatures are subjected to a barrage of spell-like abilities and physical attacks with his mace. If combat is going against him, he summons his wolf companions or other devils to aid him or cover his escape. Amon wields his oversized mace two-handed (and without penalty).

Amon's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Control Wolves (Su): Amon can control up to 40 HD of wolves, worgs, winter wolves or dire wolves to a range of 1 mile. This is otherwise similar to a control undead spell cast by a 20th-level sorcerer and does not count against his 40 HD summoning limit (unless Amon summoned the creatures).

Fear Gaze (Su): Amon's gaze induces fear to a range of 30 feet. An affected creature must succeed on a DC 31 Will save or be affected as by a *fear* spell (caster level 20th). A creature that successfully saves cannot be affected again by Amon's fear gaze for one day. The save DC is Charisma-based.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 24), *charm monster* (DC 21), *desecrate*, *detect good*, *detect magic*, *dimensional anchor*, *fireball* (DC 20), *fly*, *geas/quest* (DC 23), *greater dispel magic*, *greater invisibility*, *greater teleport (self plus 50 pounds of objects only)*, *magic circle against good*, *polymorph*, *produce flame*, *read magic*, *see invisibility*, *suggestion* (DC 20), *tongues*, *unholy aura* (DC 25), *unhallow*, *wall of ice*; 1/day—*symbol of weakness* (DC 24), *symbol of pain* (DC 22). Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Twice per day, Amon can automatically summon 4d10 lemures or nupperibos, 2d4 bone devils, 1d4 barbed devils, or pit fiend. This ability is the equivalent of a 9th level spell.

Summon Wolves (Sp): Once per day, Amon can automatically summon a total of 40 HD of wolves, worgs, winter wolves or dire wolves (in any combination as long as the total HD summoned does not exceed 40 HD). This ability is the equivalent of a 9th level spell.

Regeneration (Ex): Amon takes normal damage from good-aligned silver weapons, and from spells or effects with the good descriptor.

Axiomatic Mace of Thundering: Amon's Huge +4 heavy mace is imbued with the *axiomatic* and *thundering* special qualities. The weapon is law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

This weapon creates a cacophonous roar like thunder upon striking with a successful critical hit. The sonic energy does not harm the wielder. It deals an extra 1d8 points of sonic damage on a successful critical hit. Subjects dealt a critical hit must make a DC 14 Fortitude save or be deafened permanently.

Devil, Baaphel (Duke of Hell)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 20d8+160 (250 hp)

Initiative: +11

Speed: 30 ft. (6 squares), fly 50 ft. (good) in +3 *chainmail*; base 40 ft., fly 60 ft. (good)

Armour Class: 43 (+7 Dex, +8 +3 *chainmail*, +11 natural, +7 profane), touch 24, flat-footed 36

Base Attack/Grapple: +20/+31

Attack: +3 *axiomatic keen scythe* +35 melee (2d4+19, 19-20, x4)

Full Attack: +3 *axiomatic keen scythe* +35/+30/+25/+20 melee (2d4+19, 19-20, x4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear touch, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, outsider traits, resistance to acid 10 and cold 10, see in darkness, regeneration 10, spell resistance 33, telepathy 100 ft.

Saves: Fort +20, Ref +19, Will +20

Abilities: Str 33, Dex 25, Con 27, Int 26, Wis 26, Cha 25

Skills: Bluff +30, Concentration +31, Craft (alchemy) +29, Diplomacy +33, Escape Artist +25, Gather Information +30, Intimidate +32, Jump +31, Knowledge (arcana) +31, Knowledge (the planes) +31, Listen +31, Move Silently +27, Search +29, Sense Motive +29, Spellcraft +28, Spot +31, Survival +31 (+33 on other planes, +33 following tracks)

Feats: Blind-Fight, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (scythe)

Environment: Nine Hells

Organisation: Solitary or troupe (Baaphel plus 2-5 bearded devils, 1-2 barbed devils, or 1 pit fiend)

Challenge Rating: 21

Treasure: Double standard, plus +3 *chainmail* and +3 *axiomatic keen scythe*

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This dog-headed humanoid has greyish-brown, pale scarlet eyes and two upright crimson horns. Two, large, black bat-like wings sprout from its shoulders. Its hands are clawed and its feet are blackened hooves. A forked crimson tail snakes behind it. Baaphel is a grand duke in the service of Belial, leading 2 legions of bearded devils in battle for his lord. Baaphel is constantly scheming against the other dukes in Belial's service and takes every opportunity to discredit them in the eyes of their lord, though he never does this openly; it is always through lesser dukes and other devils that his machinations come to fruition. Baaphel yearns to be ruler of an entire plane and is waiting anxiously until the time comes that he can overthrow his lord. Baaphel makes his home in a great castle of basalt and iron on Hell's fourth plane.

Baaphel stands 7 feet tall and weighs about 400 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Infernal and Terran.

Combat

Baaphel attacks with his +3 *axiomatic keen scythe* and spell-like abilities. He usually opens combat with flesh to stone, taking out the most able bodied attackers. Baaphel wears +3 *chainmail* and is rarely encountered without it.

Baaphel's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Touch (Su): Baaphel can induce fear by touch as a standard action (this requires a successful melee

touch attack). An affected creature must succeed on a DC 27 Will save or be affected as by a fear spell (caster level 20th). A creature that successfully saves cannot be affected again by Baaphel's fear touch for one day. The save DC is Charisma-based.

Spell-Like Abilities: At will—*blasphemy* (DC 24), *charm monster* (DC 21), *desecrate*, *detect good*, *detect magic*, *fire shield*, *greater dispel magic*, *greater invisibility*, *greater teleport (self plus 50 pounds of objects only)*, *magic circle against good*, *suggestion* (DC 20), *tongues*, *unholy aura* (DC 25); 1/day—*circle of death* (DC 23), *flesh to stone* (DC 23), *symbol of pain* (DC 22), *symbol of sleep* (DC 22). Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Twice per day Baaphel can automatically 2d6 bearded devils, 1d4 barbed devils, bone devils, or erinyes. This ability is the equivalent of a 9th level spell.

Regeneration (Ex): Baaphel takes normal damage from good-aligned silver weapons, and from spells or effects with the good descriptor.

Axiomatic Keen Scythe: Baaphel's +3 *scythe* has the *axiomatic* and *keen* special qualities. The threat range for the scythe is 19-20. The weapon is law-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of chaotic alignment. It bestows one negative level on any chaotic creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Devil, Bael

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 23d8+207 (310 hp)

Initiative: +11

Speed: 30ft. (6 squares) in +3 *chainmail*; base speed 40 ft.

Armour Class: 42 (-1 size, +7 Dex, +8 +3 *chainmail*, +10 natural, +8 profane), touch 24, flatfooted 35

Base Attack/Grapple: +23/+40

Attack: +4 *unholy morningstar of telescoping* +40 melee (2d6+17, 19-20)

Full Attack: +4 *unholy morningstar of telescoping* +40/+35/+30/+25 melee (2d6+17, 19-20)

Space/Reach: 10 ft./10 ft. (20 ft. with +4 *unholy morning star of telescoping*)

Special Attacks: Fear aura, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, outsider traits, resistance to acid 10 and cold 10, see in darkness, regeneration 10, spell resistance 34, telepathy 100 ft.

Saves: Fort +22, Ref +20, Will +22

Abilities: Str 37, Dex 25, Con 29, Int 25, Wis 25, Cha 27

Skills: Bluff +31, Climb +33(+35 with ropes),

Concentration +33, Diplomacy +34, disguise +28 (+30 acting), Escape Artist +24 (+26 involving ropes), Gather Information +24, Intimidate +34, Jump +30, Knowledge (arcana) +29, Knowledge (the planes) +31, Knowledge (religion) +23, Listen +29, Move Silently +17, Search +25, Sense Motive +26, Spellcraft +30, Spot +29, Survival +25 (+27 on other planes, +27 following tracks), Use Rope +22 (+24 with bindings)

Feats: Cleave, Great Cleave, Improved Critical (morningstar), Improved Initiative, Improved Sunder, Iron Will, Power Attack, Weapon Focus (morningstar)

Environment: Nine Hells

Organisation: Solitary or troupe (2-5 horned devils or 2-4 barbed devils)

Challenge Rating: 22

Treasure: Double standard, plus +3 *chainmail* and +4 *unholy morningstar of telescoping*

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This diabolical-looking golden-skinned humanoid towers over you, dressed in battered bronze chainmail. It wields a large morningstar in its clawed hand as it stares at you. Its bovine head features large round eyes of black, a large nose, wolf-like upright ears, and a large mouth lined with razor-sharp teeth. Tiny forward-curving horns protrude from its forehead.

Bael is a duke in the employ of Great Mammon and leads 5 legions of barbed devils in his service. Bael follows Lord Mammon's orders without question but secretly plans one day to wrest the throne from his master (who has become complacent as of late). For now, though, he waits and schemes.

Bael stands 8 feet tall and weighs 500 pounds. He speaks Abyssal, Celestial, Common, Daemonic, Draconic, Goblin, Ignan and Infernal.

Combat

Bael attacks with his +3 *telescoping unholy morningstar* and his spell-like abilities.

Bael's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Aura (Su): Bael can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 29 Will save or be affected as though by a *fear* spell (caster level 20th). A creature that successfully saves cannot be affected again by Bael's fear aura for one day. The save DC is Charisma-based.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 25), *charm monster* (DC 22), *comprehend languages*, *detect good*, *detect magic*, *disguise self*, *greater dispel magic*, *greater invisibility*, *greater teleport (self plus 50 pounds of objects only)*, *inflict serious wounds* (DC 21), *magic circle against good*, *produce flame*, *pyrotechnics*

(DC 20), *see invisibility, suggestion* (DC 21), *tongues, unhallow, unholy aura* (DC 26), *wall of fire, wind walk*; 2/ day—*shapechange*; 1/day—*fire storm* (DC 26), *symbol of stun* (DC 25). Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Twice per day Bael can automatically summon 4d10 lemures, 2d4 barbed devils or bearded devils, 1d4 erinyes, or 1 horned devil, or 1 pit fiend. This ability is the equivalent of a 9th level spell.

Regeneration (Ex): Bael takes normal damage from good-aligned silver weapons and from spells or effects with the good descriptor.

Unholy Morningstar of Telescoping: Bael's +4 morningstar is imbued with the *telescoping* and *unholy* special qualities. As a free action, the handle of Bael's morningstar can extend 10 feet, thus increasing his reach with this weapon. It can retract to its normal length as a free action.

The weapon is evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Devil, Caasimolar (former President of Hell)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 27d8+243 (364 hp)

Initiative: +12

Speed: 50 ft. (10 squares)

Armor Class: 46 (+8 Dex, +18 natural, +10 profane), touch 28, flat-footed 38

Base Attack/Grapple: +27/+35

Attack: *Caasimolar's rod* +39 melee (1d6+11 plus 2d8+10, *see text*)

Full Attack: *Caasimolar's rod* +39/+34/+29/+24 melee (1d6+11 plus 2d8+10, *see text*)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear, spell-like abilities, *summon devils*

Special Qualities: Darkvision 60 ft., damage reduction 15/good and silver, devil traits, outsider traits, regeneration 7, spell resistance 36

Saves: Fort +24, Ref +25, Will +26

Abilities: Str 27, Dex 26, Con 29, Int 29, Wis 29, Cha 30

Skills: Balance +28, Bluff +40, Climb +18, Concentration +39, Craft (alchemy) +29, Diplomacy +42, Disguise +40 (+42 acting), Escape Artist +28, Forgery +28, Gather Information +40, Intimidate +32, Knowledge (arcana) +39, Knowledge (history) +39, Knowledge (the planes)

+39, Knowledge (religion) +29, Listen +39, Move Silently +28, Search +29, Sense Motive +29, Spot +39, Survival +29 (+31 on other planes, +31 when tracking)

Feats: Combat Reflexes, Combat Casting, Craft Wondrous Item, Improved Initiative, Iron Will, Lightning Reflexes, Maximise Spell-Like Ability (*cone of cold*), Quicken Spell-Like Ability (*cone of cold*), Scribe Scroll, Weapon Focus (*Caasimolar's rod*)

Environment: Infernum

Organisation: Solitary or troupe (Caasimolar plus 1 pit fiends or 2-5 bearded devils)

Challenge Rating: 23

Treasure: Double standard plus *Caasimolar's rod*

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

A wizened old man with a silver beard and balding head approaches. His eyes are ruby red and small rounded horns jut from his head, just above his eyes. His fingernails are ruby red, as is his long, snaky, thinly forked tail. He is dressed in robes of purple, white and amber.

In the centuries when Lucifer ruled Hell, Caasimolar stood beside him as President. He was second in command behind only Lucifer himself. When the Great Uprising occurred Caasimolar was offered a position in Hell's new court, but he promptly replied by slaying the messenger and all the guards that had delivered the offer. Displeased with his answer, Asmodeus cast him out of Hell along with the rest of Lucifer's court when the Great Uprising was ended.

Caasimolar is a cruel and malevolent creature and spends most of his time in his tower in Lucifer's basalt palace on the plane of Infernum. From his tower he enjoys watching the devils torture captured souls, particularly human souls. When not delighting himself in the torture of others, he is listening to reports from his vast network of spies he has encamped in the arch devils palaces in Hell. Though Caasimolar is no longer in Hell, little goes on there that he does not know about. His loyalty to Lucifer has never been in question and he keeps a close watch on those that offer advice, aid, information or the like to his master.

Caasimolar is never encountered alone except in his tower. When walking the halls of *Malice* (Lucifer's great palace) or tending to duties elsewhere in Infernum, he always has a retinue of 2 pit fiends and 2-5 bearded devils with him.

Combat

Caasimolar is almost never encountered alone, unless he is walking in his tower. When first engaged, he uses his fear effect against all within range that can hear him. When encountered with his personal retinue of devils, he prefers to let them fight, while he hangs back and peppers the enemy with slay living effects (from his rod) or *cones of cold*. If his enemies force him into battle, he begins by releasing a *slay living* effect against who he deems to be the most powerful foe in the group. If this fails, he quickly

unleashes a lightning bolt from his rod at the same target. If forced to fight close quarter, he relies on his rod's physical power as well as its spell-like effects, and he utilises his spell-like abilities. If the day is lost, Caasimolar summons devils to cover his escape before teleporting away to safety.

Caasimolar's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su): By speaking, Caasimolar induces fear in all creatures within 30 feet that hear him. Creatures within the area must succeed on a DC 33 Will save or be affected as if by a *fear* spell (caster level 20th). If the save is successful, that creature cannot be affected again by Caasimolar's fear for one day. Other devils are immune to the effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 27), *cone of cold* (DC 25 half), *detect magic*, *detect good*, *detect thoughts* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *invisibility* (self only), *magic circle against good* (DC 23), *polymorph* (self only), *tongues*, *true seeing* (DC 26), *unholy aura* (DC 28); 3/day—*wall of ice*; 1/day—*power word kill*. Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Three times per day, Caasimolar can automatically summon 2d4 bearded devils or he can attempt to summon 1 pit fiend with an 80% chance of success.

Regeneration (Ex): Caasimolar takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Caasimolar's Rod: This 6-foot long iron rod functions as a +3 *bane quarterstaff* (bane against good outsiders). In addition, it has the following abilities:

- Once per day, it can unleash a line of lightning to a range of 100 feet. This deals 15d6 points of electricity damage. A DC 25 Reflex save halves the damage.
- Three times per day, it can produce an effect identical to a *slay living* spell. This requires Caasimolar to make a melee touch attack with the rod. If successful, the target must make a successful DC 25 Fortitude save or die. On a successful save, the target sustains 3d6+20 points of damage.
- **Inflct moderate wounds:** A creature touched takes 2d8+10 points of damage. A DC 25 Will save halves the damage.



Devil, Demoriel

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 20d8+100 (190 hp)

Initiative: +9

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armour Class: 40 (+5 Dex, +15 natural, +10 profane)
touch 25, flat-footed 35

Base Attack/Grapple: +20/+26

Attack: *Reaver* +30 melee (1d6+9, 19-20) or claw +26
melee (1d6+6)

Full Attack: *Reaver* +30/+25/+20/+15 melee (1d6+9, 19-20) or 2 claws +26 melee (1d6+6)

Space/Reach: 5 ft./5 ft.

Special Attacks: Enrapture, spell-like abilities, *summon devils*

Special Qualities: Devil traits, damage reduction 15/good and silver, darkvision 60 ft., outsider traits, regeneration 7, resistant to good magic, spell resistance 30

Saves: Fort +17, Ref +17, Will +20

Abilities: Str 23, Dex 21, Con 20, Int 23, Wis 23, Cha 31

Skills: Bluff +38, Concentration +25, Diplomacy +42, Forgery +26, Gather Information +38, Hide +16, Intimidate +32, Knowledge (arcana) +26, Knowledge (the planes) +26, Knowledge (religion) +26, Move Silently +16, Listen +26, Search +26, Sense Motive +26, Sleight of Hand +27, Spot +26, Survival +26 (+28 on other planes, +28 when tracking)

Feats: Align Spell-Like Ability (Evil, *meteor swarm*), Cleave, Improved Initiative, Iron Will, Maximise Spell-like Ability (*fireball*), Power Attack, Weapon Focus (short sword)

Environment: Infernum

Organisation: Solitary or troupe (Demoriel plus 1-4 horned devils)

Challenge Rating: 19

Treasure: Double standard plus Reaver

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This creature is a very attractive female with raven black hair, coal black eyes, amber skin and a shapely form. Small bat wings protrude from her shoulders, and tiny horns jut from her forehead, just above her eyes.

Demoriel was once a powerful angel that made her home in the heavens among the other angels. In the Celestial Hierarchy she was a member of the Cherubim and served alongside Gabriel, Raphael, and Ophaniel. During the Unholy War, she sided with Lucifer and aided him by seducing another Cherub wherein Lucifer caught the angel unaware and murdered him on the spot.

When Lucifer was thrown down from the good-aligned planes, Demoriel was beside him; cast out for the sin of slaying another angel and spilling the blood of an angel in the outer planes. When Lucifer envisioned Hell, Demoriel envisioned herself on the throne next to him, serving as Hell's Queen. Unfortunately for her, she became one of his many concubines, but never his bride for the Great Uprising occurred in Hell and the other arch-devils moved to destroy Lucifer and his court. When Lucifer was removed from Hell's Throne and took up residence in a pocket plane called Infernum; Demoriel followed. Once again, she was denied her place on the throne next to Lucifer as he took a devil named Shabiri as his consort. Though Demoriel remains ever loyal to Lucifer, she does not trust nor like Shabiri. For now she waits until her time comes when she can discredit or destroy Shabiri and replace her as Lucifer's consort.

Though Lucifer no longer rules Hell, Demoriel still serves him unswervingly. She follows no other, though she is more than willing to lead other creatures to their demise by feigning loyalty to them. She has a particularly vile hatred for celestials (more than other devils do it seems) and enjoys corrupting and destroying them.

Combat

Demoriel attacks with her spell-like abilities, attempting to charm the strongest opponents she faces. If forced into melee, she attacks with her spell-like abilities and short sword or summons other devils to fight for her while she maintains a position away from the immediate fight.

Demoriel's natural weapons, as well as any weapons she wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Enrapture (Su): Those viewing Demoriel must succeed on a DC 30 Will save or stand enthralled for 1 minute. This functions as a *hold person* spell (caster level 20th). An affected creature can attempt a new Will save each round to break the effects. The save DC is Charisma-based. A creature that successfully saves cannot be affected by Demoriel's enrapture for one day.

Spell-Like Abilities: At will—*blasphemy* (DC 27), *charm monster* (DC 24), *detect good*, *detect magic*, *dispel magic*, *fireball* (DC 23), *greater teleport* (self plus 50 pounds of objects only), *hold monster* (DC 25), *invisibility* (self only), *magic circle against good* (DC 23), *major image*, *polymorph* (self only), *see invisibility*, *suggestion* (DC 23), *unholy aura* (DC 28), *wall of fire*; 1/ day—*meteor swarm* (DC 29), *power word stun*. Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Three times per day, Demoriel can automatically summon 1d6 erinyes or 1d2 barbed devils or she can attempt to summon one horned with a 60% chance of success.

Regeneration (Ex): Demoriel takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Resistant to Good Magic (Su): Demoriel gains a +2 bonus on all saves against spells, spell-like abilities, and supernatural effects used against her by good-aligned creatures.

Skills: Because of her ability to lie without emotion, Demoriel gains a +8 competence bonus on Bluff, Diplomacy and Gather Information checks.

Reaver: *Reaver* is a finely crafted +3 *unholy short sword*.

Devil, Geryon (Arch Devil)

Huge Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 35d8+420 (700 hp)

Initiative: +9

Speed: 20 ft. (4 squares), fly 50 ft. (average)

Armour Class: 47 (-2 size, +5 Dex, +17 natural, +7 insight, +10 profane), touch 30, flat-footed 42

Base Attack/Grapple: +35/+57

Attack: Claw +48 melee (2d8+14) or tail sting +48 melee (4d8+14 plus poison, 19-20)

Full Attack: 2 claws +48 melee (2d8+14) and tail sting +46 melee (4d8+7 plus poison, 19-20)

Face/Reach: 15 ft./10 ft.

Special Attacks: Fear gaze, improved grab, poison, rend 4d8+21, spell-like abilities, spells, bull's horn, summon devils

Special Qualities: Damage reduction 20/epic and good and silver, darkvision 60 ft., immunity to fire and poison, outsider traits, planar omniscience, resistance to acid 10 and cold 10, regeneration 10, see in darkness, spell resistance 40, telepathy 100 ft.

Saves: Fort +31, Ref +24, Will +26
Abilities: Str 39, Dex 21, Con 35, Int 26, Wis 24, Cha 29
Skills: Appraise +42, Bluff +31, Concentration +50, Craft (alchemy) +32, Decipher Script +40, Diplomacy +53, Escape Artist +33, Gather Information +35, Intimidate +49, Knowledge (arcana) +46, Knowledge (the planes) +46, Knowledge (religion) +46, Listen +45, Search +38, Sense Motive +39, Spellcraft +50, Spot +45, Survival +45 (+47 on other planes, +47 following tracks)
Feats: Cleave, Combat Casting, Improved Critical (tail sting), Improved Initiative, Maximise Spell, Multiattack, Power Attack, Quicken Spell-Like Ability (*ice storm*), Weapon Focus (claw), Weapon Focus (tail sting)
Epic Feats: Enhance Spell, Epic Spellcasting, Improved Combat Casting
Environment: Nine Hells
Organisation: Solitary or troupe (Geryon plus 2-5 bone devils or barbed devils)
Challenge Rating: 28
Treasure: Triple standard, plus bull's horn
Alignment: Always lawful evil
Advancement: —
Level Adjustment: —

This towering creature has the upper torso of a humanoid with paw-like hands, blue-furred arms, dark hair and piercing black eyes, and the lower torso of a massive black and gold banded snake.

Geryon, the Great Serpent, rules Hell's fifth plane. His fortress, a large iron citadel located in the heart of a great city, is situated at the centre of his plane. Geryon often leaves his fortress to wander the city, but rarely ever journeys beyond the city's gates. The city is a large, dark place filled with all manner of filth, waste and creatures. Geryon is one of the most powerful arch devils (by physical standards) and enjoys displaying his physical prowess to any who would watch, often destroying pit fiends or minor dukes for sheer pleasure and entertainment. While he is weaker than other arch devils (in station and overall power), he has allied himself with Mephistopheles and as such is feared by many. For all of Hell's inhabitants know, if any can wrest the throne of Hell from Asmodeus, it is Mephistopheles, and Geryon wants to make sure he is on the winning side when the time comes to challenge the current Overlord.

Geryon is 20 feet tall and 30 feet long. He weighs about 8,000 pounds. Geryon speaks Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin, Ignan, Infernal and Terran.

Combat

Geryon attacks with his massive fists and poisonous tail in combat. One of his favourite tactics is to grab an opponent and sting it to death with his tail.

Geryon's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Geryon's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Fear Gaze (Su): Geryon's gaze induces fear to a range of 30 feet. An affected creature must succeed on a DC 36 Will save or be affected as by a *fear* spell (caster level 20th). A creature that successfully saves cannot be affected again by Geryon's gaze for one day. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, Geryon must hit with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold.

Poison (Ex): Geryon delivers a deadly poison with a successful tail sting. Injury, Fort DC 39, initial and secondary damage 3d6 Con. The save DC is Constitution-based.

Rend (Ex): If Geryon hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d8+21 points of damage.

Spell-Like Abilities: At will—*blasphemy* (DC 26), *daylight*, *desecrate*, *detect good*, *detect magic*, *enthrall* (DC 21), *geas/quest* (DC 25), *greater dispel magic*, *greater invisibility*, *greater teleport (self plus 50 pounds of objects only)*, *ice storm*, *locate object*, *magic circle against good*, *raise dead*, *read magic*, *see invisibility*, *shapechange*, *tongues*, *unholy aura* (DC 27), *unhallow*, *wall of ice*; 1/day—*symbol of pain* (DC 24), *wish*. Caster level 28th. The save DCs are Charisma-based.

Spells: Geryon casts spells as a 20th-level sorcerer. The save DCs are Charisma-based.

Sorcerer Spells Known (Cast per Day)

6/9/8/8/8/8/7/7/7/7; save DC 19 + spell level): 0—*arcane mark*, *daze*, *detect poison*, *detect magic*, *flare*, *ghost sound*, *mending*, *open/close*, *read magic*; 1st—*burning hands*, *colour spray*, *hold portal*, *shocking grasp*, *ventriloquism*; 2nd—*blur*, *continual flame*, *darkness*, *hypnotic pattern*, *misdirection*; 3rd—*displacement*, *hold person*, *lightning bolt*, *major image*; 4th—*bestow curse*, *confusion*, *crushing despair*, *phantasmal killer*; 5th—*false vision*, *feeblemind*, *passwall*, *wall of stone*; 6th—*disintegrate*, *mass suggestion*, *shadow walk*; 7th—*delayed blast fireball*, *power word blind*, *spell turning*; 8th—*horrid wilting*, *prismatic wall*, *scintillating pattern*; 9th—*imprisonment*, *mass hold monster*, *time stop*.

Epic Spells (4/day; save DC 29 + spell level): *Crown of vermin*, *spell worm*.

Summon Devils (Sp): Three times per day, Geryon can automatically summon 4d10 lemures, 2d8 bearded devils, 2d4 bone devils or barbed devils, or 2 pit fiends. This ability is the equivalent of a 9th level spell.

Bull's Horn: Geryon carries a great horn made of bone. As a full-round action, he can blow this horn and summon 5d4 minotaurs. The minotaurs appear immediately and

act on his turn. They remain and do his bidding until their death. This horn can be blown three times per week. Good-aligned creatures touching the horn take 5d6 points of electricity damage each round they touch it (no save).

Planar Omniscience: All-knowing (CL 28th), allsensing (7 miles), block sensing (7 miles), planar knowledge.

Regeneration (Ex): Geryon takes normal damage from good-aligned epic silver weapons, and from spells or effects with the good descriptor.

Servants of Geryon

Followers of Geryon are evil humanoid that revere serpents, some clans and tribes of lizardfolk, and several inphidian communities. Devout followers of Geryon are called Serpent Masters and must sign a pact of evil with Geryon. Serpent Masters can receive spells from Geryon and are granted access to two of the following domains: Evil, Law and Strength.

Devil, Gorson (The Blood Duke)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 24d8+240 (348 hp)

Initiative: +13

Speed: 50 ft. (10 squares)

Armour Class: 44 (-1 size, +9 Dex, +18 natural, +8 profane), touch 26, flat-footed 35

Base Attack/Grapple: +24/+40

Attack: Large +3 *wounding battleaxe* +39 melee (2d6+15, 19-20, x3)

Full Attack: Large +3 *wounding battleaxe* +39/+34/+29/+24 melee (2d6+15, 19-20, x3) and 2 forepaws +30 melee (1d8+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 1d8+6, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, outsider traits, resistance to acid 10 and cold 10, see in darkness, regeneration 10, spell resistance 34, telepathy 100 ft.

Saves: Fort +24, Ref +23, Will +20

Abilities: Str 35, Dex 29, Con 30, Int 23, Wis 23, Cha 27

Skills: Balance +23, Bluff +30, Concentration +27, Diplomacy +28, Hide +32, Intimidate +37, Knowledge (anatomy) +33, Knowledge (arcana) +26, Knowledge (the planes) +30, Knowledge (religion) +23, Listen +27, Move Silently +29, Profession (torturer) +29, Sense Motive +29, Spellcraft +28, Spot +27, Survival +29 (+31 on other planes), Use Rope +25

Feats: Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Improved Critical (battleaxe), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (battleaxe)

Environment: Nine Hells

Organisation: Solitary or troupe (Gorson plus 1-3 barbed devils, bone devils, or bearded devils, and 4-10 lemures)

Challenge Rating: 22

Treasure: Double standard, plus *Large* +3 *wounding battleaxe*

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This centaur-like creature is at least twice as long as a human and stands about 8 feet tall. Its lower body is that of a great golden lion and its upper body is a coal black humanoid with glaring crimson eyes. Its mane-like hair is thick, long and dark brown, and the creature wears it draped over its broad shoulders and down its massive back. Its mouth is lined with sharpened fangs and its arms end in large, powerful hands. Splatters of dried and caked blood can be seen in the creature's mane and fur.

The Blood Duke, Gorson, is a great lion-bodied humanoid that serves Great Mammon as 2nd general of his infernal army. Gorson leads 5 legions of barbed devils in service to his lord. Gorson is called 'The Lion' for his ferocity in battle and his general appearance. He often takes the entrails of those he has slain and makes a necklace, wrapping it around his neck or entwining them in his bloody mane-like hair.

Gorson stands 8 feet tall and is 12 feet long. He weighs 1,200 pounds. Gorson speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin and Infernal.

Combat

Gorson usually begins combat by leaping on a foe and rending it to pieces with his forepaws and rear claws. Those that survive this onslaught are subjected to a massive assault by his great battleaxe. Gorson attacks relentlessly and only stops when all foes are dead. Those that attempt to flee are run down and slaughtered.

Gorson's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, Gorson must hit with both a forepaw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can rake.

Pounce (Ex): If Gorson charges a foe, he can make a full attack, including two rakes.

Rake (Ex): Attack bonus +35, damage 1d8+6.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 25), *charm monster* (DC 22), *create undead*, *desecrate*, *detect good*, *detect magic*, *dispel magic*, *greater teleport* (*self plus 50 pounds of objects only*), *lightning bolt* (DC 21), *magic circle against good*, *produce flame*, *see invisibility*, *suggestion* (DC 21), *tongues*, *unhallow*, *unholy aura* (DC 26), *wall of fire*; 1/day—*symbol of stunning* (DC 25). Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Twice per day Gorson can automatically summon 2d10 lemures, 2d4 bearded devils, 1d4 bone devils, erinyes, or barbed devils, or 1 pit fiend. This ability is the equivalent of a 9th level spell.

Regeneration (Ex): Gorson takes normal damage from good-aligned silver weapons, and from spells or effects with the good descriptor.

Wounding Battleaxe: Gorson's +3 battleaxe is imbued with the wounding special quality. His weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Devil, Hutijin (Duke of Hell)

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 22d8+176 (275 hp)

Initiative: +15

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armour Class: 43 (-1 size, +7 Dex, +18 natural, +9 profane), touch 25, flat-footed 36

Base Attack/Grapple: +22/+39

Attack: +4 unholy flaming burst trident +39 melee (2d6+17 plus 1d6 fire, 19-20) or net of snaring +28 ranged (grapple)

Full Attack: +4 unholy trident of flaming burst +39/+34/+29/+24 melee (2d6+17 plus 1d6 fire, 19-20) or net of snaring +28 ranged (grapple)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fear, net of snaring, spell-like abilities, summon devils

Special Qualities: Damage reduction 20/good and silver, darkvision 60 ft., immunity to fire and poison, outsider traits, regeneration 10, resistance to acid 10 and cold 10, see in darkness, spell resistance 34, telepathy 100 ft.

Saves: Fort +21, Ref +20, Will +21

Abilities: Str 37, Dex 24, Con 27, Int 27, Wis 27, Cha 29

Skills: Balance +13, Bluff +30, Climb +34, Concentration +29, Diplomacy +32, Disguise +29 (+31 acting), Gather Information +31, Hide +24, Intimidate +32, Jump +36, Knowledge (arcana) +29, Knowledge (local) +21, Knowledge (religion) +29, Knowledge (the planes) +29, Listen +29, Move Silently +28, Search +29, Spellcraft +31, Spot +29, Survival +15 (+17 on other planes, +17 following tracks), Tumble +30

Feats: Cleave, Greater Weapon Focus (trident), Improved Critical (trident), Improved Initiative, Power Attack, Quicken Spell-Like Ability (fireball), Weapon Focus (trident)

Epic Feats: Superior Initiative

Environment: Nine Hells

Organisation: Solitary or troupe (Hutijin plus 3-6 ice devils and 1-2 pit fiends)

Challenge Rating: 22

Treasure: Double standard, plus +4 unholy trident of flaming burst and net of snaring

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This creature is at least twice as tall as a human and large bat-like wings protruding from its massive shoulders. A whip-like tail trails behind its scaled form. Its hands and feet end in wicked-looking claws and its mouth is filled with sharpened teeth and two oversized fangs. Upward-curving horns project from its head. Its flesh is dark red.

Hutijin is a loyal servant of Mephistopheles and commands 2 companies of pit fiends in the infernal armies of the eighth plane of Hell. Hutijin is a noble Mephistopheles' court and commands much respect from the other dukes and nobles. His battle prowess and strong demeanour command respect from the other dukes of Hell.

Hutijin stands 14 feet tall and weighs 1,000 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal and Sylvan.

Combat

Hutijin prefers to summon devils to deal with interlopers or adversaries, rather than waste time fighting them in melee. However, if pressed into combat, he fights with his trident, all the while peppering his foes with fireballs.

Hutijin's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear (Su): Hutijin can cause fear by speaking (this is a free action). Creatures within 30 feet that hear his voice must succeed on a DC 30 Will save or be affected as though by a fear spell (caster level 20th). A creature that successfully saves cannot be affected again by Hutijin's fear ability for one day. The save DC is Charisma-based.

Spell-Like Abilities: At will—animate dead, blasphemy (DC 26), detect good, detect magic, fireball (DC 22), greater dispel magic, greater invisibility, greater teleport (self plus 50 pounds of objects only), hold monster (DC 24), magic circle against good, polymorph, produce flame, ray of enfeeblement, see invisibility, shocking grasp, suggestion (DC 22), tongues, unhallow, unholy aura (DC 27), unholy blight (DC 23), wall of fire; 2/day—heal; 1/day—symbol of persuasion (DC 25). Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Twice per day Hutijin can automatically summon 2d10 lemures, 2d4 ice devils or erinyes, 1d4 barbed devils, or 1d2 pit fiends. This ability is the equivalent of a 9th level spell.

Regeneration (Ex): Hutijin takes normal damage from good-aligned silver weapons, and from spells or effects with the good descriptor.

Unholy Trident of Flaming Burst: Hutijin's +4 trident is imbued with the *unholy* and *flaming burst* special qualities. The weapon is evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Upon command, Hutijin's trident is sheathed in fire. The fire does not harm the wielder. The effect remains until another command is given. The trident deals an extra 1d6 points of fire damage on a successful hit. It explodes with flame upon striking a successful critical hit. In addition to the extra fire damage from the flaming ability, the burst deals an extra 1d10 points of fire damage on a successful critical hit. Even if the flaming ability is not active, the trident still deals its extra fire damage on a successful critical hit.

Net of Snaring: This magical net holds fast any creature it hits. A DC 24 Escape Artist check or DC 24 Strength check is required to break free. The net is AC 20 and has 30 hp.

Devil, Lucifer

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 51d8+666 (1,074 hp)

Initiative: +12

Speed: 50 ft. (10 squares), fly 80 ft. (good)

Armour Class: 62 (-1 size, +8 Dex, +24 natural, +9 insight, +12 profane), touch 38, flat-footed 54

Base Attack/Grapple: +51/+69

Attack: *Rod of Infernum* +70 melee (1d10+20) or claw +64 melee (2d6+14 plus 1d8 acid)

Full Attack: *Rod of Infernum* +70/+65/+60/+55 melee (1d10+20) and bite +59 melee (2d8+7 plus 1d8 acid) and tail sting +59 melee (2d8+7 plus poison); or 2 claws +64 (2d6+14 plus 1d8 acid) and bite +59 melee (2d8+7 plus 1d8 acid) and tail sting +59 melee (2d8+7 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Acid, gaze weapons, poison, spell-like abilities, spells, *summon arch devil*, *summon devils*

Special Qualities: Damage reduction 25/epic and good and silver, immunity to fire and poison, outsider traits, planar omniscience, regeneration 15, resistance to acid 10 and cold 10, see in darkness, spell resistance 51, telepathy 100 ft.

Saves: Fort +40, Ref +35, Will +36

Abilities: Str 38, Dex 26, Con 36, Int 28, Wis 28, Cha 34

Skills: Balance +62, Bluff +70, Concentration +67, Craft (alchemy) +63, Decipher Script +63, Diplomacy +70, Gather Information +66, Intimidate +66, Knowledge (arcana) +63, Knowledge (the planes) +63, Knowledge (religion) +63, Listen +63, Search +63, Sense Motive +67, Spellcraft +63, Spot +63, Survival +63 (+65 on other planes, +65 following tracks)

Feats: Cleave, Combat Casting, Craft Rod, Craft Wondrous Item, Empower Spell, Extend Spell, Improved Initiative, Maximise Spell, Power Attack, Quicken Spell, Scribe Scroll, Silent Spell, Toughness, Track

Epic Feats: Blinding Speed, Enhance Spell, Epic Spellcasting, Improved Combat Casting

Environment: Infernum

Organisation: Solitary or troupe (Lucifer plus 2-4 pit fiends)

Challenge Rating: 39

Treasure: Triple standard, plus *Rod of Infernum*

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This exquisitely handsome humanoid stands at least 10 feet tall. His hair is long and jet black as is his neatly trimmed and forked beard. His hands end in wicked claws and his feet are cloven. A long snake-like tail dances behind him and intertwines itself around the massive triple-pronged pitchfork he carries. Two oversized and backward-curving blackened horns jut from his head. He is cloaked in a suit of banded armour that glistens with the colour of the night sky.

Lucifer has many names: The Prince of Lies, The Prince of Darkness, The Adversary, The Prince of Light, and Satan. It is believed that Lucifer was the first devil in existence, having been cast down from the heavens when he challenged the rulings of the gods of law and good. After being cast down, Lucifer constructed a plane he called Hell. There he built his palace of iron and basalt on the lowest and darkest region of Hell. He divided this realm into nine distinct regions and appointed his closest allies to rule. Each lord was allowed to mould and shape his domain as he saw fit, but all paid homage to Lucifer.

A millennia passed and Lucifer reigned supreme in Hell. During this time, one of the lieutenants (each of which had now become known as arch-devils or rulers) decided he could do a much better job of running Hell than Lucifer could. Asmodeus coveted the Throne of Hell and wanted it for himself. Using his powers of persuasion, he promised each and every other arch-devil that stood with him and challenged Lucifer a larger role in the 'new' Hell. Those that stood against him, he said, would be destroyed or cast out of Hell along with Lucifer when the end came. This time in Hell's history became known as the Great Uprising.

Asmodeus managed to sway every single arch-devil, save one. Belial refused to stand with Asmodeus and barely escaped capture at the hands of the other arch-devils. When the battle for Hell's Throne commenced, Belial, Lucifer and their allies stood fast against the mighty armies of the other arch-devils. In the end however, the sheer numbers of devils that fought against Lucifer overwhelmed his armies and those that stood with him. Lucifer and his allies were forced to flee Hell or face destruction.



The sole exception was Belial. Near the end of the war when he saw that Lucifer would likely lose the Throne, Belial turned and joined Asmodeus' ranks and helped oust Lucifer from Hell. Cast out, Lucifer wanted vengeance. But vengeance required power, and he was tired, injured and weakened from the time spent battling in Hell. He needed a place to rest, a place to grow in power, and a place to plan. Thus he created Infernum. Lucifer is said to be one with the plane. As the gods of law are to the planes of good, so is Lucifer to Infernum. Nothing goes unnoticed by him on Infernum. All movements are seen, all whispers are heard. A plan is not hatched or contrived in this place without Lucifer's knowledge.

When people speak of Infernum, they speak of Lucifer and vice versa. No creature, it is thought, stands a chance against Lucifer on Infernum, not even the archdevils that stood against him a millennia ago. But Lucifer knows that when the battle comes, he will have to fight the arch-devils on their own planes, not on Infernum, and he is preparing for just that.

By sending his agents to the Material Plane to corrupt good-aligned beings and convert those currently paying homage to Hell's rulers, Lucifer grows in strength. And this strength gives him power, power that surpasses any he ever had—including his near deific powers he possessed in the planes of good. And when his power finally reaches its pinnacle, he will travel to Hell and destroy it and every single inhabitant.

Lucifer stands 10 feet tall and weighs 300 pounds. He speaks Abyssal, Celestial, Common, Daemonic, Draconic, Giant, Goblin, Infernal, Sylvan and Terran.

Combat

Lucifer rarely engages in combat (and even less rarely does he engage in melee combat), preferring to summon pit fiends to fight his would-be challengers. If he does enter combat, he fights with his Rod, spells, spell-like abilities, gaze attacks, poison and acid. Slain foes are either left in the 'care' of his minions or taken to Xaphan and used to stoke the hellish furnaces that power Malice.

Lucifer's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Lucifer's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Acid (Ex): Lucifer secretes acid at will from his sharpened claws and fangs. Any melee hit with his claws or fangs deals acid damage.

Gaze Weapons (Su): Lucifer has two gaze weapons. He may use one each round as a standard action. Each gaze weapon has a range of 30 feet and functions as a spell cast by a 39th-level sorcerer. Each gaze attack has a save DC of 47. The save DC is Charisma-based.

† **Descent into Evil:** Any creature meeting Lucifer's gaze must make a successful Will save or have his alignment shift one step toward lawful evil on the law-chaos axis or the good-evil axis. A lawful evil creature is unaffected by this gaze attack. A successful save renders a creature immune to this gaze weapon for one day.

† **Curse:** Any creature meeting Lucifer's gaze must succeed at a Will save or be affected as if by a double-strength bestow curse spell (-12 to one ability score or -6 to two ability scores; or -8 enhancement penalty on attack rolls, saving throws, ability checks, and skill checks; or each turn the target has a 25% chance to act normally, otherwise he takes no action; Lucifer chooses the curse when he uses this special attack). A successful save renders a creature immune to this gaze weapon for one day. This curse can be dispelled by making a caster level check against DC 50.

Poison (Ex): Lucifer's tail ends in a deadly stinger that delivers lethal venom with a successful sting attack. Injury, Fort DC 48, initial and secondary damage 3d6 Con. The save DC is Constitution-based.

Spell-Like Abilities: At will—*alter self, animate dead, blasphemy* (DC 29), *charm monster* (DC 26), *daylight, deeper darkness, desecrate, detect good, detect magic, detect thoughts* (DC 24), *discern location, dominate monster, fireball* (DC 25), *geas/quest* (DC 28), *greater dispel magic, greater invisibility, greater teleport (self plus 50 pounds of objects only), hold monster* (DC 27), *ice storm* (DC 26), *magic circle against good, major image* (DC 25), *mass charm monster* (DC 30), *polymorph, produce flame, pyrotechnics* (DC 24), *read magic, resurrection, see invisibility, suggestion* (DC 25), *tongues, unholy aura* (DC 30), *unhallow, wall of fire, wall of ice; 2/day—greater restoration, meteor swarm, shapechange, symbol of fear* (DC 28), *symbol of pain* (DC 27), *symbol of persuasion* (DC 28), *symbol of death* (DC 30); *1/day—wish*. Caster level 39th. The save DCs are Charisma-based.

Spells: Lucifer casts spells as a 20th-level sorcerer and a 19th-level cleric. He has access to the domains of Evil, Law and War. He does not gain the granted powers of his domains. The save DCs are Charisma-based (sorcerer spells) and Wisdom based (cleric spells).

Sorcerer Spells Known (Cast per Day

6/9/9/9/8/8/8/7; save DC 22 + spell level): 0—*acid splash, arcane mark, daze, dancing lights, ghost sound, ray of frost, read magic, resistance, touch of fatigue; 1st—colour spray, hold portal, jump, ray of enfeeblement, unseen servant; 2nd—acid arrow, arcane lock, fog cloud, scorching ray, touch of idiocy; 3rd—blink, deep slumber, hold person, ray of exhaustion; 4th—charm monster, dimensional anchor, ice storm, shout; 5th—cloudkill, magic jar, mind fog, seeming; 6th—acid fog, contingency, flesh to stone; 7th—forcecage, finger of death, waves of exhaustion; 8th—sunburst, horrid wilting, iron body; 9th—dominate monster, soul bind, wish.*

Cleric Spells Prepared (6/8+1/7+1/7+1/7+1/7+1/5+1/5+1/4+1/4+1; save DC 19 + spell level): 0—*create water, detect poison, guidance, light, mending, reading; 1st—bane, curse water, detect chaos, doom (2), inflict light wounds (2), protection from chaos*, shield of faith; 2nd—calm emotions*, darkness, death knell, delay poison, hold person (3), sound burst; 3rd—animate dead (2), blindness/deafness, contagion (2), inflict serious wounds, magic circle against chaos*, obscure object; 4th—death ward, dimensional anchor, discern lies, dismissal, divine power* (2), freedom of movement, inflict critical wounds; 5th—break enchantment, dispel good*, flame strike (2), insect plague, raise dead, slay living, true seeing; 6th—banishment, blade barrier*, geas/quest, harm, mass inflict moderate wounds, word of recall; 7th—destruction, greater restoration, mass inflict serious wounds, power word blind, repulsion, resurrection; 8th—earthquake, fire storm, greater spell immunity, power word stun, shield of law; 9th—gate, mass heal, power word kill, storm of vengeance, true resurrection.*

Epic Spells (5/day; save DC 32): *Enslave, epic mage armour, greater ruin.*

Summon Arch Devil (Sp): Once per week, Lucifer can attempt to summon each arch devil to his palace on the nethermost plane of Hell. The arch devil in question receives a spell resistance roll against caster level 39th to avoid this summoning, though most obey Lucifer's command and appear without question. Note: Lucifer cannot currently use this ability while in Infernum. This ability is the equivalent of a 9th level spell.

Summon Devils (Sp): Three times per day Lucifer can automatically summon 4d10 lemures, 2d8 bearded devils or chain devils, 2d4 bone devils, ice devils, or erinyes, 1d6 barbed devils, or 1d3 pit fiends. This ability is the equivalent of a 9th level spell.

Planar Omniscience: All-knowing (CL 39th), all-sensing (10 miles), block sensing (10 miles), planar knowledge.

Regeneration (Ex): Lucifer takes normal damage from good-aligned epic silver weapons, and from spells or effects with the good descriptor.

Rod of Infernum: Lucifer's black iron rod functions as a +6 greatclub and has the following abilities:

- † **Annihilation Ray:** Once per round, and no more than five times per day, the rod can fire a ray to a range of 60 feet. A creature struck by this ray must succeed on a DC 40 Fortitude save or be annihilated instantly—not even a trace of dust is left behind. No form of mortal magic can restore life to a creature annihilated by this ray. Lucifer or a deity of divine rank 1 or higher can restore the annihilated creature to life using magic.
- † **Rod of Rulership:** The rod has all of the abilities and powers of a rod of rulership (see 'Rods' in the DMG).
- † **Trap the Soul:** Once per round, and no more than three times per day, the rod can fire a ray of hellish-red energy to a range of 60 feet that functions as a trap the soul spell (caster level 20th). A target can make a DC 40 Will save to resist the effects. If failed, the victim's soul vanishes into Lucifer's rod. Up to 10 such souls can be held in the rod at one time. A trapped soul may be freed by grasping the rod and speaking a command word.
- † Any non-devil that touches the rod takes 10d8 points of electricity damage per round of contact (no save) and gains two negative levels each round it touches the rod. The Fortitude save to remove a negative level has a DC of 40 and can result in actual level loss on a failed save (unlike other magic items that bestow negative levels). The negative levels cannot be overcome in any way (including restoration spells) while the rod is wielded. Any good-aligned creature that touches the rod takes 3d6 points of Constitution drain each round it touches the rod (DC 40 Fortitude save for half).

Skills: Lucifer has a +4 racial bonus on Bluff, Diplomacy and Sense Motive checks.

Servants of Lucifer

Followers of Lucifer are far and wide and consist of evil humanoids; usually clerics, necromancers, sorcerers, and wizards. Devout followers of Lucifer are called Dark Cardinals and must sign a pact of evil with Lucifer.

Dark Cardinals can receive spells from Lucifer and are granted access to two of the following domains: Evil, Law, Strength and War.

Devil, Moloch

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 34d8+394 (666 hp)

Initiative: +11

Speed: 40 ft. (8 squares)

Armour Class: 46 (-1 size, +7 Dex, +16 natural, +7 insight, +7 profane), touch 30, flat-footed 39

Base Attack/Grapple: +34/+50

Attack: +4 *unholy six-tailed whip of shocking* +50 melee (2d6+16 plus 1d6 electrical) or claw +45 melee (2d6+12)

Full Attack: +4 *unholy six-tailed whip of shocking* +50/+45/+40/+35 melee (2d6+16 plus 1d6 electrical) and bite +43 melee (2d8+6) or 2 claws +45 melee (2d6+12) and bite +43 melee (2d8+6)

Space/Reach: 10 ft./10 ft. (25 ft. with whip)

Special Attacks: Breath weapon, improved grab, rend 2d6+18, spell-like abilities, spells, *summon devils*

Special Qualities: Damage reduction 20/epic and good and silver, darkvision 60 ft., immunity to fire and poison, outsider traits, planar omniscience, regeneration 10, resistance to acid 10 and cold 10, see in darkness, spell resistance 38, telepathy 100 ft.

Saves: Fort +30, Ref +26, Will +29

Abilities: Str 34, Dex 24, Con 32, Int 25, Wis 26, Cha 25

Skills: Appraise +31, Bluff +44, Climb +49, Concentration +48, Diplomacy +42, Gather Information +36, Intimidate +48, Jump +28, Knowledge (arcana) +44, Knowledge (religion) +44, Knowledge (the planes) +44, Listen +45, Move Silently +27, Search +44, Sense Motive +28, Spellcraft +48, Spot +45, Survival +18 (+20 on other planes, +20 following tracks)

Feats: Cleave, Combat Casting, Great Cleave, Improved Initiative, Iron Will, Maximise Spell, Multiattack, Power Attack, Quicken Spell, Weapon Focus (whip)

Epic Feats: Epic Toughness, Improved Combat Casting

Environment: Nine Hells

Organisation: Solitary or troupe (Moloch plus 1-4 horned devils)

Challenge Rating: 26

Treasure: Triple standard, plus +4 *unholy shocking six-tailed whip*

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This massive, barrel-chested hairless humanoid stands nearly as tall as three humans. Its head is squat and large and its oversized mouth is filled with rows of wickedly sharp teeth. His eyes are sapphire blue and his large, curving horns are black. His flesh is dark brown. He wields a long black metal rod with 6 long pliable metal tails.

Moloch rules the sixth plane of Hell, a flat, stinking plane of acrid smoke and soot. He is currently plotting to wrest control of the plane completely from its true ruler, Baalzebul, for Moloch is nothing more than a lieutenant in Baalzebul's infernal army or seneschal to Baalzebul's court. Yet before he puts in motion steps to secure his plane, he must first deal with the machinations of the Great Serpent, Geryon. Geryon and Moloch hate each other; their infernal armies are constantly warring with each other either openly or through subterfuge.

Moloch stands 14 feet tall and weighs about 1,200 pounds. He speaks Abyssal, Celestial, Common, Draconic, Giant, Goblin, Infernal and Undercommon.

Combat

Moloch attacks with either a claw/claw/bite routine or his whip and spell-like abilities. His whip is a long metal rod-like weapon with six 15-foot long pliable metal tails.

Moloch's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. His natural weapons are treated as epic for the purpose of overcoming damage reduction.

Breath Weapon (Su): Once per round, as a standard action, Moloch can breathe a cone of fear to a range of 30 feet. Affected creatures must succeed on a DC 38 Will save or be affected as by a *fear* spell (caster level 20th). A creature that successfully saves cannot be affected by Moloch's breath weapon for one day. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, Moloch must hit a Large or smaller creature with a claw attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold.

Rend (Ex): If Moloch hits with both claw attacks, he latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+18 points of damage.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 24), *burning hands* (DC 18), *charm monster* (DC 21), *desecrate*, *detect good*, *detect magic*, *enthral* (DC 19), *fly*, *geas/quest* (DC 18), *greater dispel magic*, *greater teleport (self plus 50 pounds of objects only)*, *magic circle against good*, *major image* (DC 20), *polymorph*, *produce flame*, *raise dead*, *read magic*, *see invisibility*, *suggestion* (DC 20), *tongues*, *unholy aura* (DC 25), *unhallow*, *wall of fire*; 1/day—*flame strike* (DC 22), *symbol of stunning* (DC 24), *wish*. Caster level 26th. The save DCs are Charisma-based.

Spells: Moloch casts spells as a 20th-level cleric. He has access to the domains of Evil, Law and Strength. He does not gain the granted powers of his domains.

Unholy Cleric Spells Prepared (6/7+1/7+1/7+1/7+1/6+1/5+1/5+1/5+1/4+1; save DC 18 + spell level): 0—*create water, inflict minor wounds (3), light, read magic*; 1st—*bane, cause fear, command, comprehend languages, doom, inflict light wounds (2), protection from chaos**; 2nd—*augury, calm emotions, darkness, death knell, desecrate*, inflict moderate wounds, shatter, spiritual weapon*; 3rd—*blindness/deafness, glyph of warding, invisibility purge, magic circle against chaos*, magic circle against good, searing light, stone shape, wind wall*; 4th—*air walk, dimensional anchor, freedom of movement, giant vermin, inflict critical wounds (3), spell immunity**; 5th—*dispel good*, greater command, insect plague, mass inflict light wounds (2), slay living, symbol of pain*; 6th—*antilife shell, blade barrier, dictum*, forbiddance, geas/quest, harm*; 7th—*control weather, dictum*, mass inflict serious wounds (2), refuge, resurrection*; 8th—*create greater undead (2), mass inflict critical wounds, shield of law* (2), symbol of death*; 9th—*crushing hand*, energy drain, miracle, soul bind, true resurrection*.

Summon Devils (Sp): Twice per day, Moloch can automatically summon 4d10 lemures, 2d6 bearded devils, 2d4 bone devils, 1d4 horned devils or barbed devils, or 1d2 pit fiends. This ability is the equivalent of a 9th level spell.

Planar Omniscience: All-knowing (CL 26th), allsensing (7 miles), block sensing (7 miles), planar knowledge.

Regeneration (Ex): Moloch takes normal damage from good-aligned epic silver weapons, and from spells or effects with the good descriptor.

Unholy Shocking Six-Tailed Whip: Moloch's +4 *unholy six-tailed whip of shocking* is imbued with the *unholy* and *shock* special qualities. Moloch's whip is constructed of an unknown metal. Unlike a normal whip, it deals normal damage (and can deal damage to those with an armour bonus of +1 or higher or a natural armour bonus of +3 or higher). It deals extra 1d6 points of electricity damage on a successful hit.

Moloch's whip is evil-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of good alignment. It bestows one negative level on any good creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

Servants of Moloch

Followers of Moloch are evil humanoids and usually consist of assassins, clerics, sorcerers and wizards. Devout followers of Moloch are called Knights of Moloch and must sign a pact of evil with Moloch.

Knights can receive spells from Moloch and are granted access to two of the following domains: Evil, Law and Strength.

Devil, Titivilus (Duke of Hell)

Medium Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 19d8+171 (256 hp)

Initiative: +7

Speed: 50 ft. (10 squares), fly 60 ft. (average)

Armour Class: 41 (+7 Dex, +13 natural, +11 profane), touch 28, flat-footed 34

Base Attack/Grapple: +19/+26

Attack: +3 *silver longsword of wounding* +29 melee (1d8+10 plus wounding, 19-20)

Full Attack: +3 *silver longsword of wounding* +29/+24/+19/+14 melee (1d8+10 plus wounding, 19-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear touch, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, outsider traits, resistance to acid 10 and cold 10, see in darkness, regeneration 10, spell resistance 32, telepathy 100 ft.

Saves: Fort +20, Ref +20, Will +21

Abilities: Str 24, Dex 24, Con 28, Int 28, Wis 26, Cha 32

Skills: Appraise +29, Bluff +34, Concentration +29, Decipher Script +31, Diplomacy +42, Escape Artist +25, Forgery +31, Gather Information +37, Hide +25, Intimidate +33, Knowledge (arcana) +29, Knowledge (the planes) +30, Listen +29, Move Silently +25, Sense Motive +22, Sleight of Hand +27, Spellcraft +33, Spot +29, Survival +27 (+29 on other planes)

Feats: Combat Casting, Combat Expertise, Iron Will, Lightning Reflexes, Negotiator, Power Attack, Quicken Spell-Like Ability (*confusion*)

Environment: Nine Hells

Organisation: Solitary or troupe (Titivilus plus 2-4 erinyes or bearded devils)

Challenge Rating: 20

Treasure: Double standard, plus +3 *silver longsword of wounding*

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This 6-foot tall creature resembles a satyr with a round hairless head, the lower torso of a goat, cloven feet and clawed hands. Small black leathery wings sprout from his back. His eyes are the colour of coal.

Titivilus the Confuser serves Lord Dispater as messenger and chamberlain. He is a very evil and malign duke. His ability to manipulate others is legendary throughout the Hells, and it is because of this gift that Dispater allows him to attend infernal meetings where dukes are normally prohibited. Titivilus spends most of his days in his tower, a large structure composed of blackened iron. When encountered away from his tower he usually has a small retinue of bearded devils or erinyes with him.

Titivilus stands 6 feet tall and weighs 220 pounds. He speaks Abyssal, Celestial, Daemonic, Draconic, Giant, Goblin, Ignan, Infernal and Terran.

Combat

Titivilus prefers to avoid combat, if possible. If pressed, he attacks with his spell-like abilities, seeking to sew confusion and disorder among his adversaries. In close combat, he uses his longsword, but usually summons other devils before such combat occurs. If facing imminent defeat, Titivilus summons other devils to cover his escape.

Titivilus's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fear Touch (Su): Titivilus can induce fear by touch as a standard action (this requires a successful melee touch attack). An affected creature must succeed on a DC 32 Will save or be affected as by a fear spell (caster level 20th). A creature that successfully saves cannot be affected again by Titivilus's fear touch for one day. The save DC is Charisma-based.

Spell-Like Abilities: At will—*animate dead*, *bestow curse* (DC 24), *charm person* (DC 22), *confusion* (DC 25), *crushing despair* (DC 25), *detect good*, *detect magic*, *dispel magic*, *greater invisibility*, *greater teleport (self plus 50 pounds of objects only)*, *hypnotism* (DC 22), *illusory script*, *magic circle against good*, *message*, *misdirection* (DC 23), *nondetection*, *polymorph*, *suggestion* (DC 24), *tongues*, *unholy aura* (DC 29), *ventriloquism* (DC 22), *whispering wind*; 1/day—*feblemind* (DC 26), *symbol of pain* (DC 26), *symbol of sleep* (DC 26). Caster level 20th. The save DCs are Charisma-based.

Summon Devils (Sp): Twice per day Titivilus can automatically summon 4d10 lemures, 1d4 bone devils or erinyes, 1d2 horned devils, or 1 pit fiend. This ability is the equivalent of a 9th-level spell.

Regeneration (Ex): Titivilus takes normal damage from good-aligned silver weapons, and from spells or effects with the good descriptor.

Silver Longsword of Wounding: Titivilus's +3 *silver longsword* is constructed of silver and has the *wounding* special quality. His weapon deals 1 point of Constitution damage from blood loss when it hits a creature. A critical hit does not multiply the Constitution damage. Creatures immune to critical hits (such as plants and constructs) are immune to the Constitution damage dealt by this weapon.

Skills: Titivilus has a +4 racial bonus on Bluff, Gather Information and Diplomacy checks.

Devil, Xaphan

Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 35d8+350 (507 hp)

Initiative: +12

Speed: 40 ft. (8 squares), fly 60 ft. (average)

Armour Class: 46 (-1 size, +8 Dex, +19 natural, +10 profane); touch 27, flat-footed 38

Base Attack/Grapple: +35/+52

Attack: *Hellstorm* +52 melee (2d6+23 plus 1d6 fire, 18-20)

Full Attack: *Hellstorm* +52/+47/+42/+37 melee (2d6+23 plus 1d6 fire, 18-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Fiery aura, fiery gaze, spells, spell-like abilities, *summon devils*

Special Qualities: Damage reduction 20/good and silver, darkvision 60 ft., devil traits, outsider traits, regeneration 10, spell resistance 38

Saves: Fort +29, Ref +27, Will +30

Abilities: Str 37, Dex 27, Con 30, Int 28, Wis 28, Cha 30

Skills: Balance +31, Bluff +48, Concentration +48, Craft (weaponsmithing) +44, Diplomacy +52, Gather Information +48, Hide +42, Intimidate +45, Jump +42, Knowledge (arcana) +47, Knowledge (the planes) +47, Knowledge (religion) +47, Listen +47, Move Silently +46, Search +47, Spellcraft +51, Spot +47, Survival +47 (+49 on other planes, +49 following tracks)

Feats: Cleave, Combat Casting, Craft Wondrous Item, Empower Spell, Great Cleave, Improved Initiative, Iron Will, Power Attack, Quicken Spell, Quicken Spell-Like Ability (*fireball*), Weapon Focus (falchion), Widen Spell

Environment: Infernum

Organisation: Solitary or troupe (Xaphan plus 1-2 pit fiends)

Challenge Rating: 26

Treasure: Double standard, plus Large +4 unholy flaming falchion

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

A massively built satyr-like creature with blackish-brown flesh, this monster tightens its grip on its fiery falchion. Small horns jut from its forehead, just above its golden eyes. Its hair is long and black, and tied back in a braided ponytail. Two, large bat wings protrude from its back.

Xaphan, the Burning Duke, serves Lucifer, leading 15 companies of pit fiends in his service. He is completely loyal to the Prince of Darkness and was with Lucifer during the Unholy War. It was Xaphan that, during the Unholy War, attempted to set the heavens on fire and consume each and every angel and celestial in a blazing inferno.

Xaphan was cast down along with Lucifer and the other angels for their sacrilege and it is said he helped Lucifer construct Hell itself. It is known among scholars that Xaphan was the one that stoked Hell's furnaces in Lucifer's great basalt palace, powering the furnaces with unholy fire fed by tortured souls. When Asmodeus and the other devils rose against Lucifer, Xaphan fought against the uprising and slew many devils, even inflicting a near-fatal wound on Asmodeus himself. (The intervention of a devil named Mephistopheles saved Asmodeus from ultimate destruction.)

In the end however, Xaphan was cast out of Hell along with Lucifer and now resides in Infernum, a pocket-plane of infernal and everlasting fires located somewhere in the great configuration.

From Lucifer's great palace, *Malice*, Xaphan aids Lucifer in replenishing his forces and increasing his power with the ultimate goal being the reclaiming of Hell's Throne. And when the battle for Hell does come, Xaphan will be beside Lucifer once again—and this time, Mephistopheles will not be able to stop Xaphan from finishing off Asmodeus. Xaphan spends his days in *Malice* where he keeps a legion of devils busy stoking the furnaces and a retinue of barbed devils forging weapons for the eventual war to reclaim Hell.

Xaphan stands 13 feet tall.

Combat

Xaphan is a deadly adversary in battle and rarely, if ever, backs down from a fight. He is not stupid however, and should the battle go against him, he either flees (via *greater teleport*) or summons a troupe of pit fiends to cover his escape. In battle, Xaphan unleashes his full fury against a foe; starting with his fiery gaze. Those that survive are then witness to his fiery aura power. If within range, he likes to grab a foe and hold on while using his fiery aura power. The rest of the battle alternates between Xaphan using his great falchion and his spells and spell-like abilities.

Xaphan's natural weapons, as well as any weapons he wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Fiery Aura (Su): As a free action, Xaphan can cause his entire body to erupt in unholy fire (the same fires he uses to stoke his furnaces). Creatures within 5 feet of or grappling Xaphan take 1d6 points of fire damage and 1d6 points of unholy damage each round. There is no save against either effect, but resistance to or immunity to fire reduces or negates the fire damage.

Fiery Gaze (Su): A creature that meets Xaphan's gaze must succeed on a DC 37 Will save or be affected as follows:

- † *1st-round:* The victim's blood begins to boil, dealing 3d6 points of fire damage this round; the victim takes a -2 circumstance penalty on attack rolls, weapon damage rolls, ability and skill checks, and saves. A DC 37 Fortitude save halves the fire damage but does not negate the penalties.
- † *2nd-round:* The victim's blood reaches searing temperatures and begins to burn away muscle and flesh; the circumstance penalty increases to -4. Smoke rises from the victim's flesh. The victim takes 6d6 points of fire damage this round. A DC 37 Fortitude save halves the fire damage but does not negate the penalties.
- † *3rd-round:* The victim's blood erupts into an inferno and explodes from its body dealing 12d6 points of fire damage; the victim is stunned for 3 rounds. A DC 37 Fortitude save halves the fire damage but the victim is still stunned.

A successful Will save renders a creature immune to Xaphan's gaze for one day. The save DC against the gaze is Charisma-based and the Fortitude saves are Constitution-based.

Spell-Like Abilities: At will—*animate dead*, *blasphemy* (DC 27), *detect magic*, *detect good*, *detect thoughts* (DC 22), *discern location*, *fireball* (DC 23), *greater dispel magic*, *greater teleport* (self plus 50 pounds of objects only), *improved invisibility* (self only), *magic circle against good* (DC 23), *locate creature*, *polymorph* (self only), *produce flame* (DC 22), *pyrotechnics* (DC 22), *resurrection*, *scorching ray* (3 rays), *suggestion* (DC 23), *true seeing* (DC 26), *unhallow*, *unholy aura* (DC 28), *wall of fire*; 1/day—*limited wish*, *power word kill*, *symbol of fear* (DC 26), *symbol of weakness* (DC 27). Caster level 20th. The save DCs are Charisma-based.

Spells: Duke Xaphan casts arcane spells as a 20th-level sorcerer. His spell list is below. The saves are Charisma-based.

Sorcerer Spells Known (6/9/9/8/8/8/8/7/7/7; save DC 20 + spell level): 0—*acid splash*, *arcane mark*, *dancing lights*, *daze*, *flare*, *ghost sound*, *mage hand*, *ray of frost*, *touch of fatigue*; 1st—*cause fear*, *charm person*, *disguise self*, *hypnotism*, *ray of enfeeblement*; 2nd—*arcane lock*, *gust of wind*, *misdirection*, *shatter*, *spider climb*; 3rd—*daylight*, *deep slumber*, *haste*, *nondetection*; 4th—*crushing despair*, *dimensional anchor*, *enervation*, *phantasmal killer*; 5th—*baleful polymorph*, *break enchantment*, *cloudkill*, *dismissal*; 6th—*greater dispel magic*, *chain lightning*, *planar binding*; 7th—*delayed blast fireball*, *finger of death*, *waves of exhaustion*; 8th—*binding*, *sunburst*, *trap the soul*; 9th—*energy drain*, *prismatic sphere*, *wail of the banshee*.

Summon Devils (Sp): Three times per day, Xaphan can automatically summon 2 barbed devils, bone devils, or horned devils, or 1d4 bearded devils or hellstokers, or he can attempt to summon 1d2 pit fiends with an 80% chance of success.

Regeneration (Ex): Xaphan takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Hellstorm: *Hellstorm* is a Large +4 unholy falchion of flaming burst.

Devourer Worm

Colossal Aberration

Hit Dice: 80d8+1,420 (1,780 hp)

Initiative: +10

Speed: 50 ft. (10 squares), burrow 100 ft.

Armor Class: 44 (-8 size, +2 Dex, +40 natural) touch 4, flat-footed 42

Base Attack/Grapple: +60/+99

Attack: Bite +76 melee (6d12+30, 19-20)

Full Attack: Bite +76 melee (6d12+30, 19-20)

Space/Reach: 40 ft./40 ft.

Special Attacks: Crush 4d6+30, earthshaking burrow, improved grab, swallow whole

Special Qualities: Darkvision 60 ft., tremorsense 300 ft., vulnerability to fire, vulnerability to light

Saves: Fort +47, Ref +28, Will +46

Abilities: Str 50, Dex 15, Con 45, Int 4, Wis 10, Cha 9

Skills: Listen +42, Spot +41

Feats: Awesome Blow, Cleave, Combat Reflexes, Endurance, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (bite)

Epic Feats: Dire Charge, Epic Endurance, Epic Fortitude, Epic Prowess (x3), Epic Toughness (x3), Epic Will, Overwhelming Critical (bite), Penetrate Damage Reduction (adamantine), Snap, Spellcasting Harrier, Superior Initiative

Environment: Underground

Organisation: Solitary or colony (2–5)

Challenge Rating: 30

Treasure: None

Alignment: Always neutral evil

Advancement: 81–101 HD (Colossal)

A great worm more than 30 ft. in diameter bursts through the cave wall...

One of the largest species known to exist, devourer worms dwell near the centre of the earth, where few other beings can live. A devourer worm stretches over 100 feet long, but is most often seen rearing up out of the earth with most of its mass concealed. Its segmented body is 30 feet in diameter, splotchy brown and impossibly tough. More than a dozen ruby eyes stare out from its head, above the hole lined with teeth that serves as its mouth. Its body ripples and the earth crumbles with every motion it makes, and it smells of soil and the underworld's tainted air. Though normally silent, a devourer worm lets out a terrible shriek when angered.

Devourer worms stay away from the light of the surface world, living between layers of rock far underground. Despite their vulnerability to heat and flame, they often burrow near streams of magma and sleep there for years or centuries. They do not eat, apparently gaining strength from the earth itself, and are not known to socialise or reproduce. They rarely notice smaller creatures, but readily crush or swallow anything that disturbs them. Some deep-dwelling races believe that a colony of these near-mythical creatures exists wrapped around the world's core, keeping it from falling apart.

Combat

Devourer worms are not canny combatants, and rarely need to be. When creatures survive its initial earthquake, a devourer makes bite attacks and swallows enemies whole. Only if faced with large numbers of enemies or driven to a panic does a devourer worm drop upon opponents to crush them.

Crush (Ex): A devourer worm can rear and drop onto large or smaller opponents as a standard action, using its whole body to crush them. A crush attack affects as many creatures as can fit under the worm's body. A creature in the affected area must succeed on a DC 67 Reflex save or be pinned, automatically taking bludgeoning damage during the next round unless the worm moves off. The save DC is Constitution-based. If the worm chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they do not escape.

Earthshaking Burrow (Ex): Whenever a devourer burrows 40 feet or more, it generates the effects of an *earthquake* spell within a 100-foot radius of its stopping point. The DC of Concentration checks made by spellcasters to cast during the quake is 30. The devourer ignores all effects of the earthquake, and can act normally during its 1-round duration.

Improved Grab (Ex): To use this ability, a devourer must hit a creature with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use its Snap feat to immediately swallow its foe.

Swallow Whole (Ex): A devourer can swallow a grabbed opponent of a smaller size than itself by making a successful grapple check or by using its Snap feat. Once inside, the opponent takes 5d8+20 points of bludgeoning damage plus 6d10 points of acid damage per round. A swallowed creature cannot cut its way out due to the thickness of the devourer's skin, but can still use a light slashing or piercing weapon to deal damage to the devourer's interior (AC 30). A devourer that swallows an opponent can use its Great Cleave feat to bite and grab another opponent.

A creature can return to the devourer's mouth (where the devourer can try to swallow it again on its next turn) with a successful grapple check, but must first fly or climb 100 feet up the devourer's oesophagus (a DC 30 Climb check). If the creature fails the grapple check to escape after making the climb, it immediately falls 100 feet, suffering 10d6 points of falling damage. After the devourer's death, no grapple check is required, but trapped creatures must still climb free (or use another means to escape, such as magical transportation). A devourer worm's interior can hold 2 Gargantuan, 8 Huge, 32 Large, 128 Medium, or 512 Small or smaller creatures.

Vulnerability to Light (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds devourers for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area. In true sunlight, devourers suffer 2 points of Constitution damage each round they remain in the sun.

Draco Invictus, Dragon Age Category

As a dragon ages and grows it spends more and more time resting on its hoard of treasure, its metabolism gradually slowing so it need rarely eat. This is a boon to the beast, for it hates to leave its precious hoard unguarded. At length, after centuries of a half wakeful slumber, the dragon slips into a state close to suspended animation, a form of hibernation if you will, and in this condition it can sleep for millennia. Unless something or someone disturbs it...

While the ages pass, and the dragon dreams, so too does it grow. While most scholars have considered the Great Wyrms to be the oldest and most powerful of dragonkind, this is merely because the Dracos Invicti have slept for so long that their caste is considered legendary. Beware! The waking of one of these beasts is an event that shakes kingdoms.

This information should be read in conjunction with the dragon descriptions found in *MM*. This age category is only available to non-epic dragons that possess age categories.

Age	Category	Age (Years)
13	Dracos Invictus	1,401+

Upon reaching the Draco Invictus Age Category the dragon's statistics undergo a number of changes:

Size: Colossal

Hit Dice: +4 HD (at this level the dragon breaks the 3 HD per age category rule)

Speed: Fly speed increases +50 ft.

Armour Class: +4 natural armour bonus increase

Attacks: The dragons attacks are considered epic and adamantite for the purpose of overcoming damage reduction.

Special Attacks: Breath weapon increases as twice the standard progression (+2 dice becomes +4 dice), summon the storm of wrath, swallow whole

Special Qualities: Caster level increases as twice the standard progression, command dragons, damage reduction increases by 5 and changes from magic to epic, curse, death throes, spell resistance +4

Abilities: Str +4, Con +4, Int +4, Wis +4, Cha +4

Challenge Rating: Great Wyrms +4

Command dragon (Ex): Lesser dragons of the same sub-species as the Dracos Invictus must, upon their first meeting, make Will saving throws (DC equal to the Dracos Invictus' frightful presence) or become willing servants of this mighty member of their group.

Summon Storm of Wrath (Su): Once per day, by roaring and beating its wings, the dragon can call up mighty gusts of wind in a 300-yard diameter circle centred upon itself—provided it is above ground at the time. The wind blast lasts for but a single round and causes no harm to the dragon but all other creatures of less than gargantuan size suffer the wind effects detailed in *DMG* for a windstorm unless they make Fortitude saves (DC18). Ranged attacks are impossible on the round the wind blast strikes, torches are extinguished (as may lanterns 75% of the time), and Listen checks are made at a -8 penalty. Other devastating effects occur at the coming of the mighty gust; these are detailed below in the description of each invictus dragon but typically result in 14 dice of damage to all occupants in the area except the dragon. These dice are equal to the dice type for the breath weapon; the damage is of the same type and does allow a saving throw as the breath weapon. (For more information on this ability and how it is used by the *MM* dragons, see *The Slayer's Guide to Dragons*).

Swallow Whole (Ex): When making bite attacks the Dracos Invictus is considered to have the improved grab and swallow whole special attacks (see *MM*). It can swallow creatures of Huge size or lower. Each round those swallowed take 3d6+1/2 Str points of crushing damage and furthermore must make Fortitude saves as if exposed to the dragon's breath weapon or suffer additional damage accordingly. The interior of the dracos has an armour class of 10+1/2 natural armour bonus; if 75 or more points of damage are dealt to its innards a reflex action causes all those trapped within to be coughed out, taking 4d10 points of buffeting and falling damage in the process.

Death Throes (Ex): If slain, the Dracos Invictus convulses and thrashes and its blood is harmful as specified in the individual descriptions below. All characters in a space threatened by the wyrm must make Reflex saving throws or take 10d6 crushing damage from the dragon's flailing tail, writhing neck and shuddering limbs. Fortitude saves (DC 10 + 1/2 dragon HD + Con modifier) are also required for other effects during the death throes (other effects usually result in energy damage to the dragons space never amounting to more than 1/2 their breath weapon).

Curse (Su): In the round following its death throes the invictus can pronounce a curse upon its slayers. The exact nature of the curse is left to the wicked ingenuity of each Games Master. Typical curses might be that the dragon's treasure will bring doom to its possessors, that a character will die at the hand of his son, that the killers will be condemned to slay each other and so on. There is no saving throw against this curse and the Games Master is encouraged to bend the course of the campaign so that it comes near fulfilment. The party might mitigate their doom by the performance of a quest or by disposing of the treasure; once again this is left in the hands of the Games Master.

Sample Draco Invictus

Draco Invictus, Planar Dragon

Colossal Dragon (Extraplanar, Varies)

Hit Dice: 41d12+369 (635 hp)

Initiative: +8

Speed: 60 ft. (12 squares), fly 250 ft. (clumsy)

Armour Class: 43 (-8 size, +41 natural), touch 2, flat-footed 43

Base Attack/Grapple: +41/+71

Attack: Bite +47 melee (4d8+14)

Full Attack: Bite +47 melee (4d8+14) and 2 wings +47 melee (2d8+7) and tail slap +47 melee (4d6+21)

Space/Reach: 30 ft./20 ft. (30 ft. with bite)

Special Attacks: Breath weapon, command dragons, crush, curse, death throes, frightful presence, snatch, spells, spell-like abilities, storm of wrath, swallow whole, tail sweep

Special Qualities: Adaptation, blindsense 60 ft., damage reduction 25/epic, keen senses, immunities, spell resistance 30

Saves: Fortitude +31, Reflex +22, Will +29

Abilities: Str 38, Dex 10, Con 28, Int 36, Wis 24, Cha 30

Skills: Bluff +54, Diplomacy +58, Disguise +10 (+12 acting), Escape Artist +44, Intimidate +56, Knowledge (arcana) +52, Knowledge (the planes) +52, Listen +53, Search +52, Sense Motive +51, Spellcraft +50 (+52 decipher scrolls), Spot +53, Survival +7 (+9 other planes), Use Magical Device +54 (+56 scrolls), Use Rope +0 (+2 to bind someone)

Feats: Alertness, Cleave, Flyby Attack, Improved Initiative, Improved Multiattack, Hover, Multiattack, Power Attack, Snatch

Epic Feats: Epic Spellcasting, Penetrate Damage Reduction (adamantine), Spell Knowledge, Spell Stowaway (*stoneskin*), Superior Initiative

Environment: The planes

Organisation: Solitary

Challenge Rating: 30

Treasure: None

Alignment: Any, often chaotic neutral

Advancement: —

Level Adjustment: —

For a moment it the light of sun is scattered into a rainbow of colour; then the reality of situation becomes apparent as a roar rips through the air and a flying serpent of spun glass dives at you...

Planar Dragons embody the shifting relationships of the planes – when they fly near the Elemental Plant of Fire, their wings glow red like flames and its breath stinks of sulphur. When a deity is near, the dragon is filled with a divine glow. Should the dragon descend to close to the negative or infernal planes, its spirit will blacken faster

than its scales. The planar dragons are ever changing, their mood and morality entirely dependent on its location.

Planar dragons roost in neutral territory, where their minds are relatively clear of perturbation. They are known as canny merchants and traders, and willingly swap treasure from their hoards in exchange for magical items, especially wondrous devices. They have a special love for puzzles and curios. Planar dragons would make excellent guides, if it were not for their habit of picking up the alignment of the local plane. A planar dragon can fly its passengers into the most heavily guarded regions of the demonic realms, but they have to then deal with the dragon mimicking the evil of the plane.

Some dragons use talismans containing infinitesimal *gates* to one plane or another, to preserve some alignment or appearance they particularly like.

Combat

Planar dragons are cunning opponents. Their ability to plane shift at will is often used as an infallible method of escape and as an impressive offensive tactic. A planar dragon might retreat to a plane where time flows faster than normal; prepare itself with defensive spells, then return. The dragon then grabs opponents one by one and dumps the tougher one in obscure corners of the multiverse. When pressed they unleash powerful evocations against their opponents.

The natural weapons of a draco invictus planar dragon are considered epic and adamantine for the purpose of overcoming damage reduction. If the planar dragon has adopted the alignment trait of a plane its natural attacks also count as that alignment.

Adaptation (Su): Within 1d4 minutes after arriving in a new plane, the planar dragon begins to acquire its qualities. If the plane is especially strong in one element or another, the dragon becomes a creature of the appropriate subtype. It also adopts the alignment of the plane, if it has a dominant alignment. The dragon can attempt to resist these changes by making a Will save each minute against a DC equal to 10 + the number minutes on the plane.

Breath Weapon (Su): 70 ft. cone, acts as *dimensional anchor* or *plane shift*, Reflex save DC 39 avoids. A planar dragon can use its *plane shift* breath to dispel its *dimensional anchor effect*. The save DC is Constitution-based.

Command dragon (Ex): Lesser planar dragons must, upon their first meeting, make Will saving throws (DC 40) or become willing servants of this mighty member of their race. The save DC is Charisma-based.

Crush (Ex): Area 30 ft. by 30 ft., Large or smaller opponents take 4d8 + 21 points of bludgeoning damage, and must succeed on a DC 39 Reflex save or be pinned. The save DC is Constitution-based.

Curse (Su): In the round following its death throes the invictus can pronounce a curse upon its slayers. The exact nature of the curse is left to the wicked ingenuity of each Games Master. Typical curses might be that the dragon's treasure will bring doom to its possessors, that a character will die at the hand of his son, that the killers will be condemned to slay each other and so on. There is no saving throw against this curse and the Games Master is encouraged to bend the course of the campaign so that it comes near fulfilment. The party might mitigate their doom by the performance of a quest or by disposing of the treasure; once again this is left in the hands of the Games Master.

Death Throes (Ex): If slain, the dracos invictus convulses and thrashes about, all characters in a space threatened by the planar dragon must make Reflex save (DC 39) or take 10d6 crushing damage from the dragon's flailing tail, writhing neck and shuddering limbs. Fortitude saves (DC 39) are also required for to avoid absorbing the planar dragons blood, if this happens the opponent gains the adaption power (described above) this effect lasts 13 days but can be removed by a *wish* or *miracle*. The save DC is Constitution-based.

Frightful Presence (Ex): 390 ft. radius, HD 40 or less, Will save DC 40 negates. The save DC is Charisma-based.

Planeshift (Sp): A planar dragon can *plane shift* as part of a move action in which it flies at least 30 ft. This ability can be used at will.

Snatch (Ex): Grapple Bonus +71; bite against Huge or smaller for 4d8+14/round or 8d8+28 if the dragon does not move; snatched opponents can be flung 130 ft. for 13d6 damage.

Spell-like Abilities: 1/day—*chain lightning* (DC 26), *rainbow pattern* (DC 24), *see invisibility*, *shout* (DC 24), *tongues*; Caster Level 24th. The save DC is Charisma-based.

Spells: As 24th level sorcerer.

Typical Sorcerer Spells (6/9/9/8/8/8/8/7/7/7; save DC 20 + spell level): 0th—*dancing lights*, *daze*, *detect magic*, *disrupt undead*, *ghost sound*, *mage hand*, *message*, *ray of frost*, *read magic*; 1st—*burning hands*, *magic missile*, *sleep*, *ray of enfeeblement*, *true strike*; 2nd—*cat's grace*, *mirror image*, *resist energy*, *scorching ray*, *shatter*; 3rd—*displacement*, *lightning bolt*, *slow*, *stinking cloud*; 4th—*black tentacles*, *ice storm*, *polymorph*, *stoneskin*; 5th—*baleful polymorph*, *cloudkill*, *blight*, *waves of fatigue*; 6th—*acid fog*, *disintegrate*, *flesh to stone*; 7th—*forcecage*, *power word blind*, *spell turning*; 8th—*greater shout*, *protection from spells*, *summon monster XIII*; 9th—*crushing hand*, *imprisonment*, *meteor swarm*, *power word kill*, *weird*

Epic Spells: 3/day—*dreamscape*, *let me go*, *rain of fire*, *spell worm*.

Summon Storm of Wrath (Su): Once per day, by roaring and beating its wings, the dragon can call up mighty gusts of wind in a 300-yard diameter circle centered upon itself—provided it is above ground at the time. The wind blast lasts for but a single round and causes no harm to the dragon but all other creatures of less than Gargantuan size suffer the wind effects detailed in the *DMG* for a windstorm unless they make Fortitude saves (DC18). Ranged attacks are impossible on the round the wind blast strikes, torches are extinguished (as may lanterns 75% of the time), and Listen checks are made at a -8 penalty. Additionally, those caught in the area of effect must make a Fortitude save (DC 39) or be *plane shift* to another plane of existence. The save DC is Constitution-based.

Swallow Whole (Ex): When making bite attacks the Dracos Invictus is considered to have the improved grab and swallow whole special attacks (see *MM*). It can swallow creatures of Huge size or lower. Each round those swallowed take 4d8+18 points of crushing damage and furthermore must make Fortitude saves as if exposed to the dragon's breath weapon or suffer additional damage accordingly. The interior of the dracos has an Armour Class of 30; if 75 or more points of damage are dealt to its innards a reflex action causes all those trapped within to be coughed out, taking 4d10 points of buffeting and falling damage in the process.

Tail Sweep (Ex): Half-circle 40 ft. in diameter, Large or smaller opponents take 2d8+21 damage, Reflex DC 39 half. The save DC is Constitution-based.

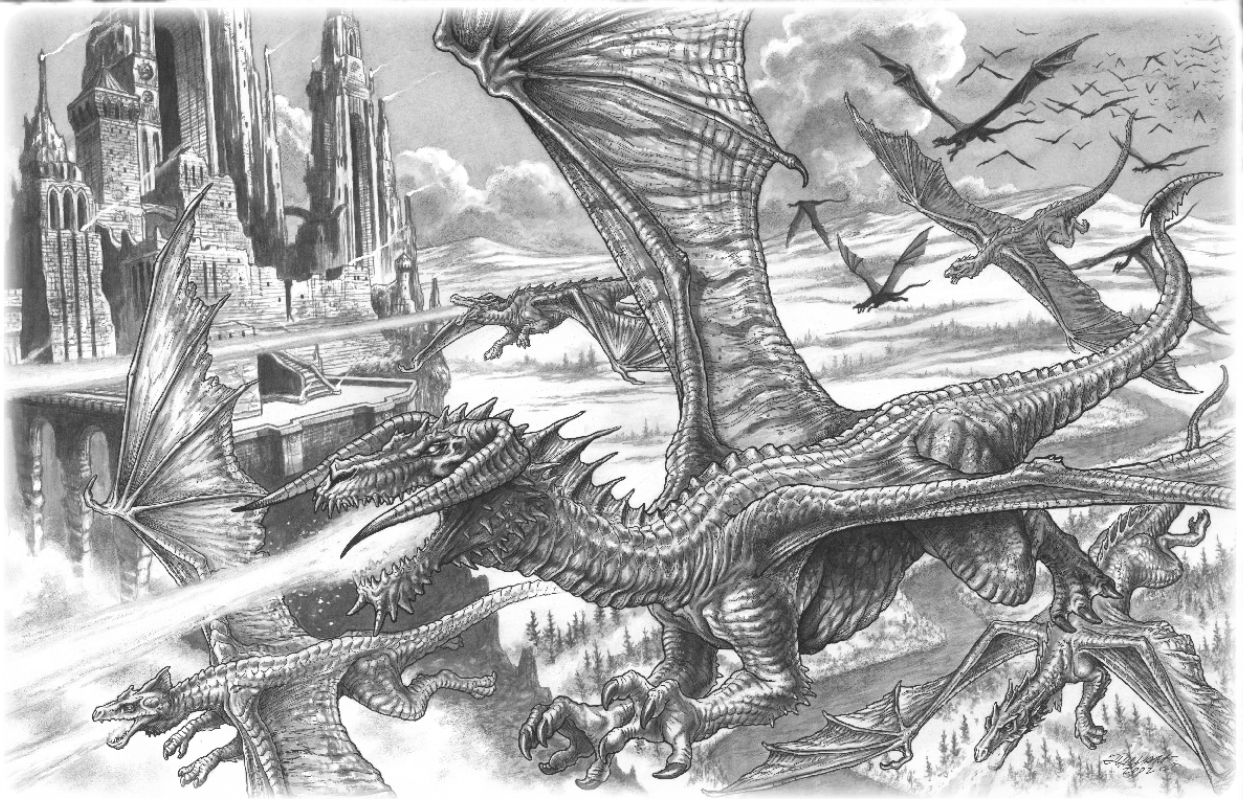
Skills: Bluff and Spellcraft are class skills for planar dragons.

Dragon, Advanced (Alternate Option)

The standard advancement rules allow dragons theoretically infinite progression even beyond the stage of great wurm. The following rules let dragons improve more than their Hit Dice as they progress to epic heights of power.

Age Category: A standard dragon gains one 'virtual age category' for every 3 Hit Dice it gains beyond the great wurm stage. Abilities that function once per day per age category or otherwise use the dragon's age category as part of a calculation use this adjusted number. Epic dragons gain one age category per 5 Hit Dice beyond great wurm.

Size: One important element of dragon advancement is increasing size. The dragons that do not reach Colossal size by the great wurm stage can never reach it according to the standard advancement rules. When advancing a dragon, consider its basic size group: lesser (white, black, brass, and copper dragons), ordinary (green, blue, and bronze dragons), greater (silver, red, and gold), or epic (force and prismatic). A dragon that is Tiny as a wyrmling is in the lesser group, a dragon that is Small



as a wyrmling and never reaches Colossal size is in the ordinary group, and a dragon that is Small to Large as a wyrmling and reaches Colossal by the great wyrm stage is in the greater group. A lesser dragon becomes Colossal when it gains two age categories (6 Hit Dice) beyond great wyrm. It increases to Colossal+ when it gains an additional four age categories (12 HD). An ordinary dragon becomes Colossal when it gains one age category (3 Hit Dice) beyond great wyrm. It increases to Colossal+ when it gains an additional four age categories (12 HD). A greater dragon becomes Colossal+ when it gains four age categories (12 HD) more than it needed to reach the Colossal size.

Epic dragons, already Colossal+ by the time they reach the great wyrm stage, do not increase in size thereafter. Use the information presented under the epic dragon entry, below, to determine the statistics of a Colossal+ dragon.

Armour Class: A dragon's natural armour bonus increases by +1 for every Hit Die it gains beyond the great wyrm stage. (This rule applies for lesser dragon advancement as well, since natural armour and Hit Dice always increase at the same rate.)

Breath Weapon: If a dragon's breath weapon deals damage, the damage typically increases by 2 dice for every virtual age category the dragon gains. The two exceptions among standard dragons are the brass and white dragons, whose breath weapon damage increases by only 1 die per age category. The saving throw DC against a dragon's breath weapon remains $10 + 1/2$ the dragon's Hit Dice + its Constitution modifier.

Spell Resistance: For standard advanced dragons, spell resistance increases by 2 per additional age category. For epic dragons, spell resistance increases by 3 (for force dragons) or 6 (for prismatic dragons) per additional age category.

Speed: When a dragon becomes Colossal, its fly speed increases by 50 feet and its manoeuvrability becomes clumsy. When it reaches Colossal+, its fly speed increases by another 50 feet, and its manoeuvrability remains clumsy. A dragon's land speed and other special movement types (swim, burrow, and so on) do not change.

Ability Scores: A great wyrm's Strength and Constitution scores both increase by +2 for every virtual age category the dragon gains. Its Dexterity remains unchanged. Its Intelligence, Wisdom and Charisma increase by +2 for every two age categories the dragon gains.

Special Abilities: Dragons do not gain additional spell-like abilities, but their damage reduction continues to increase as they gain Hit Dice. For most dragons (the exceptions being the force and prismatic dragons), the great wyrm's damage reduction increases to 15/epic after exceeding the great wyrm age category and the dragon's natural weapons count as epic weapons for the purposes of bypassing damage reduction.

Force and prismatic dragons have the following DR progression: wyrmling 10/magic, young 15/magic, young adult 15/epic, mature adult 20/epic, very old 25/epic.

Caster Level: A great wyrm's caster level increases by 2 for every virtual age category the dragon gains. As with the epic dragons described later, advanced dragons gain the Improved Spell Capacity feat as a bonus feat once for every three caster levels above 20th.

Feats: Like ordinary dragons, advanced dragons receive one feat for every 3 Hit Dice they have. Feats gained after the dragon attains great wyrm status can be epic feats.

Challenge Rating: For standard dragons, CR increases by 2 per additional age category. For epic dragons, CR increases by 3 per additional age category. All other dragon statistics are as presented for dragons in general and specific dragon varieties.

Dragon, Blaze (freigurn)

Gargantuan Dragon (Earth, Fire)

Hit Dice: 24d12+168 (324 hp)

Initiative: +5

Speed: 50 ft. (10 squares), burrow 20 ft., fly 80 ft. (clumsy)

Armour Class: 25 (-4 size, +1 Dex, +18 natural), touch 7, flat-footed 24

Base Attack/Grapple: +24/+48

Attack: Bite +32 melee (2d8+12) or claw +32 melee (2d6+12)

Full Attack: Bite +32 melee (2d8+12) and 2 claws +30 melee (2d6+6)

Space/Reach: 20 ft. /20 ft.

Special Attacks: Breath weapon, spell-like abilities, tremor

Special Qualities: Damage reduction 10/magic, darkvision 30 ft., elemental travel, low-light vision, immunity to fire, *sleep* and paralysis, resistance to acid 10 and electrical 10, vulnerability to cold

Saves: Fort +21, Ref +15, Will +17

Abilities: Str 34, Dex 12, Con 24, Int 15, Wis 16, Cha 21

Skills: Bluff +32, Escape Artist +28, Intimidate +36, Jump +24, Listen +30, Search +29, Spot +30, Survival +30 (+32 following tracks), Tumble +28

Feats: Ability Focus (tremor), Awesome Blow, Flyby Attack, Improved Bull Rush, Improved Sunder, Improved Initiative, Multiattack, Power Attack, Snatch

Environment: Warm mountains

Organisation: Solitary

Challenge Rating: 21

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 25-48 HD (Colossal)

Level Adjustment: —

In an explosion of hot rocks, the full mass of an auburn dragon comes into view. Its head has a monstrous appearance even for a dragon, with curved horns and fangs poking out at every angle. The beast roars furiously and small wisps of fire seem to shoot out of its eyes and mouth, as if the furnace of hate burning inside it could not be fully contained within.

Blaze dragons, also known as freigurnim (*sing.* Freigurn), are tied to both the earth and fire elements; in fact, some sages consider them a form of elemental rather than dragon.

Although blaze dragons are not considered 'true' dragons, they have all the required physical characteristics – two bat-like wings, four reptilian legs, a long tail and a lithe neck crowned by a horned reptilian head. The head of a blaze dragon is completely covered with fire-coloured, curved horns, of which the largest are the four horns above the beast's skull and the single horn on its muzzle tip. These horns continue on a line down the creature's spine to the single horn at the point of its tail.

Blaze dragons speak Common, Draconic, Ignan and Terran.

Combat

Blaze dragons are true warriors, always entering combat without either fear or mercy. They never walk into the fray without a good reason but, once they start a fight, they never back down. Blaze dragons enjoy using their teeth and claws almost as much as their devastating breath weapons.

Breath Weapon (Su): Once every 2d4 rounds, a blaze dragon may breathe a 60-foot cone of scorching pyroclastic material. Any creature caught in this cone must succeed at a Reflex save (DC 29, Constitution based) or suffer 12d8 points of fire damage and become pinned by molten rock for 2d4 rounds.

A creature that succeeds at this save does not become pinned and suffers only half damage from the blast. A pinned character may attempt to break free as a full-round action by succeeding at an Escape Artist or grapple check (DC 34, Strength based). A creature that fails to get free suffers 2d6 points of fire damage every round it remains pinned. It is possible to use the aid another action to help a pinned character pull free.

Spell-Like Abilities: At will—*burning hands* (DC 16), *produce flame*; 3/day—*soften earth and stone*, *stone shape*, *wall of fire* (DC 19); 1/day—*spike stones* (DC 19). Caster level 12th. Save DCs are Charisma based.

Tremor (Ex): By spending a full-round action, a blaze dragon may sink its talons or burrow below the ground and cause the land to violently shake and tremble. Creatures within 60 feet of a blaze dragon using this ability must succeed at a Reflex save (DC 36, Strength based) or fall prone and suffer 2d6 points of bludgeoning damage. Buildings on the area automatically suffer 2d8 points of damage. If the terrain allows it, this ability has a 50% chance of causing a landslide or avalanche, as detailed in chapter 3 of the *DMG*.

Elemental Travel (Su): A blaze dragon can travel to or from the elemental planes of Fire or Earth at will. Entering or leaving an elemental plane counts as a full-round action for a blaze dragon.

Dragon, Breeze (Delthaur)

Gargantuan Dragon (Air, Water)

Hit Dice: 24d12+144 (300 hp)

Initiative: +6

Speed: 50 ft. (10 squares), fly 180 ft. (average), swim 80 ft.

Armour Class: 25 (-4 size, +2 Dex, +17 natural), touch 8, flat-footed 23

Base Attack/Grapple: +24/+47

Attack: Bite +31 melee (2d10+16)

Full Attack: Bite +31 melee (2d10+16)

Space/Reach: 20 ft./20 ft.

Special Attacks: Breath weapon, spell-like abilities, storm

Special Qualities: Damage reduction 10/magic, darkvision 60 ft., elemental travel, low-light vision, immunity to electrical, paralysis and *sleep*, resistance to cold 10 and fire 10, water breathing

Saves: Fort +20, Ref +16, Will +17

Abilities: Str 32, Dex 15, Con 23, Int 15, Wis 16, Cha 21

Skills: Bluff +32, Escape Artist +29, Intimidate +36, Jump +23, Listen +30, Search +29, Spot +30, Survival +3 (+5 following tracks), Swim +46, Tumble +29

Feats: Ability Focus (storm), Combat Expertise, Dodge, Flyby Attack, Hover^B, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack, Wingover

Environment: Temperate lakes

Organisation: Solitary

Challenge Rating: 18

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 25-48 HD (Colossal)

Level Adjustment: —

With the force of a tidal wave or a hurricane, the blue-green shape of a flying dragon swoops down towards you as a herald of elemental doom. The beast has a long snake-like body; its wings as well as its crest seem to be made of a flimsy, almost transparent membrane. Whether by the creature's weird, resonant roar or by the curious shape of its muzzle, it would seem the dragon is laughing, no, cackling manically with the sheer delight of natural destruction.

Breeze dragons, also known as delthaurim (*sing.* delthaur) are related to both air and water, being equally capable swimmers and fliers. Their supple long bodies resemble the dragons found on oriental settings rather than the scaly dreadnoughts often referred to as 'true' dragons. Breeze dragons have four stunted, stubby legs below their bodies, but they rarely ever use them, preferring to travel through the air and water instead of the ground. Their heads are long and crocodile-like; the shape of their mouths and the vague hint of madness in their slanted eyes make it look as if they were always laughing. Their heads and ears are adorned by thin membranous crests; their wings are apparently made of this same membranous matter, in addition to the large flapping membrane covering their snakelike spine.

Breeze dragons speak Auran, Aquan, Common and Draconic.

Combat

Breeze dragons attack like the mad wind of destruction they represent, blindly devastating everything with their breath weapon, physical attacks and magical abilities. They enjoy pain and chaos, and their combat tactics involve always causing as much mayhem as they can, often sacrificing combat effectiveness for the sake of sheer pandemonium.

Breath Weapon (Su): Once every 2d4 rounds, a breeze dragon may breathe a 10-foot wide ball of sparkling blue lightning. Once breathed, this lightning ball flies independently, following enemies as if it had an intelligence of its own. The lightning ball has the same attack bonus as the breeze dragon (usually +31), and it deals electrical damage to any creature it touches. It can move 60 feet as a move action and make a touch attack as a standard action. It has 20 hit points, with damage reduction 20/magic. It is immune to acid, cold, electrical, fire, sonic and poison attacks. The damage dealt by the lightning ball depends on how many rounds have passed since the dragon breathed it. Compare the number of rounds since the lightning ball was breathed in the following table to determine the amount of electrical damage it deals with a successful touch attack:

LIGHTNING BALL DAMAGE

Round	Damage
1 st	4d10
2 nd	3d10
3 rd	2d10
4 th	1d10

Five rounds after the breeze dragon breathed it, or if the breeze dragon dies before five rounds have elapsed, the lightning ball immediately disappears. It is possible for more than one lightning ball breathed by the same breeze dragon to be in existence at the same time, provided it is able to breathe again before the previous lightning ball has disappeared.

Spell-Like Abilities: At will—*fog cloud*, *wind wall* (DC 18); 3/day—*gaseous form*, *control water* (DC 19), *control winds* (DC 20); 1/day—*chain lightning* (DC 21). Caster level 12th. Save DCs are Charisma based.

Storm (Ex): By spending a full-round action, a breeze dragon may whirl on itself and cause a powerful storm in the area. This storm lasts no more than one round, but for that round all Large or smaller creatures within 100 feet of the breeze dragon must succeed at a Reflex save (DC 35, Strength based) or be thrown to the four winds, suffering 2d6 points of bludgeoning damage and being moved back 1d20 feet. This ability has a 50% chance of causing a lightning bolt to fall upon one randomly chosen creature in the area (excluding the breeze dragon itself). This bolt deals 3d8 points of electrical damage (Reflex half DC 29, Charisma based).

Elemental Travel (Su): A breeze dragon can travel to or from the elemental planes of Air or Water at will. Entering or leaving an elemental plane counts as a full-round action for a breeze dragon.

Water Breathing (Ex): A breeze dragon can breathe indefinitely underwater; it can freely use its breath weapons, spells and spell-like abilities while underwater.

Skills: A breeze dragon gains a +8 racial bonus on all Swim checks. It can use the run action while swimming, provided it swims in a straight line; it can also take 10 on any Swim check, even when rushed or threatened.

Dragons, Epic

Epic dragons tends to be forces of nature that are more controlled by their personal preferences than the highly alignment focused nature of their chromatic and metallic brethren. Epic dragons advance in age categories just as regular tiered dragons who ever there is no draco invictus age for epic dragons.

All epic dragons speak Draconic.

EPIC DRAGON AGE CATEGORIES

Category	Age (Years)	
1	Wyrmling	0–10
2	Very young	11–30
3	Young	31–50
4	Juvenile	51–100
5	Young adult	101–200
6	Adult	201–400
7	Mature adult	401–800
8	Old	801–1,200
9	Very old	1,201–1,600
10	Ancient	1,601–2,000
11	Wyrm	2,001–2,400
12	Great wyrm	2,401+

EPIC DRAGON ATTACKS

Size	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Huge	2d8	2d6	1d8	2d6	2d8	2d4
Gargantuan	4d6	2d8	2d6	2d8	4d6	2d6
Colossal	4d8	4d6	2d8	4d6	4d8	2d8
Colossal+	8d6	4d8	4d6	4d8	8d6	4d6

Combat

Epic dragons share all the combat characteristics of standard dragons. Even wyrmling epic dragons are Huge, however, and are capable of making tail sweep and crush attacks. Although there is no size category larger than Colossal, the oldest epic dragons have a greater reach and deal more damage with their attacks than other Colossal dragons, as shown on the Epic Dragon Face and Reach and Epic Dragon Attacks tables below. In addition, the breath weapon of the oldest epic dragons is a larger cone than most Colossal dragons possess. The size modifier for these dragons remains –8.

EPIC DRAGON SPACE AND REACH

Size	Space/Reach
Huge	15 ft./10 ft.
Gargantuan	20 ft./15 ft.
Colossal	30 ft./20 ft.
Colossal+	30 ft./20 ft.

EPIC DRAGON BREATH WEAPONS

Size	Cone* (Length)
Huge	50 ft.
Gargantuan	60 ft.
Colossal	70 ft.
Colossal+	80 ft.

* A cone is as high and wide as its length.

Wyrmling epic dragons possess certain abilities that common dragons do not acquire until later in life, including frightful presence, spellcasting and spell resistance. An epic dragon with a caster level above 20th gains the Improved Spell Capacity feat as a bonus feat once for every three caster levels above 20th. Any epic dragon can choose epic feats for which it otherwise meets the prerequisites. Epic dragons also have access to dragon feats, as well as the additional feats described in this book.

Empower Spell-Like Ability: An epic dragon can apply the Empower Spell feat to one of its spell-like abilities that it can use at least twice per day. If the dragon has limited

use of the spell-like ability, the empowered ability uses up two uses of the ability. If the dragon can use the ability at will, there is no cost for empowering the ability. The dragon does not need to specify a spell-like ability when it chooses this feat; it can apply the feat to any spell-like ability it possesses.

Maximise Spell-Like Ability: The dragon can apply the Maximise Spell feat to one of its spell-like abilities that it can use at least three times per day. If the dragon has limited use of the spell-like ability, the maximised ability uses up three uses of the ability. If the dragon can use the ability at will, there is no cost for maximising the ability. The dragon does not need to specify a spell-like ability when it chooses this feat; it can apply the feat to any spell-like ability it possesses.

Epic dragons fly even faster than common dragons, and can cover greater distances.

EPIC DRAGON OVERLAND FLYING SPEEDS

	Flight Speed		
	250 feet	300 feet	350 feet
One Hour			
Normal	40 miles	50 miles	60 miles
Hustle	80 miles	100 miles	120 miles
One Day			
Normal	320 miles	400 miles	480 miles

Except as noted here, epic dragons conform to the general information that applies to all dragons given.

Epic Dragon, force

Dragon (Force)

Climate/Terrain: Any land and underground

Organisation: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 13; very young 19; young 21; juvenile 25; young adult 28; adult 31; mature adult 35; old 37; very old 39; ancient 43; wyrm 50; great wyrm 59

Treasure: Double standard

Alignment: Usually neutral

Advancement Range: Wyrmling 21–24 HD (Huge); very young 26–29 HD (Huge); young 31–34 HD (Gargantuan); juvenile 36–39 HD (Gargantuan); young adult 41–44 HD (Gargantuan); adult 46–49 HD (Gargantuan); mature adult 51–54 HD (Colossal); old 56–59 HD (Colossal); very old 61–64 HD (Colossal); ancient 66–69 HD (Colossal); wyrm 71–74 HD (Colossal+); great wyrm 76+ HD (Colossal+)

A shimmering that seems like movement is the only sign that you may not be alone...

Force dragons shun the company of others preferring solitude to contemplate the greater wonders of the multiverse. The diamond-like skin of a force dragon gives it a natural invisibility that is difficult to dispel.

Combat

Force dragons are not normally aggressive, but if cornered in their lairs or at risk of losing their treasure they will attack with a ferocity not known to other dragons.

A force dragon's natural weapons are treated as magic (wyrmling – juvenile) or epic (young adult – great wyrm) for the purpose of overcoming damage reduction.

Breath Weapon (Su): A force dragon has one type of breath weapon, a cone of force that tears through creatures and objects in its area to devastating effect.

Immune to Force (Ex): A force dragon cannot be harmed by any force effect, including *magic missiles*, *explosive runes*, *mage's sword*, the *sphere* spells, or any other spell or effect with the Force descriptor. It can move freely through barriers made of force, such as a *wall of force*.

Deflecting Force (Su): A force dragon is protected by a shield of force that provides a deflection bonus to its AC. The deflection bonus is equal to the dragon's Charisma bonus.

Blur (Su): When a force dragon reaches juvenile age, the force surrounding its body distorts the light around it so that it is hard to discern the dragon's exact location. This functions as a continuous *blur* spell, giving the dragon concealment (20% miss chance).

Displacement (Su): An old force dragon's deflecting force bends light even more extremely, giving the dragon the benefit of the *displacement* spell (50% miss chance). This supersedes its *blur* ability.

Invisibility (Su): A great wyrm force dragon is a creature of pure force, and is completely invisible (as though protected by *greater invisibility*). A creature that can see invisible creatures must still contend with the dragon's *displacement* ability.

Spell-Like Abilities: 3/day—*forcecage*, *maze*, *resilient sphere*, *telekinetic sphere*, *wall of force*. The DCs are Charisma-based.

Sample force Dragon, Adult

Gargantuan Dragon (Force)
Hit Dice: 45d12+585 (877 hp)
Initiative: +0

FORCE DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha
Wyrmling	H	20d12+100 (230)	31	10	21	18	19	18
Very young	H	25d12+150 (312)	35	10	23	22	23	22
Young	G	30d12+210 (405)	39	10	25	26	27	26
Juvenile	G	35d12+315 (542)	43	10	29	30	31	30
Young adult	G	40d12+440 (700)	47	10	33	34	35	34
Adult	G	45d12+585 (877)	51	10	37	38	39	38
Mature adult	C	50d12+750 (1,075)	55	10	41	42	43	42
Old	C	55d12+935 (1,292)	59	10	45	46	47	46
Very old	C	60d12+1,140 (1,530)	63	10	49	50	51	50
Ancient	C	65d12+1,365 (1,787)	67	10	53	54	55	54
Wyrm	C+	70d12+1,610 (2,065)	71	10	57	58	59	58
Great wyrm	C+	75d12+1,875 (2,362)	75	10	61	62	63	62

Age	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	+20/+38	+28	+17	+12	+16	5d12 (25)	24
Very young	+25/+45	+35	+20	+14	+20	10d12 (28)	28
Young	+30/+56	+40	+24	+17	+25	15d12 (32)	33
Juvenile	+35/+63	+47	+28	+19	+29	20d12 (36)	37
Young adult	+40/+70	+54	+33	+22	+34	25d12 (41)	42
Adult	+45/+77	+61	+37	+24	+38	30d12 (45)	46
Mature adult	+50/+88	+64	+42	+27	+43	35d12 (50)	51
Old	+55/+95	+71	+46	+29	+47	40d12 (54)	55
Very old	+60/+102	+78	+51	+32	+52	45d12 (59)	60
Ancient	+65/+109	+85	+55	+34	+56	50d12 (63)	64
Wyrm	+70/+116	+92	+60	+37	+61	55d12 (68)	69
Great wyrm	+75/+123	+99	+64	+39	+65	60d12 (72)	73

Speed: 60 ft. (12 squares), fly 300 ft. (clumsy)
Armour Class: 64 (-4 size, +14 deflection, +44 natural), touch 20, flat-footed 64
Base Attack/Grapple: +45/+77
Attack: Bite +61 melee (4d6+20, 19-20)
Full Attack: Bite +61 melee (4d6+20, 19-20), 2 claws +56 melee (2d6+10, 19-20), 2 wings +56 melee (2d6+10, 19-20), tail slap +56 melee (2d8+30, 19-20)
Space/Reach: 20 ft./15 ft.
Special Attacks: Crush 4d6+30 (DC 45), tail sweep 2d6+30 (DC 45), breath weapon, frightful presence (DC 46), spells (caster level 18th), spell-like abilities

Special Qualities: Immunities, DR 15/epic, spell resistance 39, blindsense 60ft., keen senses, deflecting force, blur (20% miss chance)
Saves: Fort +37, Ref +24, Will +38
Abilities: Str 51, Dex 10, Con 37, Int 38, Wis 39, Cha 38
Skills: Appraise +50, Bluff +62, Concentration +61, Craft (alchemy) +50, Diplomacy +74, Escape Artist +48, Gather Information +20, Intimidate +68, Jump +32, Knowledge (all) +56, Listen +64, Search +72, Sense Motive +50, Spellcraft +66, Spot +74
Feats: Alertness, Cleave, Combat Reflexes, Empower Spell-Like Ability, Flyby Attack, Hover, Improved Critical

FORCE DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 250 ft. (poor)	+0	31 (-2 size, +4 deflection, +19 natural), touch 12, flat-footed 31	Damage reduction 10/magic, deflecting force, immune to force	3rd	24
Very young	60 ft., fly 250 ft. (poor)	+0	38 (-2 size, +6 deflection, +24 natural), touch 14, flat-footed 38		6th	27
Young	60 ft., fly 300 ft. (clumsy)	+0	43 (-4 size, +8 deflection, +29 natural), touch 14, flat-footed 43	Damage reduction 15/magic	9th	30
Juvenile	60 ft., fly 300 ft. (clumsy)	+0	50 (-4 size, +10 deflection, +34 natural), touch 16, flat-footed 50	<i>Resilient sphere</i> , blur	12th	33
Young adult	60 ft., fly 300 ft. (clumsy)	+0	57 (-4 size, +12 deflection, +39 natural), touch 18, flat-footed 57	Damage reduction 15/epic	15th	36
Adult	60 ft., fly 300 ft. (clumsy)	+0	64 (-4 size, +14 deflection, +44 natural), touch 20, flat-footed 64	<i>Wall of force</i>	18th	39
Mature adult	60 ft., fly 300 ft. (clumsy)	+0	67 (-8 size, +16 deflection, +49 natural), touch 18, flat-footed 67	Damage reduction 20/epic	21st	42
Old	60 ft., fly 300 ft. (clumsy)	+0	74 (-8 size, +18 deflection, +54 natural), touch 20, flat-footed 74	<i>Forcecage</i> , displacement	24th	45
Very old	60 ft., fly 300 ft. (clumsy)	+0	81 (-8 size, +20 deflection, +59 natural), touch 22, flat-footed 81	Damage reduction 25/epic	27th	48
Ancient	60 ft., fly 300 ft. (clumsy)	+0	88 (-8 size, +22 deflection, +64 natural), touch 24, flat-footed 88	<i>Maze</i>	30th	51
Wyrm	60 ft., fly 350 ft. (clumsy)	+0	95 (-8 size, +24 deflection, +69 natural), touch 26, flat-footed 95		33rd	54
Great wyrm	60 ft., fly 350 ft. (clumsy)	+0	102 (-8 size, +26 deflection, +74 natural), touch 28, flat-footed 102	<i>Telekinetic sphere</i> , invisibility	36th	57

Advancement Range: Wyrmling 24–27 HD (Huge); very young 29–32 HD (Huge); young 34–37 HD (Gargantuan); juvenile 39–42 HD (Gargantuan); young adult 44–47 HD (Gargantuan); adult 49–52 HD (Gargantuan); mature adult 54–57 HD (Colossal); old 59–62 HD (Colossal); very old 64–67 HD (Colossal); ancient 69–72 HD (Colossal+); wyrm 74–77 HD (Colossal+); great wyrm 79+ HD (Colossal+)

This gigantic purple and pink dragon glows with a majestic radiance. As it moves cascading rainbows of colour dance across its wings and sing...

Prismatic dragons are friendly, approachable, boisterous and charming. They like the company of other creatures and will travel the multiverse in the search for new experiences and entertainment.

Combat

Prismatic dragons only kill those creatures foolish enough to attack them. They deal with such assaults viciously and quickly so that things can return to more entertaining pastimes.

A prismatic dragon's natural weapons are treated as magic (wyrmling – juvenile) or epic (young adult – great wyrm) for the purpose of overcoming damage reduction.

Breath Weapon (Su): A prismatic dragon has one type of breath weapon, a *prismatic spray* effect. The breath weapon's cone is of the size indicated by the dragon's size, not the normal cone for the spell.

Deflecting Force (Su): A prismatic dragon is protected by a shield of shimmering light similar to a *cloak of chaos* that provides a deflection bonus to its AC. The deflection bonus is equal to the dragon's Charisma bonus.

Immune to Light and Blindness (Ex): Prismatic dragons cannot be harmed by any light, including Evocation [Light] spells, *searing light*, and the various *prismatic* (*sphere, spray, wall*) spells. In addition, they are immune to any spell or effect that causes blindness.

Spell-Like Abilities: At will—*hypnotic pattern, rainbow pattern*; 3/day—*prismatic sphere, prismatic wall, sunbeam, sunburst*. The DC is Charisma-based.

Sample Prismatic Dragon, Old

Colossal Dragon

Hit Dice: 58d12+1,102 (1,479 hp)

Initiative: +4

Speed: 60 ft., fly 300 ft. (clumsy)

Armour Class: 78 (–8 size, +19 deflection, +57 natural), touch 21, flat-footed 78

(bite), Improved Critical (claws), Improved Critical (wings), Improved Critical (tail slap), Improved Initiative, Improved Sunder, Maximise Spell-Like Ability, Power Attack, Wingover

Epic Feats: Spell Knowledge

Climate/Terrain: Any land and underground

Organisation: Solitary, pair or family (1–2 and 2–5 offspring)

Challenge Rating: 31

Treasure: Double standard

Alignment: Usually neutral

Advancement: 46–49 HD (Gargantuan)

A force dragon's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of force, 60 ft., damage 30d12, Ref half (DC 45). The DC is Constitution-based.

Spell-Like Abilities: 3/day—*resilient sphere, wall of force*. Caster level 18th; save DC 24 + spell level.

Immunities (Ex): Immune to *sleep* and paralysis, immune to force effects.

Sorcerer Spells Known (6/10/10/9/9/9/8/7/5; base DC 24 + spell level): 0—*arcane mark, dancing lights, detect magic, flare, ghost sound, light, mending, open/close, read magic*; 1st—*disguise self, comprehend languages, detect secret doors, magic missile, true strike*; 2nd—*bull's strength, cat's grace, darkness, locate object, mirror image*; 3rd—*clairaudience/clairvoyance, fireball, haste, lightning bolt*; 4th—*charm monster, greater invisibility, scrying, stonewall*; 5th—*contact other plane, dream, hold monster, teleport*; 6th—*analyse dweomer, greater dispel magic, true seeing*; 7th—*forcecage, spell turning, summon monster VII*; 8th—*polymorph any object, protection from spells*; 9th—*time stop*.

Possessions: *Crystal ball with true seeing, circlet of eyes**, *pearl of power* (7th-level spell), 8,000 gp. *Variant of *robe of eyes*; benefit included in Search and Spot skill modifiers.

Epic Dragon, Prismatic

Dragon (Light)

Climate/Terrain: Any land and underground

Organisation: Wyrmling, very young, young, juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 14; very young 16; young 22; juvenile 30; young adult 34; adult 39; mature adult 43; old 48; very old 52; ancient 57; wyrm 61; great wyrm 66

Treasure: Double standard

Alignment: Usually neutral

PRISTINATIC DRAGONS BY AGE

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha
Wyrmling	H	23d12+138 (287)	29	10	23	20	21	20
Very young	H	28d12+196 (378)	33	10	25	24	25	24
Young	G	33d12+297 (511)	37	10	29	28	29	28
Juvenile	G	38d12+418 (665)	41	10	33	32	33	32
Young adult	G	43d12+559 (838)	45	10	37	36	37	36
Adult	C	48d12+720 (1,032)	49	10	41	40	41	40
Mature adult	C	53d12+901 (1,245)	53	10	45	44	45	44
Old	C	58d12+1,102 (1,479)	57	10	49	48	49	48
Very old	C	63d12+1,323 (1,732)	61	10	53	52	53	52
Ancient	C+	68d12+1,564 (2,006)	65	10	57	56	57	56
Wurm	C+	73d12+1,825 (2,299)	69	10	61	60	61	60
Great wurm	C+	78d12+2,106 (2,613)	73	10	65	64	65	64

Age	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
Wyrmling	+23/+40	+30	+19	+13	+18	27	26
Very young	+28/+47	+37	+23	+16	+23	31	31
Young	+33/+58	+42	+27	+18	+27	35	35
Juvenile	+38/+65	+49	+32	+21	+32	40	40
Young adult	+43/+72	+56	+36	+23	+36	44	44
Adult	+48/+83	+59	+41	+26	+41	49	49
Mature adult	+53/+90	+66	+45	+28	+45	53	53
Old	+58/+97	+73	+50	+31	+50	58	58
Very old	+63/+104	+80	+54	+33	+54	62	62
Ancient	+68/+111	+87	+59	+36	+59	67	67
Wurm	+73/+118	+94	+63	+38	+63	71	71
Great wurm	+78/+125	+101	+68	+41	+68	76	76

Base Attack/Grapple: +58/+97

Attack: Bite +74 melee (4d8+23, 19-20)

Full Attack: Bite +74 melee (4d8+23, 19-20) and 2 claws +69 melee (4d6+11) and 2 wings +68 melee (2d8+11) and tail slap +69 melee (4d6+34)

Space/Reach: 30 ft./20 ft

Special Attacks: Crush 4d8+34 (DC 58), tail sweep 2d8+34 (DC 58), breath weapon, frightful presence (DC 58), spells (caster level 26th), spell-like abilities

Special Qualities: Blindsight, damage reduction 20/epic, deflecting force, immunities, keen senses, spell resistance 66

Saves: Fort +50, Ref +31, Will +50

Abilities: Str 57, Dex 10, Con 49, Int 48, Wis 49, Cha 48

Skills: Balance +67, Bluff +80, Climb +84, Concentration +80, Diplomacy +92, Disable Device +80, Escape Artist +61, Gather Information +86, Heal +80, Intimidate +86, Jump +102, Knowledge (arcana) +80, Knowledge (local) +80, Listen +80, Move Silently +61, Open Lock +61, Perform (any two) +80, Search +80, Sense Motive +80, Spellcraft +86, Spot +80, Survival +80, Tumble +67, Use Magic Device +80

Feats: Cleave, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Sunder,

PRISMIATIC DRAGON ABILITIES BY AGE

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	60 ft., fly 250 ft. (poor)	+0	35 (-2 size, +5 deflection, +22 natural), touch 13, flat-footed 35	Damage reduction 10/magic, deflecting force, <i>hypnotic pattern</i> , immune to light and blindness	5th	24
Very young	60 ft., fly 250 ft. (poor)	+0	42 (-2 size, +7 deflection, +27 natural), touch 15, flat-footed 42		8th	30
Young	60 ft., fly 300 ft. (clumsy)	+0	47 (-4 size, +9 deflection, +32 natural), touch 15, flat-footed 47	Damage reduction 15/magic	11th	36
Juvenile	60 ft., fly 300 ft. (clumsy)	+0	54 (-4 size, +11 deflection, +37 natural), touch 17, flat-footed 54	<i>Rainbow pattern</i>	13th	42
Young adult	60 ft., fly 300 ft. (clumsy)	+0	61 (-4 size, +13 deflection, +42 natural), touch 19, flat-footed 61	Damage reduction 15/epic	17th	48
Adult	60 ft., fly 300 ft. (clumsy)	+0	64 (-8 size, +15 deflection, +47 natural), touch 17, flat-footed 64	<i>Sunbeam</i>	20th	54
Mature adult	60 ft., fly 300 ft. (clumsy)	+0	71 (-8 size, +17 deflection, +52 natural), touch 19, flat-footed 71	Damage reduction 20/epic	23rd	60
Old	60 ft., fly 300 ft. (clumsy)	+0	78 (-8 size, +19 deflection, +57 natural), touch 21, flat-footed 78	<i>Sunburst</i>	26th	66
Very old	60 ft., fly 300 ft. (clumsy)	+0	85 (-8 size, +21 deflection, +62 natural), touch 23, flat-footed 85	Damage reduction 25/epic	29th	68
Ancient	60 ft., fly 350 ft. (clumsy)	+0	92 (-8 size, +23 deflection, +67 natural), touch 25, flat-footed 92	<i>Prismatic wall</i>	32nd	74
Wyrm	60 ft., fly 350 ft. (clumsy)	+0	99 (-8 size, +25 deflection, +72 natural), touch 27, flat-footed 99		35th	80
Great wyrm	60 ft., fly 350 ft. (clumsy)	+0	106 (-8 size, +27 deflection, +77 natural), touch 29, flat-footed 106	<i>Prismatic sphere</i>	38th	86

Power Attack, Quicken Spell-Like Ability, Snatch, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (tail slap)

Epic Feats: Blinding Speed (x2), Improved Spell Capacity (9th), Improved Spell Capacity (9th), Spell Knowledge (x4)

Climate/Terrain: Any land and underground

Organisation: Solitary, pair or family (1–2 and 2–5 offspring)

Challenge Rating: 48

Treasure: Double standard

Alignment: Usually neutral

Advancement: 59–62 HD (Colossal)

A prismatic dragon's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of *prismatic spray*, 70 ft., effect as spell, Ref half (DC 58).

Spell-Like Abilities: At will—*hypnotic pattern*, *rainbow pattern*; 3/day—*sunbeam*, *sunburst*. Caster level 26th; save DC 29 + spell level. The DC is Charisma-based.

Immunities (Ex): Immune to *sleep* and paralysis effects, immune to light and blindness effects.

Sorcerer Spells Known (6/11/11/11/10/10/10/10/9/11; base DC 29 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *light*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*enlarge person*, *mage armour*, *magic missile*, *shield*, *true strike*, *unseen servant*; 2nd—*alter self*, *blur*, *darkness*, *detect thoughts*, *levitate*; 3rd—*blink*, *fireball*, *greater magic weapon*, *haste*, *tongues*, *wind wall*; 4th—*confusion*, *polymorph*, *scrying*, *stoneskin*; 5th—*baleful polymorph*, *dismissal*, *fabricate*, *passwall*, *wall of force*; 6th—*antimagic field*, *greater dispel magic*, *true seeing*; 7th—*forcecage*, *sequester*, *spell turning*, *greater teleport*; 8th—*greater planar binding*, *mass charm monster*, *symbol of death*, *temporal stasis*; 9th—*dominate monster*, *gate*, *imprisonment*, *time stop*, *wish*

Possessions: *Staff of the cosmos*, *ring of regeneration*, 15,563 gp.

Dragon, Hecaton

Hecaton dragons are true chromatic dragons that, through sinister magic or some horrible natural mutation, were born with or grew multiple heads. Any of the five types of chromatic dragon can become hecatons, gaining from one to eleven additional heads. Hecaton dragons are among the most dangerous monsters in the universe; the mightiest of them are fit opponents even for demigods or more powerful creatures.

Hecaton dragons speak all the languages normally possessed by normal dragons of their type.

Sample Hecaton Dragon

This hecaton uses a very old black dragon as the base creature. It has eight additional heads.

Hecaton Black Dragon, Very Old

Huge Dragon (Augmented, Water)

Hit Dice: 36d12+396 (630 hp)

Initiative: +4

Speed: 60 ft. (12 squares), fly 150 ft. (clumsy), swim 60 ft.

Armour Class: 35 (–2 size, +27 natural), touch 8, flat-footed 35

Base Attack/Grapple: +36/+54

Attack: 9 bites +45 melee (3d8+10)

Full Attack: 9 bites +45 melee (3d8+10) and 2 claws +42 melee (2d6+5) and 2 wings +42 melee (1d8+5) and tail slap +42 melee (2d6+15)

Space/Reach: 15 ft. /10 ft.

(15ft. with bite)

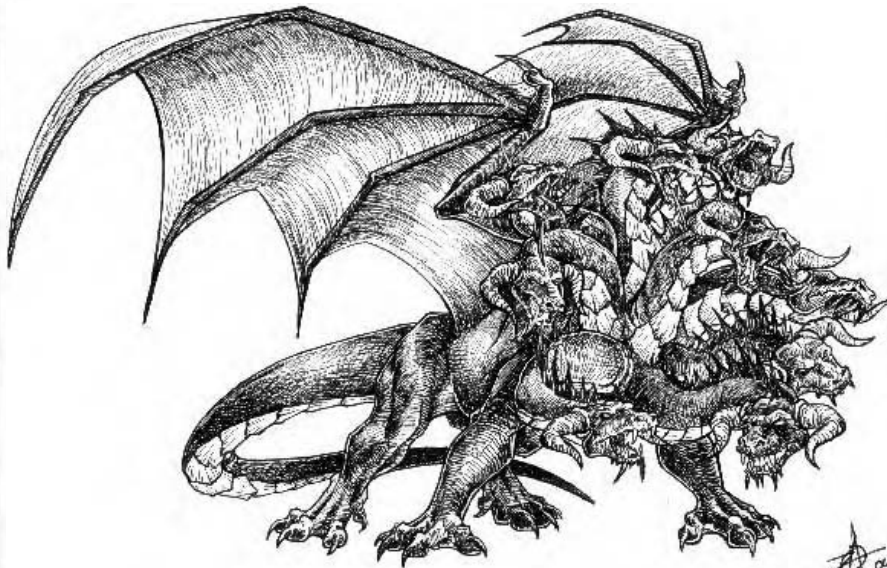
Special Attacks: Breath weapon, *corrupt water*, crush 2d8+15, *darkness*, frightful presence, spell-like abilities, spells

Special Qualities: Awareness, blindsense 60 ft., damage reduction 15/magic, darkvision 120 ft., immunity to acid, *sleep* and paralysis, low-light vision, spell resistance 23, water breathing

Saves: Fort +31, Ref +20, Will +25

Abilities: Str 31, Dex 10, Con 32, Int 16, Wis 17, Cha 16

Skills: Bluff +34, Diplomacy +34, Hide +23, Intimidate



+36, Listen +40, Move Silently +31, Search +38, Spot +40, Survival +3 (+5 following tracks), Swim +41
Feats: Alertness^B, Blind-Fight, Cleave, Combat Reflexes^B, Improved Initiative, Improved Natural Armour, Improved Natural Attack (bite), Improved Sunder, Multiattack, Power Attack, Snatch, Weapon Focus (bite), Wingover
Environment: Warm marshes
Organisation: Solitary
Challenge Rating: 22
Treasure: Quadruple standard
Alignment: Always chaotic evil
Advancement: 29-30 HD (very old), 31-33 HD (ancient), 34-36 HD (wyrms), 37+ HD (great wyrms)
Level Adjustment: —

This nightmarish creature resembles a black dragon in all respects, except it has nine heads. Each of the abomination's heads twists ferociously and independently as it slowly advances towards you.

Combat

All of the heads of a hecaton dragon fight ferociously as a single creature, usually attempting to concentrate their attacks on a single opponent.

Breath Weapon (Su): 100-foot line, damage 26d4 acid, Reflex half DC 47.

Corrupt Water (Sp): Once per day, a very old hecaton black dragon can stagnate 10 cubic feet of water, making it become still, foul and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 31, Charisma-based) or become fouled. This ability is the equivalent of a 1st level spell. Its range is 270 feet.

Crush (Ex): Area 15ft. by 15 ft., Smaller or smaller creatures take 2d8+15 points of bludgeoning damage and must succeed on a Reflex save (DC 39) or be pinned; grapple bonus +46.

Darkness (Sp): 3/day – as *darkness*, but 50 feet radius. Caster level 9th.

Frightful Presence (Ex): 270-foot radius, HD 35 or less, Will DC 31 negates.

Spell-like Abilities: 1/day—*plant growth*. Caster level 9th.

Spells: as 9th level sorcerer.

Typical sorcerer spells known (6/7/7/7/5; save DC 13 + spell level): 0—*acid splash, daze, detect magic, ghost sound, mage hand, prestidigitation, ray of frost, resistance*; 1st—*chill touch, mage armour, magic missile, protection from good, ray of enfeeblement*; 2nd—*acid arrow, blur, ghoul touch, summon swarm*; 3rd—*displacement, ray of exhaustion, stinking cloud*; 4th—*contagion, solid fog*.

Awareness (Ex): A hecaton dragon cannot be flanked, surprised or taken flat-footed as long as at least two of its

heads remain conscious. It is always awake, since it can divide rest periods among its many heads.

Water Breathing (Ex): A breeze dragon can breathe indefinitely underwater; it can freely use its breath weapons, spells and spell-like abilities while underwater.

Skills: A hecaton dragon gains a +4 racial bonus on all Listen, Spot and Search checks. It can always take 10 on Search checks, even if distracted or endangered.

Creating a Hecaton Dragon

'Hecaton dragon' is an inherited or acquired template that can be added to any evil chromatic (black, blue, green, red or white) dragon, hence referred to as the 'base creature'. A hecaton dragon has all the special abilities and traits of the base creature, except as follows:

Size and Type: Same as base creature.

Hit Dice: The hecaton dragon gains one dragon Hit Die per additional head, to a maximum of eleven additional Hit Dice/heads.

Speed: As base creature. The base creature's fly category is decreased one step. If the base creature's fly category was clumsy already, it loses the ability to fly.

Armour Class: As base creature.

Attack: As base creature. A hecaton dragon can make bite attacks with two or more of its heads as a single standard action. A hecaton dragon can make one attack of opportunity per head per round.

Full Attack: The hecaton dragon can make a separate bite attack with each of its heads, as part of its normal full attack routine. All of a hecaton dragon's bite attacks count as primary attacks, regardless of the number of heads possessed by the creature.

Damage: As base creature.

Special Attacks

Breath Weapon (Su): The hecaton dragon retains the breath weapon of the base creature; this breath weapon is still limited to one use every 1d4 rounds regardless of the number of heads. When a hecaton uses its breath weapon, all heads breathe at the same time. This gives the breath weapon an extra damage die of the appropriate type and increases the breath weapon's save DC by 1 per each additional head. Thus a hecaton dragon with six heads, whose breath weapon deals 12d8 damage and has a save DC of 28, gains an additional 5d8 damage (1d8 for each of its five additional heads), for a total of 17d8 damage dice, whenever it uses its breath weapon, plus the breath weapon's save DC is increased by 5 (for a total of 33).

Spells: A hecaton dragon requires only one head to cast a spell, so it can still cast spells if one or more of its heads

are disabled, as long as at least one head remains to cast them. Casting a spell still counts as a standard action for a hecaton dragon, and it still can cast no more than one spell per round, no matter how many free heads it has. If two or more heads focus simultaneously on casting the same spell, the spell's save DC is increased by 1 for each head that does nothing but concentrate on casting the spell. A hecaton dragon is normally assumed to use all its heads when casting any spell.

Spell-like Abilities: A hecaton dragon cannot use more than one spell-like ability per round, regardless of its number of heads.

Special Qualities

The hecaton dragon retains all the special qualities of the base creature and also gains the following:

Awareness (Ex): as long as at least two of its heads remain conscious, a hecaton dragon cannot be flanked, surprised or taken flat-footed. It is also always found awake, since it can divide rest periods among its many heads.

Saves: A hecaton dragon gains a +2 racial bonus on all Will saves.

Abilities: A hecaton dragon receives a bonus to its Constitution score equal to its total number of heads. Otherwise same as the base creature.

Skills: A hecaton dragon's multiple heads give it a +4 racial bonus on Listen, Search and Spot checks. A hecaton dragon with six or more heads can take 10 on any Search check, regardless of circumstances.

Feats: A hecaton dragon gains Alertness, Combat Reflexes and Multiattack as bonus feats, if it did not have them already.

Environment: As base creature

Organisation: Solitary

Challenge Rating: Adjust from the base creature as follows: two or three heads: +1; four to five heads: +2; six to seven heads: +3; eight or nine heads: +4; ten or more heads: +5.

Treasure: Increase to quadruple standard

Alignment: As base creature

Advancement: As base creature

Level Adjustment: —

Dragon Whale

Colossal Dragon (Aquatic)

Hit Dice: 42d12+462 (735 hp)

Initiative: +5

Speed: 20 ft. (4 squares), swim 80 ft.

Armour Class: 33 (-8 size, +1 Dex, +30 natural), touch 3, flat-footed 32

Base Attack/Grapple: +42/+75

Attack: Bite +52 melee (4d6+17) or claw +51 melee (3d6+17) or tail slap +52 melee (2d6+17)

Full Attack: Bite +52 melee (4d6+17) and 2 claws +46 melee (3d6+8) and tail slap +47 melee (2d6+8)

Space/Reach: 30 ft./20 ft.

Special Attacks: Breath weapon, capsizе, frightful presence, swallow whole

Special Qualities: Damage reduction 15/adamantine, darkvision 60 ft., immunity to *sleep* and paralysis, low-light vision, resistance to acid 20, cold 20 and fire 20

Saves: Fort +38, Ref +24, Will +26

Abilities: Str 45, Dex 12, Con 32, Int 5, Wis 17, Cha 17

Skills: Hide +14, Listen +23, Move Silently +30, Spot +23, Swim +66

Feats: Ability Focus (frightful presence), Cleave, Endurance, Great Cleave, Improved Initiative, Improved Overrun, Multiattack, Power Attack, Snatch, Stealthy, Weapon Focus (bite), Weapon Focus (tail slap)

Epic Feats: Dire Charge, Epic Fortitude, Snap

Environment: Any sea

Organisation: Solitary

Challenge Rating: 25

Treasure: Triple standard

Alignment: Usually chaotic evil

Advancement: 43+ (Colossal)

Level Adjustment: —

The creature coming out of the water appears as if borne out of sailors' tales or nightmares. It has a scaly, vaguely fish-like body, with two enormous claws where its frontal flippers should be. This nightmarish form ends in a massive horn-filled head, halfway between a dragon's and a pig's. Its huge, nearly human eyes only add to the



creature's monstrosity. It breathes a geyser of boiling vapour and charges into combat, making the waters simmer with hellish foam and causing the waves to agitate as if there was a seaquake.

Dragon whales are among the most fearsome creatures in existence. Endless sea monster tales have been told of these creatures, whose depictions adorn the mysterious limits of nearly every medieval naval map. A dragon whale appears as a Colossal scaly fish, with two gigantic claws it uses to rend and tear ships apart. The creature's head is pig-like but scaly, with draconic fangs and horns, fin-like ears and a gigantic set of humanoid eyes that make the creature seem more evil and grotesque

Dragon whales speak Draconic and their own language.

Combat

Dragon whales aggressively charge any foreign thing coming inside their territory, including ships, animals or even other dragon whales.

Breath Weapon (Su): As a standard action, a dragon whale may breathe a cone of boiling steam 60 feet long by 60 feet wide at the base; any creature caught inside this cone suffers 12d10 points of fire damage, with a Reflex save (DC 42, Constitution based) allowed for half damage. A dragon whale's breath weapon can be used underwater as well as above the surface.

Capsize (Ex): A submerged dragon whale that surfaces suddenly within 30 feet of a ship has a 40% chance of capsizing the ship. If the dragon whale surfaces directly below the ship, the capsize chance is doubled (80%). Add 20% to the capsize chance if the ship is less than 50 feet long.

Frightful Presence (Ex): Whenever a dragon whale attacks, creatures within 300 feet must succeed at a Will save (DC 36, Charisma based). A creature that succeeds on this save cannot be affected by the same dragon whale's frightful presence for the next 24 hours. On a failed save, a creature with 4 or less HD becomes panicked for 4d6 rounds and one with 5 or more HD becomes shaken for 4d6 rounds.

Swallow Whole (Ex): If a dragon whale wins a grapple against a Gargantuan or smaller creature or ship, it immediately swallows the creature or ship whole. All creatures and objects swallowed by a dragon whale suffer 4d6+17 points of crushing damage, 10 points of acid damage and 2d8 points of fire damage every round they remain inside the dragon whale. A swallowed victim may attempt to get free by cutting its way out of the dragon whale's stomach; this requires dealing 25 points of slashing or piercing damage to the dragon whale's interior (AC 25).

A dragon whale's stomach can hold two Gargantuan, four Huge, 16 Large, 64 Medium or 256 smaller creatures or

objects at the same time. Once a creature exits, muscular action closes the hole; another swallowed creature must make another exit.

A dragon whale's Cleave and Great Cleave feats actually allow it to swallow more than one creature or object each round, to the limit of its gizzard's capacity, as long as all the creatures or objects swallowed on a given round were dropped to less than 0 hit points by the dragon whale's bite attack.

Skills: A dragon whale gains a +8 racial bonus on all Swim checks. It can use the run action while swimming, provided it swims on a straight line. A dragon whale can always take 10 on Swim checks, even if rushed or threatened.

Dreadspawn

Colossal Outsider (Chaotic, Evil, Extraplanar, Voidspawn)

Hit Dice: 30d8+300 (435 hp)

Initiative: +7

Speed: 60 ft. (12 squares)

Armour Class: 41 (-8 size, -1 Dex, +40 natural), touch 1, flat-footed 41

Base Attack/Grapple: +30/+61

Attack: Claw +37 melee (4d6+15)

Full Attack: 6 claws +37 melee (4d6+15)

Space/Reach: 30 ft./20 ft.

Special Attacks: Cursed wail, gaze of betrayal, pinion, thundering claws

Special Qualities: Damage reduction 15/good and epic, entropy, immunities, resistance to cold 20 and fire 20, spell resistance 40, true seeing, voidspawn traits

Saves: Fort +29, Ref +16, Will +24

Abilities: Str 40, Dex 8, Con 31, Int 10, Wis 16, Cha 8

Skills: Climb +48, Intimidate +32, Jump +48, Listen +36, Search +33, Sense Motive +36, Spot +36, Swim +48

Feats: Ability Focus (gaze of betrayal), Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack

Epic Feats: Epic Will, Eternal Gaze, Improved Awesome Blow, Superior Initiative

Environment: The Void

Organisation: Solitary

Challenge Rating: 25

Treasure: None

Alignment: Always chaotic evil

Advancement: 31-60 HD (Colossal)

These colossal creatures look like eight-legged insectoid demons covered in chitinous plates. Its elongated, horned head possesses fiery eyes and a maw filled with foot-long fangs.

Created by the overwhelming sorrow of an elder god, dreadspawns are cursed bearers of divine energy. When a dreadspawn travels, its massive body stands nearly 50 feet high; but when stirred to battle, it rears on two legs and towers 80 feet above the ground.

While its capacity for physical destruction is prodigious, a dreadspawn's ability to damage an enemy's will, set friend against friend, and control the downward spiral of hopelessness makes it a far more terrifying foe. These powers come from a dreadspawn's heritage as the physical manifestation of divine grief. Their nature makes dreadspawn less aggressive than most evil outsiders, but no less wicked. They mournfully wander the wastes of their home plane, occasionally drawn to extreme examples of grief and misery in their need to feed on sorrow and regret. When they encounter living creatures, they attack in an attempt to spread their pain.

Dreadspawn do not speak.

Combat

Dreadspawn are unobtrusive combatants and attack without fear, but have mastered a few simple tactics. When a dreadspawn spots a threat or potential prey, it rushes forward to bring its foe into range of its gaze of betrayal. Once combat begins, it attacks opponents unaffected by its gaze, and tries to pinion spellcasters and badly wounded foes. A dreadspawn rarely holds back, and always fights to the death. After the second time it takes damage, it bellows its cursed wail.

A dreadspawn's natural weapons, as well as any weapons it wields, are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Cursed Wail (Su): Once per day, a dreadspawn can unleash a keening moan of heart-wrenching anguish and parental grief. Characters within 120 feet of the dreadspawn who fail a DC 24 Will save suffer the effects of *bestow curse* (-4 penalty version, caster level 20th). The save DC is Charisma-based. This is a sonic, necromantic effect.

Gaze of Betrayal (Su): 30 feet, Will DC 26 negates. Affected creatures attack loved ones and allies within sight for 2d4 rounds, doing their best to slay them (using any appropriate items, spells, and abilities). Targets are prioritised in this order: children and parents; siblings; other relatives; close friends; and other allies. A creature that makes a successful saving throw against the gaze is immune to further uses of that same dreadspawn's gaze of betrayal for 24 hours. Gaze of betrayal is a mind-affecting compulsion. The save DC is Charisma-based.

The dreadspawn feeds off the betrayals it causes: whenever an affected creature damages an ally, the dreadspawn gains a number of temporary hit points equal to the damage taken. These temporary hit points last 1 hour.

Pinion (Ex): If a dreadspawn hits a Gargantuan or smaller creature with a claw attack, it deals normal damage and can attempt to start a grapple as a free action without provoking an attack of opportunity. No initial touch attack is required. If the check is successful, the victim is pulled into the dreadspawn's space and automatically pinned as the dreadspawn's claw presses the foe to the earth. The dreadspawn is not considered grappled, still threatens an area and can use its remaining attacks against other opponents. If the foe later escapes from the pin, it escapes from the grapple altogether. If the foe fails at an escape attempt, it takes automatic claw damage.

Thundering Claws (Su): A dreadspawn's claws deal an extra 1d8 points of sonic damage on a successful critical hit. Subjects dealt a critical hit by a dreadspawn's claw attack must make a DC 40 Fortitude save or be deafened permanently. The save DC is Strength-based.

Entropy (Su): When an enemy within 60 feet attacks a dreadspawn and misses, that creature's next attack roll against the dreadspawn suffers a -1 penalty as it experiences feelings of despair and hopelessness. The penalty is cumulative, with a maximum of -8. The penalty is negated once the creature makes a successful attack against the dreadspawn, or once the dreadspawn dies.

Immunities (Ex): A dreadspawn is immune to polymorphing, petrification or any form-altering attack. It is not subject to ability drain, energy drain or ability damage, and is immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). The dreadspawn is also immune to the effects of negative energy. The dreadspawn is not subject to death by massive damage.

True Seeing (Su): A dreadspawn has a continuous *true seeing* ability, as the spell (caster level 20th).

Voidspawn: Calling and summoning spells cast within 30 feet gain the evil descriptor (altering their effects, in the case of spells where the creature conjured is affected by the descriptor), even if the caster could not normally cast evil spells. A creature that kills a dreadspawn must succeed on a DC 24 Will save or have the dreadspawn's aura cling to it for 24 hours. While the evil aura does not replace the creature's natural aura, it is revealed as surrounding the creature by *detect evil* spells and similar effects. This save DC is Charisma-based.

E

Ei'risai Lords

As the fiends are to evil, and the angels to good, the ei'risai (both singular and plural) are to pure, primal chaos. Found on many of the wildest planes, they bask in the churning forces and bursts of energy that are chaos and madness incarnate. No two are precisely alike, for nothing in their biology is ordered or predictable. That said, they can be divided into five general types (lesser, medial, greater, master and ancestor). The ei'risai society, if it can be called that, worships two beings of immense power called ei'risai lords (the Lord of Entropy and Lord of the Insane).

Although not evil in the most technical terms, the ei'risai lord live for disorder and turmoil, and their presence on the material plane almost always ends in violence, pain and death. They are fearsome creatures, whose chaotic natures belie their intelligence, their cunning and their ability to plan. (For more information on the five general types of ei'risai, see *The Iconic Bestiary: Classics of Fantasy* published in PDF by Lion's Den Press (distributed via Ronin Arts).

All ei'risai lords possess the following special attack:

Pandemoniac Corruption (Ex): The ei'risai do not reproduce through normal means. Rather, they infect their victims with a supernatural substance, somewhere between a poison and a plague. Any time someone is injured by an ei'risai's natural attack, he must attempt a Fortitude save (DC varies by type, and is Constitution based). If he succeeds, the injected substance does not take hold in his system, and he is immune to the pandemoniac corruption of that particular ei'risai for 24 hours.

If the victim fails, a faint oil secreted by all ei'risai works its way into his bloodstream. The victim appears perfectly normal and healthy for 3d6 days. Once that time expires, the victim suddenly grows deathly ill. He develops open lesions all over his body, which slowly leak a strange, dull grey fluid.

His eyes glaze over with a green film, and he begins to cough up mucus tainted with blood and that same grey sludge. He suffers a penalty of 1d10+5 to all ability scores (roll separately for each), minimum 1. At any point in the process, even before symptoms are visible, a *remove disease* spell destroys the substance in the bloodstream. Once symptoms are visible, a DC 25 Heal check can also save the victim. Because this requires various herbs and substances that are toxic in their own right, however, each Heal attempt (successful or not) requires that the victim make a Fortitude save or suffer 1 point of Constitution damage.

The victim dies 3d12 hours after symptoms first appear, unless he has been cured. The corpse immediately bursts open in a cloud of corruption and decay, and a new ei'risai emerges. This is normally a lesser ei'risai, but if the

victim was a spellcaster who drew on extraplanar sources for his magic (such as a cleric who called on a specific deity, or a wizard specialised in conjuration spells), the emergent ei'risai is of the medial variety.

Ei'risai Lord: Lord of Entropy

Large Outsider (Chaotic, Extraplanar)

Hit Dice: 48d8+624 (1,008 hp)

Initiative: +12

Speed: 40 ft. (8 squares)

Armour Class: 53 (-1 size, +8 Dex, +27 natural, +9 insight), touch 26, flat-footed 45

Base Attack/Grapple: +48/+65

Attack: +5 *anarchic scythe* +66 melee (2d6+24, 19-20, x4 plus 3d6) or slam +60 melee (2d6+19 plus pandemoniac corruption)

Full Attack: +5 *anarchic scythe* +66/+61/+56/+51 melee (2d6+24, 19-20, x4 plus 3d6) or 2 slams +60 melee (2d6+19 plus pandemoniac corruption)

Space/Reach: 10 ft./10 ft.

Special Attacks: Control undead, death strike, pandemoniac corruption, spell-like abilities, *summon ei'risai*

Special Qualities: Damage reduction 20/epic and lawful, darkvision 60 ft., fast healing 15, outsider traits, plane shift, resistance to acid 10, cold 10, electrical 10, fire 10, and sonic 10, telepathy 100 ft., spell resistance 39

Saves: Fort +39, Ref +34, Will +35

Abilities: Str 36, Dex 27, Con 37, Int 28, Wis 28, Cha 26

Skills: Balance +30, Climb +64, Concentration +60, Diplomacy +63, Escape Artist +45, Handle Animal +50, Intimidate +59, Knowledge (arcana) +56, Knowledge (history) +51, Knowledge (the planes) +56, Knowledge (religion) +58, Listen +60, Move Silently +41, Ride +61, Search +49, Sense Motive +53, Spellcraft +63 (+67 scrolls), Spot +60, Survival +52 (+54 on other planes, +54 following tracks), Use Magic Device +30 (+32 scrolls)

Feats: Blind-Fight, Cleave, Combat Casting, Dodge, Great Cleave, Improved Critical (scythe), Improved Disarm, Improved Initiative, Improved Sunder, Mobility, Power Attack, Quicken Spell-Like Ability (*fireball*), Track, Weapon Focus (scythe)

Epic Feats: Dire Charge, Overwhelming Critical (scythe), Reflective Spell Resistance

Environment: Any chaotic plane

Organisation: Solitary or troupe (Lord of Entropy plus 1-2 ancestor ei'risai)

Challenge Rating: 29

Treasure: Triple standard, plus +5 anarchic scythe

Alignment: Always chaotic neutral

Advancement: —

Level Adjustment: —

This creature stands about twice the size of a human and appears as a skeletal humanoid cloaked in impenetrable darkness. Two huge, 15-foot long, bat-like wings protrude from its shoulders. His eyes are hollow sockets of white light.

The Ei'risai Lord of Entropy is believed by some to be the supreme ruler of the ei'risai race. He is a true agent of Chaos as can be seen in his actions and mood. Few have witnessed his true power, and those who have never speak of such experiences.

Hushed whispers among the ei'risai say this is in fact a guise and not his true form. It is believed that his true form is that of a 15-foot tall black-skinned demon.

The Ei'risai Lord of Entropy speaks Abyssal, Celestial, Common, Daemonic, Draconic, Ei'risai, Goblin, Infernal, Terran and Undercommon.

Combat

The Ei'risai Lord of Entropy's primary attack is with his scythe. He attacks relentlessly with it in combat, mixing in his spell-like abilities as he sees fit.

The Ei'risai Lord of Entropy's natural weapons, as well as any weapon he wields, are considered chaotic-aligned and epic weapons for the purpose of overcoming damage reduction.

Control Undead (Su): Twice per day when on the Material Plane, the ei'risai lord can control undead as the spell (caster level 29th).

Death Strike (Su): If the Ei'risai Lord of Entropy scores a natural 20 on its attack roll with his scythe and confirms the critical hit, that opponent must succeed on a DC 35 Fortitude save or die. Creatures slain can be raised normally, but there is only a 50% chance that such magic works. Even if the Fortitude save succeeds, a creature struck takes 8d6 points of damage (which may be enough to kill it anyway). This ability only functions in the hands of the Ei'risai Lord of Entropy.

Pandemoniac Corruption (Ex): The Ei'risai Lord of Entropy's corruption can be resisted with a DC 47 Fortitude save. The save DC is Constitution-based.

Spell-Like Abilities: At will—*animate objects*, *chaos hammer* (DC 22), *cloak of chaos* (DC 26), *deeper darkness*, *detect magic*, *dispel law* (DC 23), *fear* (DC 22), *fireball* (DC 21), *fly*, *identify*, *invisibility* (self only), *magic circle against law*, *mass charm monster* (DC 26), *power word blind*, *see invisibility*, *silent image* (DC 19); 2/day—*circle of death* (DC 24), *word of chaos* (DC 25); 1/day—*cloak of chaos* (DC 26), *finger of death* (DC 25), *power word kill*, *storm of vengeance* (DC 27). Caster level 29th. The save DCs are Charisma-based.

Plane Shift (Sp): The Ei'risai Lord of Entropy can enter any of the outer planes, the inner planes or the Material Plane. This ability transports the Ei'risai Lord of Entropy and up to six other creatures, provided they all link hands. It is otherwise similar to the spell of the same name (caster level 20th).

Summon Er'risai (Sp): Three times per day, the Ei'risai Lord of Entropy can automatically summon 3 lesser, medial, or greater ei'risai or 2 master or ancestor ei'risai. This ability is the equivalent of a 9th-level spell.

Anarchic Scythe: The Ei'risai Lord's +5 *scythe* has the *anarchic* special ability. It is chaotically aligned and infused with the power of chaos. It makes the weapon chaos-aligned and thus bypasses the corresponding damage reduction. It deals an extra 2d6 points of damage against all of lawful alignment. It bestows one negative level on any lawful creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including restoration spells) while the weapon is wielded.

The Ei'risai Lord's Mount

When visiting the Material Plane, the ei'risai lord rides an ancient brass dragon named Ryssk.

Ryssk, Ancient Brass Dragon: CR 20; SZ H; HD 31d12+248; hp 449; Init +4; Spd 60 ft. (12 squares), burrow 30 ft., fly 200 ft. (poor); AC 38 (-2 size, +30 natural), touch 8, flatfooted 38; BAB/Grp +31/+50; Atk bite +43 melee (2d8+11); Full Atk bite +41 melee (2d8+11) and 2 claws +36 melee (2d6+5) and 2 wings +35 melee (1d8+5) and tail slap +35 melee (2d6+16); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA breath weapon (100-ft. line of fire, 10d6, Ref DC 33 for half; cone of sleep, Will save DC 33, 1d6+10 rounds), crush, frightful presence (Will DC 30), spell like abilities, spells; SQ darkvision (1,000 ft.), dragon traits, keen senses, low-light vision, immunity to fire, vulnerability to cold, damage reduction (15/magic), SR 27; AL CG; SV Fort +25, Ref +17, Will +22; Str 33, Dex 10, Con 27, Int 20, Wis 21, Cha 20.

Skills: Bluff +39, Concentration +42, Diplomacy +47, Escape Artist +34, Intimidate +43, Knowledge (arcana) +39, Listen +39, Search +39, Sense Motive +39, Spot +39, Use Magic Device +39.

Feats: Cleave, Flyby Attack, Great Cleave, Hover, Improved Initiative, Maximise Spell, Power Attack, Snatch, Weapon Focus (bite), Weapon Focus (claw), Wingover.

Spell-Like Abilities: At will—speak with animals; 3/day—endure elements (100-ft. radius); 1/day—control winds, control weather, suggestion.

Sorcerer Spells Known (Cast per Day 6/8/7/7/7/6/4; save DC 15 + spell level, caster level 15th): 0—*dancing lights*, *daze*, *disrupt undead*, *flare*, *light*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*; 1st—*animate rope*, *burning hands*, *magic missile*, *obscuring mist*,

true strike; 2nd—*blur, daylight, detect thoughts, see invisibility, web*; 3rd—*fireball, magic circle against law, ray of exhaustion, water breathing*; 4th—*charm monster, confusion, remove curse, wall of fire*; 5th—*dismissal, feeblemind, hold monster, telekinesis*; 6th—*antimagic field, geas/quest, mage's lucubration*; 7th—*mass hold person, spell turning*.

Ei'risai Lord: Lord of the Insane

Medium Outsider (Chaotic, Extraplanar)

Hit Dice: 40d8+600 (920 hp)

Initiative: +14

Speed: 40 ft. (8 squares) fly 60 ft. (average)

Armour Class: 47 (+3 Dex, +26 natural, +8 insight), touch 21, flat-footed 44

Base Attack/Grapple: +40/+53

Attack: Slam +54 melee (1d8+13 plus energy drain plus pandemoniac corruption)

Full Attack: 3 slams +54 melee (1d8+13 plus energy drain plus pandemoniac corruption)

Space/Reach: 5 ft./5 ft. (10 ft. with slam)

Special Attacks: Energy drain, pandemoniac corruption, spell-like abilities, *summon ei'risai*

Special Qualities: Amorphous, change shape, damage reduction 20/epic and lawful, darkvision 60 ft., fast healing 15, outsider traits, plane shift, resistance to acid 10, cold 10, electricity 10, fire 10, and sonic 10, spell resistance 37, telepathy 100 ft.

Saves: Fort +37, Ref +28, Will +30

Abilities: Str 36, Dex 22, Con 40, Int 26, Wis 26, Cha 26

Skills: Balance +31, Climb +56, Concentration +58, Diplomacy +42, Escape Artist +49, Hide +34, Intimidate +51, Knowledge (arcana) +51, Knowledge (history) +28, Knowledge (the planes) +51, Knowledge (religion) +51, Listen +51, Move Silently +49, Search +51, Sense Motive +41, Spellcraft +55, Spot +51, Survival +44 (+46 on other planes, +46 following tracks)

Feats: Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Disarm, Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus (slam)

Epic Feats: Improved Combat Reflexes, Spellcasting Harrier, Superior Initiative

Environment: Any chaotic plane

Organisation: Solitary or troupe (Lord of the Insane plus 1-2 ancestor ei'risai)

Challenge Rating: 27

Treasure: Triple standard

Alignment: Always chaotic neutral

Advancement: —

Level Adjustment: —

This creature looks like a dark gold amoeba with an oversized humanoid brain floating in its center. Three long, black tentacles extend from its body, writhing constantly. The Ei'risai Lord of the Insane is one of the most powerful ei'risai lords in existence, and no ei'risai questions his authority or rulership, even the other ei'risai lords.

The Ei'risai Lord of the Insane is one of the few ei'risai lords that enjoys travelling the planes and often enters the Material Plane disguised as a tall, mystical warrior adorned in black plate armour. In the outer planes, he is often encountered in his amoeba form or that of a great golden-skinned demon.

The Ei'risai Lord of the Insane generally covers an area about 5 feet wide and feet tall, but being similar in makeup to an ooze, can flatten his form and cover a greater area or squeeze through openings much smaller than would normally be allowed. His tentacles are 10 feet long.

The Ei'risai Lord of the Insane speaks Abyssal, Celestial, Common, Daemonic, Draconic, Ei'risai, Goblin, Infernal and Undercommon.

Combat

The Ei'risai Lord of the Insane attacks using his spell-like abilities and slam attacks.

His natural weapons, as well as any weapon he wields, are considered chaotic-aligned and epic weapons for the purpose of overcoming damage reduction.

Energy Drain (Su): Living creatures hit by the ei'risai lord's slam attack gain 3 negative levels. The DC is 45 for the Fortitude save to remove a negative level. The DC is Constitution-based.

Pandemoniac Corruption (Ex): The Ei'risai Lord of the Insane's corruption can be resisted with a DC 45 Fortitude save. The save DC is Constitution-based.

Spell-Like Abilities: At will—*animate objects, chaos hammer* (DC 22), *deeper darkness, detect magic, dispel law* (DC 23), *fear* (DC 22), *fireball* (DC 21), *invisibility* (self only), *magic circle against law, mass charm monster* (DC 26), *power word blind, see invisibility, shatter* (DC 20); 2/day—*circle of death* (DC 24), *symbol of insanity* (DC 26), *word of chaos* (DC 25); 1/day—*finger of death* (DC 25), *implosion* (DC 27). Caster level 27th. The save DCs are Charisma-based.

Amorphous (Ex): The Ei'risai Lord of the Insane is not subject to critical hits, and having no clear front or back, cannot be flanked.

Change Shape (Su): The Ei'risai Lord of the Insane can assume the shape of a humanoid as a standard action. In humanoid form, the ei'risai lord cannot use its natural weapons and does not deal negative levels. He usually assumes as a human male fighter cloaked in black plate armour wielding an iron black longsword (purportedly the legendary black sword: a +3 *longsword* that stuns any creature struck, as if by the *power word stun* spell, for 1d10 minutes if the victim fails a Fortitude save at DC 24).

Plane Shift (Sp): The Ei'risai Lord of the Insane can enter any of the outer planes, the inner planes or the Material Plane. This ability transports the ei'risai lord and up to six

other creatures, provided they are all touching the ei'risai lord. It is otherwise similar to the spell of the same name (caster level 20th).

Summon Ei'risai (Sp): Three times per day, the Ei'risai Lord of the Insane can automatically summon 3 lesser, medial, or greater ei'risai or 2 master or ancestor ei'risai. This ability is the equivalent of a 9th-level spell.

Elemental, Calamity

Calamity elementals used to be common members of their species before their essences were taken and perverted by the dark powers of destruction. Each of these creatures is associated not to an element but to an elemental catastrophe; its special attacks and qualities are always tied to destructive manifestations of its respective element.

Calamity Elemental Traits: All calamity elementals share the following special abilities:

Devour (Ex): By spending a full-round action, a calamity elemental can engulf a single Huge or smaller creature and capture it inside its body. The target is allowed a Reflex save (DC equal to $10 + \frac{1}{2}$ the calamity elemental's HD + the calamity elemental's Strength modifier) to avoid being devoured. A devoured creature is considered grappled, while the calamity elemental is not. A devoured creature suffers damage equal to the corresponding calamity elemental's primary attack each round. A devoured creature may only escape by succeeding at an Escape Artist or grapple check (DC equal to the calamity elemental's grapple check). A calamity elemental may hold up to two Huge, four Large, eight Medium, 16 Small or 32 smaller creatures simultaneously.

Dark Form (Su): Besides their corresponding element, calamity elementals are made of the essence of darkness, being utterly featureless and even negating light sources by their very presence. Spells such as *continual light*, *dancing lights*, *daylight*, *flare* and *light* do not work within 5 feet of a calamity elemental, and the calamity elementals themselves are immune to the effects of such spells. The body of any calamity elemental blocks all normal visibility 5 feet away (even darkvision), and creatures in the area have concealment (20% miss chance).

All calamity elementals share the following statistics:

Environment: Chaotic evil and elemental planes

Organisation: Solitary

Challenge Rating: 24

Treasure: None

Alignment: Always chaotic evil

Advancement: 44+ HD (Colossal)

Level Adjustment: —

Hurricane Elemental

Colossal Elemental (Air, Extraplanar)

Hit Dice: 43d8+407 (600 hp)

Initiative: +19

Speed: Fly 200 ft. (perfect) (40 squares)

Armour Class: 39 (–8 size, +11 Dex, +26 natural), touch 13, flat-footed 28

Base Attack/Grapple: +32/+61

Attack: Buffet +37 melee (6d8+19)

Full Attack: Buffet +37 melee (6d8+19)

Space/Reach: 40 ft./40 ft.

Special Attacks: Devour, hurricane

Special Qualities: Damage reduction 15/good, dark form, darkvision 60 ft., elemental traits, hurricane form

Saves: Fort +23, Ref +34, Will +14

Abilities: Str 36, Dex 32, Con 28, Int 8, Wis 11, Cha 14

Skills: Intimidate +24, Listen +14, Spot +14

Feats: Ability Focus (hurricane), Alertness, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Flyby

Attack, Improved Initiative, Mobility, Power Attack

Epic Feats: Blinding Speed, Epic Toughness, Improved

Combat Reflexes, Penetrate Damage Reduction

(adamantine), Superior Initiative

The being, if indeed this is a monster and not a freak weather effect, appears as a dark, living mass of stormy air and rolling black clouds. Again, if this was a living creature, then surely those two bright, evil slits would be its eyes – otherwise they must be an imminent storm.

Hurricane elementals are the air element given form, life and an endless, immeasurable fury. They look like living tempests, with a body made of storm winds and black clouds, a voice made of thunder and rumbling gales and eyes made of the occasional flash of lightning. If the thing could be said to have a size, it would probably be Colossal or even larger.

Hurricane elementals speak Abyssal and Auran.

Combat

Hurricane elementals attack by unleashing themselves on opponents, preferring to use their hurricane special attack or to fly over an enemy party and use its Combat Reflexes and high Dexterity to literally rain blows upon them.

A hurricane elemental's attacks are considered epic and evil-aligned for the purpose of overcoming damage reduction.

Devour (Ex): 4d8 bludgeoning damage each round, save DC 44, grapple bonus +61. The save DC is Strength based.

Hurricane (Su): As a full-round action, a hurricane elemental may unleash a hurricane attack upon all creatures near it. Any Gargantuan or smaller creature within 15 feet of a hurricane elemental using this ability

must succeed at a Reflex save (DC 46) or suffer 4d8 bludgeoning damage from the winds' force. This is in addition to the effect caused when a hurricane elemental enters a space occupied by another creature (see below). While using this ability, a hurricane elemental cannot make buffet attacks and does not threaten any area. The save is DC is Strength based.

Hurricane Form (Ex): A hurricane elemental never provokes attacks of opportunity by moving, even if it enters a space occupied by other creatures. The body of a hurricane elemental acts as a *fog cloud* spell, obscuring vision 5 feet away (including darkvision) and giving concealment to creatures in the same space as the hurricane elemental. It is impossible to make ranged weapon attacks in the area occupied by a hurricane elemental; therefore a hurricane elemental is usually immune to attacks from bows, crossbows, slings or thrown weapons.

Large or smaller creatures cannot enter the area occupied by a hurricane elemental. If a hurricane elemental forcibly enters an occupied area, it causes all Large or smaller creatures already occupying the area to be blown away 1d6x10 feet, suffering 1d4 points of nonlethal damage per 10 feet. Flying creatures suffer twice this damage.



Inferno Elemental

Colossal Elemental (Fire, Extraplanar)

Hit Dice: 43d8+387 (580 hp)

Initiative: +18

Speed: 60 ft. (12 squares)

Armour Class: 40 (-8 size, +14 Dex, +24 natural), touch 16, flat-footed 26

Base Attack/Grapple: +32/+56

Attack: Slam +34 melee (4d8+8 plus 4d8 fire)

Full Attack: 2 slams +34 melee (4d8+8 plus 4d8 fire)

Space/Reach: 40 ft./40 ft.

Special Attacks: Blaze form, devour

Special Qualities: Damage reduction 15/good, dark form, darkvision 60 ft., elemental traits, fire subtype

Saves: Fort +23, Ref +37, Will +14

Abilities: Str 26, Dex 38, Con 28, Int 6, Wis 11, Cha 14

Skills: Jump +20, Intimidate +22, Listen +15, Spot +15

Feats: Ability Focus (blaze form), Alertness, Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack

Epic Feats: Blinding Speed (x2), Dire Charge, Energy Feeder (fire), Epic Prowess (x2), Improved Combat Reflexes, Penetrate Damage Reduction (silver)

From within the blaze a furious, chaotic shape emerges above the fire and smoke. It appears as a fire elemental, yet larger and darker, with black bits and outlines all over its mass. Among these dark spots, a demonic mouth and eyes could perhaps be discerned; they seem to be laughing madly, too. A crown of black smoke constantly surrounds the creature, although it is hard to determine whether it actually emanates from it or it is just the bleak result of the destruction it has already wrought.

These creatures are evil, harmful versions of fire elementals. An inferno elemental appears as a Colossal, living blaze or forest fire, filled with dark bits of charred matter and smoke defining its crude features and making the creature look like it is composed of equal parts fire and shadow. Inferno elementals are always completely surrounded by an all encompassing nimbus of greasy, noxious black smoke.

Inferno elementals speak Abyssal and Ignan.

Combat

Inferno elementals prefer to simply rage over their prey, frantically devastating everything in their path and letting their blaze form ability take care of whatever opposition they should find in the way.

An inferno elemental's attacks are considered epic and evil-aligned for the purpose of overcoming damage reduction.

Blaze Form (Su): The very essence of an inferno elemental is an endless, fiery blaze. Creatures within 10 feet of a fiery elemental must succeed at a Fortitude save (DC 42) each round or suffer 1d4 points of nonlethal damage from the black smoke and sheer heat emanating from the creature. Any creature or object touching or touched by an inferno elemental suffers 4d8 points of

fire damage and must succeed on a Reflex save (DC 42) or catch on fire, requiring an additional Reflex save each round to avoid suffering 1d6 points of fire damage. A creature that makes a melee attack (successful or not) against an inferno elemental must succeed at a Reflex save or catch on fire as described.

In addition, creatures carrying or wearing metal items are affected as per a *heat metal* spell as long as they remain within 10 feet of an inferno elemental. The save DCs are Constitution based.

Devour (Ex): 4d8+8 plus 4d8 fire damage each round, save DC 39, grapple bonus +56. The save DC is Strength based.

Landslide Elemental

Colossal Elemental (Earth, Extraplanar)

Hit Dice: 43d8+473 (666 hp)

Initiative: +4

Speed: 30 ft. (6 squares), burrow 60 ft.

Armour Class: 40 (-8 size, +4 Dex, +34 natural), touch 6, flat-footed 36

Base Attack/Grapple: +32/+66

Attack: Slam +42 melee (4d10+22 plus 1d6 on critical, 19-20, DC 49 or die)

Full Attack: 2 slams +42 (4d10+22 plus 1d6 on critical, 19-20, DC 49 or die)

Space/Reach: 40 ft./40 ft.

Special Attacks: Devour, landslide form

Special Qualities: Damage reduction 15/good, dark form, darkvision 60 ft., elemental traits

Saves: Fort +34, Ref +18, Will +19

Abilities: Str 46, Dex 18, Con 32, Int 6, Wis 13, Cha 14

Skills: Jump +18, Intimidate +18, Listen +16, Spot +16

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Power Attack, Weapon Focus (slam)

Epic Feats: Devastating Critical (slam), Energy Resistance (acid), Epic Potency (x2), Epic Will, Improved Awesome Blow, Overwhelming Critical (slam), Penetrate Damage Reduction (adamantine)

A roiling landscape of dirt as black as death rolls forward. Within it tumble rocks, trees and groundcover like that of a thousand hillsides. Amid the tumbling rock there appears here and there, a glimpse of malevolent eyes and terrible fangs can be seen...

Like a demonic earth elemental, the landslide elemental strives to cause destruction and mayhem wherever he goes. This elemental is composed of soil, rocks, grass, small trees, bushes and any cover typically found on the side of a hill. Landslide elementals are always surrounded by a cloud of dust and debris.

Landslide elementals speak Abyssal and Terran.

Combat

Landslide elementals like to pulverise opponents with their slam hoping that a critical hit will quickly end their existence; they will often devour spellcasters if the opportunity arises.

A landslide elemental's attacks are considered epic and evil-aligned for the purpose of overcoming damage reduction.

Devour (Ex): 4d10+22 plus 1d6 on a critical (19-20), due to the Devastating Critical any critical hit provokes a Fortitude save (DC 49) or the target will die, grapple +66. The save DC is Strength based.

Landslide Form (Su): The very essence of a landslide elemental is an endless, storm of falling rocks that cycle over and over again in an endless cascade. Creatures within 10 feet of a landslide elemental must succeed at a Fortitude save (DC 42) each round or suffer 1d8 points of nonlethal damage from being pelted with small stones and choking on dust expelled by the grinding of rocks.

In addition, any creatures within 10 feet of the landslide elemental that are carrying or wearing items made of crystal, glass, ceramic or porcelain must save to resist them being destroyed as per the *shatter* spell. The save DC is Constitution based.

Maelstrom Elemental

Colossal Elemental (Extraplanar, Water)

Hit Dice: 43d8+430 (623 hp)

Initiative: +13

Speed: Swim 120 ft. (24 squares)

Armour Class: 39 (-8 size, +5 Dex, +32 natural), touch 7, flat-footed 34

Base Attack/Grapple: +32/+64

Attack: Wave buffet +40 melee (4d10+16)

Full Attack: 2 wave buffets +40 melee (4d10+16)

Space/Reach: 40 ft./40 ft.

Special Attacks: Devour, vortex form

Special Qualities: Damage reduction 15/good, dark form, darkvision 60 ft., elemental traits

Saves: Fort +33, Ref +19, Will +15

Abilities: Str 42, Dex 20, Con 30, Int 8, Wis 12, Cha 11

Skills: Intimidate +15, Listen +18, Spot +19, Swim +24

Feats: Ability Focus (vortex form), Alertness, Cleave, Combat Reflexes, Dodge, Mobility, Improved Initiative, Improved Swim-By Attack, Power Attack, Swim-By Attack

Epic Feats: Dire Charge, Energy Resistance (fire), Improved Combat Reflexes, Penetrate Damage Reduction (silver), Superior Initiative

From the depths it climbs, not a tidal wave or a sea demon but a dreadful combination of the two. It is like a living, vortex of incalculable size; deeply roaring as it spins

with a voice that sounds like it belongs to the darkest sea abysses. No mouth seems to be emitting this evil sound, yet the centre of the whirlpool does look like a black, deep, hungry maw...

A maelstrom elemental is a relative or offshoot of the more common water elemental, corrupted and turned insane either by long contact with certain terrors from the ocean depths or by darker immortal design. It looks as a Colossal black water elemental, its colour not a product of pollution but of actual resistance to light – maelstrom elementals are creatures of all-consuming darkness, even when they come to the surface. While attacking, a maelstrom elemental appears as a terrifying, gigantic black whirlpool of utmost destructive force.

Maelstrom elementals speak Abyssal and Aquan.

Combat

Maelstrom elementals like to use their devour ability more than others of their kind, always attempting this attack before any other.

A maelstrom elemental's attacks are considered epic and evil-aligned for the purpose of overcoming damage reduction.

Devour (Ex): 4d10+16 damage each round, save DC 47, grapple bonus +64. The save DC is Strength based.

Vortex Form (Su): The maelstrom elemental's natural form is a swirling vortex of dark waters. Normal fires are immediately extinguished when in contact with a maelstrom elemental; magical fires are allowed a caster level check (DC 41) to remain in effect even inside the maelstrom elemental. Such fires damage the monster normally. The save DC is Constitution based.

Any creature in the same area as a maelstrom elemental must succeed at a Swim check (DC 47) or be swept away inside the monster's body. This is not the same as being devoured by the monster (see above); however a maelstrom elemental can use its devour ability against a creature trapped inside it as a free action. A creature thus trapped (but not devoured) inside the maelstrom elemental must succeed at a Swim check (DC 47, Strength based) each round or suffer 1d6 points of nonlethal damage from the swirling currents. After three successful Swim checks in a row, the creature may swim free of the maelstrom elemental, moving away from it a number of feet equal to the creature's base movement speed. The save DC is Strength based.

For each round a Gargantuan or smaller ship remains in the same area as a maelstrom elemental, its pilot or crew must succeed at a Profession (sailor) check (DC 30, Strength based) or suffer 4d10 damage and have a 50% chance of capsizing. Three such successful Profession (sailor) checks in a row allow the ship to sail free of the maelstrom elemental, moving away from the monster by a number of feet equal to the ship's base movement speed.

Any creature caught inside a maelstrom elemental, whether by being swept away or devoured, must succeed at a Fortitude save each round (DC 10 + 1 for each consecutive round) to avoid drowning. Failure means the creature becomes unconscious (0 hit points) and begins dying the next round, and dies on the third round.

Skills: A maelstrom elemental gains a +8 racial bonus on all Swim checks. It can use the run action while swimming, provided it swims on a straight line. A maelstrom elemental can always take 10 on Swim checks, even if distracted or endangered.



Elemental, Primal

Primal elementals are thought to be the progenitors of all the lesser elemental races.

All primal elementals have the following characteristics:

Environment: Any land or sea (except primal fire elemental)

Organisation: Solitary

Treasure: None

Challenge Rating: 35

Alignment: Usually neutral

Advancement: 65-288 HD (Colossal)

Elemental, Primal Air

Colossal Elemental (Air, Extraplanar)

Hit Dice: 64d8+656 (944 hp)

Initiative: +24

Speed: Fly 100 ft. (10 squares) (perfect)

Armour Class: 66 (-8 size, +16 Dex, +48 natural), touch 18, flat-footed 50

Base Attack/Grapple: +48/+75

Attack: Slam +59 slam melee (4d8+11)

Full Attack: 2 slam +59 melee (4d8+11)

Space/Reach: 30 ft./30 ft.

Special Attacks: Air mastery, whirlwind

Special Qualities: Damage reduction 10/—, elemental traits, spell resistance 42

Saves: Fort +32, Ref +52, Will +28

Abilities: Str 32, Dex 43, Con 28, Int 8, Wis 13, Cha 13

Skills: Listen +33, Spot +40

Feats: Alertness, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Mobility, Lightning Reflexes, Spring Attack, Weapon Finesse, Weapon Focus (slam)

Epic Feats: Blinding Speed (x2), Epic Prowess (x2), Epic Toughness (x4), Epic Will, Superior Initiative

A cracking storm of unimaginably size, this primal creature darts about the sky with unnatural grace...

Primal air elementals are swift and powerful, an embodiment of the greatest storms imaginable. They are in constant motion and their shape changes as they move which conceals their eyes and maw.

Primal air elementals speak Auran.

Combat

Primal air elemental attack from the skies and rarely touch the ground.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed. A primal air whirlwind is 10 feet wide at the base, 40 feet wide at the top, and up to 80 feet tall. The elemental controls its exact height, but it must be at least 10 feet. Gargantuan or smaller creatures might take damage when caught in the whirlwind and may be lifted into the air. An affected creature must succeed at a Reflex save (DC 53) when it comes into contact with the whirlwind or take 4d8 points of damage. It must also succeed at a second Reflex save (DC 53) or be picked up bodily and held suspended in the powerful winds, automatically taking 4d8 points of damage each round. A creature that can fly is allowed a Reflex save (DC 53) each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centred on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check (DC 53) to cast a spell. The DC is Strength-based.

Elemental, Primal Earth

Colossal Elemental (Earth, Extraplanar)

Hit Dice: 64d8+760 (1,048 hp)

Initiative: -1

Speed: 20 ft. (4 squares), burrow 40 ft.

Armour Class: 49 (-8 size, -1 Dex, 48 natural), touch 1, flat-footed 49

Base Attack/Grapple: +48/+80

Attack: Slam +59 melee (4d10+24, 19-20)

Full Attack: 2 slams +59 melee (4d10+16, 19-20)

Space/Reach: 30 ft./30 ft.

Special Attacks: Earth mastery, push

Special Qualities: Damage reduction 15/—, elemental traits, spell resistance 42

Saves: Fort +44, Ref +22, Will +28

Abilities: Str 43, Dex 8, Con 31, Int 8, Wis 13, Cha 13

Skills: Jump +10, Listen +41, Spot +32

Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Epic Feats: Devastating Critical (slam), Epic Prowess (x3), Epic Toughness (x6), Epic Will, Overwhelming Critical (slam)

The rocks before you coalesces into the form of a man more than 60 ft. tall...

Powerful and solid, this rocky man is composed of the hardest minerals on the planet. It attacks, though powerful, are slow due to its awesome mass. A primal earth elemental rarely shows emotion of any kind.

Earth elementals speak Terran.

Combat

Primal earth elemental crush things with their rocky fists.

Earth Mastery (Ex): An earth elemental gains a +1 attack and damage bonus if both it and its foe touch the ground. If an opponent is airborne or water-borne, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush manoeuvre without provoking an attack of opportunity. The combat modifiers given for earth mastery, above, also apply to the elemental's opposed Strength checks.

Elemental, Primal Fire

Colossal Elemental (Fire, Extraplanar)

Hit Dice: 64d8+656 (944 hp)

Initiative: +14

Speed: 50 ft. (10 squares)

Armour Class: 64 (-8 size, +14 Dex, +48 natural), touch 16, flat-footed 50

Base Attack/Grapple: +48/+75

Attack: Slam +57 melee (4d8+11 plus 4d8 fire)

Full Attack: 2 slams +57 melee (4d8+11 plus 4d8 fire)

Space/Reach: 30 ft./30 ft.

Special Attacks: Burn

Special Qualities: Cold vulnerability, damage reduction 10/—, elemental traits, fire immunity, spell resistance 42

Saves: Fort +32, Ref +50, Will +28

Abilities: Str 32, Dex 39, Con 28, Int 8, Wis 13, Cha 13

Skills: Jump +19, Listen +32, Spot +41

Feats: Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus (slam)

Epic Feats: Blinding Speed, Dire Charge, Epic Prowess (x2), Epic Toughness (x4), Epic Will, Superior Initiative

Much like a wall of flame the body of creature ripples and burns, from its sides stretch two arms...

Extremely fast and agile, the primal fire elemental consumes all that it touches. It travels quickly from location to location igniting whatever it can. It does not act with malice in this regard but instead is attempting to free the fire that is trapped within all things.

A primal fire elemental cannot enter water or any other non-flammable liquid. Unlike lesser fire elementals, a primal fire elemental may attempt to evaporate a lesser body of water if blocked. Fire elementals speak Ignan.

Combat

Primal fire elementals are fickle in their behaviour and rarely concentrate their attacks on a single opponent. Instead they will split attacks between multiple opponents.

Burn (Ex): Those hit by a primal fire elemental's slam attack must succeed at a Reflex save (DC 51) or catch fire. The flame burns for 1d4 rounds. A burning creature can take a move-equivalent action to put out the flame. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed at a Reflex save. The DC is Constitution-based.

Elemental, Primal Water

Colossal Elemental (Extraplanar, Water)

Hit Dice: 64d8+760 (1,048 hp)

Initiative: +14

Speed: 20 ft. (4 squares), swim 90 ft.

Armour Class: 64 (-8 size, +14 Dex, +48 natural), touch 16, flat-footed 50

Base Attack/Grapple: +48/+80

Attack: Slam +59 melee (4d10+16, 19-20)

Full Attack: 2 slams +59 melee (4d10+16, 19-20)

Space/Reach: 30 ft./30 ft.

Special Attack: Drench, vortex, water mastery

Special Qualities: Damage reduction 15/—, elemental traits, spell resistance 42

Saves: Fort +44, Ref +21, Will +37

Abilities: Str 42, Dex 38, Con 31, Int 8, Wis 13, Cha 13

Skills: Jump +10, Listen +41, Spot +32, Swim +24

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Epic Feats: Devastating Critical (slam), Epic Prowess (x2), Epic Toughness (x6), Epic Will, Overwhelming Critical (slam)

Like a tsunami that walks on two legs, this creature splashes and crashes across the landscape...

Always found near water, the primal water elemental is a tempestuous creature. Aggressive and devastating this creature destroys ships that sail the seas and buildings that rise along the shores. A primal water elemental cannot venture more than 360 feet from the body of water from which it emerged.

Water elementals speak Aquan.

Combat

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent touch water. If the opponent or elemental is land-bound, the elemental takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics

block.) A primal water elemental can be a serious threat to a ship that crosses its path. It can easily overturn even large craft (ships of up to 5 feet in length per Hit Dice of the elemental) and stop massive vessels (ships of less than 10 feet in length per HD). Even ocean-going behemoths (ships of less than 20 feet in length per HD) can be slowed to half speed.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are Gargantuan or smaller. The creature can dispel magical fire it touches as *dispel magic* cast by a caster whose level equals the elemental's HD total (64).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has (48 rounds). In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 50 feet wide at the top, and up to 80 feet tall. The elemental controls its exact height, but it must be at least 10 feet. Gargantuan and smaller creatures might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed at a Reflex save (DC 58) when it comes into contact with the vortex or take 4d10 points of damage. It must also succeed at a second Reflex save (DC 68) or be picked up bodily and held suspended in the powerful currents, automatically taking 4d10 points of damage each round. A creature that can swim is allowed a Reflex save (DC 58) each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centred on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including dark-vision, beyond 5 feet. Creatures 5 feet away have one-half concealment, while those farther away have total concealment. Those caught in the cloud must succeed at a Concentration check (DC 58) to cast a spell. The DC is Strength-based.

Skills: A primal water elemental has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Elemental Dragon, Air

Gargantuan Elemental (Air, Extraplanar)

Hit Dice: 38d8+304 (475 hp)

Initiative: +8

Speed: 40 ft. (8 squares), fly 160 ft. (poor)

Armour Class: 34 (-4 size, +28 natural), touch 6, flatfooted 34

Base Attack/Grapple: +28/+52

Attack: Bite +38 melee (3d10+12)

Full Attack: Bite +38 melee (3d10+12) and 2 claws +38 melee (3d8+6) and 2 wings +38 melee (2d8+6) and tail slap +38 melee (3d10+18) or crush +38 melee (3d10+18) or tail sweep +38 (2d10+18)

Space/Reach: 20 ft./15 ft. (bite 20 ft.)

Special Attacks: Breath weapon, cyclone buffet, air mastery, spell-like abilities

Special Qualities: Damage reduction 15/epic and silver, darkvision 60 ft., dragon affinity, elemental traits

Saves: Fort +20, Ref +29, Will +15

Abilities: Str 34, Dex 27, Con 26, Int 12, Wis 16, Cha 12

Skills: Intimidate +20, Knowledge (the planes) +25, Listen +23, Search +21, Spot +23, Survival +23 (+25 on other planes, +25 following tracks)

Feats: Aerial Sweep, Chew, Cleave, Fly-By Attack, Hover, Improved Multiattack, Multiattack, Power Attack, Snatch, Stomp

Epic Feats: Blinding Speed, Epic Prowess (x2)

Environment: Elemental Plane of Air

Organisation: Solitary

Challenge Rating: 22

Treasure: Double standard

Alignment: Always evil (any)

Advancement: 39-72 (Gargantuan)

Level Adjustment: —

This massive creature resembles a huge dragon composed of air and vapour. Its great wings are translucent and look like wisps of smoke. Its eyes are hollow sockets of mist though a glint of bright sunlight can occasionally be seen dancing across the surface. Its great tail appears as wisps of smoke or vapour and seems to trail off into nothingness.

The Elemental Plane of Air is home to many creatures: elementals, belkers and the great djinni. Yet none are as feared as the elemental air dragons. Their great form and majestic aura strike fear into the bravest of souls. Elemental air dragons are as evil as their brethren (the other elemental dragons) and take joy and pride in swooping over a settlement or village and destroying it with their great wing buffet. Watching the frightened creatures flee in terror provokes some sort of perverse excitement in these dragons. Luckily, elemental air dragons rarely enter the Material Plane. Elemental air dragons dislike cloud dragons and mist dragons and seek to slay them whenever they are encountered.

The average air elemental dragon is 30 feet long. Elemental air dragons speak Common and Auran.

Combat

Elemental air dragons attack by swooping on their prey, unleashing a blast of superheated air, and then flying away. An elemental air dragon rarely, if ever, touches the ground. It often employs its cyclone buffet to knock more powerful creatures prone, and then swoops in to blast them with its breath weapon or rend them with its claws and bite.

An elemental air dragon's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of superheated air, 80 feet, every 1d4 rounds; 15d8 points of damage, Reflex DC 37 for half. The save DC is Constitution-based.

Cyclone Buffet (Ex): By beating its wings rapidly back and forth, a hovering elemental air dragon can create a cyclone-like force of wind in a 30-foot radius around its body. This cyclone has the following effects: movement through the cyclone is one-quarter normal, ranged attacks suffer an -8 circumstance penalty in the area, and all non-magical unprotected flames are automatically extinguished. Large or smaller creatures in the area must succeed on a DC 37 Reflex save or take 4d6 points of damage each round they remain in the area. Medium or smaller creatures in the area must succeed on a second Reflex save (same DC) or be knocked prone and back 1d4 x 10 feet, taking 1d6 points of nonlethal damage per 10 feet. Flying creatures are automatically grounded in this area. The save DC is Constitution based.

Air Mastery (Ex): Airborne creatures take a -1 penalty on attack and damage rolls against an elemental air dragon.

Dragon Affinity (Ex): For feat selection purposes an elemental dragon qualifies for racial feats of both elementals and dragons.

Spell-Like Abilities: 1/day—*control weather, control winds*. Caster level 16th.

Elemental Dragon, Earth

Gargantuan Elemental (Earth, Extraplanar)

Hit Dice: 38d8+304 (475 hp)

Initiative: +0

Speed: 40 ft. (8 squares), fly 120 ft. (poor), burrow 30 ft.

Armour Class: 34 (-4 size, +28 natural), touch 6, flatfooted 34

Base Attack/Grapple: +28/+57

Attack: Bite +43 melee (3d10+17)

Full Attack: Bite +43 melee (3d10+17) and 2 claws +43 melee (3d8+8) and 2 wings +42 melee (2d8+8) and tail slap +42 melee (3d10+25) or crush +42 melee (3d10+25) or tail sweep +42 (2d10+25)

Space/Reach: 20 ft./15 ft. (bite 20 ft.)

Special Attacks: Assimilation, breath weapon, earth mastery

Special Qualities: Damage reduction 15/cold iron and epic, darkvision 60 ft., dragon affinity, elemental traits, freeze, meld with stone

Saves: Fort +29, Ref +12, Will +13

Abilities: Str 44, Dex 10, Con 26, Int 10, Wis 12, Cha 14

Skills: Hide +4, Knowledge (the planes) +15, Listen +14, Search +15, Spot +11, Survival +14 (+16 on other planes, +16 following tracks)

Feats: Blind-Fight, Cleave, Flyby Attack, Hover, Improved Multiattack, Multiattack, Power Attack, Snatch, Specific Targeting Breath Weapon, Weapon Focus (bite), Weapon Focus (claw)

Epic Feats: Epic Prowess, Snap

Environment: Elemental Plane of Earth

Organisation: Solitary

Challenge Rating: 24

Treasure: Double standard

Alignment: Always evil (any)

Advancement: 39-72 HD (Gargantuan)

Level Adjustment: —

This creature resembles a 30-foot long dragon composed of stone and earth. Its great wings glisten like polished stone. Its eyes are deep grey and its roar seems to shake the very earth itself.

Elemental earth dragons are the strongest of the elemental dragons. Using their great stone tail or earthen claws, they can destroy almost anything in short order. The majority of their time is spent burrowing through the Elemental Plane of Earth devouring gems, minerals and silicate life forms. On occasion, they are summoned to the Material Plane by evil (and foolish) spellcasters who usually live just long enough to regret their mistake. Elemental earth dragons are evil (perhaps the most evil of the elemental dragons in addition to being the strongest) and despise most other forms of life. They rarely associate with other creatures, though a few have been known to have dealings with the occasional earth elemental.

Elemental earth dragons cannot enter water; they must burrow under it or walk around it. The average elemental earth dragon is 30 feet long. Its roar can be heard up to 5 miles away.

Elemental earth dragons speak Common and Terran.

Combat

Elemental earth dragons prefer to attack from ambush and secret rather than using a direct frontal assault. An elemental earth dragon lies in wait using its freeze ability or meld into stone ability and springs to attack when its prey comes into range. They are also fond of burrowing into the ground and surfacing under their prey, thereby gaining total surprise. Slain opponents are processed and absorbed into the body of the elemental earth dragon.

An elemental earth dragon's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of scorched earth, 80 feet, every 1d4 rounds; 22d8 points of damage, Reflex save DC 37 halves. The save DC is Constitution based.

Earth Mastery (Ex): An elemental earth dragon gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the elemental earth dragon takes a -4 penalty

on attack and damage rolls. (These modifiers are not included in the stat block.)

Assimilation (Su): When an elemental earth dragon slays an opponent, it dehydrates the flesh with its breath weapon and pulverises the bones. The residue is then absorbed into the dragon's body. An assimilated creature can only be restored to life using wish, miracle or true resurrection, but even then, there is a 50% chance that such powerful magic fails.

Dragon Affinity (Ex): For feat selection purposes an elemental dragon qualifies for racial feats of both elementals and dragons.

Freeze (Ex): An elemental earth dragon can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice that the elemental earth dragon is really alive.

Meld into Stone (Ex): An elemental earth dragon can meld its body with any stone surface large enough to accommodate its entire body. This is a standard action and has an unlimited duration (the dragon can stay melded as long as it desires). It otherwise resembles the *meld into stone* spell (caster level 20th).

Elemental Dragon, fire

Gargantuan Elemental (Extraplanar, Fire)

Hit Dice: 38d8+266 (437 hp)

Initiative: +10

Speed: 50 ft. (10 squares), fly 100 ft. (poor)

Armour Class: 32 (-4 size, +6 Dex, +20 natural), touch 12, flat-footed 26

Base Attack/Grapple: +28/+53

Attack: Bite +40 melee (3d8+13 plus 3d8 fire)

Full Attack: Bite +40 melee (3d8+13 plus 3d8 fire) and 2 claws +38 melee (3d6+6 plus 3d8 fire) and 2 wings +35 melee (2d8+6 plus 3d8 fire) and tail slap +35 melee (3d6+19 plus 3d8 fire) or crush +37 melee (3d8+19 plus 3d8 fire) or tail sweep +37 melee (2d6+19 plus 3d8 fire)

Space/Reach: 20 ft./15 ft. (bite 20 ft.)

Special Attacks: Breath weapon, fire, fiery aura, rain of fire

Special Qualities: Damage reduction 15/epic and silver, darkvision 60 ft., dragon affinity, elemental traits, immunity to fire, vulnerability to cold



Saves: Fort +19, Ref +27, Will +14
Abilities: Str 36, Dex 23, Con 25, Int 12, Wis 15, Cha 12
Skills: Knowledge (the planes) +25, Listen +27, Search +24, Spot +27, Survival +28 (+30 on other planes, +30 following tracks)
Feats: Aerial Sweep, Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)
Epic Feats: Energy Feeder (fire), Epic Weapon Focus (bite), Epic Weapon Focus (claw)
Environment: Elemental Plane of Fire
Organisation: Solitary
Challenge Rating: 26
Treasure: Double standard
Alignment: Always evil (any)
Advancement: 25-36 HD (Huge); 37-72 (Gargantuan)
Level Adjustment: —

This creature appears as a 30-foot long dragon composed of fire. Its eyes burn with a white-hot flame and flames lick the dragon's great mouth as it roars. As it flies overhead, its wings send sheets of flame roaring into the sky and crashing into the ground.

One of the most feared creatures from the Elemental Plane of Fire is the dreaded elemental fire dragon. They make their homes in the heart of the many volcanoes that dot the elemental landscape. Composed entirely of flames, these magnificent creatures fear little and are respected and feared by those that have encountered them.

Elemental fire dragons are malign, vicious and thoroughly evil. They delight in killing and torturing others, especially magmin (whom they relish as a delicacy). They often employ salamanders to aid them in their adventures, but once they have accomplished their goals, any surviving salamanders are usually devoured. Elemental fire dragons cannot enter water or any other non-flammable liquid, but they can fly or step over it.

The typical elemental fire dragon is at least 30 feet long. Elemental fire dragons speak Common and Ignan.

Combat

Elemental fire dragons are ruthless adversaries. They care nothing for treasure or anything of value. An elemental fire dragon attempts to annihilate its opponents using any means possible.

An elemental fire dragon's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of elemental fire, 80 feet, every 1d4 rounds; 25d10 points of fire damage, Reflex save DC 36 halves. The save DC is Constitution-based.

Fire (Ex): An elemental fire dragon's body generates intense heat and flames, causing opponents to take an extra 2d8 points of fire damage every time the creature succeeds on a melee attack. Creatures attacking an elemental fire dragon unarmed or with natural weapons take this

same fire damage each time one of their attacks hits. Combustibles automatically catch fire if they contact an elemental fire dragon.

Fiery Aura (Ex): Anyone within 60 feet of an elemental fire dragon must succeed on a DC 36 Fortitude save or take 3d8 points of fire damage from the intense heat. Treat this effect as an emanation. The save DC is Constitution-based.

Rain of Fire (Ex): As a standard action, an elemental fire dragon can hover and rapidly beat its wings causing fire to rain down on an area in a 100-foot radius. Creatures within the area must succeed on a DC 36 Reflex save or take 3d8 points of fire damage as clothes catch fire or armour and weapons become searing hot. The damage continues for another 1d8 rounds after the attack or until the flames are extinguished. Combustibles in the area automatically catch on fire. The save DC is Constitution based.

Dragon Affinity (Ex): For feat selection purposes an elemental dragon qualifies for racial feats of both elementals and dragons.

Elemental Dragon, Water

Gargantuan Elemental (Extraplanar, Water)

Hit Dice: 38d8+266 (437 hp)

Initiative: +11

Speed: 50 ft. (10 squares), fly 120 ft. (poor), swim 120 ft.

Armour Class: 29 (-4 size, +3 Dex, +20 natural), touch 9, flat-footed 26

Base Attack/Grapple: +28/+53

Attack: Bite +38 melee (3d8+13)

Full Attack: Bite +38 melee (3d8+13) and 2 claws +36 melee (3d6+6) and 2 wings +35 melee (2d8+6) and tail slap +35 melee (3d6+19) or crush +37 melee (3d8+19) or tail sweep +37 melee (2d6+19)

Space/Reach: 20 ft./15 ft. (bite 20 ft.)

Special Attacks: Breath weapon, capsize, drench, spell-like abilities, water mastery

Special Qualities: Damage reduction 15/magic and silver, darkvision 60 ft., dragon affinity, elemental traits, transparency

Saves: Fort +28, Ref +15, Will +13

Abilities: Str 37, Dex 16, Con 24, Int 10, Wis 12, Cha 10

Skills: Hide +3, Listen +18, Move Silently +22, Search +17, Spot +18, Swim +21

Feats: Blind-Fight, Combat Reflexes, Cleave, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Epic Feats: Aligned Breath Weapon (evil), Spellcasting Harrier, Superior Initiative

Environment: Elemental Plane of Water

Organisation: Solitary

Challenge Rating: 22

Treasure: Double standard

Alignment: Always evil (any)

Advancement: 39-72 HD (Gargantuan)

Level Adjustment: —

This creature resembles a massive dragon composed entirely of water. Its wings slosh and drip water as it moves them. Its great mouth opens into a maw of inky darkness. Water drips from its fangs.

From the Elemental Plane of Water comes the elemental water dragon (also called water wyrm by some sages). They make their homes in the deep oceans of the Material Plane and are rarely found far away from large expanses of water. An elemental water dragon is composed entirely of water and commands respect from the more intelligent sea creatures as well as those humanoids that ply their trade upon the waters.

Elemental water dragons are evil and take great pleasure in demanding sacrifice from those that dare enter their realm. If the sacrifice placates the dragon, it lets the creature pass unabated; otherwise, it attacks with all of its might and most often destroys those that offend it or fail to appease its desires.

Water dragons take great pleasure in capsizing and sinking ships. Particularly evil water dragons may accept a sacrifice and then sink the ship of those that crossed its path anyway. On occasion, a group of sahuagin or locathah can be found allied with an elemental water dragon, but this alliance is usually short-lived and often shaky. It generally ends with the death of the sahuagin or locathah involved.

Elemental water dragons speak Common and Aquan.

Combat

Elemental water dragons prefer to fight in or near water where they can use their transparency and water mastery abilities to full advantage. They prefer to attack from ambush, often lying in wait for their opponents and then springing from the waves to assault their foes.

An elemental water dragon's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Breath Weapon (Su): Cone of superheated water, 80 feet, every 1d4 rounds; 19d8 points of heat (fire) damage, Reflex save DC 36 halves. This breath weapon is effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged elemental water dragon that surfaces under a boat or ship of less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Drench (Ex): The elemental water dragon's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Dragon Affinity (Ex): For feat selection purposes an elemental dragon qualifies for racial feats of both elementals and dragons.

Spell-Like Abilities: 1/day—*control water*. Caster level 12th.

Transparency (Ex): When submerged, an elemental water dragon is effectively invisible (DC 35 Spot check when near the surface only) until it attacks.

Water Mastery (Ex): An elemental earth dragon gains a +1 bonus on attack and damage rolls if both it and its foes are touching water. If the opponent or elemental water dragon is touching the ground, the elemental water dragon takes a -4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Skills: An elemental water dragon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Empyrean

Empyrean sentinels are ancient constructs that serve in pairs to guard places of great importance.

Each empyrean is a humanoid statue carved from the rock of a meteor or fallen star. Their traits and features vary, but most wear flowing robes inlaid with patterns of gold. Their hoods are drawn up and coupled with gold masks to hide their faces; only their great crystal eyes are visible. Smaller crystals stud their gauntlets. While inert, an empyrean is the colour of bleached bone, but it turns white hot when activated; such an empyrean exudes a radiance matched only by the light of the sun. Empyrean sentinels stand over 30 feet tall and weigh in excess of 2 tons.

Empyreans are granted sentience by the spirits of great warriors tied to them during their creation. Their intelligence, however, is merely a means of achieving the purpose they are imbued with. Empyreans are given strict instructions when created and can lay dormant and motionless for thousands of years before activating. Nearly all empyreans exist to guard a place or item, but while some immediately attack intruders, others explain under what conditions strangers may pass. The ritual to craft such beings is largely unknown, and uncovering the secret to creating (or destroying) an empyrean sentinel can be the goal of a long quest.

Empyrean sentinels speak Celestial.

Combat

Empyreans fight in tandem, using *detect law* or *chaos* to choose their foes and pinpoint their vulnerabilities.

Death Throes (Ex): When destroyed, an empyrean explodes in a burst of energy and rock fragments dealing 5d6 points of bludgeoning damage and 4d8 points of fire (for astral sentinels) or electricity (for cosmic sentinels) damage to creatures within 20 feet. A DC 27 Reflex save reduces both types of damage by half. The save DC is Constitution based.

This explosion automatically destroys the empyrean's weapons, even if they are elsewhere.

Penetrate Damage Reduction (Su): An empyrean's attacks are infused with primal energies and ignore the first 15 points of any type of damage reduction.

Corona (Ex): While active, an empyrean exudes a blinding white light. This grants concealment (20% miss chance) against all attacks and illuminates the area as a sunrod.

Detect Alignment (Su): An empyrean continuously detects *chaos* or *law* (for cosmic and astral sentinels, respectively; caster level 20th) without need for concentration, noting the power and location of each nearby aura as a free action.

Disorientation (Ex): When an empyrean activates, it takes 1d2 rounds for the controlling spirit to orient itself. During this time, the sentinel is staggered, and instead of benefiting from its corona, it is affected as by a *faerie fire* spell.

Shield Other (Su): Every astral sentinel is linked to a cosmic sentinel, and vice versa. Each sentinel in a pair is affected as by *shield other* while within 250 feet of each other. A sentinel takes only half-damage from all wounds and attacks that deal hit point damage; the remainder is taken by the other sentinel in the pair. This ability does not provide the spell's AC or save bonuses.

Empyrean, Astral Sentinel

Huge Construct

Hit Dice: 34d10+40 (227 hp)

Initiative: +7 (Dex)

Speed: 40 ft. (8 squares), fly 30 ft. (good)

Armour Class: 42 (-2 size, +7 Dex, +15 natural, +12 deflection), touch 27, flat-footed 35

Base Attack/Grapple: +25/+41

Attack: Slam +31 melee (2d8+8) or +5 *fiery blast composite longbow of anarchic power* (+8 Str bonus)+36 ranged (3d6+13, x3 plus 3d6 fire)

Full Attack: 2 slams +31 melee (2d8+8); or *fiery blast composite longbow of anarchic power* (+8 Str bonus) +34/+34/+29/+24/+19 ranged (3d6+13, x3 plus 3d6 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Death throes, flare, nova, penetrate damage reduction

Special Qualities: Construct traits, corona, damage reduction 15/epic and lawful, darkvision 60 ft., detect alignment, disorientation, fast healing 8, low-light vision, shield other

Saves: Fort +11, Ref +18, Will +11

Abilities: Str 27, Dex 25, Con —, Int 13, Wis 10, Cha 14

Skills: Climb +45, Listen +37, Spot +37

Feats: Dodge, Far Shot, Flyby Attack, Hover, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)

Epic Feats: Combat Archery, Distant Shot, Swarm of Arrows

Environment: Any

Organisation: Pair (1 plus 1 cosmic sentinel)

Challenge Rating: 24

Treasure: None

Alignment: Always neutral

Advancement: 35–40 HD (Huge); 41–70 HD (Gargantuan)

Carved to look like a beautiful feminine angel, this incredible statue begins to move...

Astral sentinels have feminine features, long hair and slender bodies sprouting huge pairs of feathery wings. An astral sentinel wields an enormous stone bow and carries a quiver of appropriately sized arrows.

Combat

An astral sentinel flies at the periphery of a battle, launching volleys of arrows at spellcasters, lawful foes, and combatants weakened by its partner cosmic sentinel. Astral sentinels rarely use their slam attacks, instead taking advantage of Combat Archery to use their bows even at close range.

An astral sentinel's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and epic for the purpose of overcoming damage reduction.

Flare (Su): As a standard action, an astral sentinel can cause its corona to flare. Anyone within 15 feet suffers 10d6 points of fire damage and is blinded for 2d4 rounds. A DC 27 Fortitude save halves the damage and negates the blinding. The save DC is Constitution-based.

Nova (Su): When an astral sentinel kills a creature with its bow, the creature's body is converted into fire and energy, going 'nova.' All other creatures within 30 feet suffer fire damage equal to 5 times the dead creature's Constitution score (or 50 points for creatures without a Constitution score). A DC 27 Reflex save halves the damage. The slain creature's body is completely obliterated. The save DC is Constitution based.

Empyrean, Cosmic Sentinel

Huge Construct

Hit Dice: 34d10+40 (227 hp)

Initiative: +4 (Improved Initiative)

Speed: 30 ft. (6 squares)

Armour Class: 50 (-2 size, +30 natural, +12 deflection), touch 20, flat-footed 50

Base Attack/Grapple: +25/+45

Attack: +5 *lightning blast greatsword of axiomatic power* +41 melee (4d6+23, 17-20 plus 3d6 electrical) or slam +35 melee (2d8+12) or cosmic bolts +23 ranged touch (8d6 electrical)

Full Attack +5 *lightning blast greatsword of axiomatic power*+41/+36/+31/+26 melee (4d6+23, 17-20 plus 3d6 electricity); or 2 slams +35 melee (2d8+12); or cosmic bolts +23 ranged touch (8d6 electrical)

Space/Reach: 15 ft./15 ft.

Special Attacks: Cosmic bolts, death throes, orbit, penetrate damage reduction

Special Qualities: Construct traits, corona, damage reduction 15/chaotic and epic, darkvision 60 ft., detect alignment, disorientation, fast healing 8, low-light vision, shield other

Saves: Fort +15, Ref +11, Will +12

Abilities: Str 34, Dex 11, Con —, Int 11, Wis 13, Cha 12

Skills: Listen +38, Spot +38

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (greatsword), Improved Initiative, Power Attack, Weapon Focus (greatsword)

Epic Feats: Devastating Critical (greatsword), Epic Fortitude, Improved Awesome Blow, Overwhelming Critical (greatsword)

Environment: Any

Organisation: Pair (1 plus 1 astral sentinel)

Challenge Rating: 24

Treasure: None

Alignment: Always neutral

Advancement: 35-40 HD (Huge); 41-70 HD (Gargantuan)

Carved to look like a beautiful masculine figure, this incredible statue begins to move...

Cosmic sentinels are sculpted to resemble muscular, male humanoids. They wield enormous swords and lumber quickly and gracefully.

Combat

A cosmic sentinel specialises in close combat, only using its cosmic bolts while closing or to target distant spellcasters. It begins battle by charging the most powerful chaotic opponents, and sends other foes into orbit. If it becomes overwhelmed, a cosmic sentinel uses its Improved Awesome Blow feat to scatter its adversaries.

A cosmic sentinel's natural weapons, as well as any weapons it wields, are treated as lawful aligned and epic for the purpose of overcoming damage reduction.

Cosmic Bolts (Su): A cosmic sentinel can fire rays of energy from its eyes at a creature within 60 feet. If the cosmic sentinel succeeds on a ranged touch attack, the rays inflict 8d6 points of electrical damage.

Orbit (Su): A cosmic sentinel can magically pull creatures or objects at least one size category smaller than itself within 30 feet into an orbit. Drawing a creature or object into orbit is a standard action for the sentinel; if the creature fails a DC 39 Will save, it flies and circles the sentinel at a distance of 15 feet, about 5 feet above the ground, making multiple revolutions each round until it escapes. The save DC is Strength-based. The creature cannot move or make attacks of opportunity and is treated as entangled. It is threatened by any creature that threatens any part of the orbital path. (The creature does not draw any attacks of opportunity by orbiting.)

An orbiting creature can escape as a standard action by grabbing a solid object (including the ground) and succeeding on a DC 30 Strength check or by succeeding on a DC 40 Tumble check. The creature can choose to land in any square 15 feet from the sentinel, and if successful, falls prone and is nauseated for 1 round.

Orbiting creatures and objects do not crash into one another, but a creature passing through the orbit's trajectory must succeed on a Reflex save (DC 27 + 2 per Small or larger item) or suffer 1d6 points of damage per Small or larger item in orbit. Each orbiting creature or object also suffers 1d6 points of damage.

Construction

The 2 tons of stone, metal and sidereite required to build an empyrean cost 100,000 gp. The spellcaster or another worker must construct the body; doing so requires a successful DC 40 Craft (sculpting or stonemasonry) check. After the body is fashioned, the empyrean must be animated through an extended magical ritual that requires a specially prepared laboratory or workroom. The chamber is similar to both an alchemist's laboratory and an astronomical observatory and costs 1,000 gp to establish. If personally constructing the empyrean's body, the creator can perform the building and ritual together. The cost to create listed below includes the cost of the physical body and all the materials and spell components that are consumed or become a permanent part of the empyrean. However, the empyrean does not come to life until its paired partner is created.

An empyrean with more than 34 Hit Dice can be created, but each additional Hit Die adds 5,000 gp to the market price, and the price increases by 40,000 gp if the creature's size increases to Gargantuan, modifying the cost to create accordingly.

CL 30th; Craft Epic Construct, Craft Epic Magic Arms and Armour, Craft Epic Wondrous Item, Craft Construct, Craft Magic Arms and Armour, Craft Wondrous Item, *detect law*, *fireball*, *meteor swarm*, and *word of chaos* (astral sentinel only) or *detect chaos*, *dictum*, *lightning bolt*, and *reverse gravity* (cosmic sentinel only), *eclipse*, *geas/quest*, *greater magic weapon*, *shield other*, caster must be at least 30th level; Price 600,000 gp; Cost 250,000 gp + 15,000 XP.



firestorm

Colossal Elemental (Air, Extraplanar, Fire)

Hit Dice: 32d8+224 (368 hp)

Initiative: +16

Speed: 60 ft. (12 squares), fly 60 ft. (perfect)

Armour Class: 34 (–8 size, +8 Dex, +24 natural), touch 10, flat-footed 26

Base Attack/Grapple: +24/+56

Attack: Slam +32 melee (3d6+16) or firebolt +24 ranged (10d6 fire)

Full Attack: Six slams +32 melee (3d6+16) or 2 firebolts +24 ranged (10d6 fire)

Space/Reach: 30 ft./30 ft.

Special Attacks: Firebolt, improved grab, swallow whole

Special Qualities: Blazing aura, damage reduction 15/—, darkvision 60 ft., devour air, devour fire, elemental traits

Saves: Fort +19, Ref +28, Will +19

Abilities: Str 42, Dex 27, Con 25, Int 9, Wis 24, Cha 32

Skills: Intimidate +19, Listen +15, Search +10, Spot +15

Feats: Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Epic Feats: Energy Feeder (fire), Improved Awesome Blow, Planar Harbinger, Superior Initiative

Environment: The border of the Elemental Plane of Fire and the Elemental Plane of Air

Organisation: Solitary or swarm (2–6)

Challenge Rating: 22

Treasure: Standard

Alignment: Usually neutral evil

Advancement: 33–64 HD (Colossal)

Level Adjustment: —

It seems to be a whirlwind, but it is a whirlwind somehow ablaze, as if fire could be sucked into a tornado but not extinguished. Whirling air and crackling fire move together as one and within the swirl of cloud and smoke can be seen something akin to the features of a face, features contorted in an expression of sheer malice.

Firestorms are born where air meets fire in the outer planes, entering the Material Plane through breaches where high winds and blazing heat meet and mingle. Once gone from their own realm, they enjoy nothing but destruction, viewing their actions as sacrifices to the dark elemental gods. The form of a firestorm is that of a blazing tornado. Firestorms usually emerge from swarms of mundane tornadoes, especially where such weather conditions have also triggered massive firestorms. A city or town already ravaged by storm and fire may now face this new threat and firestorms do not disperse as do normal tornadoes nor burn themselves out as even the most ferocious mundane blazes will. Once freed on the Material Plane, a firestorm will remain until it is slain.

Combat

Firestorms begin combat by hurling firebolts at approaching foes, as well as moving so as to set as much as possible of the local landscape ablaze. Once a foe approaches to within melee range, the firestorm attempts to swallow it. Though ferocious opponents, firestorms will flee if they feel they are losing the battle.

Blazing Aura (Su): The area around a firestorm is astoundingly hot. In addition to setting alight any flammable material it passes over, anything in its threatened area suffers 14d6 points of fire damage each round unless a Fortitude save (DC 33) for half damage is made. Any non-magical weapons which touch the creature may well melt or burn – each time such a weapon strikes the creature, it gains a –2 modifier to damage; when the total penalty is greater than the damage the weapon can deal on a maximum roll, not counting any Strength, feat or class ability bonuses, the weapon is destroyed. Wood-shafted arrows fired at the firestorm must make a Fortitude save (DC 33) or burn before they impact it, doing no damage. The save DC is Constitution based.

Devour Air (Su): The firestorm feeds on air and fire; if it is struck by any damaging spell with the Air descriptor, it not only does not take damage, but it gains one temporary hit point per spell level. This only happens once per spell; if the spell is ongoing, the firestorm feeds only on the first round of exposure, not each round.

Devour Fire (Su): The firestorm feeds on air and fire; if it is struck by any damaging spell with the Fire descriptor, it not only does not take damage, but it gains one temporary hit point per spell level. This only happens once per spell; if the spell is ongoing, the firestorm feeds only on the first round of exposure, not each round. This ability stacks with the Energy Feeder feat.

Firebolt (Su): Once per round, as a full-round action, the firestorm can emit a 2 firebolts at targets within 120 feet. If struck by a firebolt, the target may make a Reflex save (DC 33) for half damage. The save DC is Constitution based.

Improved Grab (Ex): To use this ability, a firestorm must target any creature in a threatened square. It does not need to hit the target with any attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to suck the target into itself on the following round (see Swallow Whole).

Swallow Whole (Su): The firestorm can suck smaller creatures into itself. If it succeeds in a grapple attempt, the target is sucked inside the firestorm, where it takes 8d6 points of fire damage each round. The firewhirl cannot be cut open; to escape, the swallowed victim must succeed in opposed grapple check or an Escape Artist check (DC 35). The firestorm can contain 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny or smaller creatures.



Genius Loci

Colossal Ooze

Hit Dice: 70d10+1,400 (1,785 hp)

Initiative: -2

Speed: 5 ft. (1 square), burrow 5 ft.

Armour Class: 0 (-8 size, -2 Dex) touch 0, flat-footed 0

Base Attack/Grapple: +52/+88

Attack: Slam +64 melee (4d10+20)

Full Attack: 10 slams +64 melee (4d10+20)

Space/Reach: Varies

Special Attack: Enslave, constrict 4d10+30, improved grab

Special Qualities: Blindsight 200 ft., fast healing 50, ooze traits

Saves: Fort +43, Ref +21, Will +30

Abilities: Str 50, Dex 6, Con 50, Int —, Wis 24, Cha 26

Skills: Jump +5

Feats: —

Epic Feats: —

Environment: Any land

Organisation: Solitary

Challenge Rating: 30

Treasure: Standard

Alignment: Usually any evil

Advancement: —

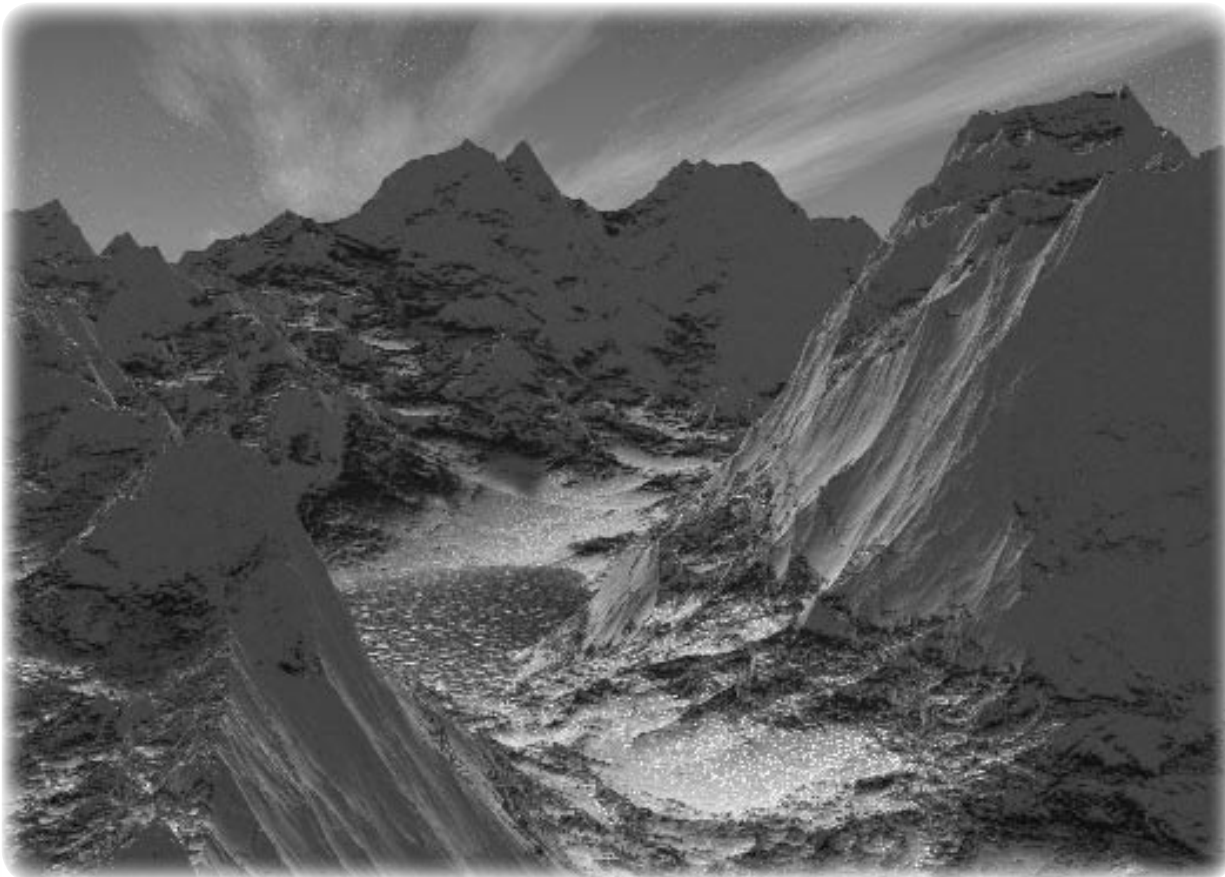
Level Adjustment: —

The landscape around begins to move in an unnatural way...

A genius loci is difficult to spot, since it looks like any other section of landscape. A genius loci itself has no intelligence, but rather ‘emulates’ the sentience of any creature it currently enslaves (see below), if any. Each genius loci has only a single enslaved creature at one time, though other creatures may also inhabit the surface of the genius loci. Any creature entering a genius loci that makes a successful Survival check (DC 31) realises that something is amiss, though it is difficult to tell exactly what. Genius loci do not speak directly, though they may do so through their currently enslaved thrall.

Combat

A genius loci can directly attack any creature standing on its surface with animated parts of itself, delivering slam attacks. It also directs its enslaved thrall against those it attacks. If its slave is slain, it selects another of its foes as its next, newest slave. Once a genius loci animates a portion of itself to attack the boundaries of its form become clear, and the creature becomes open to attack (Survival checks to determine the extent of the genius loci are no longer necessary). The animated part of the genius loci has a reach of 15 feet.



Enslave (Su): A genius loci can use the epic spell *enslave* once per round as a free action until it successfully enslaves a foe (Will DC 53 to resist). The DC is Charisma-based. Once it has a slave, it cannot enslave another until its current slave dies, is *imprisoned*, or is otherwise incapacitated. A slave becomes free if its genius loci master is slain. A genius loci forces its slave to remain with it, though it may send its slave off to temporarily visit nearby locations in order to draw in unsuspecting victims. In fact, the 'purposes' of the genius loci are to some degree influenced by the current slave. The genius loci has no Intelligence score of its own; thus, its emulation of its slave's intelligence sometimes transfers attitudes and goals. However, a slave can only go so far in influencing its mobile master, and cannot knowingly attempt to free itself from the genius loci that keeps it close.

Improved Grab (Ex): If the genius loci hits a Gargantuan or smaller creature with a slam attack, it deals normal Damage and attempts to start a grapple as a free action without provoking an attack of opportunity. The genius loci has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. Each successful grapple check it makes during successive rounds automatically deals slam attack Damage, in addition to constriction Damage.

Constrict (Ex): A genius loci crushes its opponent, dealing 4d10+30 points of bludgeoning Damage, after making a successful grapple check.

Giant, Dread

Gargantuan Giant

Hit Dice: 30d8+300 (435 hp)

Initiative: +4

Speed: 60 ft. (12 squares)

Armour Class: 24 (-4 size, +15 natural, +3 hide armour), touch 6, flat-footed 24

Base Attack/Grapple: +22/+51

Attack: Greatclub +36 melee (4d8+25) or slam +35 melee (2d6+17) or rock +19 ranged (3d6+17)

Full Attack: Greatclub +36/+31/+26/+21 melee (4d8+25) or 2 slams +35 melee (2d6+17) or rock +19 ranged (3d6+17)

Space/Reach: 20 ft. /20 ft.

Special Attacks: Rock throwing, spell-like abilities

Special Qualities: Darkvision 120 ft., rock catching

Saves: Fort +27, Ref +10, Will +12

Abilities: Str 45, Dex 10, Con 31, Int 12, Wis 14, Cha 15

Skills: Climb +34, Intimidate +22, Jump +45, Listen +22, Spot +22

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (greatclub)

Epic Feats: Dire Charge, Improved Awesome Blow

Environment: Any

Organisation: Solitary

Challenge Rating: 20

Treasure: Double standard

Alignment: Always chaotic evil

Advancement: 31-90 HD (Colossal)

Level Adjustment: —

This gigantic creature reaches the stormy skies with its head and wades the deep waters with its step. Its arms shake the clouds and bring lightning down upon the land. It screams with a voice that is both thunder and hurricane. 'I am the enemy of the world!'

Dread giants are the mightiest giants in existence, far surpassing even the strength and size of storm giants. They have been compared with titans for their power and godlike abilities, although they are untamed, tempestuous and destructive as the worst of natural disasters. A dread giant appears as a Gargantuan humanoid with a wild, unkempt white mane and beard. Its skin is a pale, dull violet-blue and its pupils are white, which makes the creature's eyes seem blank unless one looks very closely (much closer than advisable). Males average 60 feet in height and may weigh as much as 36,000 pounds or more.

Dread giants dress in dirty black rags and always appear crazed or intoxicated, constantly screaming incoherent, hostile war cries, curses and insults.

Dread giants speak Common (which they use only to spew curses) and Giant.

Combat

Dread giants fight by stomping, crushing and sweeping, using all their strength and power to violently manifest their bullying contempt against all other life forms.

Rock Throwing (Ex): Dread giants have a range increment of 180 feet when throwing rocks.

Spell-Like Abilities: At will—*gust of wind* (DC 14), *shatter* (DC 14). 1/day—*control weather*, *earthquake* (DC 20), *whirlwind* (DC 20). Caster level 30th. Save DCs are Charisma based.

Giant, ferrous

Huge Giant

Hit Dice: 25d8+250 (362 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armour Class: 31 (-2 size, +18 natural, +5 breastplate), touch 8, flat-footed 31

Base Attack/Grapple: +18/+41

Attack: Greataxe +31 melee (4d6+22, 19-20, x3) or greatsword +31 melee (4d6+22, 17-20)

Full Attack: Greataxe +31/+26/+21/+16 melee (4d6+22, 19-20, x3) or greatsword +31/+26/+21/+16 melee (4d6+22, 17-20)

Space/Reach: 15 ft./15 ft.

Special Attacks: Improved grab, pound, spell-like abilities, trample 2d6+22

Special Qualities: Damage reduction 15/cold iron, ferrous mind, immunity to fire, low-light vision, oversized weapon

Saves: Fort +24, Ref +8, Will +12

Abilities: Str 40, Dex 10, Con 30, Int 14, Wis 14, Cha 14
Skills: Concentration +32, Craft (weaponsmithing) +29, Craft (any one) +29, Listen +22, Spot +22
Feats: Alertness, Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (greatsword or greataxe), Iron Will, Mighty Blow, Power Attack
Epic Feats: Improved Awesome Blow
Environment: Temperate and warm hill and mountains
Organisation: Solitary or family (2-4 plus 35% non-combatants plus 1 cleric or druid of 9th-12th level)
Challenge Rating: 20
Treasure: Standard
Alignment: Usually neutral
Advancement: By character class
Level Adjustment: +6

The great ferrous giant stands 20+ feet tall and appears as a humanoid composed of flexible and bendable iron. Though it is often mistaken for a construct, it is in fact a very intelligent giant. A ferrous giant makes its home deep within a secluded mountain range. Its lair is often a deep cave or cavern or a gigantic castle constructed of iron and built into the face of a mountain.

Ferrous giants are generally solitary creatures rarely interacting or dealing with other races, including other giants. Though not on bad terms with other giants, they simply have no interest in dealing with them. Ferrous giants spend most of their days hunting (deer, moose, boar, elk) and foraging or crafting exquisite weapons of iron. Some particularly sociable ferrous giants (a rare occurrence to be assured) set up a trading operation with a nearby town or city, exchanging weapons for whatever might interest the giant (food, iron, money and so on).

The typical ferrous giant stands 20 feet tall and has dark ruddy skin. It wears its hair long and most males are bearded. Hair colour ranges from brown to black. Their eyes are typically brown, hazel or green. Common dress consists of furs, skins or armour. The typical ferrous giant speaks Giant, Common and at least two other languages.

Combat

In melee, the ferrous giant uses its Gargantuan iron battleaxe or longsword to bash or cleave its opponents. If disarmed, or if it is feeling particularly vile, a ferrous giant can pummel a foe with its massive fists. When fighting smaller foes, the ferrous giant often opens combat by trampling its foes or grabbing them and flinging them aside. Particularly noisome opponents are scooped up and pounded into the ground. The ferrous giant uses its *heat metal* ability in combat to heat the armour of its opponents and burn its foes.

Improved Grab (Ex): To use this ability, the ferrous giant must hit an opponent up to two sizes smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can pound.

Pound (Ex): A ferrous giant that makes a successful grapple check against a foe two or more sizes smaller than

itself can smash the opponent into the ground, walls, nearby trees, or other solid objects as a standard action. This deals 2d6+22 points of bludgeoning damage to the victim. In addition, the opponent must make a successful Fortitude save (DC 37) or be stunned for one round. A ferrous giant can perform this action once per round as long as it maintains the grapple. The save DC is Strength-based.

Spell-Like Abilities: At will—*heat metal* (DC 14), *levitate* (iron or steel objects or creatures only, including itself); 1/day—*wall of iron* (DC 18). Caster level 15th. The save DCs are Charisma-based.

Trample (Ex): A ferrous giant can trample creatures one category size smaller than itself as a standard action dealing 2d6+22 points of crushing damage. Opponents who do not make attacks of opportunity against the ferrous giant can attempt a Reflex save (DC 37) to halve the damage. The save DC is Strength-based.

Ferrous Mind (Ex): Ferrous giants are immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).

Oversized Weapon (Ex): A ferrous giant wields a Gargantuan greatsword or greataxe without penalty.

Gibbering Orb

Huge Aberration

Hit Dice: 27d8+216 (337 hp)

Initiative: +20

Speed: 5 ft. (1 square), fly 20 ft. (good)

Armour Class: 48 (-2 size, +12 Dex, +16 natural, +12 insight), touch 32, flat-footed 36

Base Attack/Grapple: +20/+39

Attack: Eye ray +31 ranged touch (eye ray) or bite +30 melee (2d8+5, 19-20)

Full Attacks: 24 eye rays +31 ranged touch (eye ray) and 12 bites +30 melee (2d8+11, 19-20)

Space/Reach: 15 ft./10 ft.

Special Attacks: Eye rays, gibbering, improved grab, spell-like abilities, swallow whole

Special Qualities: All-around vision, amorphous, damage reduction 10/—, flight, spell resistance 37

Saves: Fort +21, Ref +21, Will +24

Abilities: Str 32, Dex 35, Con 27, Int 40, Wis 24, Cha 22

Skills: Concentration +38, Escape Artist +42, Jump -4, Knowledge (arcana) +37, Hide +34, Listen +37, Move Silently +34, Search +37, Speak Language (any five), Spot +37

Feats: Flyby Attack, Improved Initiative, Improved Critical (bite), Iron Will, Multiattack, Weapon Focus (eye ray), Weapon Focus (bite)

Epic Feats: Epic Fortitude, Polygot, Superior Initiative

Environment: Any land or underground

Organisation: Solitary

Challenge Rating: 27

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 28-54 HD (Huge); 55-108 HD (Gargantuan)

Level Adjustment: —

A pulsing floating amorphous creature filled with countless eyes and toothy maws. Eyes and mouths can separate from the mass of flesh and snap at you and are reconstitute themselves into its body...

More terrible the gibbering moulder, this flow aberration scours the multiverse for sustenance. This amorphous horror destroys or consumes any living creature they come upon. Though they are highly intelligent they prefer to gibber over engaging in any meaningful sort of conversation.

A gibbering orb can speak all languages.

Combat

The gibbering orb has the ability to bite its foes by extending a pseudopod with one of its mouths protruding from the end. The orb can extend four of these at any one foe, or a total of twelve in any given round. At the same time, the legions of eyes have the ability to cast a host of spells at a rapid rate.

A gibbering orb's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Eye Rays (Su): Two dozen of the eyes can each produce a magical ray each round, with each eye emulating a spell from among the list of spells below as if cast by a 27th-level caster. The save DCs, where applicable, are 16 + spell level. A gibbering orb has no directional limitations on where it can point its eye rays, because the eyes orbiting around its body drift and float wherever needed. However, a gibbering orb can never aim more than five rays at any single target, due to limitations of aiming. All rays have a range of 150 feet. Each of these effects functions as a ray, regardless of the normal parameters of the spell it resembles. That is, each is usable against a single target and requires a ranged touch attack. The eye rays are: *cone of cold, disintegrate, dominate monster, energy drain, feeblemind, finger of death, flesh to stone, greater dispelling, harm, hold monster, horrid wilting, implosion, inflict critical wounds, lightning bolt, magic missile, mage's disjunction, irresistible dance, polymorph any object, power word blind, power word kill, power word stun, prismatic spray, slay living, and temporal stasis.*

Gibbering (Su): The cacophony of speech emanating from the scores of mouths that make up the orb forces all within 60 feet of the creature to succeed at a Will save each round (DC 30) or suffer the effects of an *insanity* spell. The save DC is Wisdom based.

Improved Grab (Ex): To use this ability, the gibbering orb must hit with a bite attack. If it gets a hold, the orb automatically deals bite Damage and can attempt to swallow whole.

Spell-Like Abilities: At will—Two stolen spells or spell-like abilities per round. Caster level 27th, save DC 16 + spell level. The gibbering orb can use two spells or spell-like abilities from another creature within 60 ft as a swift action.

Swallow Whole (Ex): A gibbering orb can attempt to swallow a Large or smaller opponent by making a successful grapple check. Once inside, the opponent takes 4d8 points of constriction Damage plus 3d10 points of acid Damage per round. A swallowed creature can cut its way out by using claws or a light slashing weapon to deal 20 points of Damage in a single blow (AC 16, DR 10/epic still applies). Once the creature exits, the fluidlike body structure of the orb closes the wound; other swallowed opponents must cut their own way out. When a creature dies by being swallowed whole (or when a creature killed by the gibbering orb in some other fashion is eaten by it), the gibbering orb absorbs the creature's known spells, prepared spells, and spell-like abilities. The orb can use any two of those abilities per round as a free action. Each originates from an eye that is not producing an eye ray (see below) that round. Stolen spells and spell-like abilities are lost after 24 hours.

All-Around Vision (Ex): The gibbering orb's many eyes give it a +4 racial bonus on Spot and Search checks.

Flight (Ex): The gibbering orb's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 20 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

Amorphous (Ex): A gibbering orb is not subject to critical hits. It has no clear front or back, so it cannot be flanked.

Gloom

Medium Monstrous Humanoid

Hit Dice: 25d8+225 (337 hp)

Initiative: +26

Speed: 30 ft. (6 squares)

Armour Class: 40 (+18 Dex, +12 insight), touch 40, flat-footed 22

Base Attack/Grapple: +25/+36

Attack: +10 *dagger of human dread* +54 melee (1d4+21, 17-20)

Full Attack: +10 *dagger of human dread* +54/+49/+44/+39 melee (1d4+21, 17-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Fear gaze, sneak attack +13d6

Special Qualities: Blindsight 60 ft., damage reduction 10/epic, opportunist, quiescence, spell-like abilities, spell resistance 35.

Saves: Fort +17, Ref +32, Will +21

Abilities: Str 32, Dex 46, Con 29, Int 26, Wis 25, Cha 30

Skills: Bluff +38, Climb +39, Hide +46, Intimidate +42, Jump +43, Listen +35, Move Silently +66, Spot +35, Survival +35, Tumble +46

Feats: Dodge, Improved Initiative, Improved Critical (dagger), Mobility, Spring Attack, Weapon Finesse, Weapon Focus (dagger)

Epic Feats: Sneak Attack of Opportunity, Superior Initiative

Environment: Any urban

Organisation: Solitary

Challenge Rating: 25

Treasure: Only +5 *dagger*

Alignment: Always lawful evil

Advancement: 25+ HD (Medium)

This thin dark-skinned humanoid wears a long coat, in his hand rests a terrible dagger. His mouth is a wicked grim, his eyes pointed and his face is eyeless...

Glooms are killers. Moving through the shadows they attack quickly and devastatingly. It is unclear if they are mercenaries who work for a set fee or that they just enjoy the random murder of human and other intelligent species.

In the hand of any other creature but a gloom, the dagger is a +5 *dagger*.

Combat

A gloom uses stealth and *shadow walk* to get really close to an opponent before striking them down.

A gloom's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Fear Gaze (Su): Viewing the gloom's face inspires terror. Creatures that meet the gloom's gaze must succeed at a Will save (DC 32) or suffer the effects of a *fear* spell as cast by a 20th-level caster. The DC is Charisma-based.

Opportunist (Ex): This ability functions like the rogue class feature of the same name.

Sneak Attack (Ex): A gloom is able to sneak attack as a 25th-level rogue, dealing 13d6 extra Damage.

Quiescence (Su): A gloom is constantly silent, as per the *silence* spell, although the area does not extend beyond the creature itself. This quality gives it a +20 racial bonus on Move Silently checks (it is still possible for a gloom to create noise, such as by bumping into something that scrapes on the floor or by sounding a chime). The gloom can lower this effect at will.

Spell-Like Abilities: At will—*shadow walk*; 3/day—*true strike*. Caster level 20th.

Golem, Adamantine

Huge Construct

Hit Dice: 54d10+40 (337 hp)

Initiative: -1

Speed: 20 ft. (4 squares, cannot run)

Armour Class: 37 (-2 size, -1 Dex, +30 natural), touch 7, flat-footed 37

Base Attack/Grapple: +40/+68

Attack: Slam +58 melee (6d10+20)

Full Attack: 2 slams +58 melee (6d10+20)

Space/Reach: 15 ft./15 ft.

Special Attacks: Trample

Special Qualities: Construct traits, damage reduction 20/epic and adamantine, magic immunity

Saves: Fort +18, Ref +17, Will +18

Abilities: Str 51, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: Jump +14

Feats: —

Epic Feats: —

Environment: Any land

Organisation: Solitary

Challenge Rating: 25



Alignment: Always neutral
Advancement: 55-88 HD (Huge); 83-108 HD (Gargantuan)
Level Adjustment: —

At a height nearing 20 ft. this powerful metal man, shimmers with a sheen unlike that of iron...

Adamantine golems look like iron golem except for how light plays across their surface. Since the cost of the adamantine golem is so much higher than an iron golem, during the construction process artists are sometimes higher to decorate the surface to make it both a powerful guardian but a work of art for the ages.

An adamantine golem cannot speak or make any vocal noise, nor does it have any distinguishable odour.

Combat

Adamantine golems typically try to trample opponents before pulverising them with their fists.

An adamantine golem's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Trample (Ex): As a standard action during its turn each round, the adamantine golem can literally run over an opponent at least one size category smaller than itself. The trample deals 8d10+30 points of bludgeoning damage. Trampled opponents can either attempt attacks of opportunity at a -4 penalty or Reflex saves (DC 57) for half damage. The DC is Strength-based.

Magic Immunity (Ex): An adamantine golem is immune to all magical and supernatural effects.

Construction

An adamantine golem's body is sculpted from 45,000 pounds of pure iron and is then polymorphed into adamantine (using *polymorph any object*). The golem costs 500,000 gold pieces to create, which includes 25,000 gp for the body. Assembling the body requires a successful Craft (armorsmithing) or Craft (weaponsmithing) check (DC 40).

CL 15th; Craft Construct, *crushing hand, geas/quest, wish*;
 Price 1,000,000 gp; Cost 500,000 gp + 20,000 XP.

Golem, furnace

Gargantuan Construct

Hit Dice: 56d10+60 (368 hp)

Initiative: -1

Speed: 30 ft. (6 squares, can't run)

Armour Class: 34 (-4 size, -1 Dex, +29 natural), touch 5, flat-footed 34

Base Attack/Grapple: +42/+73

Attack: Slam +57 melee (6d8+19 plus 3d6 fire)

Full Attack: 2 slams +57 melee (6d8+19 plus 3d6 fire)

Space/Reach: 15 ft./15 ft.

Special Attacks: Breath weapon, heat, improved grab, furnace-interior

Special Qualities: Construct traits, damage reduction 15/adamantine and epic, darkvision 60 ft., immunity to fire, immunity to magic, low-light vision, resistance to cold 25, rustproof

Saves: Fort +18, Ref +17, Will +18

Abilities: Str 49, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills: —

Feats: —

Environment: Any

Organisation: Solitary

Challenge Rating: 23

Treasure: None

Alignment: Always neutral

Advancement: 57-112 HD (Gargantuan)

Level Adjustment: —

Furnace golems are 20-foot tall constructs that look like humanoids clad in black iron armour. A large grate-covered opening in its abdomen houses a roaring fire in its innards. The fires powering a furnace golem are magical in nature, i.e. it needs no source of natural fuel to power it and they cannot be extinguished, though if a furnace golem is destroyed, the fires in its innards burn out.

Furnace golems are most often used to guard some arcane secret or treasure, though some are programmed to seek out objects or individuals. Those used as guards stand motionless, appearing as nothing more than a giant black iron statue, until activated. Furnace golems, like other constructs, obey their creator's commands to the best of their ability. Should the creator die, or should the golem's commands be unattainable, the furnace golem becomes rogue. That is, it is still completely functional but follows no commands or orders from anyone.

Combat

Furnace golems open combat using their breath weapon before moving to pulverise their opponents with their massive fists. Grabbed opponents are shoved into the golem's burning interior where they are trapped until they break free or die.

Breath Weapon (Su): Once every 1d4 rounds, a furnace golem can belch forth a line of fire 5 feet wide, 5 feet high, and 120 feet long; 22d6 points of fire damage, Reflex DC 38 for half. The save DC is Constitution-based.

Heat (Ex): A furnace golem's entire form is extremely hot. Any slam attack deals fire damage. Creatures attacking a furnace golem unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Improved Grab (Ex): To use this ability, the furnace golem must hit an opponent at least one size category smaller than itself with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it can conduct the grapple normally or shove an opponent up to two sizes smaller into its furnace-interior the following round.

Furnace-Interior (Ex): A furnace golem can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the furnace golem's interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 3d6 points of fire damage each round. Escaping the creature's interior requires a successful Strength check (DC 30) to bend the bars. Alternately a trapped creature can escape by dealing at least 25 points of damage to the bars (AC 24). Note, the golem's damage reduction applies to all attacks against the bars. A Huge furnace golem's interior can hold 2 Large, 4 Medium, 8 Small, or 32 Tiny or smaller creatures.

Immunity to Magic (Ex): A furnace golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that bypasses its cold resistance slows a furnace golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the furnace golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points.

Rustproof (Ex): Though constructed of iron, a furnace golem, unlike an iron golem, is not affected by rust attacks.

Construction

A furnace golem's body is constructed from 8,000 pounds of iron mixed with rare ingredients and chemicals totalling 12,000 gp. Creating the body requires a Craft (armoursmithing or weaponsmithing) check (DC 20).

CL 25th; Craft Construct, *fireball*, *geas/quest*, *limited wish*, *polymorph any object*, *wall of fire*; Price 420,000 gp; Cost 210,000 gp + 8,400 XP.

Hellforged Golem

Gargantuan Construct (Evil, Extraplanar, Fire)

Hit Dice: 64d10+60 (412 hp)

Initiative: -1

Speed: 30 ft. (6 squares, cannot run)

Armour Class: 33 (-4 size, -1 Dex, +28 natural), touch 5, flat-footed 33

Base Attack/Grapple: +48/+75

Attack: Slam +59 melee (3d6+15)

Full Attack: 2 slams +59 melee (3d6+15)

Space/Reach: 15 ft./15 ft.

Special Attacks: Powerful smash, wreathed in flames

Special Qualities: Construct traits, dimensional lock, magic immunity

Saves: Fort +21, Ref +20, Will +21

Abilities: Str 40, Dex 8, Con —, Int —, Wis 10, Cha 16

Skills: —

Feats: —

Environment: Any

Organisation: Solitary

Challenge Rating: 26

Treasure: None

Alignment: Always lawful evil

Advancement: 65-98 HD (Gargantuan).

Level Adjustment: —

This monstrosity is made out of brass and congealed blood. Green flames wreath its head and shoulders, while massive spikes of gory bone sprout from its over-large clawed hands. It moves with the plodding certainty of a machine, but radiates an inhuman feeling of hatred towards you.

Hellforged golems are made by devilish artificers in the lower planes. Unlike retrievers, they are primarily the products of engineering, not sorcery. Metal is mined from the basalt spires of the underworld, melted and refined in lakes of fire and alloyed with brimstone and ichor before being cast into the golem's component parts. Hellish wizards scrawl runes of power and malice onto the golem before it is assembled and animated.

While hellforged golems are powerful adversaries, their devilish masters mainly use them as assistants or bodyguards. A golem radiates a magical field that prevents pesky clerics from *dismissing* the devil back to the lower planes. As a construct, the golem is also immune to many protective spells like *magic circles*.

Combat

The golem obeys the telepathic commands of its devilish master, who co-ordinates the golem's attack with its own. The golem might be ordered to pin a character while the devil uses an *energy drain* or area effect, or to block a particularly dangerous foe from reaching the devil.

Dimensional Lock (Su): Hellforged golems radiate a magical field that blocks teleportation, planar travel and similar effects. This field has a radius of five feet per Hit Die of the golem (120 feet for the basic model) and is constantly active. The golem can drop the field until its next action as a move action. The field is identical to the effects of a *dimensional lock* spell cast by a 64th level wizard.

Magic Immunity (Ex): Hellforged golems are immune to all spells that allow magic resistance, except spells with the Good or Evil descriptor. Good spells deal 1d6 points of damage to the golem per caster level, regardless of the actual function of the spell. Similarly, Evil spells heal the golem of 1d4 points of damage per caster level.

Powerful Smash (Ex): If the golem hits the same opponent with two slam attacks in one round, or is attacking a prone target, it may attempt to make a powerful smash attack on that character on the next round, as long as that character does not move more than five feet. The

powerful smash attack uses the golem's grapple attack bonus, not its normal attack bonus and deals 6d6+45 damage on the target. The target must make a Reflex save (DC 57) or be knocked down (the save DC is Strength-based).

Wreathed in Flames (Su): Green flame surrounds the golem. Anyone within the golem's threatened area suffers 2d6 points of unholy damage each round. The golem and any other evil creatures are immune to this damage. The fire only affects living beings.

Construction

Hellforged golems are obviously forged in Hell, a technique not normally available to Player Characters. Construction begins with the forging of the body, a process that costs 10,000 gp and a Craft (armoursmithing or weaponsmithing) check (DC 20). The next step is binding a spirit to fuel the golem. The devils generally use demons captured using *trap the soul* or a similar ritual. Finally, the golem is animated and activated.

CL 28th; Craft Construct, *dimensional anchor*, *fire shield*, *geas/quest*; Price 680,000 gp; Cost 340,000 gp + 13,600 XP.

Golem, Mithral

Huge Construct

Hit Dice: 36d10+40 (238 hp)

Initiative: +4

Speed: 40 ft. (8 squares)

Armour Class: 42 (-2 size, +4 Dex, +26 natural, +4 *haste*), touch 16, flat-footed 38

Base Attack/Grapple: +27/+49

Attack: Slam +39 melee (4d10+14)

Full Attack: 2 slams +39 melee (4d10+14)

Space/Reach: 15 ft./15 ft.

Special Attacks: —

Special Qualities: Alacrity, construct traits, damage reduction 15/epic and adamantine, magic immunity

Saves: Fort +12, Ref +16, Will +12

Abilities: Str 39, Dex 19, Con —, Int —, Wis 11, Cha 1

Skills: Jump +18

Feats: —

Epic Feats: —

Environment: Any land

Organisation: Solitary

Challenge Rating: 21

Treasure: None

Alignment: Always neutral

Advancement: 37-54 HD (Huge); 55-72 HD (Gargantuan)

Level Adjustment: —

A tall athletic figure composed of silvery metal dashes forward...

A mithral golem is usually designed to have a light or athletic build to reflect its speed and grace. However, designs may vary depending on the creator. Elven kings and diplomats are sometimes protected by mithral golems. A mithral golem cannot speak or make any vocal noise, nor does it have any distinguishable odour. Unlike most golems, it can run just as well as a normal creature.

Combat

Mithral golems rely on their speed to catch opponents unprepared.

A mithral golem's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Alacrity (Su): Once per round, the mithral golem may take an extra standard action (either before or after its other actions in the round).



Magic Immunity (Ex): A mithral golem is immune to all magical and supernatural effects, except as follows. A *slow* spell negates its alacrity for 1d4 rounds, while a *haste* spell restores 1d6 hit points per level of the caster (maximum 10d6) or restores its alacrity, if previously negated by a *slow* spell. Multiple *slow* spells simply extend the duration of the effect.

Construction

A mithral golem's body is sculpted from 8 1/2 tons of pure iron and is then polymorphed into mithral (using *polymorph any object*). A mithral golem costs 250,000 gold pieces to create, which includes 5,000 gp for the body. Assembling the body requires a successful Craft (armoursmithing) or Craft (weaponsmithing) check (DC 30).

CL 25th; Craft Construct, *geas/quest*, *haste*, *wish*; Price 500,000 gp; Cost 250,000 gp + 10,000 XP.

Golem, Runic

Gargantuan Construct

Hit Dice: 32d10+60 (236 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armour Class: 38 (-4 size, +0 Dex, +32 natural), touch 6, flat-footed 38

Base Attack/Grapple: +24/+56

Attack: Slam +40 melee (3d6+20 plus runic blast)

Full Attack: 2 slams +40 melee (3d6+20 plus runic blast)

Space/Reach: 20 ft./20 ft.

Special Attacks: Create golems, greater rune, runic blast, *runic touch*

Special Qualities: Construct traits, damage reduction 15/adamantine, darkvision 60 ft., low-light vision, magic immunity

Saves: Fort +10, Ref +10, Will +10

Abilities: Str 50, Dex 10, Con —, Int —, Wis 10, Cha 1

Skills: Jump +28

Feats: —

Environment: Any

Organisation: Solitary

Challenge Rating: 23

Treasure: None

Alignment: Always neutral evil

Advancement: —

Level Adjustment: —

This construct is a towering golem of ruddy, hard-baked clay. Every inch of it is covered in ancient runes that seem to crawl with magical power.

The secret of making runic golems has mercifully been lost. These entities are only encountered in certain deserted tombs and lost cities, where they wait in dreamless stasis until unfortunate treasure hunters awaken them. While every golem is animated using certain magical symbols engraved onto its inner parts or written

on scraps of parchment tucked into the construct's chest, the entirety of the runic golem is covered in runes. Each of these runes is engraved onto a small octagon of clay which slides over the inner substance of the golem like dragon-scales over dragon-flesh. These runes are of terrible power: they are symbols of life and death that dance at the golem's command. By touching an object, the golem can instantly transfer the rune from its body to the surface.

No one has yet determined whether each runic golem has a set number of these runes that it expends over its lifetime or if it can engrave new symbols on itself like some bizarre gargantuan tattooist. Nor has any sage determined how to control the golems or why they were created. While most sleep in their tombs, some have awoken in the past and walked across the land, sowing runes like wheat and changing the world with every step.

Combat

Runic golems combine brute force attacks with their innate magical abilities. While they are not quite as resilient as the smaller greater stone golems, they can animate lesser golems to fight for them.

Runic Blast (Su): Anyone struck by a runic golem's slam attack is also affected by a *symbol* spell of the golem's choice (*fear*, *sleep*, *stunning*, *death* or *pain*) as if they had triggered the *symbol*. The save DC is 26 plus the level of the spell. The save DC is Constitution based.

Runic Touch (Sp): A runic golem can cast any *symbol* spell at will, just by touching the point where it wishes to engrave the symbol.

Greater Rune (Su): Once per day, a runic golem can cast a *greater rune*. This works just like a *symbol* spell, but affects everyone within five miles up to a maximum of the golem's current hit points.

Create Golem (Su): Once per round as a free action, a runic golem can create a flesh, clay or stone golem by touching a suitable amount of matter. This costs the runic golem a number of hit points equal to two times the Hit Dice of the new golem.

Construction

A runic golem's body is sculpted from 32 tons of clay that must be merged into a single mass before carving. The clay must be treated with rare oils and powders worth 96,000 gp. Creating the body requires a DC 28 Craft (sculpture) check and a DC 18 Craft (calligraphy check).

CL 25th; Craft Construct, *animate objects*, *geas/quest*, *symbol of death*, *wish*; Price 500,000 gp; Cost 250,000 gp + 10,000 XP.

Gorgon, True (Sthenno and Euryale)

Sthenno

Large Outsider (Evil, Lawful, Extraplanar)

Hit Dice: 18d8+126 (270 hp)

Initiative: +7

Speed: 30 ft. (6 squares), fly 50 ft. (poor)

Armour Class: 38 (-1 size, +3 Dex, +26 natural), touch 12, flat-footed 35

Base Attack/Grapple: +18/+32

Attack: Claw +28 melee (1d8+10) or snakes +28 melee (1d6 plus poison)

Full Attack: 2 claws +28 melee (1d8+10) and bite +26 melee (1d8+5) and snakes +26 melee (1d6 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Petrifying gaze, poison, improved grab, rend 2d8+15

Special Qualities: Damage reduction 15/epic and good, darkvision 120 ft., fast healing 5, immortal, immunities, outsider traits, spell resistance 32

Saves: Fort +18, Ref +16, Will +17

Abilities: Str 31, Dex 17, Con 24, Int 22, Wis 22, Cha 26

Skills: Balance +14, Bluff +28, Craft (alchemy) +27, Diplomacy +32, Disguise +23 (+25 acting), Hide +19, Gather Information +18, Intimidate +31, Knowledge (arcana) +27, Knowledge (the planes) +27, Listen +27, Move Silently +24, Search +27, Sense Motive +27, Spot +27, Survival +23 (+25 on other planes, +25 following tracks)

Feats: Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (snakes)

Euryale

Large Outsider (Evil, Lawful, Extraplanar)

Hit Dice: 20d8+160 (320 hp)

Initiative: +7

Speed: 30 ft. (6 squares), fly 50 ft. (poor)

Armour Class: 41 (-1 size, +3 Dex, +29 natural), touch 12, flat-footed 38

Base Attack/Grapple: +20/+36

Attack: Claw +32 melee (1d8+12) or snakes +32 melee (1d6 plus poison)

Full Attack: 2 claws +32 melee (1d8+12) and bite +30 melee (1d8+6) and snakes +30 melee (1d6 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Petrifying gaze, poison, improved grab, rend 2d8+18

Special Qualities: Damage reduction 15/epic and good, darkvision 120 ft., fast healing 5, immortal, immunities, outsider traits, SR 34

Saves: Fort +20, Ref +17, Will +19

Abilities: Str 35, Dex 17, Con 26, Int 24, Wis 24, Cha 28

Skills: Balance +25, Bluff +29, Craft (alchemy) +30, Diplomacy +36, Disguise +32 (+34 acting), Hide +15, Gather Information +32, Intimidate +34, Knowledge (arcana) +30, Knowledge (the planes) +27, Listen +27, Move Silently +24, Search +29, Sense Motive +30, Spot +27, Survival +30 (+32 on other planes, following tracks)

Feats: Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claws), Weapon Focus (snakes)

Both Sthenno and Euryale possess the following characteristics:

Environment: Outer planes Outer planes

Organisation: Solitary, pair (Sthenno and Euryale), or troupe (Sthenno plus 2-8 medusa and 1-4 advanced medusa) or troupe (Euryale plus 2-8 medusa and 1-4 advanced medusa)

Challenge Rating: 20 (Sthenno) or 22 (Euryale)

Treasure: Triple standard



Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

This hideous creature appears to be almost twice as tall as a normal human. Its upper torso is that of a well-proportioned human female with scaly flesh while its lower torso is that of a great black-scaled snake. Small black wings protrude from its back. Instead of hair, its head is covered with writhing, deadly asps. Its mouth is filled with razor-sharpened fangs.

Though the word gorgon is often associated with the deadly bull-like creature that turns a victim to stone with its breath weapon, the true gorgons are three sisters; Euryale, Sthenno, and Medusa. They are the daughters of the god Phorcys and the goddess Ceto. Euryale and Sthenno were born immortal and are hideous creatures with writhing snakes for hair, brass claws, wings and a gaze that can turn any living creature into stone. Phorcys tasked them with guarding the entrance to the Underworld.

Medusa was born mortal and was very beautiful. Phorcys sent her to the Material Plane so all could gaze upon the beauty of his daughter. Medusa's beauty rivalled that of some of the goddesses, and some of them grew jealous of Medusa, particularly the goddess Athena. Her beauty also turned the heads of some of the gods, and when Poseidon seduced her in a temple to Athena, the goddess became enraged and changed the beautiful Medusa into a creature as hideous as her sisters. Poseidon turned from his love, never to return again. Medusa, enraged, fled into the desert and never came back to civilisation.

The hero Perseus was tasked with killing the gorgon known as Medusa and bringing her head to King Polydectes as a wedding present. Using a magic shield given to him by the gods, he avoided Medusa's deadly gaze and severed her head. From her serpentine body sprang the children of Poseidon, creatures similar in appearance to their mother. These creatures escaped into the world and are called medusa. Sthenno and Euryale long for their sister's return or their meeting with her in the Underworld. Yet being immortal, they cannot enter the Realm of the Dead. Thus, both know they will never see their beloved sibling again. Their cries are said to be audible on the wind as a high-pitched shrill akin to a bird's cry.

Both Sthenno and Euryale are 10 feet tall and weigh around 600 pounds or more. Sthenno's eyes are blue; Euryale's eyes are copper.

Combat

Sthenno and Euryale rarely enter combat unless pressed or provoked. They are both deadly combatants and use their claws, bite, snakes and petrifying gaze with precision force. Sthenno enjoys 'collecting' those she has turned to stone and even has a room in her lair where she displays them. Euryale simply smashes to rubble those she has petrified.

Sthenno's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction. Her natural weapons, as well as any weapons she wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

Euryale's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction. Her natural weapons, as well as any weapons she wields, are treated as evil-aligned and lawful-aligned for the purposes of overcoming damage reduction.

Petrifying Gaze (Su): Turn to stone permanently, 30 feet, Fortitude save (DC 27 Sthenno, DC 29 Euryale) negates. The save DC is Charisma-based.

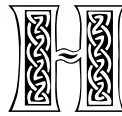
Poison (Ex): Snakes; injury, Fortitude save (DC 26 Sthenno, DC 28 Euryale), initial damage 2d6 Strength, secondary damage 3d6 Strength. The save DC is Constitution-based.

Improved Grab (Ex): To use this ability, Sthenno or Euryale must hit with a claw attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check she establishes a hold.

Rend (Ex): If either Sthenno or Euryale hit with both claw attacks, she latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+15 (Sthenno) or 2d8+18 (Euryale) points of damage.

Immortal (Ex): Sthenno and Euryale are immortal and cannot die from natural causes. They are not subject to death from massive damage and are immune to death effects and disintegration. They do not age, and do not need to sleep, eat or breathe.

Immunities (Ex): Sthenno and Euryale are immune to polymorph, sleep, stunning and paralysis.



Ha-Naga

Colossal Aberration

Hit Dice: 24d8+ 264 (372 hp)

Initiative: +14

Speed: 60 ft. (12 squares), fly 120 (perfect)

Armour Class: 39 (-8 size, +14 Dex, +23 natural armour), touch 16, flat-footed 25

Base Attack/Grapple: +18/+43

Attack: Coil whip +24 melee (4d6+9)

Full Attack: Coil whip +24 melee (4d6+9) and sting +24 melee (2d8+4 plus poison) and bite +24 melee (4d8+4)

Space/Reach: 30 ft./20 ft.

Special Attacks: Charming gaze, constrict 4d6+9, improved grab, poison

Special Qualities: Chameleon ability, damage reduction 5/epic, flight, spell resistance 34

Saves: Fort +19, Ref +22, Will +24

Abilities: Str 28, Dex 38, Con 32, Int 35, Wis 31, Cha 36

Skills: Appraise +39, Concentration +38, Bluff +28, Diplomacy +44, Disguise +13 (+15 acting), Escape Artist +41, Hide +33, Jump +21, Knowledge (arcana) +39, Knowledge (history) +39, Knowledge (religion) +39, Listen +33, Move Silently +41, Search +39, Sense Motive +20, Spellcraft +39 (+41 decipher scrolls), Spot +33, Use Magic Device +40 (+42 scrolls)

Feats: Dodge, Flyby Attack, Improved Multiattack,

Mobility, Multiattack, Still Spell, Weapon Finesse

Epic Feats: Epic Spellcasting, Reflective Spell Resistance

Environment: Any temperate land or underground

Organisation: Solitary or nest (2-4)

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: 25-40 HD (Colossal)

Level Adjustment: —

A huge serpent, impossibly long, rises before you — its scales a kaleidoscope of colours that shift and dance as it moves...

'Ha' in abyssal usually identifies one to be of godlike power and stature. So to the ha-naga is revered by others of its kind as a god given material form. Most powerful of all the naga, this creature is as wicked as she is powerful.

Ha-naga have scales that shift in colour allowing them to hide more easily. An average ha-naga will grow to be at least 90 feet in length while a few legendary members of the race are said to be well over 200 feet.

Ha-naga speak Abyssal and Common.

Combat

Ha-naga disdain physical combat especially with lesser beings. Ha-naga will fly above the battle raining spells on their opponents before swooping in to deliver a dose of deadly poison through their stinger.

A ha-naga's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Charming Gaze (Su): As *mass charm monster*, 90 ft., Will save (DC 35). The DC is Charisma-based.

Constrict (Ex): A ha-naga deals 4d6+9 points damage with a successful grapple attack against Huge or smaller opponents.

Improved Grab (Ex): To use this ability, the ha-naga must hit with its coil whip attack. If it succeeds, it can constrict.

Poison (Ex): Sting, Fort save (DC 33); initial and secondary Damage 2d8 Constitution. The DC is Constitution-based.

Chameleon Ability (Ex): Ha-nagas can blend in with their surroundings, giving them a +8 circumstance bonus on Hide checks.

Flight (Su): As per the *fly* spell, 120 ft. (perfect). This ability gives the ha-naga a +6 circumstance bonus on Move Silently checks (not included).

Spells: Ha-nagas can cast spells as 21st-level sorcerers, and can also cast cleric spells and spells from the domains of Chaos and Evil as arcane spells (save DC 23 + spell level). The DC is Charisma-based.

Spells Known (6/10/9/9/9/9/8/8/8/8): 0th—*acid splash, daze, detect magic, flare, mage hand, ray of frost, prestidigitation, read magic, resistance*; 1st—*comprehend languages, identify, obscuring mist, summon monster I, true strike*; 2nd—*darkness, eagle's splendour, glitterdust, hideous laughter, web*; 3rd—*displacement, gaseous form, lightning bolt, slow*; 4th—*bestow curse, dimensional anchor, enervation, rainbow pattern*; 5th—*cloudkill, feeblemind, hold monster, teleport*; 6th—*heal, permanent illusion, repulsion*; 7th—*destruction, plane shift, prismatic spray*; 8th—*mass charm monster, mass inflict critical wounds, prismatic wall*; 9th—*implosion, storm of vengeance, time stop*

Epic Spells Researched: *let go of me, peripety, ruin, spell worm*

Epic Spells Prepared (4/day, save DC 33): *let go of me, peripety, spell worm (x2)*

Hagunemnom (Protean)

Large Aberration (Psionic, Shapechanger)

Hit Dice: 44d8+616 (814 hp)

Initiative: +17

Speed: 50 ft. (10 squares)

Armour Class: 50 (-1 size, +13 Dex, +28 natural), touch 22, flat-footed 37

Base Attack/Grapple: +33/+58

Attack: Slam +54 melee (2d6+21, 19-20)

Full Attack: 5 slams +54 melee (2d6+21, 19-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Destabilise form, psionics

Special Qualities: Alter shape, damage reduction 10/epic, darkvision 120 ft., immunities, regeneration 50, spell resistance 39

Saves: Fort +30, Ref +29, Will +32

Abilities: Str 53, Dex 37, Con 39, Int 20, Wis 23, Cha 34

Skills: Bluff +59, Diplomacy +63, Disguise +59 (+61 acting), Hide +34, Intimidate +61, Jump +29, Listen +55, Move Silently +35, Sense Motive +53, Spot +55

Feats: Alertness, Cleave, Endurance, Great Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Epic Feats: Blinding Speed, Devastating Critical (slam), Dire Charge, Overwhelming Critical (slam)

Environment: Any

Organisation: Solitary

Challenge Rating: 29

Alignment: Always chaotic neutral

Advancement: 45-59 HD (Large), 60-74 HD (Huge), 75-89 HD (Gargantuan)

Level Adjustment: —

The pulsing mass of flesh contorts into one bizarre and terrible shape after another. Its unstable form a mockery to divine creation...

Hagunemnom are the most powerful type of shapeshifter in recorded history. They are able to replicate the form of any non-deity it has ever encountered. It sees itself as the original perfect being and considers all non-shapershifters as food.

The hagunemnom does not have a distinct shape or finite size and may no language or any language depending on its current form and evolution.

Combat

A hagunemnom understands the value of surprise and will often taking a calming for when approaching a potential meal. Upon winning surprise it will often alter its form to gain attacks that will help it quickly incapacitate victims.

A hagunemnom's natural weapons are treated as epic for the purpose of overcoming damage reduction.

If you have the updated psionic ruleset replace the hagunemnom's psionics above with the following:

Psionics (Ps): At will — escape detection (DC 23), psionic dimension door (move action*), psionic ethereal jaunt, psionic knock, psionic plane shift, psionic suggestion (DC 24, 9 targets*), read thoughts (DC 24). **Manifester Level 20.**

** This includes augmentation based upon the hagunemnom's manifestor level.*

Psionics (Sp): At will — detect thoughts, dimension door, ethereal jaunt, knock, nondetection, plane shift, suggestion. Caster level 20th, save DC 22.

Destabilise Form (Su): If a protean hits with two or more slam attacks in the same round, it partly destabilises its foe's physical form, dealing an additional 4d6+31 points of damage as well as 2 points of Constitution damage. If the victim is drained to 0 Constitution, its dead body is only so much clear fluid that drains away unless somehow preserved by friends of the victim.

Alter Shape (Ex): A protean can assume the shape of any combination of physical non-deific creatures at the same time as a free action. In fact, a protean's form constantly boils, and it requires a move-equivalent action each round for a protean to maintain a certain shape (even if that shape is a combination of several shapes). Whatever its present form, the protean retains all its own special qualities. Plus, it gains the advantage of up to four extraordinary abilities from the forms it mimics (but not spell-like or supernatural powers). The assumed form can be no smaller than a flea and no larger than 200 feet in its largest dimension (make sure to take into account rules for reach and size modifiers to AC and melee attacks). Incorporeal traits can also be assumed, which counts as a single extraordinary ability. If a hagunemnom assumes a partial form that confers an extraordinary ability already possessed by the creature, only the better of the two abilities is retained. No matter its form, the protean can never make more than five attacks using a full-round action. However, it may substitute a melee attack form for one of its slam attacks, using its own base attack bonus and Strength modifier to Damage, but dealing base Damage appropriate to the attack type.

Half-Titans

The lust of titans is second only to their rage. Titans have a great appreciation for beauty, especially that of attractive humanoids. Although magic is involved in most of these relationships, the fact that titans were the model on which other races were based means that titans can sire or bear cross-race children comparatively easily. Half-titan children are taller and more handsome than normal. They share in their titan parent's strength and vitality. Half-titans often excel at the magical arts, but even if they do not follow the arcane or divine paths, they manifest some of the innate gifts of titans as they reach maturity. These gifts come after the most difficult time in a half-titan's life – during adolescence, the emotional fury of the titan race consumes the half-titan, immeasurably deepening or intensifying emotions. If half-titans survive teenage bouts of depression, angst and anger (exaggerated to godlike proportions), they usually become figures of great fame and renown.

Sample Half-Titan Creature

Half-Titan Maenad Wilder 16/Barbarian 12
Large Humanoid (Extraplanar)

Hit Dice: 16d6+128 plus 12d12+96 (358 hp)

Initiative: -1

Speed: 50 (10 squares)

Armour Class: 29 (-1 size, -1 Dex, +6 natural, +9 +4 mithral breastplate, +6 ring of protection +6), touch 14, flat-footed 29

Base Attack/Grapple: +18 (+22 epic)/+36

Attack: +6 *sonic blast greataxe* +38 (3d6+37 plus 3d6 sonic or plus 9d6 on a critical hit /x3)

Full Attack: +6 *sonic blast greataxe* +37/+32/+27/+22(3d6+21, x3)

Space/Reach: 10 ft./5 ft.

Special Attacks: *Energy ray* (1/day, DC 18), greater rage 4/day, psionics, spell-like abilities, surging euphoria +2, wild surge +5

Special Qualities: Damage reduction 2/—, fast healing 3, fast movement, elude touch, naturally psionic, outburst, psychic enervation, trap sense +4, uncanny dodge, volatile mind (3 pp)

Saves: Fort +22, Ref +9, Will +17

Abilities: Str 30, Dex 8, Con 27, Int 12, Wis 16, Cha 25

Skills: Autohypnosis +23, Climb +40, Concentration +26, Intimidate +37, Jump +29, Listen +14, Swim +21, Tumble +17

Feats: Align Attack, Deep Impact, Greater Psionic Weapon, Psionic Body, Psionic Meditation, Psionic Weapon, Wounding Attack

Epic Feats: Fast Healing, Incite Rage, Penetrate Damage Reduction (admantine)

Environment: Any land

Organisation: Solitary

Challenge Rating: 33



Treasure: Double standard plus +4 *mithral breastplate*, *major cloak of displacement*, *ring of protection* +6, *skin of fiery repose*.

Alignment: Always chaotic

Advancement: By character class

Level Adjustment: —

Greater Rage (Ex): 4/day; see *PHB*.

Psi-Like Abilities: 1/day—*energy ray (sonic)* (DC 18); ML 14th.

Psionic Powers Known (9 powers, ML 16, 279 pp, save DC 17 + power level): 1st—*disable*, *inertial armour*; 2nd—*energy push*; 3rd—*body adjustment*; 4th—*death urge*; 5th—*psychic crush*; 6th—*breath of the dragon*; 7th—*energy wave*; 8th—*bend reality*.

Spell-like Abilities: 7/day—*chain lightning* (DC 23), *charm monster* (DC 21), *etherealness*, *fire storm* (DC 25), *gate*, *invisibility*, *invisibility purge*, *levitate*, *persistent image*, *word of chaos* (DC 24). Caster level 28. The save DCs are Charisma based.

Surging Euphoria (Ex): See the psionic classes section for wilders of the system reference document.

Wild Surge (Su): See the psionic classes section for wilders of the system reference document.

Elude Touch (Ex): See the psionic classes section for wilders of the system reference document.

Naturally Psionic: See the psionic races section for maenad of the system reference document.

Outburst (Ex): See the psionic races section for maenad of the system reference document.

Creating a Half-Titan

'Half-titan' is a template that can be applied to any humanoid. It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: If the base creature is Medium or smaller, the creature's size increases by one step (i.e. Tiny creatures become Small, Small become Medium, and so on.), see *MM* for details of increasing size by adding a template to a creature. Also note that the change in size only occurs on the child's seventh birthday, and the creature reaches his full size during his adolescence. The base creature gains the extraplanar subtype.

Armour Class: The natural armour of the base creature increases by +4.

Special Attacks: Half-titans retain all the special abilities of the base creature. Half-titans with a Charisma score of 10 or higher possess the following spell-like abilities, using their level as the caster level, as specified in the table below.

All these abilities are cast as spells by a sorcerer of the character's level. Each ability may be used a maximum number of times per day equal to the character's Charisma modifier.

Level	Abilities
1-2	<i>Levitate</i>
3-4	<i>Invisibility</i>
5-6	<i>Invisibility purge</i>
7-8	<i>Charm monster</i>
9-10	<i>Persistent image</i>
11-12	<i>Chain lightning</i>
13-14	<i>Fire storm</i>
15-16	<i>Word of chaos</i>
17-18	<i>Etherealness</i>
19-20	<i>Gate</i>

Abilities: Increase from the base creature as follows: Str +8, Dex +2, Con +4, Int +2, Wis +4, Cha +2.

Challenge Rating: Same as the base creature +5.

Treasure: Double the base creature.

Alignment: Half-titans are always chaotic.

Advancement: By class.

Hellephant

Gargantuan Outsider (Evil, Extraplanar)

Hit Dice: 24d8+168 (276 hp)

Initiative: +0

Speed: 50 ft. (10 squares)

Armour Class: 24 (-4 size, +18 natural), touch 6, flat-footed 24

Base Attack/Grapple: +24/+53

Attack: Gore +38 melee (2d8+17)

Full Attack: Two gores +38 melee (2d8+17) and two slams +37 melee (2d6+8) and sting +37 melee (2d6+8 plus poison)

Space/Reach: 20 ft./20 ft.

Special Attacks: Poison, toss, trample 2d6+25, trump of doom

Special Qualities: Damage resistance 15/good, fast healing 5, great balance, immunity to fire, poison and electrical, immovable, outsider qualities, resistance cold 10, sonic 10 and acid 10, spell resistance 23

Saves: Fort +21, Ref +14, Will +16

Abilities: Str 45, Dex 10, Con 24, Int 2, Wis 14, Cha 12

Skills: Balance +20, Intimidate +28, Listen +29, Search +13, Spot +29

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Multiattack, Multiattack, Power Attack, Weapon Focus (gore)

Epic Feats: Improved Awesome Blow

Environment: Lower planes

Organisation: Solitary

Challenge Rating: 22

Treasure: Standard

Alignment: Always evil

Advancement: 25-33 HD (Gargantuan), 34+ HD (Colossal)

Level Adjustment: —

The ground shakes as it approaches and it seems not to be solely due to the creature's size, but rather that the earth itself shivers in terror. The mass of it makes it hard to judge the distance...it continues to grow larger and larger and yet does not arrive. The form is that of an elephant, but bloated and corrupted. The great curling tusks are barbed and it has a tail something like that of a scorpion, only longer and more flexible. It rears back to howl and the sound turns bones to powder.

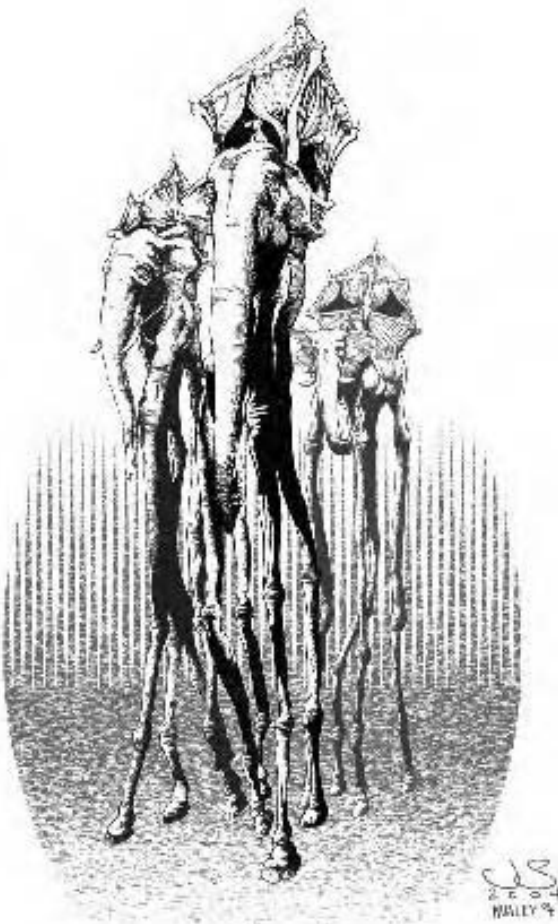
Scholars of the infernal realms no doubt have a formal nomenclature for this native of those planes, a mouth-straining garble of syllables, but those few who have encountered it and retained both life and sanity enough to describe it christened it the hellephant and that is the name which has stuck. The creature is found amidst the diseased jungles and burning plains of the lower realms, from the Razorleaf Twists to the Vampire Grasslands.

Malicious and hateful, but not intelligent, it is often used by demons and devils as an instrument of war, both against each other and against the material world. Rarely, a natural gate or a foolish summoner will cause one to appear in the Material Plane unescorted. If anything,

such a creature is even more dangerous than one serving a demonic or diabolic master; the master may be convinced to return and take the beast with it, but a hellephant alone must be confronted and killed.

Battle Hellephant

The hellephant is most often encountered when being ridden into war by demons or devils. In such cases, make the following modifications: It is armoured in +2 *chain shirt barding*, giving it a +6 armour bonus to AC. It has a riding structure on its back. This structure has a hardness of eight and 75 hit points and can support two Huge, eight Large or 32 Medium creatures, usually devils or demons of roughly humanoid shape. This structure grants them cover, giving them +4 to Armour Class against melee attacks and +6 to Armour Class against ranged attacks. Battle hellephants are normally well trained and will obey their commanders. However, if the creature takes more than 25% of its hit points in damage from a single attack or loses 75% of its total hit points, the commander must make a Handle Animal check (DC 25) each round to control it. If the check fails, the hellephant runs wild, attacking friend and foe alike.



Combat

The hellephant normally begins with a trump of doom, and then charges into its foes, taking full advantage of its Improved Awesome Blow feat. When in the midst of enemies, it will normally attack as many of them as possible at once, goring one, stomping another and impaling a third on its stinger. Only if faced with a foe one size category smaller than itself or larger does it turn all of its attacks against it.

Its simple mind recognises only size, not skill, so it will ignore the high-level paladin darting about its legs to confront the less dangerous but larger cat anachra in front of it. The amount of damage it can deal on a single target is great, so those planning to use such tactics are advised to have a fair number of sacrificial giants to hurl at it. When used as a war beast, it will obey the commands of its masters, who are not so easily distracted.

The hellephant's natural attacks count as epic and evil for overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 29, primary damage 1d6 Dex, secondary damage 2d6 Con. The save DC is Constitution-based.

Toss (Ex): If the hellephant hits with a gore attack against a target smaller than itself, the target must make a Reflex save (DC 39) or be impaled on the tusk. If this occurs then the character is considered to be grappling with the hellephant. On the round following, the hellephant may forego making any gore attacks to hurl the grappled character skyward. The distance travelled is based on the size of the gored target, as follows:

Small or smaller	200 ft.
Medium	160 ft.
Large	80 ft.
Huge	40 ft.

The target then takes the appropriate falling damage as it lands 1d6x10 feet from the hellephant in a random direction. If the target square is occupied, the occupant may make a Reflex save (DC 20) or a Tumble check (DC 15) to avoid being struck by the falling body. If this check fails, the occupant takes half the damage done to the falling character. A hellephant may gore two beings on a single turn and toss both of them on the next turn. It may not use its tusk attack if there is someone already impaled on the tusk. Anyone impaled but not tossed suffers 1d8 points of damage per round and may make a grapple check each round to try to get free. The save DC is Strength-based.

Trample (Ex): Reflex DC 39 half. The save DC is Strength-based.

Trump of Doom (Su): Three times per day, as a full action, a hellephant may channel its fury and hatred into a flesh-

liquefying, mind-shredding howl. All those within 120 feet of the hellephant must make a Fortitude save (DC 29) or take 8d6 points of sonic damage. In addition, they must make a Will save (DC 23) or suffer the following consequences:

HIT DICE RESULT

3 or fewer	Death
4-6	Panicked for 5d6 rounds
7-9	Frightened for 3d6 rounds
10+	Shaken for 1d6 rounds

The first save is Constitution-based and the second is Charisma-based.

Immovable (Ex): The hellephant is extremely difficult to unbalance or shove. It receives a +10 racial bonus on all Balance checks, to resist being bull rushed, shoved, tripped and so forth.

Hoary Hunter

Medium Fey (Cold)

Hit Dice: 46d6+598 (759 hp)

Initiative: +19

Speed: 30 ft. (6 squares)

Armour Class: 46 (+11 Dex, +15 insight, +10 natural), touch 36, flat-footed 35

Base Attack/Grapple: +23/+37

Attack: +6 *keen longsword of binding* +46 melee (1d8+27, 17-20 plus binding)

Full Attack: +6 *keen longsword of binding* +46/+41/+36/+31 melee (1d8+27, 17-20 plus binding)

Space/Reach: 5 ft./5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Cold immunity, damage reduction 10/cold iron and epic, fire vulnerability, spell resistance 36

Saves: Fort +28, Ref +36, Will +31

Abilities: Str 38, Dex 33, Con 36, Int 21, Wis 23, Cha 26

Skills: Diplomacy +63, Hide +60, Intimidate +57, Knowledge (geography) +54, Knowledge (nature) +60, Listen +55, Move Silently +60, Ride +60, Search +54, Sense Motive +55, Spot +55, Survival +55

Feats: Blind-Fight, Cleave, Great Cleave, Improved Critical (longsword), Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Spirited Charge, Track, Trample, Weapon Focus (longsword)

Epic Feats: Dire Charge, Epic Weapon Focus (longsword), Overwhelming Critical (longsword), Superior Initiative

Environment: Any cold land

Organisation: Solitary or company (2-5)

Challenge Rating: 25

Treasure: None

Alignment: Always neutral evil

Advancement: 47+ HD (Medium)

Level Adjustment: —

A thin stark white elven figure riding a ice white steed, gallops out of the blizzard toward you...

A hoary hunter is an evil fey that travels the frozen parts of the world hunting down travellers. Most of the hoary hunter likes to hunt at night when the air is still. He rides a flying horse that is also stark white, and appears almost as a ghost when not mounted.

Hoary hunters speak Common, Elven and Sylvan.

Combat

The hoary hunter always rides into battle, slashing opponents with his +6 *keen longsword of binding*. If facing overwhelming odds or a fair challenge he may choose to soften opponents with his spell-like abilities. A critical hit (or the blow that would kill or render a foe unconscious) from the hoary hunter's blade does not wound the hunter's prey. Instead, the victim is bodily transported as per a *soul binding* spell heightened to 16th level (DC 30) into a diamond at the end of the sword's hilt.

A hoary hunter's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*discern location, true strike, fog cloud, hold monster, plane shift*; 3/day—*dimensional anchor, dominate monster, greater dispel magic*; 1/day—*mage's disjunction, contingent recall and resurrection**. Caster level 23rd; save DC 18 + spell level. **Contingent recall and resurrection* is a variation on an epic spell. When slain, the hoary hunter is actually transported, with its mount, back to the fey realm, where it is resurrected. The only way to truly slay the hoary hunter is to defeat it in its home realm after this epic spell has been exhausted for the day.

Hoary Steed

Large Magical Beast (Cold)

Hit Dice: 12d10+36 (102 hp)

Initiative: +8

Speed: 40 ft. (8 squares), fly 90 ft. (good)

Armour Class: 23 (-1 size, +4 Dex, +10 natural), touch 13, flat-footed 19

Base Attack/Grapple: +12/+22

Attack: Hoof +17 melee (3d6+6)

Full Attack: 2 hooves +17 melee (3d6+6) and bite +15 melee (5d8+3)

Space/Reach: 10 ft./5 ft.

Special Attacks: —

Special Qualities: Air walk, astral projection, cold immunity, damage reduction 5/cold iron and magic, etherealness, fire vulnerability, magic circle against good, immunities, misty breath, spell resistance 20

Saves: Fort +11, Ref +12, Will +5

Abilities: Str 22, Dex 18, Con 17, Int 6, Wis 13, Cha 14

Skills: Jump +10, Listen +8, Spot +13

Feats: Alertness, Endurance, Flyby Attack, Improved Initiative, Multiattack

Epic Feats: —

Environment: Any cold land

Organisation: Solitary (with hoary hunter)

Challenge Rating: 9

Treasure: None

Alignment: Always neutral evil

Advancement: 13-24 HD (Large), 25-36 HD (Huge)

Level Adjustment: —

A hoary steed is completely loyal to a hoary hunter and will never permit another to ride it. They are always in the company of a hoary hunter, unless their rider has been killed.

Combat

In combat, the hoary steed attacks with its hooves and a devastating bite.

A hoary steed's natural weapons are treated as magic for the purpose of overcoming damage reduction.

Air Walk (Su): A hoary steed can ride through the air as well as on the ground, as though affected by a permanent *air walk* spell.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names as cast by a 20th-level caster.

Magic Circle Against Good (Su): This ability continuously duplicates the effects of the spell. A hoary steed cannot suppress this ability.

Misty Breath (Su): The breath of a hoary steed functions like a constant *obscuring mist* spell.

Immunities (Ex): A hoary steed is immune to all *charm* and *hold* spells or abilities.

Hunefer

Medium Undead

Hit Dice: 50d12+60 (385 hp)

Initiative: +16

Speed: 100 ft. (20 squares)

Armour Class: 52 (+12 Dex, +20 natural, +10 insight), touch 32, flat-footed 40

Base Attack/Grapple: +25/+43

Attack: Slam +44 melee (3d6+18, 19-20 plus hunefer rot)

Full Attack: 2 slams +44 melee (3d6+18, 19-20 plus hunefer rot)

Space/Reach: 5 ft./5 ft.

Special Attacks: Despair, hunefer rot, spell-like abilities

Special Qualities: Blindsight 300 ft., damage reduction 10/—, fast healing 30, fire vulnerability, spell resistance 37, undead traits

Saves: Fort +16, Ref +28, Will +41

Abilities: Str 47, Dex 35, Con —, Int 18, Wis 38, Cha 36

Skills: Concentration +66, Jump +46, Knowledge (religion) +57, Knowledge (the planes) +57, Listen +67, Search +57, Sense Motive +67, Spellcraft +57, Spot +67

Feats: Cleave, Combat Expertise, Combat Reflexes,

Dodge, Great Cleave, Improved Critical (slam), Improved Disarm, Improved Initiative, Mobility, Power Attack, Weapon Focus (slam)

Epic Feats: Devastating Critical (slam), Epic Toughness (x3), Overwhelming Critical (slam), Spell Stowaway (*greater teleport*)

Environment: Any

Organisation: Solitary, pair or court (5-9)

Challenge Rating: 25

Treasure: Standard

Alignment: Always lawful evil

Advancement: 51-56 HD (Medium), 57-60 HD (Large), 61-66 HD (Huge), 67-70 HD (Gargantuan), 71+ HD (Colossal)

Level Adjustment: —

A ragged and withered figure stands before you in ancient wrappings, in many ways it seems like an ordinary mummy except for an overriding aura of power that spills off it.

Hunefers once strode across the planes as demigods. Slain by adventurers their godly power was stripped from them, but their followers did not abandon them. The body of the hunefer was recovered inscribed with symbols important to them and carefully wrapped for their eventual return to life and ascension to godhood. Now awakened, the hunefer are on a undying quest to recover their lost divinity.

Hunefers speak all spoken languages, though it takes one 1d4 rounds to switch between languages.

Combat

Despair (Su): The mere sight of a hunefer requires viewers to succeed at a Will saving throw (DC 48) or be paralysed with fear for 1d4 rounds. Regardless of the outcome of the save, a subject is not again vulnerable to that hunefer's despair ability for 24 hours. The DC is Charisma-based.

Hunefer Rot (Su): Supernatural disease—slam, Fort save (DC 48), incubation period instantaneous; Damage 1d6 Con. Unlike normal diseases, hunefer rot requires a victim to make a successful saving throw every round or take another 1d6 points of Constitution damage. The rot continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. An afflicted creature that dies shrivels away into sand unless both *remove disease* and *raise dead* (or better) are cast on the remains within 2 rounds. If the remains are not so treated, on the third round the dust swirls and forms an 18 HD mummy with the dead foe's equipment under the hunefer's command. (The *mummy dust* epic spell has statistics for an 18 HD mummy.) The save DC is Charisma-based.

Spell-Like Abilities: At will—*chain lightning* (DC 29), *displacement* (DC 26), *greater teleport* (DC 30), *haste* (DC 26), *knock*, *greater dispel magic*, *passwall*, *screaming* (DC 27), *true seeing* (DC 29), *unholy aura*, *weird* (DC 32); 1/day—*ruin* (epic spell) (DC 33). Caster level 27th. The DC is Charisma-based.

K

Khasep-Sa

Large Giant

Hit Dice: 24d8+240 (348 hp)

Initiative: +3

Speed: 50 ft. (10 squares)

Armour Class: 46 (-1 size, +3 Dex, +34 natural), touch 12, flat-footed 43

Base Attack/Grapple: +18/+31

Attack: Greataxe +26 melee (3d6+13, 19-20, x3) or claw +26 melee (2d6+9)

Full Attack: Greataxe +26/+21/+16/+11 melee (3d6+13, 19-20, x3) and tail sting +24 melee (2d8+4 plus bioassimilation) or 2 claws +26 melee (2d6+9) and tail sting +24 melee (2d8+4 plus bioassimilation)

Space/Reach: 10 ft./10 ft.

Special Attacks: Bioassimilation, spell-like abilities

Special Qualities: Blindsense 100 ft., darkvision 60 ft., immunity to death effects, disease, necromantic effects and poison, low-light vision, regeneration 40

Saves: Fort +24, Ref +11, Will +19

Abilities: Str 29, Dex 17, Con 30, Wis 20, Int 25, Cha 25

Skills: Bluff +34, Diplomacy +46, Intimidate +38, Knowledge (geography) +34, Knowledge (history) +34, Knowledge (nobility and royalty) +34, Listen +32, Sense Motive +32, Spot +32

Feats: Awesome Blow, Endurance, Improved Bull Rush, Improved Critical (greataxe), Improved Sunder, Iron Will, Multiattack, Power Attack

Epic Feats: Epic Will

Environment: Underground

Organisation: Solitary or tomb (2-7)

Challenge Rating: 23

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Standing at over 14 feet, its powerful yet sinewy arms are covered with yellowish-bronze skin. Even as he raises his greataxe to strike its scorpion-like tail snaps toward you...

Khasep-sas are immortal giants, mighty beings who were entombed long ago and now long for worldly pleasures.

A khasep-sa's body appears both over muscled and emaciated, skeletal and bulky. An average khasep-sa stands 14 feet tall with a slight stoop, and has skin coloured a healthy bronze mixed with large splotches of sickly green and grey. Its joints are thick and fleshy, while its thin limbs sag with excess skin. It has a bony tail similar to a scorpion's, and its hands and feet bear three digits each. The head of a khasep-sa is horned, angled and gruesome, and its eye sockets appear to lead directly into its skull. Khasep-sas tend to smell of rotten meat, but they often heavily perfume ornate robes or armour to conceal their scent.

Khasep-sas were once a race like any other, but one among them tricked the powers of death into declaring that 'No khasep-sa shall die save by his own hand.' At first, the newly immortal giants did great things with their gift, becoming heroes, advisors to kings, and learned historians. One by one, however, they grew tired of devoting their endless lives to just causes. Their goals became self-serving, and they sought to amuse themselves regardless of the cost to others. Khasep-sas conquered kingdoms for the sheer challenge of it, took armies of slaves for their entertainment, claimed anything beautiful or edifying as their own and defied all laws of morality in doing so. Other races searched for ways to slay or banish them, and eventually succeeded.

In modern times, most khasep-sas are locked away beneath the earth, some together, some apart. Those in groups pass their time telling stories and asking riddles, fighting for sport, and searching for means of escape. In the rare event that a khasep-sa does reach civilisation, it usually gorges itself on all it has missed: the pleasures of taste and touch, the thrill of discovery and control, and the excitement of conquest.

Khasep-sas speak Giant and Common.

Combat

Though ordinarily confident opponents who enjoy melee, khasep-sas are aware of their vulnerabilities and use caution against foes of great power. If an opponent tries to exploit a khasep-sa's weaknesses (through mind-controlling magic, by severing the khasep-sa's tail, or by grappling the khasep-sa in order to use its tail against it), the khasep-sa likely withdraws from combat.

A khasep-sa's tail can be severed for use as a Large, one-handed improvised weapon. To sever its tail, an opponent must make a successful sunder attempt with a slashing weapon. Making a sunder attempt provokes an attack of opportunity unless the foe has the Improved Sunder feat. An opponent can ready an action to attempt to sunder a khasep-sa's tail when the creature strikes at him. A khasep-sa's tail has hit points equal to the creature's Constitution score, and losing its tail deals damage (which can be regenerated normally) to the body equal to half the tail's full normal hit points. A khasep-sa can no longer attack with a severed tail but takes no other penalties.

Bioassimilation (Su): A non-khasep-sa damaged by a khasep-sa's tail sting attack must succeed on a DC 32 Fortitude save or be infected by the khasep-sa's regenerative flesh. The save DC is Constitution-based. Each round for the next 10 rounds, the infected creature suffers 2 points of Strength damage and heals 10 points of hit point damage as its skin becomes warped, pustulant, and gelatinous. Multiple infections overlap in duration, but do not change the damage or healing per round. An infection can only be ended early by a *greater restoration* spell or similar effect.

Spell-Like Abilities: 3/day—*eyebite* (DC 23), *finger of death* (DC 24), *greater arcane sight*, *greater prying eyes*, *vision*; 1/day—*foresight*, *horrid wilting* (DC 25), *wail of the banshee* (DC 26). Caster level 25th. The save DCs are Charisma-based.

Blindsense (Ex): A khasep-sa can locate creatures within 100 feet through its incredible senses. Opponents the khasep-sa cannot actually see still have total concealment against it.

Regeneration (Ex): Only a khasep-sa's own natural weapons deal normal damage to that khasep-sa. Even two opposed khasep-sas cannot deal normal damage to each other. A khasep-sa's claws and tail can damage it normally if severed or turned against it during a grapple.

A khasep-sa who loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. A khasep-sa cannot regrow lost body parts, but lost body parts do not fail unless the body is slain.



Lavawight

Medium Undead (Fire)

Hit Dice: 32d12 (208 hp)

Initiative: +12

Speed: 60 ft. (12 squares)

Armor Class: 46 (+8 Dex, +28 natural), touch 18, flat-footed 38

Base Attack/Grapple: +16/+37

Attack: Claw +38 melee (3d8+21 plus blazefire, 19-20)

Full Attack: 2 claws +38 melee (3d8+21 plus blazefire, 19-20) and skull butt +35 melee (2d6+10 plus blazefire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blazefire, rend 6d8+31, spell-like abilities

Special Qualities: Damage reduction 10/—, fire immunity, heat aura, spell resistance 24, undead traits, vulnerability to cold.

Saves: Fort +10, Ref +18, Will +24

Abilities: Str 52, Dex 27, Con —, Int 10, Wis 22, Cha 28

Skills: Jump +33, Knowledge (religion) +35, Listen +41, Search +35, Spot +41

Feats: Cleave, Great Cleave, Improved Critical (claw), Improved Initiative, Multiattack, Power Attack, Weapon Focus (claw)

Epic Feats: Blinding Speed (x2), Dire Charge, Overwhelming Critical (claw)

Environment: Any

Organisation: Solitary or pair

Challenge Rating: 23

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 33-42 HD (Medium), 43-55 HD (Large)

Level Adjustment: —

A skeleton, its bones composed of magma, reaches out with terrible rock claws to tear out your soul.

The lavawight is the end result of foolish adventurers who attack a shape of fire. Now composed of blazefire they seek to share their eternal torment with other living things.

Lavawights speak Common and Infernal.

Combat

Lavawights charge into combat striking at their opponents with claws and skull butts hoping to ignite their opponents with blazefire.

Blazefire (Su): Living creatures taking damage from a lavawight's attack find themselves ignited with blaze-fire; they must succeed at a Fortitude save (DC 35) or permanently lose 4 hit points. The DC is Charisma-based. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 4 more hit points each round. The lavawight heals the same amount of damage whenever a creature is drained of hit points, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. If an opponent is slain by blazefire, only blackened ash remains of the victim. Hit points lost to the blazefire never heal naturally and cannot be magically restored—they are gone for good.

Rend (Ex): If the lavawight hits with both of its claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+31 points of damage.

Spell-Like Abilities: At will— *dimension door*, *flame arrow*, *spell immunity* (*ice storm*, *lightning bolt*, *ray of frost*, *sleet storm*), *fireball* (DC 22), *wall of fire*. Caster level 22nd; save DC 19 + spell level. The DC is Charisma-based.

Heat Aura (Su): A 10-foot-radius spread heat aura surrounds a lavawight. All creatures of the fire subtype in the field (including the lavawight) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to fire damage take 2d10 points of fire damage each round they remain within the heat aura.

Legendary Animals

For reasons largely unknown some animals seem to be more powerful and crafty than their kin. They become the sort of creatures that children are warned of and hunter thirst to kill for the fame. Legendary animals are almost always predators; they are often larger than their normal counterparts and four to five times healthier.



Legendary Bear

Large Animal

Hit Dice: 27d8+189 (310 hp)

Initiative: +6

Speed: 50 ft. (10 squares)

Armour Class: 25 (-1 size, +2 Dex, +14 natural), touch 11, flat-footed 23

Base Attack/Grapple: +20/+37

Attack: Claw +32 melee (3d6+13)

Full Attack: 2 claws +32 melee (3d6+13) and bite +27 melee (6d6+6)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab

Special Qualities: Damage reduction 3/—, fast healing 3, low light vision, scent

Saves: Fort +22, Ref +17, Will +12

Abilities: Str 36, Dex 14, Con 25, Int 2, Wis 16, Cha 12

Skills: Climb +19, Jump +21, Listen +14, Spot +14, Swim +19

Feats: Alertness, Endurance, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Run, Track

Epic Feats: Damage Reduction, Dire Charge, Fast Healing

Environment: Any forest, hill, mountain, plain or underground

Organisation: Solitary or pair

Challenge Rating: 16

Treasure: None

Alignment: Always neutral

Advancement: 28-40 HD (Large)

Level Adjustment: —

Combat

Legendary bears will often charge the most threatening opponent and hope to grapple them with their improved grab ability.

Improved Grab (Ex): To use this ability, a legendary bear must hit with a claw attack.

Legendary Tiger

Large Animal

Hit Dice: 33d8+231 (379 hp)

Initiative: +8

Speed: 50 ft. (10 squares)

Armour Class: 25 (-1 size, +4 Dex, +12 natural), touch 13, flat-footed 21

Base Attack/Grapple: +24/+39

Attack: Claw +36 melee (3d6+11)

Full Attack: 2 claws +36 melee (3d6+11) and bite +33 melee (4d6+5)

Space/Reach: 10 ft./5 ft.

Special Attacks: Improved grab, pounce, rake 3d6+5

Special Qualities: Damage reduction 6/—, fast healing 6, low-light vision, scent

Saves: Fort +25, Ref +22, Will +13

Abilities: Str 32, Dex 18, Con 25, Int 2, Wis 14, Cha 10

Skills: Climb +17, Hide +16, Jump +19, Listen +10, Move Silently +20, Spot +10, Swim +17

Feats: Alertness, Improved Natural Attack (bite), Improved Natural Attack (claw), Multiattack, Run, Stealthy, Weapon Focus (claw)

Epic Feats: Damage Reduction (x2), Epic Prowess, Fast Healing (x2)

Environment: Any forest, hill, mountain, plain or underground

Organisation: Solitary or pair

Challenge Rating: 19

Treasure: None

Alignment: Always neutral

Advancement: 34-48 HD (Large)

Level Adjustment: —

Combat

Legendary tigers usually focus on a single target at a time, often employing their pounce to quickly take down opponents.

Pounce (Ex): If a legendary tiger leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the legendary tiger must hit with a bite attack. If it gets a hold, it can rake.

Rake (Ex): A legendary tiger can make two attacks (+35 melee) against a held creature with its hind legs for 3d6+5 points of damage each. If the legendary tiger pounces on an opponent, it can also rake.

Skills: Legendary tigers receive a +8 racial bonus on Hide and Move Silently checks. *In areas of tall grasses or heavy undergrowth, the Hide bonus improves to +16.

Leshay

Medium Fey

Hit Dice: 50d6+650 (825 hp)

Initiative: +21

Speed: 40 ft. (8 squares)

Armour Class: 52 (+17 Dex, +20 insight, +5 natural), touch 47, flat-footed 35

Base Attack/Grapple: +25/+30

Attack: +10 keen bastard sword of brilliant energy +53 melee (1d10+15, 17-20)

Full Attack: 2 +10 keen bastard swords of brilliant energy +53/+48/+43/+38 melee (1d10+15, 17-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Gaze, leshay weapons, spell-like abilities

Special Qualities: Damage reduction 15/epic and cold iron, elf traits, fast healing 10, immune to disease and poison, spell resistance 32, superior two-weapon fighting

Saves: Fort +29, Ref +44, Will +37 (+39 enchantments)

Abilities: Str 21, Dex 45, Con 37, Int 33, Wis 23, Cha 47

Skills: Bluff +71, Concentration +66, Diplomacy +77, Disguise +71 (+73 acting), Escape Artist +70, Gather Information +73, Hide +70, Intimidate +77, Jump +9, Knowledge (arcana) +64, Knowledge (local) +64, Knowledge (nature) +64, Listen +61, Move Silently +70, Search +66, Speak Language (any five), Spellcraft +70 (+72 scrolls), Spot +61, Survival +6 (+8 aboveground and following tracks),

Use Magic Device +71 (+73 scrolls), Use Rope +17 (+19 bindings)

Feats: Blind-Fight, Cleave, Combat Expertise, Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus (leshay weapons), Whirlwind Attack

Epic Feats: Blinding Speed (x2), Epic Will, Improved Whirlwind Attack, Polygot, Spell Stowaway (*heal*)

Environment: Any

Organisation: Solitary

Challenge Rating: 28

Treasure: Standard

Alignment: Any

Advancement: By character class

Level Adjustment: —

A tall albino elf stands before you, within a moment two bastard swords spring into his hands...

The leshay are an ancient race of beings that have been in decline for millennia. They are an immortal race known only to die in battle with lesser races. The leshay often seem aloof to those who do not know them and who are unaccustomed to strict adherence to etiquette and traditional social strictures. No recorded his details the origin of this race, for they tell others that they predate the creation of the multiverse and an accident in their era created the multiverse that we all live in now.

Combat

Leshay do not initiate combat, believing that combat should be the last resort of intelligent beings. Still they are skilled tactician and not foolharding. Leshay will flee from a battle to gain a strategic advantage at a later day.

A leshay's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Gaze (Su): All creatures within 30 feet who meet the gaze of a leShay become affected as if by *charm monster*. A Will save (DC 53) negates the effect. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. A leShay can also actively gaze as an attack action by choosing a target within range, who must then attempt a saving throw. LeShay are immune to their own gaze. The DC is Charisma-based.

LeShay Weapons (Su): Each leShay carries two personal melee weapons that he or she manifests from his or her own life essence. The weapon can change

form as he or she shifts from class to class, typically appearing as a bastard sword (one in each hand). When not in combat, the weapons simply do not exist, but leShay can 'draw' their weapons from nowhere as a free action. LeShay weapons are considered light weapons for a leShay, regardless of their size.

Spell-Like Abilities: At will—*alter self*, *detect thoughts* (DC 30), *displacement* (DC 31), *freedom* (DC 37), *greater dispelling*, *greater invisibility* (DC 32), *greater teleport* (DC 35), *heal* (DC 34), *knock*, *speak with plants*, *spell turning*, *water breathing* (DC31). Caster level 28th. The DCs are Charisma-based.

Superior Two-Weapon Fighting (Ex): A leShay fights with a leShay weapon in each hand. Because these weapons are extensions of its own body, the leShay does not take an attack or damage penalty for attacking with two weapons.

Leviathan, Galasian

Colossal Magical Beast (Aquatic)

Hit Dice: 48d10+452 (716 hp)

Initiative: +5

Speed: 20 ft. (4 squares), swim 80 ft.

AC: 39 (–8 size, +1 Dex, +36 natural), touch 3, flat-footed 38

Base Attack/Grapple: +48/+86

Attack: Gore +62 melee (4d8+22)

Full Attack: Gore +62 melee (4d8+22) and 2 claws +62 melee (4d6+11) and tail slap +62 melee (4d6+33)

Space/Reach: 30 ft. /20 ft.

Special Attacks: Capsize, powerful charge, tremor

Special Qualities: Amphibious, damage reduction 15/—, darkvision 60 ft., land deficiency, low-light vision

Saves: Fort +35, Ref +27, Will +17

Abilities: Str 54, Dex 12, Con 29, Int 4, Wis 13, Cha 8

Skills: Jump +16, Listen +20, Spot +20, Swim +47

Feats: Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Multiattack, Multiattack, Power Attack, Snatch, Swim-by Attack

Epic Feats: Dire Charge, Epic Toughness, Improved Awesome Blow, Snap

Environment: Any aquatic

Organisation: Solitary

Challenge Rating: 28

Treasure: None

Alignment: Always chaotic evil

Advancement: 49+ HD (Colossal)

Level Adjustment: —

The monster swims past you – or rather, you sail past it, since it is so large it seems the sea is moving around it rather than the other way around. It seems like a gigantic fish with an unthinkably big set of bull's horns; the water boils at its breath and the waves churn at its passing. When it reaches the coast, you are horrified to see it climbs on the earth. Two immense, deformed claws, covered with the scales of a fish, crawl upon the shore and take the titanic terror inland...

A galasian leviathan is a foul, deformed sea monster with the shape of a fish and the size of ten whales. It can move on land as well as on water, thanks to the immense, scaly claws protruding from its mid-section. The creature's nightmarish head has the muzzle and horns of a colossal bull, which it uses to puncture and sink ships – or to fight other sea monsters.

Combat

A galasian leviathan prefers to use its powerful charge attack as soon as it spots a viable target, swimming towards it at top speed. When on land, a galasian leviathan is unable to use its claws to attack, relying instead on its tail slaps and its tremor special ability.

Capsize (Ex): By spending a full-round action, a galasian leviathan in water may cause great waves and blindly strike at nearby creatures and ships. Any ship within 30 feet of a ship has a 40% chance of capsizing. If the galasian dragon focuses its efforts on a single ship (such as striking it with the waves or surfacing directly below it), the capsize chance is doubled (80%). Add 20% to the capsize chance if the ship is less than 50 feet long. Any non-waterbreathing creature that falls into the water due to a galasian leviathan's capsize attack must succeed at a Swim check (DC 56) or begin drowning. The save DC is Strength based.

Powerful Charge (Ex): A galasian leviathan deals 12d6+21 points of damage when it makes a charge at an attack bonus of +62.

Tremor (Ex): By spending a full-round action, a galasian leviathan on land may cause the ground to violently shake and tremble. Creatures within 60 feet of a galasian leviathan using this ability must succeed at a Reflex save (DC 56, Strength based) or fall prone and suffer 4d6 points of bludgeoning damage. Buildings on the area automatically suffer 8d6 points of damage.

Land Deficiency (Ex): When moving on solid ground, a galasian leviathan cannot use its claws and all its attacks are considered secondary attacks (can only add half its Strength bonus to damage). Furthermore, a galasian leviathan cannot use the run or charge actions while on the land.

Skills: A galasian leviathan gains a +8 racial bonus on all Swim checks made to avoid hazards or perform special manoeuvres. It can always take 10 on Swim checks, even if distracted or endangered.

Living Vault

Colossal Construct

Hit Dice: 96d10+80 (608 hp)

Initiative: -2

Speed: 10 ft. (can't run) (2 squares)

Armour Class: 60 (-8 size, -2 Dex, +60 natural), touch 0, flat-footed 60

Base Attack/Grapple: +72/+123

Attack: Slam +99 melee (10d6+35)

Full Attack: 2 slams +99 melee (10d6+35)

Space/Reach: 30 ft./20 ft.

Special Attacks: *Imprisonment*

Special Qualities: Construct traits, damage reduction 15/adamantine and epic, magic immunity, recognition, *safekeeping*

Saves: Fort +32, Ref +30, Will +33

Abilities: Str 80, Dex 7, Con —, Int —, Wis 12, Cha 1

Skills: Jump +23

Feats: —

Epic Feats: —

Environment: Any

Organisation: Solitary

Treasure: Standard (see text)

Alignment: Always neutral

Advancement: None

Level Adjustment: —

A gigantic vault of adamantine lies open before you...

A living vault is a construct created to safeguard important magical treasures. It has a number of powerful ability with which to protect itself should it need to and can even imprison others for later interrogation.

To access a vault, its creator must call the vault from where it is sequestered through the use of a *sending* spell. The vault has no obvious opening; however, items can be stored and retrieved by naming them (the living vault provides an inventory to its creator

on request). The item to be stored appears to sink into the living vault's form as if made of mud. Likewise, items retrieved pop out of the living vault's form. Storing and retrieving items in this fashion takes one round per transaction. Creatures other than the vault's master who wish to access the inventory must destroy the vault to do so. If a vault is destroyed, all the objects and creatures stored within immediately emerge.

Combat

A living vault will try to imprison powerful opponents or use *safekeeping* to remain safe from thieves.

A living vault's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Imprisonment (Sp): As a free action twice per day, a living vault can project a 60-foot cone. Creatures caught in the cone must make a Will save (DC 58) or be affected as by the *imprisonment* spell, except creatures are stored within the vault's interior. The living vault can hold two Gargantuan creatures, eight Huge creatures, thirty-two Large creatures, one hundred twenty-eight Medium creatures and so on. This assumes that the rest of the vault is also relatively empty, so a large hoard of treasure reduces the number of creatures a living vault can hold at any one time. If *freedom* is later cast upon the very spot where the victim of *imprisonment* disappeared, the victim is freed, though it does not appear where it disappeared, but in a space adjacent to wherever the living vault is currently physically located. The save DC is Constitution based.

Magic Immunity (Ex): A living vault is immune to all magical and supernatural effects, except as follows. A *freedom* spell cast on it causes it to defer the use of its own *imprisonment* power for 10 rounds.

Recognition (Ex): Once made, a living vault responds only to its owner; no other being can access the vault's interior. The vault is not fooled by disguised creatures, and can distinguish between its true master and false duplicates, even penetrating disguises used in conjunction with *shapechange*, *alter self*, *disguise self*, *polymorph*, *seeming*, and *simulacrum* and similar effects. The vault does, however, respond to the product of a *clone* spell.

Safekeeping (Sp): At will, a living vault can use a power that combines the effects of *sequester* and *plane shift* to render the vault invisible to any form

of sight or divination, and at the same time transfer it to a random portion of the Astral Plane. When in safekeeping mode, the living vault responds to a *sending* by its master, returning to the location from which it left and becoming tangible once again. Creatures and objects that are stored within the vault are treated as if under the effects of *sequester*, whether the vault itself is or not. Often, creatures are brought into the vault via *imprisonment*, but sometimes unconscious or otherwise subdued creatures are stored as an object, in which case they receive no saving throw to resist the effect.

Lumina

Lumina are extraplanar beings of purity and light from a distant realm, as alien as they are good. Lumina originate on a plane of infinite wonders, a place where goodness and beauty are integral to existence. However, their home is also so unlike most realities that it can be maddening; fire, light, and thought itself are among the elements of their world that differ wildly from those found elsewhere. In many ways, lumina are closer kin to beings such as pseudonaturals and neh-thalggu than they are to celestials.

Lumina almost never leave their homeworld willingly. When brought to the Material Plane by force (by curious archmages, mad priests, or cults devoted to their worship), they usually become aggressive. To a lumina, the mortal world seems an intrinsically evil place, where only the most pure individuals show even a glimmer of goodness.

Earthbound lumina often seek to destroy everything—living and unliving—they encounter, hoping to purge the universe of something terrible. Attempts to communicate with lumina are usually futile due to gaps in comprehension, though on rare occasion a lumina may recognise virtue in a mortal and search for common ground.

When slain, a lumina dissolves over a period of minutes into a bright, rainbow-hued fluid. Lumina speak their own language, and no others.

Combat

Lumina are relentless combatants when away from their home plane; without anywhere to flee, surrounded by what they perceive as unbearable and incomprehensible evil, they are emissaries of destruction and purification.

A lumina's natural weapons, as well as any weapons it wields, are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Lumina Traits: A lumina possesses the following traits (unless otherwise noted in a creature's entry).

- † *Hover (Su):* Lumina magically hover 2 inches above the ground. This grants them a permanent *feather fall* effect with personal range. This works in a similar fashion to the elocator's scorn earth class ability.
- † *Material Allergy (Ex):* Though they normally float above the ground and avoid prolonged contact with other creatures, lumina suffer greatly when exposed to the imperfections of material not from their home plane. Their skin blackens and peels, and they feel incredible pain. A lumina who spends 1 full round in contact with matter not from its home plane suffers 15 points of damage and is sickened for 1 round. The contact can be through grappling, entangling, being pinned in a cave-in, willingly holding a normal object, or any other source.
- † *Regeneration (Ex):* A lumina takes normal damage from its material allergy, epic evil-aligned weapons, and from spells or effects with the evil descriptor.
- † Resistance to electricity 30 and fire 30.

Lumina, Bestarius

Large Outsider (Good, Extraplanar, Lumina)

Hit Dice: 22d8+220 (319 hp)

Initiative: +10

Speed: 50 ft. (10 squares)

Armour Class: 39 (-1 size, +6 Dex, +24 natural), touch 15, flat-footed 33

Base Attack/Grapple: +22/+38

Attack: Bite +34 melee (4d6+12) or gore +33 melee (2d8+12 plus poison)

Full Attack: Bite +34 melee (4d6+12) and 4 claws +31 melee (2d6+6); or gore +33 melee (2d8+12 plus poison)

Space/Reach: 10 ft./5 ft.

Special Attacks: Aura of the beast, holy breath, poison

Special Qualities: Damage reduction 10/epic and evil, darkvision 60 ft., hover, material allergy, regeneration 10, resistance to electrical 30 and fire 30, scent, spell resistance 32

Saves: Fort +23, Ref +19, Will +18

Abilities: Str 35, Dex 22, Con 31, Int 5, Wis 20, Cha 14

Skills: Escape Artist +31, Jump +24, Listen +30, Spot +30, Survival +30, Tumble +31, Use Rope +6 (+8 to bind someone)

Feats: Cleave, Combat Reflexes, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (bite)

Epic Feats: Dire Charge

Environment: A good-aligned plane

Organisation: Solitary or pack (1-8)

Challenge Rating: 21

Treasure: None

Alignment: Always good (any)

Advancement: 23-34 HD (Large); 35-50 HD (Huge)

Its head resembles that of an ebony lion, though from its mane emerges a ring of curved horns, like those of a goat. Around each horn spirals a tiny ivory serpent. It is partly coiled, only straightening to move wormlike through the air.

Bestaria are the lowest form of lumina, majestic and bizarre animals.

A bestarius has a 15-foot-long serpentine body covered in a layer of thick white fur. At regular intervals along its spine rise aquamarine-coloured



hands, each with long fingers ending in crooked claws. The hands twitch and wave seemingly independent of the lumina, even after its death.

Bestaria are not particularly intelligent when compared to other lumina, and they are completely unable to fathom the Material Plane. They have no obvious needs or desires, but are extremely fierce and combative when away from their home. They occasionally show mercy to creatures of animal intelligence, not attacking unless touched first.

Combat

A bestarius attacks physically dangerous opponents first, leaving spellcasters for later. If its poison drives a creature to attack allies, it transfers its efforts to another foe. A bestarius reserves its holy breath for situations where it is being hurt from a distance, or for where it must flee. Unlike other lumina, bestaria are known to panic when badly injured.

Aura of the Beast (Su): A bestarius exudes an unseen aura that brings forth the primal animalism of humanoids and monstrous humanoids within 20 feet. A DC 23 Will save allows a creature to resist the effect, and any creature that succeeds on the Will save is immune to the auras of bestaria for 24 hours. A creature that fails must continue to make a save each round it stays in the area until it succeeds. The save DC is Charisma-based.

After each round of transformation, the effects become more severe. All effects are cumulative, and last for 24 hours or until removed by a *greater restoration* spell.

- † *1st Round:* The creature has trouble focusing, and must make a DC 20 Concentration check as a free action in order to use any Intelligence- or Charisma-based skills (except for Intimidate), cast spells or activate magic items that require a command word, a spell trigger, or spell completion to function, or use any abilities that require patience or concentration.
- † *2nd Round:* The creature's hands transform into paws, fins or other thumbless appendages. The creature must drop any held items and cannot grasp new ones, and cannot cast spells with somatic or material components.
- † *3rd Round:* The creature fully transforms into an animal, similar to a *polymorph* spell. The creature may choose what kind of animal it

becomes, but the new form cannot have more Hit Dice than the creature (maximum 15). The creature gains the Strength, Dexterity and Constitution scores of the new form but retains its own Intelligence, Wisdom and Charisma scores. It also gains all extraordinary special attacks and special qualities of the new form.

- † *4th and Subsequent Rounds:* The creature suffers 1 point of Intelligence drain.

Holy Breath (Su): Once per day, a bestarius can breathe a 20-foot-radius, 20-foot-high cloud of white mist identical to *solid fog*. Each round a creature spends time in the cloud, it suffers 4d10 points of damage (or 8d10 for evil creatures). A successful DC 23 Will save halves the damage. The save DC is Charisma-based. Lumina are immune to all effects of the fog.

Poison (Su): Injury, Fortitude DC 31. A creature that fails the initial saving throw becomes maddened with the need to destroy evil for 1 minute, and must try to engage in melee with any evil-aligned creature in sight. If there are no evil-aligned creatures present, the victim must attack neutrally aligned creatures. If the victim is evil or neutral itself, it attacks itself last. If only good-aligned creatures are present, the victim acts normally. An effect similar to *detect evil* (caster level 20th) informs the victim which creatures to attack, and is fooled by spells such as *undetectable alignment*. This is a mind-affecting compulsion. The poison's secondary damage is 2d6 points of Charisma damage. The save DC is Constitution-based.

Lumina, Knosirius

Large Outsider (Good, Extraplanar, Lumina)

Hit Dice: 28d8+252 (378 hp)

Initiative: +7

Speed: 40 ft. (8 squares), fly 100 ft. (good)

Armor Class: 48 (-1 size, +7 Dex, +12 natural, +20 deflection), touch 36, flat-footed 41

Base Attack/Grapple: +28/+37

Attack: +3 *holy longsword* +35 melee (2d6+10, 19-20) or slam +32 melee (2d4+5)

Full Attack: +3 *holy longsword* +35/+30/+25/+20 melee (2d6+10, 19-20); or 2 slams +32 melee (2d4+5)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blessed vision, holy shriek, mystic leash, prismatic halo, spells

Special Qualities: Damage reduction 20/epic and evil, darkvision 60 ft., hover, material allergy,

regeneration 20, resistance to electrical 30 and fire 30, SR 38

Saves: Fort +25, Ref +23, Will +29

Abilities: Str 20, Dex 24, Con 28, Int 40, Wis 36, Cha 29

Skills: Appraise +46 (+48 alchemical items), Balance +38, Climb +36, Concentration +40 (+44 casting defensively), Craft (alchemy) +46, Decipher Script +46, Heal +44, Hide +34, Intimidate +40, Jump +40, Knowledge (arcana) +46, Knowledge (religion) +46, Knowledge (the planes) +46, Listen +44, Move Silently +38, Perform (sing) +40, Search +46, Spellcraft +70 (+74 scrolls), Spot +44, Survival +44 (+46 on other planes and to track), Swim +36, Use Magic Device +40 (+42 scroll), Use Rope +38

Feats: Blind-Fight, Combat Casting, Empower Spell, Enlarge Spell, Eschew Materials, Quicken Spell, Silent Spell

Epic Feats: Automatic Quicken Spell, Epic Spellcasting, Multispell

Environment: A good-aligned plane

Organisation: Solitary, triad or flock (1 plus 1–6 bestaria)

Challenge Rating: 26

Treasure: Standard

Alignment: Always good (any)

Advancement: 29–40 HD (Large)

A thin, androgynous humanoid body about 9 feet tall hovers before you. Its head has equine traits, but lacks a mouth, and its dark eyes glitter like sapphires, rubies or jade. Its skin glows blue-white, and wisps of light drift off its back. It has two toothless mouths centred on its palms, and others are scattered across its arms.

Knosiria are lumina mystics, intellectually brilliant and awesome in their magical power. Knosirius 'clothing' is made of coloured mists that wrap around knosiria like robes. The only sound a knosirius makes is a shrill shriek, which undulates when the lumina opens its mouths.

Knosiria possess secret knowledge of magic and virtue, and the relationship between the two. They are explorers and artists, creators of weaves of light that can drive mortals insane.

Knosiria are the lumina most likely to come to the Material Plane by choice, to seek knowledge and understanding of a foreign world. Even so, they bring destruction by the sheer incompatibility of their nature with that of non-lumina, and show no regret over the deaths they cause. They are almost always calm and impassive, even when burning away a cult of their own worshippers.

Combat

A knosirius prefers to defeat opponents by capturing them with a mystic leash and pulling them within range of its prismatic halo, finishing them off with a blessed vision and melee attacks (supplemented by automatically quickened *true strikes*) if necessary. If multiple foes cannot be leashed, it uses high-level attack spells such as *dominate person*, *incendiary cloud*, and *imprisonment*. A badly hurt knosirius may try to flee, but is just as likely to fight until the end. A knosirius trapped and suffering from its material allergy always casts *let go of me*.

Blessed Vision (Su): As a standard action, a knosirius can make a touch attack against an opponent to 'bless' it with special knowledge and sight, allowing it to experience the effects of *greater arcane sight* and *detect good* for 1 hour. During this period, the creature affected must make a DC 33 Will save during any round it wishes to use, wield, or wear a magic item without a good aura or cast a spell without the good descriptor. If it fails, it is filled with loathing at the thought and refuses to go through with the action. Worn or wielded items do not need to be dropped, but any special abilities they possess cannot be activated. The save DC is Charisma-based. A *dispel good* or DC 36 *break enchantment* spell ends this mind-affecting compulsion effect prematurely.

Holy Shriek (Su): The shriek of a knosirius is attuned to magical manifestations of evil power. Each round, any spellcaster within 60 feet of a knosirius who knows or has prepared a spell with the evil descriptor automatically loses her highest-level evil spell (or spell slot) as the magic bleeds from her ears, eyes, nose and mouth in the form of black ichor. The spellcaster suffers 1d4 points of damage per level of the lost spell. In addition, any creature wielding an evil-aligned weapon suffers 4d4 points of damage each round, as the creature's hands boil and blister. Holy shriek is a sonic effect.

Mystic Leash (Su): A knosirius can choose any spellcaster within 60 feet that knows or has prepared a spell with the good descriptor and force the creature to make a DC 33 Will save. If the save is failed, the spellcaster's highest level good spell or spell slot is lost, and the spell manifests as a glowing white rope which stretches from the spellcaster to the knosirius.

The leash prevents the spellcaster from moving and drags her 10 feet closer each subsequent round (provoking no attacks of opportunity) unless the

spellcaster breaks free, which requires a DC 33 Will save made as a full-round action. The save DCs are Charisma-based.

A broken leash acts as a +1 *holy power whip*, and lasts for 1 hour before disappearing. It begins in the possession of the knosirius, but has no special connection to the lumina.

Prismatic Halo (Su): A knosirius is surrounded by a 30-foot-radius field of bright illumination that fluctuates in colour. Each round, determine the halo's colour as if it were a *prismatic spray*; all non-lumina within the area are affected as appropriate for the colour. On a roll of 8, the halo is white and has no damaging effects that round. The save DC to resist the halo's effects is 33, and is Charisma-based.

Spells: A knosirius casts spells as a 25th-level sorcerer, and can also cast spells from the Good domain as arcane spells.

Typical Sorcerer Spells Known (6/9/8/8/8/8/7/7/7/7, save DC 19 + spell level): 0—*acid splash, arcane mark, dancing lights, ghost sound, light, mage hand, prestidigitation, read magic, touch of fatigue*; 1st—*erase, hypnotism, magic aura, obscuring mist, true strike*; 2nd—*flaming sphere, glitterdust, locate object, see invisibility, touch of idiocy*; 3rd—*explosive runes, magic circle against evil, nondetection, wind wall*; 4th—*dimension door, fire shield, holy smite, rainbow pattern*; 5th—*dispel evil, dominate person, feeblemind, telekinesis*; 6th—*blade barrier, geas/quest, greater dispel magic*; 7th—*greater arcane sight, holy word, insanity*; 8th—*incendiary cloud, maze, sunburst*; 9th—*astral projection, freedom, imprisonment*.

Epic Spells Researched: *epic counterspell, let go of me, rain of fire*

Epic Spells Prepared: (3/day) — *epic counterspell, let go of me, rain of fire*.

Skills: Knosiria have a +20 racial bonus on Spellcraft checks.

Lumina, Eidoneus

Huge Outsider (Good, Extraplanar, Lumina)

Hit Dice: 40d8+520 (700 hp)

Initiative: +28

Speed: Fly 120 ft. (perfect) (24 squares)

Armour Class: 58 (–2 size, +20 Dex, +10 natural, +20 deflection), touch 48, flat-footed 38

Base Attack/Grapple: +40/+66

Attack: +5 *thundering vorpal greatsword of holy power* +61 melee (4d6+32, 19–20)

Full Attack: +5 *thundering vorpal greatsword of holy power* +61/+56/+51/+46 melee (4d6+32, 19–20) and 2 wing slashes +51 melee (2d10+9)

Space/Reach: 15 ft./15 ft.

Special Attacks: Aura of regret, call blade, reality wrack, spell-like abilities

Special Qualities: All-around vision, damage reduction 20/epic and evil, darkvision 60 ft., hover, material allergy, regeneration 30, resistance to electrical 30 and fire 30, spell resistance 46

Saves: Fort +39, Ref +42, Will +42

Abilities: Str 47, Dex 50, Con 37, Int 36, Wis 42, Cha 35

Skills: Appraise +56 (+58 alchemical items), Balance +67, Concentration +56 (+60 casting defensively), Craft (alchemy) +56, Decipher Script +56, Heal +59, Hide +55, Intimidate +55, Jump +65, Knowledge (arcana) +56, Knowledge (religion) +56, Knowledge (the planes) +56, Listen +59, Move Silently +63, Perform (sing) +55, Search +60, Spellcraft +60 (+64 scrolls), Spot +63, Swim +61, Survival +16 (+20 on other planes and to track), Tumble +67, Use Magic Device +55 (+59 scrolls)

Feats: Ability Focus (aura of regret), Combat Casting, Combat Expertise, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack

Epic Feats: Blinding Speed, Dire Charge, Epic Fortitude, Epic Will, Improved Combat Casting, Spellcasting Harrier, Superior Initiative

Environment: A good-aligned plane

Organisation: Solitary, guard (1 plus 1–7 knosiria), or assemblage (1 plus 1–7 knosiria and 4–27 bestaria)

Challenge Rating: 31

Treasure: Standard

Alignment: Always good (any)

Advancement: 41–60 HD (Huge); 61–70 HD (Gargantuan)

The eidoneus seen most frequently stands 16 feet tall, and has a humanoid shape. Its skeletal 'skin' barely gives it form, and consists of ribbons of blue-white energy in the shape of legs, a torso, arms and a head. Between the bands of energy, glimpses of the eidoneus's interior are sometimes revealed: strange, colourful fluids in the form of bones and organs, suspended in the air within the flesh. Around the eidoneus's head circles a halo of glowing eyes, and from its back emerge wings that constantly separate and divide into infinity.

The eidonia are lumina princes—or lumina gods. Every eidoneus has a different physical appearance. Some have many limbs, others too few; some radiate

a scorching red, others absorb light; some bear crowns of otherworldly jewels, while others wear nothing.

Eidonia move with ineffable precision, utterly still when at rest and a blur when in motion. The air around an eidoneus sparkles, flashes, and screams, and has the taste of sweet fruit and fire. Eidonia are the ultimate lumina, as much elements of their plane itself as its inhabitants. Other lumina seem drawn to their presence, more as pilgrims to a holy site than petitioners to a ruler.

The chief interest of eidonia—at least so far as mortal minds can perceive—appears to be protecting their home and their lumina. If one were to willingly leave its world (and the power required to force an eidoneus off its plane is almost unthinkable), it would certainly be with the purpose of nullifying an external threat.

Combat

An eidoneus usually initiates combat with a reality wrack attack, and then closes in so that opponents are affected by its aura of regret. It uses its Blinding Speed feat while engaging in melee with any creatures not weeping, only using spell-like abilities in self-defence or to defeat large mobs of enemies.

Aura of Regret (Su): Any creature within 60 feet of an eidoneus must succeed on a DC 44 Will save or be stunned, fall prone, and begin to weep over its past sins. The creature must continue to make a save each round while in the area until it succeeds. Any creature that succeeds on the Will save is immune to that eidoneus's aura of regret for 24 hours. After 2 rounds of weeping, the creature suffers permanent blindness. After the 3rd round and each round thereafter, the creature suffers 1 point of Constitution damage from weeping blood. The save DC is Charisma-based and includes the eidoneus's Ability Focus feat. This is a mind-affecting compulsion effect.

Call Blade (Su): An eidoneus can destroy or create a shining, starlike blade (effectively a +5 *thundering vorpal greatsword of holy power*) from its own essence as a move action. The blade disappears when the eidoneus dies. If the blade is destroyed or sent to another plane while the eidoneus lives, the eidoneus immediately suffers 5 points of Constitution drain. It can still create a new blade on its next turn.

Reality Wrack (Su): When an eidoneus arrives on a plane other than its own, a ripple in reality occurs before the plane and the eidoneus reach a state of equilibrium. A wave of white energy deals 100 points of damage to creatures and objects within 100 feet (Will DC 43 half). Creatures and objects that fail their saves also are affected as by an *antimagic field* for 1 round: magic items, spells, supernatural effects and so on are all suppressed. Affected creatures cannot cast spells during this time. The save DC is Constitution-based.

Once per hour after the first following its arrival on the plane, an eidoneus can wrack reality as a standard action by taking 1 point of Constitution drain. The range is reduced to 50 feet.

Spell-Like Abilities: At will—*crushing despair* (DC 26), *cure critical wounds*, *death ward*, *greater arcane sight*, *greater dispel magic*, *protection from energy*, *sunburst* (DC 30), *true seeing*; 3/day—*chain lightning* (DC 28), *earthquake*, *fire storm* (DC 30), *greater restoration*, *greater teleport*, *heal*, *holy word*, *implosion* (DC 31), *insanity* (DC 29), *reverse gravity*, *true resurrection*; 1/day—*eclipse*, *gate*, *let go of me* (DC 32), *miracle*, *rain of fire* (DC 32). Caster level 30th. The save DCs are Charisma-based.

All-Around Vision (Ex): An eidoneus's halo of eyes allows it to look in any direction, providing a +4 racial bonus on Search and Spot checks. An eidoneus cannot be flanked.

M

Malebolge

Colossal Outsider (Evil, Earth)

Hit Dice: 40d8+380 (560 hp)

Initiative: +5

Speed: 60 ft. (12 squares)

Armour Class: 35 (-8 size, -3 Dex, +21 natural, +15 insight), touch 14, flat-footed 35

Base Attack/Grapple: +40/+71

Attack: Lesser mouth +47 melee (4d6+15)

Full Attack: 4 lesser mouths +47 melee (4d6+15)

Space/Reach: 40 ft./0 ft. (40 ft. with lesser mouths in bodies)

Special Attacks: Gaping maw, grinding pit, spell-like abilities

Special Qualities: Acid immunity, damage reduction 20/epic, earth glide, fire and cold resistance 20, spell-like abilities, spell resistance 30, telepathy 100 ft, tremorsense 300 ft.

Saves: Fort +33, Ref +19, Will +22

Abilities: Str 40, Dex 4, Con 28, Int 12, Wis 11, Cha 6

Skills: Concentration +52, Diplomacy +45, Hide +24, Intimidate +41, Listen +43, Move Silently +40, Sense Motive +43, Spot +43, Survival +43

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Power Attack

Epic Feats: Energy Feeder (acid), Epic Potency (x2), Epic Toughness, Improved Awesome Blow, Penetrate Damage Reduction (adamantine), Superior Initiative

Environment: Lower planes

Organisation: Solitary

Challenge Rating: 23

Treasure: Triple standard

Alignment: Always lawful evil

Advancement: —

Level Adjustment: —

A massive pit yawns open beneath your feet. You catch a glimpse of mouths opening in the wet red stone of the chasm's sheer walls, of writhing tentacles and teeth as big as giants and a single staring eye in the very depths, looking back at you...

The malebolge are the living pits of Hell. According to some writings, there are but four malebolge; others claim there are nine or sixteen or nine score and nine. Less comforting texts insist that if the lower planes are infinite in extent, then there must perforce be an infinite number of devils, including an endless amount of malebolge. Take heart in the fact that even the most comprehensive fiendish texts contain the true names of only two malebolge. Perhaps that is all that exist.

Physically, a malebolge is a roughly conical entity, like an upside-down pyramid, about 40 feet wide at its

uppermost section narrowing to but five feet wide at its base. A creature that falls into a malebolge will fall 100 feet or so before smashing into the unyielding sides of the pit. Mouths, tentacles, eyes, teeth and other organs and orifices constantly open and close in the red stone; when a malebolge speaks, it speaks with a thousand voices which echo around and out of the pit.

Normally, the malebolge are to be found in the lowest reaches of the hells. The choicest of the damned are hurled into the maw of the malebolge, to be chewed upon and tormented for aeons.

The living pits are not especially ambitious or active devils; they are serene in their constant infliction of perfect agony and do not hunger like other devils to be *called* to the material plane to win souls and cause havoc. That said, when a malebolge is *gated* in by some lunatic, the results are nothing short of apocalyptic. The land shifts and moves like water for the malebolge. They swim through the ashen plains of Hell and the stone of the material plane with equal ease, 'surfacing' for a moment to swallow some unfortunate, then returning into the depths to grind him into dust. They are cunning fighters and respectful of the powers of puissant beings. A malebolge facing a solar angel or high-level party will retreat into the ground and wait for a good time to attack instead of rising blindly and trying to grab its prey.

Combat

A malebolge's primary method of attack is simple movement; it can move directly under a foe and have them fall into its body. While they are within, it can snap at them with the lesser mouths that sprout within it (or grapple them with its tentacles). Each person within the pit will be attacked by a single lesser mouth. It can also



grind those trapped within it. When faced with flying enemies, the malebolge turns to its spell-like abilities to knock its foes out of the air. *Reverse gravity* is a favoured tactic; it flips the flyer into the malebolge's mouth, then the pit sinks into the earth holding the flyer trapped within it.

Earth Glide (Ex): A malebolge can glide through stone, dirt or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence.

Gaping Maw (Ex): A malebolge is basically a mobile 100-foot-deep pit. If it moves under a character, that character falls into the pit. Characters may make a Reflex save (DC 15) to jump out of the way; if the edge of the malebolge is further than five feet away, the character must make a Jump check to reach the edge. A character that falls into the malebolge takes 10d6 damage from the fall and is now trapped within the malebolge. He can attempt to climb out (Climb check DC 30) as long as the roof of the malebolge is open. If the malebolge has descended into the earth using its earth glide ability, then there is no escape for the character by climbing unless the malebolge surfaces again.

Grinding Pit (Ex): As a full attack action, the malebolge can grind everything trapped within it. All creatures in the pit suffer 20d6 damage (opposed Strength check against the malebolge for half damage).

Spell-Like Abilities: At will – *comprehend languages, scrying* (DC 12); 3/day – *antimagic field, dimensional anchor* (DC 12), *greater dispel magic, imprisonment* (DC 17), *meteor swarm* (DC 17), *reverse gravity, sympathy* (DC 16), Caster level 40th. The save DCs are Charisma-based.

Mercane

Large Outsider

Hit Dice: 7d8+21 (52 hp)

Initiative: +2

Speed: 30 ft. (6 square)

Armour Class: 15 (-1 size, +2 Dex, +4 natural), touch 11, flat-footed 13

Base Attack/Grapple: +7/+13

Attack: Masterwork falchion +9 melee (2d4+3)

Full Attack: Masterwork falchion +9/+4 melee (2d4+3)

Space/Reach: 10 ft./10 ft.

Special Attacks: —

Special Qualities: Spell-like abilities, spell resistance 25, telepathy

Saves: Fort +8, Ref +7, Will +8

Abilities: Str 15, Dex 15, Con 16, Int 20, Wis 17, Cha 15

Skills: Appraise +19, Bluff +12, Diplomacy +16, Gather Information +12, Intimidate +14, Knowledge (arcana) +15, Knowledge (the planes) +15, Listen +13, Profession (bookkeeper) +13, Sense Motive +13, Sleight of Hand +14, Spellcraft +17, Spot +13

Feats: Combat Expertise, Improved Disarm, Improved Feint

Environment: Any plane, land or underground

Organisation: Company (1-4 mercanes and 3-18 5th level fighter bodyguards) or progression (1 mercane, 3 14th level fighters, and 1 21st level fighter/2nd level Union Sentinel)

Challenge Rating: 5

Treasure: Double standard

Alignment: Always lawful neutral

Advancement: By character class

Level Adjustment: +7

Behind a table far too short for his comfort stands a 12 ft. tall blue skinned humanoid. He is arranging wares on his table with nimble fingers that seem overly long.

Mercanes are merchants of the multiverse. Though not physically powerful they are key players in the outer planes but providing magical items, weapons and services to whoever has the resources to pay for them. They consider themselves neutral in all conflicts and have no ethical problem with selling materials to both sides of each and every conflict. With the mercanes around it is unlikely that surrender will ever come because of a lack of supplies.

Mercanes speak Abyssal, Celestial, Draconic, Infernal and at least two other languages.

Combat

Mercanes retreat from combat as quickly as possible counting on the efforts of their bodyguards to protect them.

Spell-Like Abilities: 3/day—*dimension door, invisibility*; 1/day—*secret chest, plane shift*. Caster level 14th.

Telepathy (Su): Mercanes can communicate telepathically with any creature within 100 feet that has a language.

Skills: Mercanes receive a +4 racial bonus on Appraise checks.

Mercane Characters

A mercane's favoured class is wizard. Player character mercanes have a level adjustment of +7.

Mercurial, Legendary Dreadnaught

Huge Outsider (Chaotic)

Hit Dice: 24d8+192 plus 10d12+124 (489 hp)

Initiative: +7

Speed: 40 ft. (8 squares)

Armour Class: 26 (-2 size, +3 Dex, +15 natural), touch 11, flat-footed 23

Base Attack/Grapple: +24 (+5 epic bonus)/+45

Attack: Body weapon +37 melee (4d6+14, 17-20 [greatsword version])

Full Attack: Body weapon +37/+32/+27/+22 melee (4d6+14, 17-20 [greatsword version])
Space/Reach: 15 ft./15 ft.
Special Attacks: Body weapons, silver spray, spell-like abilities
Special Qualities: Adaptation, damage reduction 6/—, emotional, fast healing 6, immunity to critical hits, reflection, shrug of punishment (+24 hp), spell resistance 24, unstoppable (2/day), unstoppable (2/day)
Saves: Fort +27, Ref +22, Will +21
Abilities: Str 27, Dex 16, Con 26, Int 16, Wis 15, Cha 18
Skills: Bluff +31, Climb +28, Concentration +35 (+39 casting defensively), Craft (any one) +40, Intimidate +45, Jump +49, Knowledge (the planes) +30, Listen +29, Search +30, Sense Motive +29, Spot +29, Survival +29 (+31 outer planes), Swim +28
Feats: Awesome Blow, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (body weapon), Improved Initiative, Power Attack
Epic Feats: Dire Charge, Fast Healing (x2)^B, Epic Toughness, Spellcasting Harrier
Environment: Chaotic planes
Organisation: Solitary, pair, gang (4–9) or citadel (50–200)
Challenge Rating: 28
Treasure: Double standard
Alignment: Usually chaotic neutral
Advancement: By character class
Level Adjustment: —

This creature is a giant made out of quicksilver; its features flow and shift as its moves.

Mercurials are creatures of the planes of chaos. Most entities spawned by those ever-changing regions are bizarre, misshapen horrors with far too many eyes and a surfeit of tentacles. By contrast, mercurials are stable and even handsome. They ride the chaos tides as a sailor rides the waves, taking the best aspects of the change and rejecting the rest. They are a proud, joyful people who see themselves as wardens of chaos – they can often be found rescuing or guiding travellers who have blundered too far into the shifting regions. Of course, one cannot always trust the things of chaos.

Mercurials are incredibly quick to anger or to any other emotion. A titan is a veritable stoic compared to the shifting moods of a mercurial. A single misspoken word can cause the mercurial to abandon the travellers it is guiding to the horrors of chaos, or even trigger an all-out attack from the giant. Left to their own devices, the mercurials dwell in great ever-changing citadels that are a wonder to behold. They watch the borderlands and marches of chaos, sometimes taking action to repel an invader or to unravel a stubborn knot of order that refuses to melt away in the face of chaos. They can be called to serve by powerful wizards or clerics; indeed, the mercurials enjoy seeing other planes once in a while, but are always glad to return home to the perfect nonsense of chaos.

Combat

Mercurials can sprout swords or pikes or whatever weapons they need from the silver liquid of their bodies, meaning that a mercurial never goes unarmed.

Body Weapons (Ex): A mercurial can produce a melee weapon from either or both of its arms (or even combine the two into a single weapon). It produces a Huge weapon suitable for its size; this weapon cannot be disarmed, but can be sundered. The weapon counts as a +2 *chaotic silvered weapon* for the purposes of bypassing damage reduction. Common mercurial weapons include: • Longsword, damage 3d6 • Greatsword, damage 4d6 • Halberd, damage 3d8. Producing a body weapon is a free action.

Silver Spray (Su): A mercurial can throw droplets of its own body as an attack action. This spray attack has a range of 40 feet and requires a ranged touch attack. The mercurial spends hit points (up to 40) to deal damage – for every two hit points spent, the attack does 1d4 points of damage. For example, a mercurial that spends ten hit points on a silver spray attack deals 5d4 points of damage.

Reflection (Su): A mercurial is immune to ray spells. If it readies an action to reflect, it can bounce a ray spell back at its caster (the mercurial must make a ranged touch attack as if it was casting the spell to reflect the spell accurately).

Adaptation (Su): A mercurial can alter its body to give it improved defences. As a standard action, it can activate one of the following abilities: Energy resistance 10 against one energy type damage reduction 5/lawful damage reduction 10/slashing damage reduction 10/piercing damage reduction 10/bludgeoning. A mercurial can only have one of these abilities active at any time.

Emotional (Ex): Mercurials are prone to fits of rage, sorrow and other strong emotions. Anyone talking to a mercurial suffers a –5 penalty to their Diplomacy checks, as they must carefully avoid angering the creature. It automatically fails its Will saves against any mind-affecting compulsion spells. However, the shifting emotions of the creature are such that the effects of any such spell are automatically thrown off after 1d6 rounds +1 round per level of the spell.

Immunity to Critical Hits (Ex): As mercurials are made of living quicksilver, they have no internal organs unless they want to and so are immune to critical hits.

Spell-Like Abilities: At will – *alter self*, *detect chaos*, *detect law*, *protection from law*; 3/day – *bull's strength*, *chaos hammer* (DC 18), *haste*; 1/day – *plane shift* (DC 19). Caster level 20th. Save DCs are Charisma-based.

Unstoppable (Ex): As a dreadnaught it can concentrate its power, gaining a +20 bonus on its Strength check to break or burst a door or item once per day, plus one additional time per day every five levels thereafter. As a special use of this ability, the legendary dreadnaught can attempt to break a wall of force (Strength DC 32, and the character

applies his or her unstoppable bonus to this check as well). Alternatively, the legendary dreadnought can apply the +20 bonus to a single attack roll.

Unmovable (Ex): The legendary dreadnought can concentrate his or her power, making him or herself unmovable once per day, plus one additional time per day every five levels thereafter. This power grants the character a +20 bonus on any one of the following:

- † A grapple check made to avoid being grabbed with the improved grab ability.
- † A Strength check to avoid the effects of a bull rush, trip attempt, or similar effect.
- † A Strength check against any effect that would move the character either physically or magically.
- † Any one saving throw. If an effect that would move the character either physically or magically does not normally allow a saving throw, the legendary dreadnought can use this ability to gain a Will saving throw. He or she still gains the +20 bonus on the saving throw in such a case.

Mistji, True

Medium Fey (Incorporeal)

Hit Dice: 20d6+60 (130 hp)

Initiative: +10

Speed: Fly 50 ft. (perfect) (10 squares)

Armour Class: 32 (+10 Dex, +12 deflection), touch 32, flat-footed 22

Base Attack/Grapple: +10/—

Attack: —

Full Attack: —

Space/Reach: 5 ft./5 ft.

Special Attacks: Spells, spell-like abilities, weather control

Special Qualities: Damage reduction 15/cold iron, elemental conversion, incorporeal traits, materialise, spell resistance 35

Saves: Fort +9, Ref +22, Will +21

Abilities: Str —, Dex 30, Con 16, Int 30, Wis 25, Cha 35
Skills: Appraise +33, Concentration +26, Craft (alchemy) +33, Decipher Script +33, Handle Animal +35, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (nature) +35, Knowledge (the planes) +33, Listen +30, Search +33, Sense Motive +30, Spellcraft +35, Spot +30, Survival +30, Use Magic Device +35



Feats: Combat Casting, Eschew Materials, Heighten Spell, Improved Counterspell, Iron Will, Maximise Spell, Widen Spell

Epic Feats: Automatic Quicken Spell^B

Environment: Any land

Organisation: Solitary

Challenge Rating: 20

Treasure: None

Alignment: Usually chaotic neutral

Advancement: By character class

Having no physical body, but is composed of thousands of colored notes that glitter like jewels, shaped in a humanoid form. These notes also swirl around the being's feet, falling to earth and providing a path on which it walks.

True mistji are ancient beings as one with magic, ancestors of the race of mistji commonly known. Most mistji have only vague features, but they can add detail to their bodies as they wish. A true mistji who takes corporeal form gains the (often nude) body of a tall, thin humanoid with faintly silver or gold skin, straight white or blond hair, and blue, purple, grey, or green eyes. In either form, a mistji has a resonating voice, and a scent reminiscent of ocean, sulphur, minerals, clean air, or another source of elemental power.

True mistji dwell in wilderness apart from other sentient creatures, on lifeless buttes, beneath lakes, among clouds, and in lush forests. They may call a particular tree or rock home, or they may wander, and most mistji resettle at least a few times during their lives. They delight in their power, and many occupy themselves doing little but finding new ways to use their magic. A mistji may create a hurricane or a tsunami simply to enjoy its beauty, or spend years studying the patterns of falling snow.

True mistji can be persistent or fickle, but they are almost universally self-centred. Their inherent might allows them to enjoy life without regard for other creatures' well being, and they do not age, eat or sleep. On those rare occasions when they desire to reproduce, they drain their magic to create a new mistji.

It is not impossible for a non-mistji to communicate with a true mistji, particularly if such a creature catches the mistji's fancy or displays great power. Even then, the mistji is likely to see the creature as a lesser form of life, and its needs and wants unimportant. It is an unusual mistji who thinks anything of the damage caused by his or her work, and an even rarer example that cares. True mistji socialise with one another only slightly more frequently; long-lasting friendships and affairs do occur, but two mistji who meet are as apt to ignore each other as introduce themselves.

Mistji speak Celestial.

Combat

True mistji are proud and confident opponents—usually with good cause, but they can underestimate foes and fight

losing battles for too long. A typical true mistji tactic is to become unreachable and unseen (flying away and becoming invisible, incorporeally entering the ground and raising a *solid fog*, and so on), alter the weather to hamper enemies, then slam down offensive spells like *call lightning storm* and *cone of cold*.

Spells: A true mistji casts spells as a 15th-level sorcerer, and can also cast druid spells as arcane spells. *Typical Sorcerer Spells Known* (6/9/9/9/9/8/8/6, save DC 22 + spell level): 0—*arcane mark, create water, dancing lights, detect magic, ghost sound, mage hand, prestidigitation, ray of frost, read magic*; 1st—*endure elements, entangle, faerie fire, magic aura, shield*; 2nd—*fog cloud, mirror image, soften earth and stone, whispering wind, wood shape*; 3rd—*invisibility sphere, protection from energy, quench, tongues*; 4th—*fire shield, hallucinatory terrain, solid fog, stone shape*; 5th—*baleful polymorph, cone of cold, major creation, seeming*; 6th—*globe of invulnerability, greater dispel magic, spellstaff*; 7th—*fire storm, greater arcane sight*.

Spell-Like Abilities: At will—*call lightning storm* (DC 27), *commune with nature, meld into stone, plant growth, speak with animals, tree shape, whirlwind* (DC 30); 1/day—*verdigris* (DC 32). Caster level 20th. The save DCs are Charisma-based.

Weather Control (Su): A true mistji can *control weather* in a radius of anywhere from 10 feet to 1 mile. The mistji can change the weather as a standard action, but unlike in the normal version of the spell, the changes take only 1 round to manifest.

Elemental Conversion (Su): When a true mistji casts a spell or uses a spell-like ability that deals acid, cold, electricity, fire, or sonic damage, the mistji can change the type of damage inflicted to any of the other four as a free action. The spell's descriptor changes as appropriate, but no other aspects are altered.

Materialise (Su): Though normally incorporeal, a true mistji can assume a material, corporeal form (or return to an incorporeal form) as a standard action. A materialised mistji has a Strength score of 10; the mistji's abilities do not otherwise change.

Mothering Mass

Gargantuan Outsider (Extraplanar)

Hit Dice: 40d8+640 (820 hp)

Initiative: +3

Speed: 10 ft. (2 squares)

Armour Class: 20 (-4 size, -1 Dex, +15 natural), touch 5, flat-footed 20

Base Attack/Grapple: +40/+61

Attack: Tentacle +46 melee (2d8+9)

Full Attack: 2 tentacles +46 melee (2d8+9) and bite +44 melee (3d6+4)

Space/Reach: 15 ft./15 ft.

Special Attacks: Blood drain, clone, dominate, emit

swarm, engulf, improved grab, spell-like abilities, telepathic field

Special Qualities: All-around vision, fast healing 26, spell resistance 36

Saves: Fort +42, Ref +25, Will +30

Abilities: Str 28, Dex 8, Con 42, Int 10, Wis 18, Cha 24

Skills: Bluff +50, Diplomacy +58, Intimidate +54, Knowledge (nature) +43, Listen +49, Search +43, Sense Motive +47, Spot +49

Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (tentacle)

Epic Feats: Epic Fortitude, Epic Reflexes, Epic Will, Fast Healing (x2)

Environment: Any

Organisation: Solitary or nest (one mass plus 1–4 duplicate creatures)

Challenge Rating: 24

Treasure: —

Alignment: Chaotic neutral

Advancement: 41–60 HD (Colossal)

Level Adjustment: —

A grotesque, heaving pulp of pink flesh with half-formed body parts emerging and being sucked back in, as if creatures are trying to fight their way out. It dribbles a white milky substance from nodules dotted around it. This foul stuff is nutritious and is used to keep its spawn fed.

These creatures are called into being when misguided wizards attempt to meddle with the divine powers of creation. The creature is life in its most basic organic sense, run riot. Its only desire is to be fecund and produce more and more life. However, it cannot do this on its own, as it does not contain the principle of generation. All that it can do is make botched travesties of creatures that already exist. Even then it needs to sample their blood and tissues before it can create duplicates. It does this by means of its needlemites.

The mass sends forth needlemites to harvest blood and other organic matter from a creature. This matter then acts as the material component for what is essentially a version of the clone spell (see below). The mass breeds the new creature within itself, gestating it in mere minutes.

A mothering mass absorbs a creature's memories when it absorbs the blood sample. It can thus speak any language spoken by a creature whose blood it has taken. To communicate, it forms a temporary head.

Mothering masses are patient and subtle. They send their duplicate creatures to dispose of the originals, and then have them go back into their communities and find more ideal subjects for replication. A mothering mass can take over whole villages or even towns in this way. In its derangement, it honestly thinks it is doing the right thing by taking over.

All-Around Vision (Ex): The creature's constant growth of eyes in places all over its body give it all-around vision. It cannot be flanked.

Blood Drain (Ex): If the mothering mass achieves a pin, it can drain its target for 2d4 points of Constitution per round. The blood is drained through thorn-like growths in the creature's skin.

Clone (Su): The mothering mass can produce duplicate entities (see below). This creature must be at least one size category smaller than the mass, which must also have received a blood sample from the creature to be duplicated, collected either by means of a needlemite or by its own tentacles. The gestation process takes one round per three Hit Dice of the creature being created. The mass cannot retain control over more than 40 Hit Dice of duplicate entities at any one time.

Dominate (Su): The mothering mass can use a standard action to psychically dominate a creature, usually creating further paranoia and confusion as to whether the creature is a duplicate or not. Anyone the mass targets must succeed on a Will save (DC 37) or fall instantly under the mass's influence as though by a dominate person spell (caster level 24th). The ability has a range of 30 feet. The save DC is Charisma-based.

Emit Swarm (Su): The mass can emit a swarm of needlemites from its body. It can emit a new swarm after 1d4 rounds but can never have more swarms under its control than it has points of Charisma ability score modifier. A typical mass can thus control up to seven swarms.

Engulf (Ex): The mothering mass can haul a grappled target of Huge size or smaller into its sticky body. This frees up the tentacle to attack other targets. While it holds a target in its body, it takes a -20 penalty on grapple checks against that target and is not considered grappled itself; the creature it grapples does not lose its Dexterity bonus to Armour Class, still threatens an area and can use its remaining attacks against other opponents. By hauling multiple targets into its body, the mass can grapple several creatures at once while leaving its tentacles free.

Improved Grab (Ex): If the mothering mass hits with a tentacle attack, it can immediately attempt a grapple check as a free action without provoking an attack of opportunity. **Spell-Like Abilities:** At will – confusion (DC 21), contagion (DC 21), cure serious wounds; modify memory (DC 21). The save DCs are Charisma-based.

Telepathic Field (Su): The mothering mass emanates a telepathic detection field that extends 30 feet out from its body in all directions. Any creature entering this field must make a Will save (DC 37). If it fails the save, the mothering mass can read its surface thoughts (as if by a detect thoughts spell) for as long as it remains in the field. A creature who successfully saves is immune to that mothering mass's telepathic field for the next 24 hours. The mass uses this ability to identify hostile creatures and thwart enemy tactics. The save DC is Charisma-based.

Mu Spore

Colossal Plant

Hit Dice: 35d8+375 (532 hp)

Initiative: +5

Speed: 40 ft. (8 squares)

Armour Class: 27 (-8 size, -3 Dex, +28 natural) touch -1, flat-footed 27

Base Attack/Grapple: +26/+55

Attack: Tendril +31 melee (2d6+13, 19-20)

Full Attack: 4 tendrils +31 melee (2d6+13, 19-20) and bite +26 melee (4d6+6, 19-20)

Space/Reach: 30 ft./30 ft.

Special Attacks: Improved grab, spore cough, swallow whole

Special Qualities: Acid resistance 20, blindsight 210 ft., damage reduction 10/epic, fast healing 10, plant traits, sticky

Saves: Fort +28, Ref +14, Will +20

Abilities: Str 36, Dex 5, Con 29, Int 18, Wis 28, Cha 28

Skills: Bluff +47, Diplomacy +13, Gather Information +13, Hide +19, Intimidate +13, Jump +13, Knowledge (local) +42, Knowledge (nature) +42, Listen +47, Spot +47

Feats: Cleave, Great Cleave, Improved Critical (bite), Improved Critical (tendril), Improved Initiative, Lightning Reflexes, Power Attack

Epic Feats: Epic Reflexes, Epic Toughness (x3), Superior Initiative

Environment: Any underground

Organisation: Solitary, pair, polyp (3-7)

Challenge Rating: 21

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 36+ HD (Colossal)

Level Adjustment: —

A giant red skinned fungus towers over you. It walks on two stalk-like legs and its many tendril reach out to snag a morsel for its gaping jaw.

Deep beneath the ground these intelligent fungus grow to unrealistic heights. Sometimes raising to the heights of redwood trees. Though nothing prevents the mu spore from travelling to the surface world, they find the bright sunlight too hot to reside there comfortably for any amount of time. The mu spore are not picky eaters and will attempt to consume any smaller creatures.

Mu spores speak Common and Terran.

A mu spore's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Combat

Mu spore open combat by blasting opponents by its spore cough and then stuffing survivors into its great maw.

Spore Cough (Su): Once every 1d4 rounds a mu spore can release a cloud of burrowing spores. This spore cough is treated as a 100-foot-cone breath weapon. The burrowing spores deal 20d8 points of damage to all creatures and structures in the area, or half damage to any creatures that make a Reflex save (DC 36). The DC is Charisma-based.

Improved Grab (Ex): If a mu spore hits with a tendril, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Improved grab works only against Gargantuan and smaller opponents. The mu spore has the option to conduct the grapple normally, transfer the victim to its mouth as a free action or simply use its tendril to hold the opponent. Each successful grapple check it makes during successive rounds automatically deals the damage given for the tendril.

Swallow Whole (Ex): If the mu spore begins its turn with an opponent held in its mouth, it can attempt a new grapple check (as though attempting to pin the opponent). If it succeeds, it swallows its prey and the opponent takes bite damage. A swallowed creature takes the twice the damage given for the mu spore's bite every round. A swallowed creature is considered grappled, while the creature that did the swallowing is not. A swallowed creature can try to cut its way free with any light piercing or slashing weapon, if it can deal 33 points of damage in this fashion, or it can just try to escape the grapple. If the swallowed creature chooses the latter course, success puts it back in the mu spore's mouth, where it may be bitten or swallowed again.

Sticky (Ex): Sticky tendrils cover a mu spore, many more than the four main tendrils it uses for combat. Any creature that touches or successfully attacks a mu spore with a melee weapon is subject to a free improved grab check by the mu spore, as if the mu spore had successfully attacked the creature with a tendril. A creature wielding a melee weapon must immediately relinquish its grip on its weapon, or proceed with the grapple check. If the subject relinquishes its grip on its weapon, the weapon is swallowed the following round. Creatures who attack the mu spore in melee without a weapon they can release (such as those with natural attacks only) do not have this option.

N

Neh-thalggu (Brain Collector)

Huge Aberration (Extraplanar, Incorporeal)

Hit Dice: 32d8+192 (336 hp)

Initiative: +12

Speed: 60 ft. (12 squares), or via *dimension door*

Armour Class: 35 (-2 size, +4 Dex, +3 deflection, +20 insight), touch 35, flat-footed 31

Base Attack/Grapple: +24/—

Attack: Head tentacle +27 melee touch (2d10 plus ability drain) or manifest bite +35 melee (4d10+18 plus poison)

Full Attack: 10 head-tentacles +27 melee touch (2d10 plus ability drain) or manifest bite +35 melee (4d10+18 plus poison)

Space/Reach: 15 ft./10 ft.

Special Attacks: Extract brains, poison, spells

Special Qualities: Amorphous physiology, damage reduction 10/epic, darkvision 60 ft., *dimensional travel*, incorporeal traits, manifest maw, spell resistance 30

Saves: Fort +16, Ref +14, Will +23

Abilities: Str —, Dex 19, Con 22, Int 20, Wis 20, Cha 17

Skills: Concentration +41, Hide +31, Knowledge (arcana) +40, Knowledge (the planes) +40, Move Silently +39, Search +40, Spellcraft +44

Feats: Combat Expertise, Combat Reflexes, Dodge, Eschew Materials, Improved Initiative, Maximise Spell, Mobility, Multiattack, Power Attack^B Spring Attack

Epic Feats: Epic Prowess, Superior Initiative

Environment: Any

Organisation: Solitary

Challenge Rating: 26

Treasure: Triple standard

Alignment: Usually chaotic neutral, neutral evil or chaotic evil.

Advancement: 33-66 HD (Gargantuan), 67-112 HD (Colossal)

Level Adjustment: —

A terrible monstrosity is mostly bad of pulsing flesh mounted on twelve jointed spindly legs. It has an oversized jaw ringed with many tentacles that conceal haunting eyes...

The neh-thalggu come from a dimension far removed from the Material Plane. These terrible creatures travel the multiverse on their agile crab-like legs harvesting the brains of sentient beings. Once extracted, the brains float in amorphous physiology and provide the neh-thalggu with access to spellcasting that it does not normally possess. So bizarre is the neh-thalggu's ability to extract brains, it often accompanied by a brood of phrenic scourges (see *Iconic Bestiary: Classics of Fantasy* published in PDF by Lion's Den Press (via Ronin Arts) for more information on phrenic scourges).

A creature whose brain has been harvested by a brain collector cannot be raised, reincarnated, or resurrected while the brain is in the creature, because the collector preserves and draws upon the soul and basic personality of the creature for as long as it retains the brain.

Neh-thalggus' own language is a silent sign language 'spoken' with their writhing head-tentacles. They can also communicate telepathically with any creature that has a language within 100 feet.

Combat

With their ability to move around the battlefield using their *dimensional travel*, the neh-thalggu can be a terrible opponent. They appear suddenly striking with head-tentacles and bite or safely extract a brain from a distance.

A neh-thalggu's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Poison (Ex): A neh-thalggu's bite injects a debilitating poison (DC 32) that damages the victim's Constitution. He or she loses half his or her current Constitution immediately on a failed save and must save again 1 minute later or lose half of his or her remaining Constitution. If the character survives, he or she heals the ability damage at the normal rate (1 point per day). The save DC is Constitution-based.

Head-Tentacles (Ex): The long, whip-like tentacles that frame either side of a brain collector's face can deliver a dangerous touch attack that, if successful, causes the target to dehydrate and wither (2d10 points of desiccation damage). In addition, each successful tentacle attack drains 1 point of Strength, 1 point of Dexterity, and 1 point of Constitution. This is ability drain and may only be reversed by spells such as *restoration* and *greater restoration*. It can bring all ten tentacles to bear on a single target facing it or divide its attacks against up to ten targets that it threatens.

Extract Brains (Sp): Once every 1d4 rounds, as a full-round action, a brain collector can extract the brain from a target creature in line of sight. This attack is psionic in nature and can be blocked by a *dimensional anchor* currently in force on the target. The target gets a Will save (DC 31) to resist the extraction. The save DC is Intelligence-based. If the save fails, his or her brain is drawn out intact through the skull by extradimensional means and sucked up by the brain collector, lodging in an unused storage sac above and behind its eyes. If the save succeeds, he or she takes 9d6 points of damage and is stunned for 1d4+1 rounds. A brain collector prefers to absorb brains of high-level arcane spellcasters but is fully capable of extracting those of other foes as a highly effective attack. When encountered, assume a neh-thalggu has a full retinue of thirteen stolen brains. Each brain less than the full thirteen bestows one negative level on the neh-thalggu (though these never convert to actual level loss), which is a powerful incentive for the creature to always keep its brain-sacs filled. A neh-thalggu is



free to draw on all the Knowledge skills of each brain it currently stores, using the base ranks in a skill possessed by each brain, and adjusted by the neh-thalggu's own skill modifiers for the Knowledge skill in question (or its Intelligence modifier, for a skill it has no ranks in).

Spells (Sp): A fully grown brain collector can cast arcane spells as a 13th-level sorcerer (one level of spell-casting ability per brain).

Amorphous Physiology (Ex): A brain collector does not have fixed organs. As such, it is immune to critical hits, death from massive damage, sneak attacks and coup de grace.

Dimensional Travel (Sp): A brain collector's preferred method of locomotion is via *dimension door*, which it can do as a swift action. It can also use *teleport without error* or *plane shift* at will as a move action.

Incorporeal traits: A neh-thalggu is not wholly in our reality but always remains partially extradimensional. Thus it can be harmed only by other incorporeal creatures, +1 or better weapons, magic, or psionics, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and its own attacks pass through armour (except for its bite attack, which is treated as if a corporeal attack). It always moves silently unless it chooses otherwise.

Manifest Maw (Su): Though it is an incorporeal creature, a neh-thalggu can manifest its mouth in corporeal form as a standard action. While so manifested, the mouth can deliver bite attacks against corporeal creatures or pick up objects. The mouth bites as if it had Str 35.

Feats: A neh-thalggu gains Power Attack as a bonus feat, even though it has no Strength score.

N'gathhau (The Tormentors)

The n'gathhau are not a true race of beings but a series of victims of torture and body modification. No one knows for sure who the first n'gathhau was or where they came from but each n'gathhau is responsible, through their art, for creating dozens or hundreds of more tormentors. They are attacked on sight by most intelligent races.

Creating a N'gathhau

'N'gathhau' is an acquired template that can be applied to any humanoid or monstrous humanoid of Small to Large size with at least 6 HD (hereafter referred to as the 'base character'). It uses all the base character's special abilities and statistics, except as noted below.

Size and Type: The base character's type changes to outsider, and it gains the evil and N'gathhau subtypes. It does not gain the augmented subtype. Size is not changed. Do not recalculate HD, base attack bonus or saves.

Armour Class: The base character's natural armour improves by +4. This stacks with any existing natural armour bonus the base creature has. This natural armour bonus may be increased or decreased by the n'gathhau's mutilations.

Attack: A n'gathhau retains all the attacks and damage ratings of the base character, and also gains slam attacks if it did not already have them. The natural and manufactured weapon attacks of a n'gathhau are considered evil-aligned for the purpose of overcoming damage reduction.

Damage: N'gathhau have slam attacks. Small n'gathhau deal 1d4 points of damage with a slam attack, Medium n'gathhau deal 1d6 points of damage with a slam attack, and Large n'gathhau deal 1d8 points of damage with a slam attack. If the base character already possessed a slam attack, it retains its old damage rating or uses the one above, whichever is greater.

Special Attacks: A n'gathhau retains all the special attacks of the base creature and gains the following. Saves have a DC of 10 + 1/2 the n'gathhau's HD + the n'gathhau's Charisma modifier unless noted otherwise.

Cruelty's Bliss (Su): N'gathhau relish in the suffering of others. When a n'gathhau scores a successful critical hit against an opponent (with a weapon attack or a natural attack), it gains a +2 competence bonus to attack rolls, checks, and saves against that opponent for the remainder of the encounter. This bonus can only be gained once per combat against a particular opponent.

Delicious Agony (Su): By making a successful grapple check against an opponent up to one size larger than itself, a n'gathhau can claw or cut away a small portion

of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathhau heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained).

A creature without flesh (such as an ooze, skeleton, and so on.) is immune to this effect. A n'gathhau without usable arms or hands does not gain this ability. A n'gathhau that has no mouth or whose mouth has been rendered unusable can still benefit from this ability as their sense of touch is heightened to a level far beyond mortal comprehension.

Exquisite Suffering (Su): By touch, a n'gathhau allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful Will save (DC 10 + 1/2 the n'gathhau's HD + the n'gathhau's Con modifier) or be stunned for 1 round. Creatures with more HD than the n'gathhau are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathhau for one day.

Horrifying Appearance (Su): The sight of a n'gathhau is so disturbing that any intelligent creature seeing it must make a successful Will save or be shaken for 1d6 rounds (-2 morale penalty on attack rolls, damage rolls, and saves). Creatures with more HD than the n'gathhau are immune to this effect. On a successful save, the opponent is immune to the horrifying appearance of that n'gathhau for one day.

Special Qualities: A n'gathhau retains all the special qualities of the base creature and gains the following. Saves have a DC of 10 + 1/2 the n'gathhau's HD + the n'gathhau's Charisma modifier unless noted otherwise.

Damage Reduction (Ex): The base creature gains damage reduction 10/magic.

Darkvision (Ex): N'gathhau have darkvision to a range of 60 feet.

Limited Immortality (Ex): When a n'gathhau is slain its form is taken before the Twelve, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added (determined randomly or by DM choice).

N'gathhau Traits (Ex): N'gathhau are immune to poison and acid; resistance to fire 5, resistance to cold 5. All n'gathhau have various mutilations, determined by DM choice or by rolling on the **Random Mutilation Table** below.

Abilities: Increase from the base creature as follows: Str +8, Dex +2, Con +4, Wis +4, Cha +2.



Skills: A n'gathhau gains skill points as an outsider and has skill points equal to $(8 + \text{Int modifier}) \times (\text{HD} + 3)$. Do not include Hit Dice from class levels in this calculation—the n'gathhau gains outsider skill points only for its racial HD, and gains the normal amount of skill points for its class levels. Treat skills from the base creature's list as class skills, and other skills as cross-class.

N'gathhau have a +8 racial bonus on Intimidate and Sense Motive checks.

Feats: N'gathhau gain Improved Critical (slam attack or another natural attack, or with a weapon), Iron Will, Toughness, and Weapon Focus (slam attack or another natural attack, or with a weapon) assuming the base character meets the prerequisites and does not already have these feats.

Organisation: Solitary or sect (2-5).

Challenge Rating: Same as the base creature +3.

Alignment: Always neutral evil.

Advancement: By character class.

Level Adjustment: +4.

N'gathhua Characters

N'gathhau are always neutral evil, which causes characters of certain classes to lose their class abilities (such as paladins). In addition, certain classes suffer additional penalties.

Clerics: Clerics lose their ability to turn undead but gain the ability to rebuke undead. They also lose access to their current domains (unless their domains are one of the following listed here). N'gathhau clerics have access to the Death, Destruction, Evil, and Knowledge domains.

Sorcerers and Wizards: These characters retain their class abilities, but if a character has a familiar, the link between them is broken, and the familiar shuns its former companion. The character cannot summon another familiar.

N'gathhau Random Mutilations

To randomly determine the mutilations of a particular n'gathhau, first roll 1d3+3 to see how many mutilations the n'gathhau has. Next roll 1d12 on the **Body Part Table** to determine the affected body part for each mutilation. Finally, determine the effects of each mutilation using the **Mutilation Table**. Some mutilations have side effects (bonuses or penalties to skills, ability scores, saves, or special attacks or qualities); any side effects are given with the description of the mutilation.

BODY PART TABLE

Roll 1d12 for each mutilation on the table below to determine the body part affected.

1d12	Body Part
1	Head
2	Face
3	Neck
4-5	Chest or Back
6	Abdomen or Back
7	Upper Arm (roll 1d6; odd = left, even = right)
8	Lower Arm (roll 1d6; odd = left, even = right)
9	Hand (roll 1d6; odd = left, even = right)
10	Upper Leg (roll 1d6; odd = left, even = right)
11	Lower Leg (roll 1d6; odd = left, even = right)
12	Foot (roll 1d6; odd = left, even = right)

Sample N'gathhua Gloom

Medium Outsider (Evil, N'gathhau)

Hit Dice: 25d8+278 (390 hp)

Initiative: +28

Speed: 30 ft. (6 squares)

Armour Class: 46 (+20 Dex, +12 insight, +4 natural), touch 42, flat-footed 26

Base Attack/Grapple: +25/+40

Attack: +10 *dagger of human dread* +56 melee (1d4+25 plus 1d2 electrical, 17-20) or slam +45 melee (1d6+22 plus 1d2 electrical)

Full Attack: +10 *dagger of human dread* +56/+51/+46/+41 melee (1d4+25 plus 1d2 electrical, 17-20) or slam +45 melee (1d6+22 plus 1d2 electrical)

Space/Reach: 5 ft./5 ft.

Special Attacks: Cruelty's bliss, delicious agony, exquisite suffering, fear gaze, horrifying appearance, sneak attack +13d6

Special Qualities: Blindsight 60 ft., damage reduction 10/epic, limited immortality, mutilations, n'gathhau traits, opportunist, quiescence, spell-like abilities, spell resistance 35.

Saves: Fort +19, Ref +34, Will +25

Abilities: Str 40, Dex 50, Con 33, Int 26, Wis 29, Cha 32

Skills: Bluff +39, Climb +43, Concentration +25, Escape Artist +34, Heal +23, Hide +48, Intimidate +49, Jump +45, Knowledge (the planes) +22, Listen +37, Move Silently +40, Profession (torturer) +23, Sense Motive +31, Sleight of Hand +34, Spot +37, Survival +37 (+29 other planes), Tumble +50

Feats: Dodge, Improved Initiative, Improved Critical (dagger), Iron Will^B, Mobility, Spring Attack, Toughness^B, Weapon Finesse, Weapon Focus (dagger)

Epic Feats: Sneak Attack of Opportunity, Superior Initiative

Environment: Any urban

Organisation: Solitary

Challenge Rating: 28

Treasure: Only +5 *dagger*

Alignment: Always neutral evil

Advancement: By character class

Level Adjustment: —

Combat

The natural and manufactured weapon attacks of this n'gathhau are considered evil-aligned for the purpose of overcoming damage reduction.

Cruelty's Bliss (Su): N'gathhau gloom relish in the suffering of others. When a n'gathhau gloom scores a successful critical hit against an opponent (with a weapon attack or a natural attack), it gains a +2 competence bonus to attack rolls, checks, and saves against that opponent for the remainder of the encounter. This bonus can only be gained once per combat against a particular opponent.

RANDOM MUTILATION TABLE

Roll 1d20 for each mutilation determined above and apply the effects as detailed on the table below.

1D20	Mutilation
1	Attachment: The body part has some sort of gear attached to it via hooks, pins or barbs. Examples include chains, pouches, jewellery, bones or any other small object that can dangle from hooks. There is a 50% chance the attachment is actually a weapon either grafted to or embedded in the flesh. Weapons are always of the slashing or piercing type such as daggers, knives, scythes and so on.
2	Degloving: The body part has been completely skinned, revealing muscle, bone and sinew. If the degloving is to the torso, the n'gathhau's natural armour bonus is reduced by -1.
3	Dislocation/Disjointed: The body part is horribly dislocated and has been braced and bolted into an unusual configuration. This dislocation results in a -2 to Strength and a +2 to Dexterity. These modifiers can only be gained once.
4	Electrification: The body part is encased in a latticework of metal bars and wires that constantly crackle with electricity, causing the entire body to twitch. The electrical charge deals an extra 1d2 points of electricity damage with slam attacks and attacks with metal melee weapons.
5	Extension: The body part has been fully disarticulated and artificially extended with metal plates and rods. The extension is not enough to increase the n'gathhau's reach, but it provides a +1 bonus to melee attacks from that limb (where applicable).
6	Flaying, Major: The body part has been flayed open down to the bone, and the incision is held open with hooks, metal staples or brackets. If the affected body part is the head, roll 1d6; on a roll of 1, the top of the head has been removed and the brain is fully exposed. The exposure results in a -1 penalty to natural armour bonus. An exposed brain also results in a -2 penalty to Intelligence. The save DC to resist the n'gathhau's horrifying appearance is increased by +2 (maximum of +4 from this ability).
7	Flaying, Minor: The body part has had several small square sections of flesh cut away or flayed open. A minor flaying to the head is a trepanation, which exposes a small portion of the brain. Trepanation provides a +2 bonus to Intelligence or Wisdom (DM choice).
8	Metal Plate: A metal plate has been crudely bolted, stapled or in some way attached to the body part. The plates provide a +1 natural armour bonus.
9 - 10	Piercing, Single: The body part has a single metal spike, hook, ring, screw or other object fully embedded in it or driven through it. A piercing to an arm, hand, foot or leg provides a +1 bonus to damage using natural attacks with that limb (where applicable).
11 - 12	Piercing, Multiple: The body part is lined and pierced with several small metal spikes, hooks, rings, screws, or other objects. Hooks, spikes, nails and other such devices can be used to deal 1d2 points of piercing or slashing damage.
13	Prosthetic: The body part has some sort of prosthetic or mechanical replacement. On a roll of 1-4 on 1d6, a prosthetic hand or arm is a bladed weapon of some kind that deals 1d6 damage (for just a hand) or 1d8 damage (for an entire arm). If the body part is a leg or foot, a metallic device that roughly duplicates the function of that limb has replaced it. A prosthetic on the chest, abdomen, head or neck is a strange device of unknown function.
14 - 15	Stitching: The entire body part is covered in random surgical-looking stitches of either metal or cloth. If the stitching is on the face, roll 1d6; on a roll of 1 the eyes have been sewn shut, and on a roll of 2 the mouth has been sewn shut. Otherwise, the stitching is in a random pattern across the face. If the eyes have been sewn shut, the creature is effectively blind, but has been imbued with the Blindsight special ability to a range of 60 feet. If the mouth has been sewn shut, the n'gathhau is effectively mute and cannot speak. If the stitching is to the torso, the n'gathhau's natural armour bonus is increased by +1.
16	Tubes: The body part has 1d3 tubes embedded in it, each leading to another body part (determine randomly on the Body Part Table). Flowing through each tube is a sickeningly coloured liquid of unknown origin. These feeding tubes provide a +2 inherent bonus to Constitution. The bonus to Constitution can only be gained once.
17	Utter Mutilation: The body part has been totally mutilated and carved beyond recognition. It has been subjected to nearly every mutilation on this table, and some that are not. The save DC for the n'gathhau's horrifying appearance is increased by +2. If the mutilation is to the torso, the n'gathhau's natural armour bonus is increased by +1 as well.
18	Wire Wrapping: The body part is wrapped tightly in a fine wire or wire mesh that digs into the flesh.
19	Searing: The body part is completely burned almost beyond the point of recognition. If the searing is to the torso, increase the n'gathhau's natural armour bonus by +1. The n'gathhau also increases its fire resistance by +5. The bonus to fire resistance can only be gained once from this mutilation.
20	Carving/Scarification/Branding: The body part has a unique pattern of strange and elaborate symbols cut into the flesh or the flesh has been burned and branded. The base character's natural armour bonus increases by +2 if this mutilation is to the torso.

Delicious Agony (Su): By making a successful grapple check against an opponent up to one size larger than itself, a n'gathhau gloom can claw or cut away a small portion of an opponent's flesh (using claws or a light piercing or slashing weapon) and devour it. This attack deals 1d2 points of Constitution drain to the opponent. A n'gathhau gloom heals 5 points of damage each time it drains Constitution points (regardless of the number of points drained). A creature without flesh (such as an ooze, skeleton, and so on.) is immune to this effect.

Exquisite Suffering (Su): By touch, a n'gathhau gloom allows a creature to share in the sensations of its agony, thus overloading the senses of the opponent. The opponent must make a successful Will save (DC 33) or be stunned for 1 round. Creatures with more HD than the n'gathhau gloom are immune to this effect. This is a mind-affecting attack and whether the save is successful or not, the creature is immune to the exquisite suffering attack of that n'gathhau for one day. The save DC is Charisma based.

Fear Gaze (Su): Viewing the gloom's face inspires terror. Creatures that meet the gloom's gaze must succeed at a Will save (DC 33) or suffer the effects of a *fear* spell as cast by a 20th-level caster. The DC is Charisma-based.

Horrifying Appearance (Su): The sight of a n'gathhau gloom is so disturbing that any intelligent creature seeing it must make a successful Will save (DC 37, includes bonuses from mutilations) or be shaken for 1d6 rounds (-2 morale penalty on attack rolls, damage rolls, and saves). Creatures with more HD than the n'gathhau gloom are immune to this effect. On a successful save, the opponent is immune to the horrifying appearance of that n'gathhau for one day.

Opportunist (Ex): This ability functions like the rogue class feature of the same name.

Sneak Attack (Ex): A n'gathhau gloom is able to sneak attack as a 25th-level rogue, dealing 13d6 extra damage.

Limited Immortality (Ex): When a n'gathhau is slain its form is taken before the Council of Torturers, who decide whether the slain creature is condemned to an eternity of torture and suffering or whether the creature is reconfigured. A reconfigured creature remembers nothing of its previous existence and for all intents and purposes is an entirely new creature. All existing mutilations are removed and new ones are added.

Mutilations (Ex): This n'gathhau gloom has 6 mutilations they are

- † Upper Right Arm: Major Flaying (-1 natural, +2 DC Horrifying Appearance)
- † Chest: Searing (+1 natural, +5 fire resistance)
- † Right Foot: Utter Mutilation (+2 DC Horrifying Appearance)

† Lower Right Arm: Scarification (no benefit)

† Face: Electrification (1d2 points of electricity on slams and metal weapons)

† Back: Disjointed (-2 Str, +2 Dex)

N'gathhau Traits (Ex): N'gathhau are immune to poison and acid; resistance to fire 10, resistance to cold 5. All n'gathhau have various mutilations (see above).

Quiescence (Su): A n'gathhau gloom is constantly silent, as per the *silence* spell, although the area does not extend beyond the creature itself. This quality gives it a +20 racial bonus on Move Silently checks (it is still possible for a gloom to create noise, such as by bumping into something that scrapes on the floor or by sounding a chime). The gloom can lower this effect at will.

Spell-Like Abilities: At will—*shadow walk*; 3/day—*true strike*. Caster level 20th; save DC 21 + spell level. The DC is Charisma-based.

Feats: A n'gathhau gloom gains Iron Will and Toughness as bonus feats.

Skills: A n'gathhau gloom has a +8 racial bonus on Sense Motive and Intimidate checks.

Nightshade, Nightswimmer

Gargantuan Undead (Aquatic, Extraplanar)

Hit Dice: 30d12+60 (255 hp)

Initiative: +7

Speed: Swim 60 ft. (12 squares)

Armour Class: 40 (-4 size, -1 Dex, +35 natural), touch 5, flat-footed 40

Base Attack/Grapple: +15/+49

Attack: Slam +35 melee (4d6+24) or tail sweep (2d6+35)

Full Attack: Slam +35 melee (4d6+24) or tail sweep (2d6+35)

Space/Reach: 20 ft./15 ft.

Special Attacks: Energy drain, inhale, plume of darkness, *summon undead*, swallow whole, tail sweep, thrash

Special Qualities: Aversion to daylight, blindsight 200 ft., damage reduction 15/silver and magic, desecrating aura, immunity to cold, spell-like abilities, spell resistance 33, telepathy 100 feet, undead traits

Saves: Fort +12, Ref +11, Will +24

Abilities: Str 55, Dex 8, Con —, Int 20, Wis 20, Cha 18

Skills: Bluff +25, Concentration +28, Diplomacy +29, Hide +28*, Intimidate +27, Knowledge (nature) +26, Listen +26, Move Silently +20, Search +26, Sense Motive +26, Spellcraft +26, Spot +26, Survival +28, Swim +51

Feats: Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Quickened Spell-Like Ability (*finger of death*), Quickened Spell-Like Ability (*greater dispel magic*), Swim-by Attack

Epic Feats: Improved Awesome Blow, Superior Initiative

Environment: Plane of shadow

Organisation: Solitary or pod (4-7)

Challenge Rating: 22

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 31-40 HD (Gargantuan)

Level Adjustment: —

This is a vast, vast creature, shaped like a whale, but utterly black and composed of nothing but perfect darkness.

There are oceans of shadow. In the lightless seas of night, these ancient shadow-whales swim silently. The nightswimmers are a fourth form of the fearsome nightshades, but they are encountered much more rarely. The seas hold far more secrets than the land, after all and the oceans of night are unfathomably deep and still. Like the other nightshades, the nightswimmers seek to bring endless darkness to all the worlds. Cold, merciless and immortal, they groan out eerie songs of gathering blackness and tides of shadow.

All the nightswimmers are in constant dark communion, singing to each other of the end of worlds. Those who listen to their song, which echoes only in shadows, soon go insane. Some gibber and insist that the song of the nightswimmers is a single vast spell, one that they have been in the process of casting for millennia and will continue to weave for centuries more. Nightswimmers sometimes pass into the oceans of other worlds for their own inscrutable purposes. They have been observed in

silent telepathic council with other forms of nightshade, such as the fell nightwalkers, the eerie nightcrawlers and the cryptic nightwings.

Combat

Nightswimmers use their vast bulk and terrible strength to crush their foes. They augment these attacks with their potent magical abilities. They are cautious when using their inhale ability – they know that only the mightiest heroes can dream of standing against their power, so any creature that tries to fight a nightswimmer is probably not one that the ‘swimmer wants carving at its gullet. They do try to swallow wizards and other enemies that are best kept trapped and drowning.

A nightswimmer’s natural attacks are considered magic for the purpose of overcoming damage reduction.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightswimmers take a –4 penalty on all attack rolls, saving throws and skill checks.

Energy Drain (Su): Living creatures inside a nightswimmer’s stomach gain one negative level each round. The DC is 29 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the nightswimmer gains five temporary hit points.

Desecrating Aura (Su): All nightswimmers give off a 20-foot radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability



works much like a *desecrate* spell, except that the nightswimmer's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightswimmers (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls and saving throws and +2 hit points per Hit Die (the nightswimmers's Hit Dice, attack and save entries given here include these profane bonuses). Charisma checks made to turn undead within this area take a -6 penalty. A nightswimmer's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightswimmer can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightswimmer enters a *consecrated* or *hallowed* area, but the nightswimmer's presence also suppresses the *consecrated* or *hallowed* effect for as long as it remains in the area.

Inhale (Ex): A nightswimmer can suck in a vast amount of water and strain it through its shadowy baleen plates. Any creatures or objects in the water are deposited in the nightswimmer's stomach, but the nightswimmer can filter objects by shifting its plates; it can choose the maximum size of creature inhaled. For example, it could choose to only swallow Medium and smaller creatures and leave Large or larger creatures to bounce harmlessly off its baleen plates. When this ability is activated as an attack action, it affects a cone 100 feet long and wide in front of the nightswimmer. All creatures within this cone must make a Swim check opposed by the nightswimmer's Strength check and gain a +1 circumstance bonus for every five feet of distance between the character and the nightswimmer (so a creature 50 feet away would get a +10 bonus to his Swim check). Those who succeed are unaffected; those who fail are either swallowed whole (see below) or else bounce off the plates and take damage as if they had fallen towards the nightswimmer (1d6 per ten feet) and end up floating just in front of the creature's mouth.

Plume of Darkness (Su): Once per day, a nightswimmer may spout forth a plume of darkness. If performed at the surface, this creates *deeper darkness* in a cylindrical area 300 feet high and one mile in radius. If done underwater, this creates a spherical cloud of *deeper darkness* 300 feet in radius.

Spell-Like Abilities: At will – *contagion* (DC 19), *deeper darkness*, *detect magic*, *greater dispel magic*, *haste*, *invisibility*, *see invisibility*, *unholy blight* (DC 18); 3/day – *cone of cold* (DC 19), *confusion* (DC 18), *hold monster* (DC 19); 1/day – *finger of death* (DC 21), *mass hold monster* (DC 23), *plane shift* (DC 21). Caster level 30th. The save DCs are Charisma-based.

Summon Undead (Su): A nightswimmer can summon undead creatures once per night: 9–16 shadows, 3–6 greater shadows or 2–4 dread wraiths. The undead arrive in 1d10 rounds and serve for one hour or until released.

Swallow Whole (Ex): A nightswimmer can swallow creatures using its inhale ability. Once inside, the opponent takes 2d8+12 points of bludgeoning damage plus 12 points of acid damage per round from the nightswimmer's stomach and is subject to the creature's energy drain. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the stomach (AC 21). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A nightswimmer's interior can hold two Huge, eight Large, 32 Medium, 128 Small, 512 Tiny or smaller opponents.

Tail Sweep (Ex): A nightswimmer can sweep as a standard action. The sweep affects a half-circle with a radius of 30 feet extending from an intersection on the edge of the nightswimmer's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the nightswimmer. A tail sweep automatically deals the listed damage. Affected creatures can attempt Reflex saves (DC 47) to take half damage. The save DC is Strength-based.

Thrash (Ex): A nightswimmer can thrash as a full-attack action. This creates churning waves all around it. The nightswimmer must make a Swim check; all creatures within a range of the Swim check result times five feet must make opposed Swim checks. Creatures get a +1 circumstance bonus to their Swim checks for every five feet of distance between them and the nightswimmer (so a creature 50 feet away would get a +10 bonus to Swim check). Those who succeed are unaffected; those who fail are knocked 1d6x5 feet away from the nightswimmer and are dazed until they succeed at a Swim check (DC equals half the DC of the original Swim check, dropping by five per round).

Skills: Nightswimmers have a +8 racial bonus to Hide checks when hiding within areas of darkness. They have a +8 racial bonus to Swim checks and may always take 10 on a Swim check even if distracted or endangered. They may use the run action while swimming, provided they move in a straight line.



Ooze, Primordial

Colossal Ooze

Hit Dice: 20d10+200 (310 hp)

Initiative: +0

Speed: 20 ft. (4 squares)

Armour Class: 27 (-8 size, +25 natural), touch 2, flat-footed 27

Base Attack/Grapple: +15/+48

Attack: Slam +24 melee (4d6+17) or spit +7 ranged (4d6+17)

Full Attack: Three slams +24 melee (4d6+17) or spit +7/+2 ranged (4d6+17)

Space/Reach: 50 ft./20 ft.

Special Attacks: Degeneration, spawn life, spit goo

Special Qualities: Fast healing 15

Saves: Fort +16, Ref +6, Will +6

Abilities: Str 45, Dex 10, Con 30, Int —, Wis 11, Cha 14

Skills: —

Feats: —

Environment: Any

Organisation: Solitary

Challenge Rating: 24

Treasure: None

Alignment: Always neutral

Advancement: 21+ HD (Colossal)

Level Adjustment: —

This is a lake of greenish-brown organic soup. It seems oddly familiar.

The gods created life from clay, according to some legends, or from their blood in other tales. There are legends of cataclysmic battles between deities that scattered godly ichor across the land and so seeded life. However it happened, primordial ooze is what was left over when all other life had arisen out of the mire. This eldritch grue contains within it all the keys of being; all things sprang from this ultimate source. The few pools of primordial ooze are hidden in the remotest reaches of the world.

As the Philosopher's Stone is to the alchemist, so is primordial ooze to the wizard who dabbles in flesh-crafting and breeding new forms of life. Samples of primordial ooze make the creation of truly new life forms possible, viable species who breed true and thrive instead of weak creatures dependant on magical fortifications or mere variations on existing themes of life. Collecting a sample of such ooze is, of course, far from easy.

Combat

The ooze is a comparatively easy target; while its outer crust is as hard as any scales or hide, it will yield to even non-magical weapons driven into it with enough force. However, the ooze can spawn monsters to defend it, or drag enemies back down into the primordial mire.

Degeneration (Su): Anyone struck by the ooze's slam or spit goo attacks risks having their bodies reduced back to their primeval form. Those struck must make a Fortitude save (DC 30) or be transformed. The save DC is Constitution-based. Those who fail instantly fall apart into pools of primordial ooze. All their ability scores are reduced to zero. Fortunately, the afflicted characters still have a will and so can make Will saves to rebuild their bodies. Each round, as a free action, the character may make a Will save to reclaim their ability scores. The DC for the save is equal to the number of points being regained. For example, a character who wants to increase his Intelligence and Wisdom back up to ten each (thus allowing him to think clearly again) would have to make a Will save (DC 20). Remember to adjust Will saves for the lowered Wisdom score. A character cannot increase his ability scores beyond his normal totals. If the character fails three Will saves in a row while rebuilding his form, he may be permanently absorbed into the primordial ooze – if the ooze hits the character again with a slam attack, he is dealt no damage but instead absorbed and his remaining hit points added to the ooze's total.

Spawn Life (Su): Once per round, as a free action, the ooze may give birth to a monster. It costs the ooze a number of hit points equal to half the hit points of the monster and it may only create animals, magical beasts, giants, vermin, monstrous humanoids and oozes. When the primordial ooze is destroyed, its spawned creatures disintegrate.

Spit Goo (Ex): The ooze can launch gobs of slime at targets within 120 feet. These are grenade-like weapons with a burst radius of 15 feet.



P

Paragon Creature

Into every generation a single champion is born. This champion is more powerful than its peers and stands example of what others of its kind could aspire to become. They are the strongest, fastest, smartest and luckiest of their species. Sometimes they are regarded as the original creature that all creatures with that same name are descended.

Sample Paragon Roper

Large Magical Beast

Hit Dice: 10d12+230 (330 hp)

Initiative: +13

Speed: 30 ft. (6 squares)

Armour Class: 61 (-1 size, +9 Dex, +12 insight, +12 luck, +19 natural), touch 42, flat-footed 52

Base Attack/Grapple: +10/+26

Attack: Strand +43 ranged touch (drag)

Full Attack: 6 strands +43 ranged touch (drag) and bite +46 melee (2d6+38)

Space/Reach: 10 ft./10 ft. (50 ft. strands)

Special Attacks: Drag, strands, weakness

Special Attacks: Damage reduction 10/epic, darkvision 60 ft., fast healing 20, immunity to electrical, low-light vision, resistance to cold 10 and fire 10, spell resistance 52

Saves: Fort +28, Ref +26, Will +25

Abilities: Str 34, Dex 28, Con 32, Int 27, Wis 31, Cha 27

Skills: Climb +32, Hide +28*, Listen +30, Spot +30

Feats: Alertness, Improved Initiative, Iron Will, Weapon Focus (strand)

Epic Feats: Dire Charge^B

Environment: Any land and underground

Organisation: Solitary, pair or cluster (3-6)

Challenge Rating: 27

Treasure: No coins, 50% goods (only stone), no items

Alignment: Usually chaotic evil

Advancement: 11-15 HD (Large), 16-30 HD (Huge)

Level Adjustment: —

A paragon roper stands some 12 feet tall and tapers from 3 or 4 feet in diameter at the base to 1 foot across at the top. It weighs 2,800 pounds. A roper's coloration and temperature change to match the features of the surrounding cave.

Ropers speak Terran and Undercommon.

Combat

A paragon roper hunts by standing very still and imitating a bit of rock. This tactic often allows it to attack with surprise. When prey comes within reach, it lashes out with its strands. If opponents stay out of reach it will make a Dire Charge to close the gap. In melee, it bites adjacent opponents with its powerful maw.

A paragon roper's natural attacks are considered epic for the purposes of overcoming damage reduction.

Drag (Ex): If a paragon roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 44 Escape Artist check or a DC 27 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus and a +13 insight bonus. A paragon roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a paragon roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a -4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a paragon roper.

Strands (Ex): Most encounters with a paragon roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A paragon roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 39 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based and includes a +13 insight bonus.

Skills: * Paragon ropers have a +8 racial bonus on Hide checks in stony or icy areas. Paragon ropers enjoy a +10 competence bonus to all skills.

Creating A Paragon Creature

'Paragon' is a template that can be added to any creature (referred to hereafter as the base creature). The paragon creature uses all the base creature's statistics and special abilities except as noted here.

HD: A paragon creature always has maximum hit points. Paragon creatures also gain an additional 12 hit points per HD.

Speed: A paragon creature's speed triples, for all movement types.

AC: Paragon creatures gain a +12 insight bonus to AC and a +12 luck bonus to AC. They also gain a +5 natural armour bonus (if the creature already has natural armour, use whichever is better).

Attacks: A paragon creature makes all its attacks with a +25 luck bonus on the attack roll.

Damage: A paragon creature gains a +20 luck bonus on Damage rolls for all melee and thrown ranged attacks.

Special Attacks: A paragon creature's special attacks, if any, all gain a +13 insight bonus, if applicable. The +13 insight bonus may only be applied to a given special ability once.

Spell-Like Abilities (Sp) or Psionics (Sp): If the base creature has spell-like abilities, it gains +15 to its caster level to use those abilities. A paragon creature also gains the ability to use *greater dispel magic*, *haste*, and *see invisibility* three times per day, even if it did not have spell-like abilities before, at 15th caster level.

Special Qualities: A paragon creature retains all the special qualities of the base creature and also gains the following.

- † Fire and cold resistance 10. If the creature already possesses such resistance, use whichever is better.
- † Damage reduction 10/epic. If the creature already possesses Damage reduction, use whichever is better.
- † Spell resistance equal to the paragon creature's CR +25. If the creature already possesses spell resistance, use whichever is higher.
- † Fast healing 20. If the creature already possesses fast healing, use whichever is better.
- † A paragon creature's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Saves: The paragon creature gains a +10 insight bonus on all its saving throws.

Abilities: All ability scores are 15 points higher than those of the base creature.

Skills: The paragon creature gains a +10 competence bonus on all its skill checks.

Feats: Same as the base creature, plus one bonus feat.

Climate/Terrain: Any land and underground.

Challenge Rating: As base creature +15.

Treasure: Standard for a creature of the adjusted CR.

Primasaurus

Huge Magical Beast

Hit Dice: 60d10+620 (950 hp)

Initiative: +15

Speed: 30 ft. (6 squares)

Armour Class: 55 (-2 size, +7 Dex, +40 natural), touch 15, flat-footed 48

Base Attack/Grapple: +60/+79

Attack: Bite +72 melee (8d10+11,19-20)

Full Attack: Bite +72 melee (8d10+11,19-20) and tail +67 melee (10d6+5)

Space/Reach: 15 ft./10 ft.

Special Attacks: Prismatic emanations

Special Qualities: Damage reduction 10/—, immunities, prismatic blue, spell resistance 38

Saves: Fort +41, Ref +39, Will +24

Abilities: Str 32, Dex 25, Con 29, Int 4, Wis 19, Cha 10

Skills: Listen +37, Spot +38

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Endurance, Great Cleave, Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (bite), Weapon Focus (tail)

Epic Feats: Devastating Critical (bite), Epic Endurance, Epic Toughness (x4), Epic Weapon Focus (bite), Epic Weapon Focus (tail), Overwhelming Critical (bite), Superior Initiative.

Environment: Any temperate or tropical land

Organisation: Solitary or pair

Challenge Rating: 28

Treasure: None

Alignment: Always neutral

Advancement: 61-90 HD (Huge), 91-150 HD (Gargantuan)

Level Adjustment: —

This long reptile is almost twenty feet long. It runs on all fours, has a clubbed tail, and rigid of hair-like scales running along its back that refract light into a rainbow of colour...

The primasaurus first appeared centuries ago. They were first encountered near the ruins of Bel'dakor on the southern coast; this land has been avoided for millennia for the powerful magic that destroyed Bel'dakor are thought to have tainted the land itself. A primasaurus's hair-like ridge scales are infused with magic similar to the prismatic class of spells from which the beast draws its name.

Combat

The primasaurus is a simple beast whose magical nature is largely responsible for its success in hunting. The prismatic emanation and blur of this creature cannot be turned off and as such disable or diminish the attacks of its opponents as it attacks with its bite and tail attack.

Prismatic Emanations (Su): The reflected and refracted light from the primasaurus's crystalline ridge functions very similarly to the *prismatic spray* spell. Any creature of less than 8 HD that is within 30 feet of the creature is automatically blinded for 2d4 rounds. In addition, any creature within 20 feet of the primasaurus is randomly struck by one or more rays of light, as determined by the table that accompanies the *prismatic spray* spell. This effect is as the *prismatic spray* spell in a 30-foot-radius spread, but is otherwise as cast by a 20th-level caster. The save DC for the *prismatic spray* effects is 49. The save DC is Constitution based.

Immunities (Su): It is immune to poison, gases, petrification, and mind-affecting attacks.

Prismatic Blur (Ex): The reflected and refracted light that constantly surrounds the creature blurs the creature's outline and makes it difficult to properly target. All melee and ranged attacks against the creature have a 50% miss chance.

Pseudonatural Creature

A pseudonatural creature is a creature which was born in a distant multiverse where the laws of nature are different from the ones which adventurers are used to dealing with. The pseudonatural creature is of extraplanar origin and will take a form natural to the plane they have invaded but they are wholly alien.

Sample Pseudonatural Troll

Large Outsider (Augmented Giant, Extraplanar)

Hit Dice: 6d8+66 (114 hp)

Initiative: +7

Speed: 60 ft. (12 squares)

Armour Class: 51 (-1 size, +7 Dex, +35 natural), touch 16, flat-footed 44

Attack: Tentacle rake +34 melee (2d8+17)

Full Attack: 5 tentacle rakes +34 melee (2d8+17)

Space/Reach: 10 ft./10 ft.

Special Attacks: Constant insight, improved grab, rend 4d8+25, rotting constriction

Special Qualities: Alternate form, damage reduction 5/epic, darkvision 90 ft., regeneration 5, resistance to acid 20 and electrical 20, spell-like abilities, spell resistance 30

Saves: Fort +16, Ref +9, Will +8

Abilities: Str 45, Dex 24, Con 33, Int 6, Wis 19, Cha 6

Skills: Listen +10, Spot +11

Feats: Alertness, Iron Will, Track

Environment: Any

Organisation: Solitary, pair or gang (2-4)

Challenge Rating: 21

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Level Adjustment: —

Appearing in many ways to be a true troll, the pseudonatural troll has five tentacles in place of arms. Its tentacles are ringed with barbs, eyes and suckers. A hair cover area ringed with teeth replace what should be a head.

Pseudotrolls speak Giant.



Combat

Pseudonatural trolls often split their attacks between two opponents in range in the hope of being able to rend multiple opponents in a single round.

A pseudotroll's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Constant Insight (Su): A pseudotroll makes all its attacks (including grapples) with a +15 insight bonus (calculated into the above statistics). The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): If a pseudonatural troll hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): If a pseudotroll hits with two or more tentacle rake attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 4d8+25 points of damage, and can be used concurrently with its improved grab ability.

Rotting Constriction (Ex): Once a pseudotroll has hold of an opponent, each successful grapple check it makes during subsequent rounds automatically drains 2d4 points of Constitution. At the same time, the pseudotroll regains 10 lost hit points.

Regeneration (Ex): Fire and acid deal normal damage to a pseudotroll. If a pseudotroll loses a tentacle or body part, the lost portion regrows in 1 minute. The creature can reattach the severed member instantly by holding it to the stump.

Spell-Like Abilities: At will—*blur*, *dimension door*, *shield*, *unhallow*. Caster level 20th; save DC 8 + spell level. The DC is Charisma-based.

Alternate Form (Su): At will, a pseudotroll can take the form of a grotesque, tentacled mass (or another appropriately gruesome form), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against a pseudotroll in this alternate form.

Creating a Pseudonatural Creature

'Pseudonatural' is an inherited template that can be added to any corporeal creature (referred to hereafter as the base creature).

Size and Type: The creature's type changes to Outsider (extraplanar) and gains the augmented subtype. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

HD: A pseudonatural creature always has maximum hit points.

Speed: A pseudonatural creature's speed doubles, for all movement types.

Armour Class: Pseudonatural creatures gain a +35 natural armour bonus. If the creature already has an armour bonus, use whichever is better.

Attack/Full Attack: A pseudonatural creature substitutes tentacle rake attacks for its melee attacks while in pseudonatural form. These tentacle attacks always use the creature's best attack bonus. It also gains additional tentacle rake attacks (also at its best attack bonus) as noted on the table below.

Damage: Tentacle rakes from a pseudonatural creature deal Damage equal to 2d8 + Str modifier.

Special Attacks: A pseudonatural creature retains all the special attacks of the base creature and also gains the following.

Constant Insight (Su): The creature makes all its attacks with a +15 insight bonus. The creature is not affected by the miss chance that applies to attacks against a concealed target.

Improved Grab (Ex): If the creature hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity.

Rotting Constriction (Ex): Once the creature has hold of an opponent, each successful grapple check it makes during subsequent rounds permanently drains 2d4 points of Constitution. At the same time, the creature regains 10 lost hit points.

Spell-Like Abilities: At will—*blur*, *dimension door*, *shield*, *unhallow*. Caster level 20th. The DCs are Charisma-based.

Special Qualities: A pseudonatural creature retains all the special qualities of the base creature and also gains the following.

- † Electricity and acid resistance of a varying amount related to its Hit Dice (see the table below). If the creature already possesses such resistance, use whichever is better.

- † Damage reduction of a varying amount related to its Hit Dice (see the table below). If the creature already possesses Damage reduction, use whichever is better.
- † Spell resistance equal to the creature's HD x5. If the creature already possesses spell resistance, use whichever is higher.
- † One extra tentacle rake attack (the creature can use another of its many tentacles to attack at no penalty while in pseudonatural form) for each 4 HD the creature has.
- † A pseudonatural creature's natural weapons are treated as epic for the purpose of overcoming damage reduction.

If the creature already has one or more of these special qualities, use the better value.

Alternate Form (Su): At will, a pseudonatural creature can take the form of a grotesque, tentacled mass (or another appropriately gruesome form), but all its abilities remain unchanged despite the alien appearance. Changing shape is a standard action. Other creatures receive a -1 morale penalty on their attack rolls against pseudonatural creatures in this alternate form.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +22, Con +10, Dex +10, Wisdom +10, Intelligence at least 3.

Skills: Same as the base creature.

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

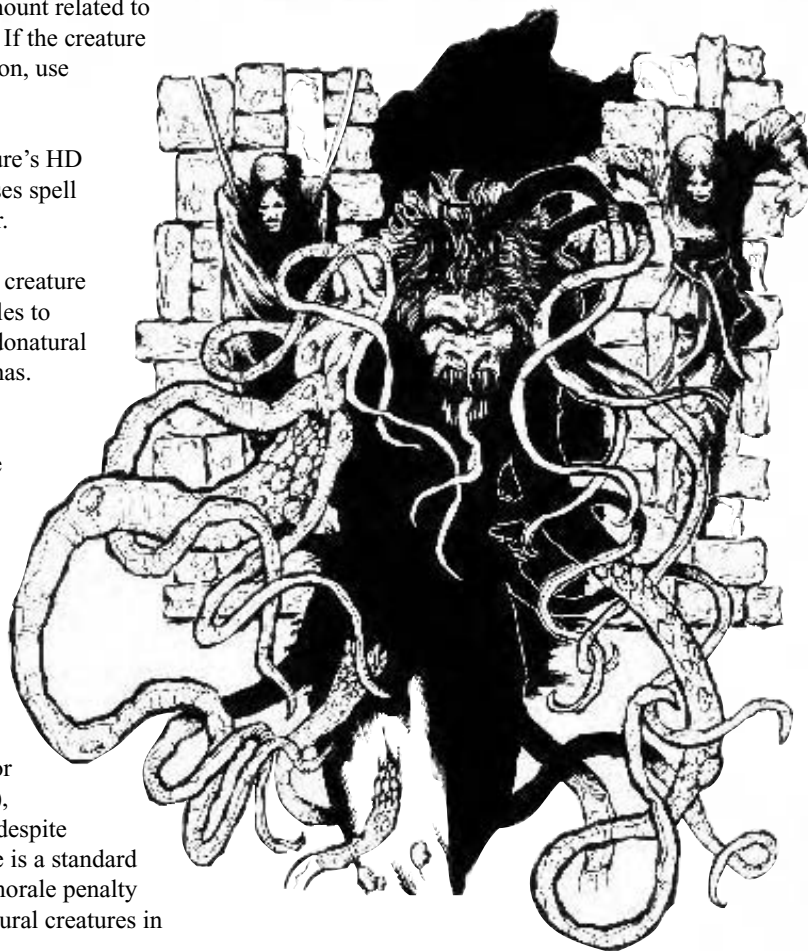
Organisation: Same as the base creature.

Challenge Rating: Up to 6 HD, as base creature +16; 7 HD to 15 HD, as base creature +13; 16+ HD, as base creature +10

Treasure: Same as the base creature.

Alignment: Same as base creature.

Advancement: Same as the base creature.



Hit Dice	Electricity and Acid Resistance	Damage Reduction	Extra Tentacle Rake Attacks
1-3	15	5/epic	1
4-7	20	5/epic	2
8-11	25	10/epic	3
12-15	30	10/epic	4
16-19	35	15/epic	5
21-24	40	15/epic	6
each 4 more HD	+5	15/epic	+1

R

Rotwood

Huge Plant

Hit Dice: 33d8+251 (399 hp)

Initiative: +13

Speed: 40 ft. (8 squares)

Armour Class: 38 (-2 size, +5 Dex, +25 natural), touch 13, flat-footed 33

Base Attack/Grapple: +24/+46

Attack: Claw +36 melee (4d8+14, plus disease)

Full Attack: 2 claws +36 melee (4d8+14 plus disease) and 2 slams +34 melee (3d6+7)

Space/Reach: 15 ft./10 ft.

Special Attacks: Disease, possession, withering aura

Special Qualities: Animate, infect, low-light vision, plant traits, vulnerability to fire

Saves: Fort +27, Ref +16, Will +17

Abilities: Str 38, Dex 20, Con 25, Int 24, Wis 19, Cha 17

Skills: Jump +50, Knowledge (nature) +47, Intimidate +39, Listen +40, Search +43, Sense Motive +40, Spot +40, Survival +40, Swim +50

Feats: Cleave, Combat Reflexes, Great Fortitude, Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack

Epic Feats: Dire Charge, Epic Toughness, Legendary Leaper, Superior Initiative

Environment: Temperate forests

Organisation: Solitary

Challenge Rating: 25

Treasure: None

Alignment: Always neutral evil

Advancement: 34–40 HD (Huge); 41–52 HD (Gargantuan); 53–70 HD (Colossal)

A mass of vegetation, reminiscent of a wingless mantis is rises in front of you. Its front legs end in blades of bark, while the others end in heavy stumps. Streams of sap run down its face and over its neck, and a mossy carapace covers its back.

Rotwood is a magical disease that feeds on plants, warping them into destructive forms before infecting new host bodies. The host body smell is awful, like diseased wood, pus, and soil all mixed together. A rotwood body moves swiftly, but awkwardly, and constantly loses clumps of soil from its underbelly.

Rotwood strikes at the essence of vegetative life force, supernaturally spreading until it finds a large enough mass to animate. Rotwood may linger in a plant or object for centuries, waiting for more vegetation to grow or for a chance to stow away in the possessions of a traveller. It can only be permanently destroyed through quarantine; all plant matter around the rotwood must be destroyed before destroying the rotwood itself. However, rotwood is crafty, adept at transferring its essence to unexpected places.

Although able to communicate, rotwood rarely does so. Its only desires are to feed and spread, and communication rarely benefits it. There have been instances when druids questioned imprisoned rotwood bodies, with variable success. When asked about their nature, rotwoods emphasise one thing: they consider themselves a single entity, split into many strains.

Rotwoods speak Sylvan.

Combat

A rotwood's attack is straightforward, usually limited to a physical assault. Against most opponents, a rotwood animates new bodies over and over until it wins the battle, but when facing foes that are aware of its vulnerabilities, a rotwood searches for an object to infect and hide inside.

Disease (Su): Skinbark—claw, Fortitude DC 33, incubation period 1 minute, drain 1d6 Dexterity. For every 2 points of Dexterity drain taken, the victim gains a +1 enhancement bonus to its natural armour bonus as its skin transforms into wood. The bonus is lost once the disease is cured. The save DC is Constitution-based.

Possession (Su): A rotwood can abandon its body to possess a plant creature or a creature suffering from skinbark within 100 feet (Will DC 29 negates). The effect is similar to a *magic jar* spell, but no receptacle is involved and the rotwood can use its new body's extraordinary, supernatural and spell-like abilities (if any). The rotwood retains access to its possession, withering aura, animate, and infect abilities. The save DC is Charisma-based.

Withering Aura (Su): Every round, each plant or plant creature within 30 feet of a rotwood suffers the effects of a *blight* spell (caster level 20th). The Fortitude save DC is 29, and is Charisma-based. A rotwood can create or suppress its aura as a free action.

Animate (Su): As a standard action, a rotwood can create a body for itself from any Medium or larger mass of vegetation within 100 feet. Doing so causes 1 point of Charisma damage to the rotwood. The rotwood's abilities do not change, but all hit point damage is cured.

If the rotwood already has an animated body when it chooses to animate a new one, the effect is similar to that of teleportation (the rotwood's old body collapses and falls apart as the new one forms). A rotwood body that is destroyed or abandoned becomes dead and inert, and cannot be animated again. An abandoned possessed body is left unharmed.

Infect (Su): As a standard action, or automatically when an animated or possessed body is reduced to 0 or fewer hit points, a rotwood can transfer its essence into an inanimate plant (or object made of plant matter) within 100 feet. The plant or object may be of any size, and does not need to be fully composed of plant matter—a wooden spear, bark clothing, or a book are all possible targets for infection. An attended or magic item can make a DC 29 Will save to resist. The save DC is Charisma-based. If the rotwood fails to infect an object when reduced to 0 or fewer hit points, the rotwood is completely destroyed.

While infecting an object, a rotwood cannot move, and uses the object's physical attributes (such as hit points and hardness) instead of the rotwood's normal values. The rotwood's base saving throw bonuses are unchanged, but it does not have a Strength, Dexterity or Constitution score. It can still use its possession, animate, and infect abilities normally. If infecting a magic item, the rotwood can activate that item's abilities as if it were an intelligent item. (Intelligent items have their egos suppressed while a rotwood is present.) Destroying an infected object kills the rotwood.

Ruin Swarm

Tiny Vermin (Swarm)

Hit Dice: 50d8+500 (725 hp)

Initiative: +16

Speed: 20 ft. (4 squares), climb 20 ft.; fly 90 ft. (perfect)

Armour Class: 30 (+2 size, +16 Dex, +2 natural), touch 28, flat-footed 14

Base Attack/Grapple: +37/—

Attack: Swarm (10d6)

Full Attack: Swarm (10d6)

Space/Reach: 10 ft./0 ft. (special, see below)

Special Attacks: Blinding, distraction

Special Qualities: Blindsense 200 ft., fast healing 15, half damage from slashing and piercing weapons, multiples, swarm traits, vermin traits

Saves: Fort +37, Ref +32, Will +22

Abilities: Str 3, Dex 42, Con 30, Int —, Wis 23, Cha 32

Skills: —

Feats: —

Epic Feats: —

Environment: Any

Organisation: Solitary, cloud (2-4 swarms) or plague (5-8 swarms)

Challenge Rating: 23

Treasure: None

Alignment: Alignment neutral

Advancement: None

Level Adjustment: —

Like a boiling carpet of darkness, the air is suddenly filled with thousands upon thousands of walking, crawling, flying, and stinging vermin blot out the sun.

Whether first created as a divine punishment or a horrible experiment gone awry, ruin swarms are often encountered in ancient ruins. It lives by stripping vegetation and flesh from all living things around it. Few adventurers have told tales of surviving a ruin swarm; mostly the only stories are bardic tales of woe.

Ruin swarms have limited mental capability beyond instinct and do not speak any languages.

Combat

When the ruin swarm first encounters creatures it can consume, it separates into its 10 multiples and spreads out to limit the usefulness of area of effect spells and powers on it and to strike at as many targets as possible.

A NOTE ABOUT SWARMS

According to the *MM*, a swarm's damage is dependent on its Hit Dice. Accordingly, a swarm that possesses more than 21 HD is supposed to have a 5d6 swarm attack. However, from experience with epic play, especially in *The Drow War III* by Adrian Bott, it is clear that player characters have a huge array of defences and capabilities at their disposal. In order for swarms to remain a reasonable challenge their swarm damage needs to continue to scale.

HD	Damage
21-25	5d6
26-30	6d6
31-35	7d6
36-40	8d6
41-45	9d6
46-50	10d6

The pattern continues

Blinding (Ex): Any living creature that begins its turn with a ruin swarm in its space must make a Fortitude save (DC 51) or be blinded for one round. The save DC is Dexterity-based.

Blindsense (Ex): The ruin swarm notices and locates creatures within 200 ft. Opponents still have 100% concealment against the swarm (but swarm attacks ignore concealment).

Distraction (Ex): Any living creature vulnerable to the swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a DC 45 Fortitude save negates the effect. Even with a successful save, spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills requiring patience and concentration requires a Concentration check (DC 20). The save DC is Constitution-based.

Multiples (Ex): A ruin swarm is actually 10 swarms each with a space of 10 ft. They all share a common pool of hit points but can move independently of each other. At no time can any of the multiple swarms be more than 40 ft. away from another multiple or distance multiple will disincorporate. If a multiple disincorporates, the whole swarm loses 1/10th its original maximum hit points.



Scion of War

Scions of war are creatures infused with the fiery blood of a war god. Scions are massive and perfect physical specimens of the creatures they are derived from, with skin coloured anywhere from faded crimson to blood red. They have no hair, and their hides are rough and nearly impenetrable. Scions' eyes are yellow with vertical black pupils, and they glow with intensity commensurate with their fury. All scions bear bone crests that run back from their foreheads to their necks.

Scions gain their power by drinking the blood of a god invested in destruction, strength or war. They seem to lack any divine mandate, instead abandoning their previous lives and simply revelling in a lust for combat and slaughter. Scions usually live in rural or wilderness areas, hunting or awaiting hunters. They are most often encountered alone, but they occasionally draw followers and lead packs of 'bonded' creatures of their original species.

Creating a Scion of War

'Scion of War' is an acquired template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, or monstrous humanoid (referred to hereafter as the base creature). A scion of War uses all of the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to magical beast, and the creature gains the augmented subtype. The creature also increases in size by one category. Adjust its Strength, Dexterity, Constitution, natural armour bonus and damage values as normal for a size increase, and apply all new modifiers for size.

Hit Dice: A scion of war always has maximum hit points.

Armour Class: Natural armour improves by +15 (this stacks with any natural armour bonus the base creature has).

Special Attacks: A scion of war retains all the special attacks of the base creature and also gains the following.

Cowing Glare (Su): A scion can cow a creature of the base creature's species within 30 feet with its glare. A creature targeted by the glare must succeed on a Will save (DC 10 + 1/2 scion's HD + scion's Charisma modifier) or be cowed. Cowed creatures act as if *charmed*, but the scion must succeed on an Intimidate check instead of a Charisma check to give questionable orders. Cowing glare is a mind-affecting fear effect that can be defended against like a gaze attack.

Draining Wound (Su): Damage from a scion's natural attacks causes bleeding wounds. An injured creature loses 2 additional Constitution points each round, and multiple wounds from the scion result in cumulative bleeding. A wound does not heal naturally and resists healing spells. The continuing Constitution point loss can be stopped by a Heal check (DC 10 + 1/2 scion's HD + scion's Constitution modifier), a *cure* spell, or a *heal* spell.

However, a character attempting to cast a *cure* or *heal* spell on a wounded creature must succeed on a caster level check (same DC as the Heal check), or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing Constitution point loss.

When a creature suffers continuing damage from a bleeding wound while within 30 feet of the scion, the scion heals a like amount of damage. Any excess healing becomes temporary hit points, which last for 1 hour.

Fury of War (Su): For every opponent past the first that threatens the scion's space, the scion gains a +2 insight bonus on its attack and damage rolls (to a maximum of +20).

War Cry (Su): Three times per day, a scion of war can unleash a horrid scream. Each creature within 100 feet must succeed on a Fortitude save (DC 10 + 1/2 scion's HD + scion's Constitution modifier) or suffer 10d8 points of sonic damage.

Those who fail their saves are also stunned for 1d3 rounds, and creatures with fewer HD than the scion are also shaken for 2d4 rounds.

Special Qualities: A scion of war retains all the special qualities of the base creature and also gains the following. If the base creature already possesses one or more of these qualities, use whichever are better.



Abilities: Increase from the base creature as follows:
Str +10, Con +10, Cha +4.

Feats: Scions of war gain Cleave, Improved Bull Rush, Improved Initiative and Power Attack as bonus feats, assuming the base creature meets the prerequisites and does not already have these feats.

Organisation: Solitary or pack (1 plus 1–5 bonded).

Challenge Rating: Up to 10 HD, as base creature +11; 11 HD to 15 HD, as base creature +7; 16 HD and above, as base creature +3.

Alignment: Always chaotic (any).

Crimson Mokara, Scion of War

Huge Magical Beast (Augmented Animal)

Hit Dice: 8d8+80 (144 hp)

Initiative: +4

Speed: 50 ft. (10 squares)

Armour Class: 32 (–2 size, +24 natural), touch 8, flat-footed 32

Base Attack/Grapple: +6/+27

Attack: Bite +17 melee (2d6+13)

Full Attack: Bite +17 melee (2d6+13) and 2 hooves +15 melee (2d6+6)

Space/Reach: 15 ft./10 ft.

Special Attacks: Cowing glare, draining wound, fury of Krüg, trample 2d6+19, war cry

Special Qualities: Blood fog, damage reduction 5/epic, darkvision 120 ft., immunity to fear, low-light vision, resistance to cold 20 and fire 20, spell resistance 23

Saves: Fort +16, Ref +6, Will +5

Abilities: Str 37, Dex 11, Con 31, Int 2, Wis 12, Cha 10

Skills: Jump +15, Listen +5, Spot +5, Swim +14

Feats: Cleave, Improved Bull Rush, Improved Initiative, Improved Natural Attack (hoof), Iron Will, Multiattack, Power Attack

Environment: Temperate hills

Organisation: Solitary or pack (1 plus 1–5 mokara)

Challenge Rating: 15

Treasure: None

Alignment: Always chaotic neutral

Advancement: None

Blood Fog (Su): A scion reduced to 0 or fewer hit points does not immediately fall unconscious or die. Instead, it dissolves into a bloody fog. The scion can take no actions in this form, and it dissipates completely and dies if it spends 1 full round with less than 0 hit points. If the scion regains hit points from its draining wound ability, however, it reforms after regaining all hit points or after it spends 1 full round without further healing (whichever comes first). A scion is immune to all damage, spells and effects in fog form; the only exception is effects, which specifically target water-based creatures (such as *control water* and *horrid wilting*).

- † Damage reduction 5/epic (if HD 15 or less) or 10/epic (if HD 16 or more). A scion's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.
- † Darkvision 120 ft.
- † Immunity to fear.
- † Resistance to cold 20 and fire 20.
- † Spell resistance equal to the scion's HD +15 (maximum 40).

Crimson mokara are destructive and terrible creatures, far more violent than their relatively gentle kin. A crimson mokara typically stakes out a large domain which it rarely leaves, and hunts and battles other magical beasts—no matter how beneficial or peaceful.

On certain dreadful occasions, an evil warrior or arcanist manages to tame a crimson mokara. Such an individual may ride the mokara in battle, or send it to ravage a foe's lands.

Combat

Unlike domesticated mokara, crimson mokara eagerly use their hooves in battle, stomping and trampling. They try to deliver as many wounds as possible early in a battle, then let out a war cry when victory is near.

A crimson mokara's natural weapons are treated as epic weapons for the purpose of overcoming damage reduction.

Cowing Glare (Su): A crimson mokara can cow ordinary mokara within 30 feet with its glare. A creature affected by the glare must succeed on a DC 14 Will save or be cowed. Cowed creatures act as if *charmed*, but the crimson mokara must succeed on an Intimidate check instead of a Charisma check to give questionable orders. Cowing glare is a mind-affecting fear effect that can be defended against like a gaze attack.

Draining Wound (Su): Damage from a crimson mokara's natural attacks causes bleeding wounds. An injured creature loses 5 additional hit points each round, and multiple wounds from the crimson mokara result in cumulative bleeding. A wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* or *heal* spell on a wounded creature must succeed on a DC 24 caster level check, or the spell has no effect on the injured creature. A successful Heal check automatically stops the continuing hit point loss. When a creature suffers continuing damage from a bleeding wound while within 30 feet of the crimson mokara, the crimson mokara heals a like amount of damage. Any excess healing becomes temporary hit points, which last for 1 hour.

Fury of War (Su): For every opponent past the first that threatens the mokara's space, the mokara gains a +2 insight bonus on its attack and damage rolls (to a maximum of +20).

Trample (Ex): Reflex DC 27 half. The save DC is Strength-based.

War Cry (Su): Three times per day, a crimson mokara can unleash a horrid scream. Each creature within 100 feet must succeed on a DC 24 Fortitude save or suffer 10d8 points of sonic damage. Those who fail their saves are also stunned for 1d3 rounds, and creatures with fewer than 8 HD are also shaken for 2d4 rounds.

Blood Fog (Su): A crimson mokara reduced to 0 or fewer hit points does not immediately fall unconscious or die. Instead, it dissolves into a bloody fog. The crimson mokara can take no actions in this form, and it dissipates completely and dies if it spends 1 full round with less than 0 hit points. If the crimson mokara regains hit points from its draining wound ability, however, it reforms after regaining all hit points or after it spends 1 full round without further healing (whichever comes first). A crimson mokara is immune to all damage, spells and effects in fog form; the only exception is effects which specifically target water-based creatures (such as *control water* and *horrid wilting*).

Sentinel

Gargantuan Construct

Hit Dice: 30d10+60 (225 hp)

Initiative: -2

Speed: 40 ft. (8 squares)

Armour Class: 29 (-4 size, -2 Dex, +25 natural), touch 4, flat-footed 29

Base Attack/Grapple: +22/+51

Attack: Slam +35 melee (4d6+17)

Full Attack: Two slams +35 melee (4d6+17)

Space/Reach: 20 ft./15 ft.

Special Attacks: Sentinel's gaze

Special Qualities: Construct traits, damage reduction 20/ adamantine, teleport

Saves: Fort +10, Ref +8, Will +13

Abilities: Str 45, Dex 6, Con —, Int —, Wis 16, Cha 16

Skills: —

Feats: —

Environment: Any mountains

Organisation: Solitary

Challenge Rating: 19

Treasure: None

Alignment: Always neutral

Advancement: —

Level Adjustment: —

On the mountain peak, you see a titanic stone figure, roughly the shape of a humanoid. Its limbs are blocky and weathered; its face is a blank apart from a single huge gemstone eye.

Sentinels are as old as the ancient granite mountains they stand on; the civilisation, the race and the age of the world that birthed them are dust a million times over. All the stars have changed since they were made. Their purpose is lost in time; the few sages who study the cryptic sentinels suggest they were made to mark borders of some cyclopean kingdom, although others believe the sentinel's placement atop the highest peaks indicate they were built to watch – or guard against – something in the stars. A sentinel is a massive construct, always found standing on a mountaintop (or atop some other huge structure, such as a pyramid). Some stare fixedly in a particular direction; others rotate steadily, sweeping their magical gaze across the slopes below. The area around a sentinel is easy to spot – it is utterly lifeless and abandoned, at least on the surface. Some races build fortresses underneath the mountain guarded by the sentinel, as the gaze does not penetrate deeply into the stone.

The eye of a sentinel is a rare prize indeed; while the power of the gaze is lost when the sentinel is smashed, the eye is still capable of channelling almost any amount of magical energy and so is valuable to wizards and artificers engaged in crafting powerful devices. Such an eye might be sold for 25,000 or more gold pieces.

Combat

Sentinels regard all living or animated things as hostile and annihilate them with their magical gaze. In rare cases where the gaze is not enough (such as foes protected by an *antimagic shell*), the sentinel ponderously uproots itself for the first time in aeons and slowly remembers how to smash foes with its massive fists.

Sentinel's Gaze (Su): This is a 2,000 ft. cone, emanating from the sentinel's eye. It is constantly active. Anyone caught in the open is automatically struck by the cone; if cover is nearby, characters can make a Reflex save (DC 28) to duck behind the cover. At least three inches of stone or one inch of metal is needed to provide cover against the gaze. Despite the name, this is *not* a gaze-type attack. A character does not need to look into the sentinel's eye to be affected. The sentinel can choose to switch off its gaze or narrow the area of effect into a smaller cone if it wishes. The effects of the sentinel's gaze

vary; the sentinel can choose any of the following effects (all save DCs are Charisma based):

Enervation: Anyone caught in the gaze must make a Fortitude save (DC 28) or take 1d4 negative levels.

Disintegration: Anyone caught in the gaze must make a Fortitude save (DC 28) or take 15d6 points of damage; those who save take 5d6.

Anti-magic: No magical effect can function within the sentinel's gaze.

Fear: Anyone caught in the gaze must make a Will save (DC 28) or flee until they are outside the gaze's area of effect. This is a mind-affecting fear effect.

Teleport (Su): Instead of using its gaze ability as above, the sentinel can teleport to any point within 2,000 feet that it can see clearly.

Shadow of the Void

Large Undead (Cold, Incorporeal)

Hit Dice: 35d12 (227 hp)

Initiative: +17

Speed: Fly 60 ft. (perfect)

AC: 48 (-1 size, +9 Dex, +10 deflection, +20 insight), touch 48, flat-footed 39

Base Attack/Grapple: +17/-

Attack: Incorporeal touch +25 melee (2d6 plus blightfire)

Full Attack: Incorporeal touch +25 melee (2d6 plus blightfire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blightfire, create spawn, spell-like abilities

Special Qualities: Cold aura, damage reduction 10/epic, immunity to cold, incorporeal traits, spell resistance 36, turn resistance +6, undead traits, vulnerability to fire

Saves: Fort +13, Ref +20, Will +26

Abilities: Str -, Dex 29, Con -, Int 17, Wis 25, Cha 31

Skills: Diplomacy +, Hide +43, Intimidate +48, Listen +47, Search +41, Sense Motive +45, Spot +47

Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack

Epic Feats: Blinding Speed, Improved Combat Reflexes, Spellcasting Harrier, Superior Initiative

Environment: Any

Organisation: Solitary or gang (2-5)

Challenge Rating: 26

Treasure: None

Alignment: Always lawful evil

Advancement: 36–42 HD (Large); 43–70 HD (Huge)

A twelve foot tall humanoid composed of chilling darkness, reaches toward you with terrible hand...

A shadow of the void is cold vengeance personified. Like a terrible cold fire of evil it burns all that it touches. Those that succumb to its blightfire embrace are converted to winterwights.

Combat

Shadows of the void prefer to directly enter melee combat with their winterwight minions.

A shadow of the void's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Blightfire (Su): Living creatures taking damage from a shadow of the void's incorporeal touch attack find themselves ignited with blightfire; cold, black flames cascade over their bodies, and they must

succeed at a Fort save (DC 37) or permanently lose 6 points of Constitution. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being drained of 6 more Con points. The creature heals 30 points of damage whenever it drains 6 points of Constitution, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. If the opponent is slain by blight-fire, only icy fragments of the victim remain, until they reform as a winterwight. The save DC is Charisma based.

Create Spawn (Su): Any humanoid slain by a shadow of the void becomes a winterwight in 1d4 rounds. Winterwights are under the command of the shadow of the void that created them and remain enslaved until its death. They do not possess any of the abilities they had in life, though they do possess general knowledge of the slain creature. This knowledge is used for evil purposes, if possible.

Spell-Like Abilities: 3/day—*deeper darkness*, *freezing sphere* (DC 26). Caster level 24th. The save DC is Charisma-based.

Cold Aura (Su): A 10-foot-radius spread cold aura surrounds a shadow of the void. All creatures of the cold sub-type in the area (including the shadow of the void) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to cold Damage take 2d10 points of cold Damage each round they remain within the cold aura.

Shape of fire

Large Undead (Fire, Incorporeal)

Hit Dice: 35d12 (227 hp)

Initiative: +17

Speed: Fly 60 ft. (12 squares) (perfect)

Armour Class: 48 (–1 size, +9 Dex, +10 deflection, +20 insight), touch 48, flat-footed 39

Base Attack/Grapple: +17/–

Attack: Incorporeal touch +25 melee (2d6 plus blazefire)

Full Attack: Incorporeal touch +25 melee (2d6 plus blazefire)

Space/Reach: 10 ft./10 ft.

Special Attacks: Blazefire, create spawn, spell-like abilities

Special Qualities: Damage reduction 10/epic, heat aura, immunity to fire, incorporeal traits, spell resistance 36, turn resistance +6, undead traits, vulnerability to cold



Saves: Fort +13, Ref +20, Will +26
Abilities: Str -, Dex 29, Con -, Int 17, Wis 25, Cha 31
Skills: Diplomacy +52, Hide +43, Intimidate +48, Listen +47, Search +41, Sense Motive +45, Spot +47
Feats: Alertness, Blind-Fight, Combat Reflexes, Dodge, Expertise, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Whirlwind Attack
Epic Feats: Blinding Speed, Improved Combat Reflexes, Spellcasting Harrier, Superior Initiative
Environment: Any
Organisation: Solitary or gang (2–5)
Challenge Rating: 26
Treasure: None
Alignment: Always lawful evil
Advancement: 36–42 HD (Large); 43–70 HD (Huge)
Level Adjustment: —

A twelve foot tall humanoid composed of white-hot fire, reaches toward you with terrible hand...

A shape of fire is white-hot rage personified. Like a terrible fire of evil it burns all that it touches. Those that succumb to its blazefire embrace are converted to lavawights.

Combat

A shape of fire enjoys melee combat and enters into it at the first opportunity.

A shape of fire's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Blazefire (Su): Living creatures taking damage from a shape of fire's incorporeal touch attack find themselves ignited with blazefire; white-hot, lambent flames cascade over their bodies, and they must succeed at a Fort save (DC 37) or permanently lose 10 hit points. The opponent must continue to save every round for the next 6 rounds (7 rounds total) to avoid being permanently drained of 10 more hit points each round. The shape of fire heals the same amount of damage whenever a creature is drained, gaining any excess hit points as temporary hit points. These temporary hit points last a maximum of 1 hour. If the opponent is slain by blazefire, only blackened ash remains of the victim. Hit points lost to the blazefire never heal naturally and cannot be magically restored—they are gone for good. The save DC is Charisma based.

Create Spawn (Su): Any humanoid slain by a shape of fire becomes a lavawight in 1d4 rounds.

Lavawights are under the command of the shape of fire that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Spell-Like Abilities: 3/day—*fire storm* (DC 26), *incendiary cloud* (DC 28). Caster level 24th. The save DC is Charisma based.

Heat Aura (Su): A 10-foot-radius spread heat aura surrounds a shape of fire. All creatures of the fire subtype in the area (including the shape of fire) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to fire Damage take 2d10 points of fire damage each round they remain within the heat aura.

Sirrush

Large Magical Beast

Hit Dice: 40d10+680 (900 hp)

Initiative: +23

Speed: 90 ft. (18 squares)

AC: 44 (+15 Dex, -1 size, +20 natural), touch 24, flat-footed 29

Base Attack/Grapple: +40/+60

Attack: Claw +56 melee (2d6+16, 19–20)

Full Attack: 4 claws +56 melee (2d6+16, 19–20) and bite +54 melee (4d6+8)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, stunning roar

Special Qualities: Blindsight 300 ft., damage reduction 10/epic, darkvision 60 ft., fast healing 20, headloss resistance, low-light vision, resistances (all energies) 10, spell resistance 39, scent

Saves: Fort +39, Ref +37, Will +27

Abilities: Str 42, Dex 40, Con 44, Int 21, Wis 38, Cha 28

Skills: Climb +59, Hide +54, Jump +83, Listen +57, Move Silently +58, Spot +57, Survival +57

Feats: Cleave, Great Cleave, Improved Critical (claw), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Epic Feats: Blinding Speed (x4), Overwhelming Critical (claw), Superior Initiative

Environment: Any

Organisation: Solitary, pair or pack (4–9 sirrushes and 1–2 three-headed sirrushes)

Challenge Rating: 24

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 41–50 HD (Large), 51–60 HD (Huge), 61+ HD (Gargantuan)



Three-Headed SIRRUSH

Large Magical Beast

Hit Dice: 45d10+855 (1,102 hp)

Initiative: +25

Speed: 120 ft. (24 squares)

AC: 50 (+17 Dex, -1 size, +24 natural), touch 26, flat-footed 33

Base Attack/Grapple: +45/+67

Attack: Claw +63 melee (3d6+18, 19-20 plus 1d6)

Full Attack: 4 claws +63 melee (3d6+18, 19-20 plus 1d6), 3 bites +61 melee (4d6+9)

Space/Reach: 10 ft./5 ft.

Special Attacks: Pounce, stunning roar

Special Qualities: Blindsight 350 ft., damage reduction 10/epic, darkvision 60 ft., fast healing 25, headloss resistance, low-light vision, resistances (all energies) 15, spell resistances 42, scent

Saves: Fort +43, Ref +41, Will +31

Abilities: Str 47, Dex 45, Con 49, Int 26, Wis 43, Cha 33

Skills: Balance +65, Climb +66, Hide +61, Intimidate +59, Jump +102, Listen +64, Move Silently +65, Search +56, Spot +64, Survival +64

Feats: Cleave, Great Cleave, Improved Critical (claw), Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw)

Epic Feats: Blinding Speed (x6), Overwhelming Critical (claw), Superior Initiative

Environment: Any

Organisation: Solitary, pair or pack (1-2 three-headed sirruses and 4-9 sirruses)

Challenge Rating: 28

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: 46-55 HD (Large); 56-65 HD (Huge); 66+ HD (Gargantuan)

A gigantic feline covered in black dragon scales bounds across the plains...

This terrible predator is covered with thick scales that prevent all but the most savage of attacks. SIRRUSHES come in both single and three headed varieties.

SIRRUSHES speak Sylvan and Draconic.

Combat

SIRRUSHES like to pounce on and tear apart a single opponent before finding a new victim.

A sIRRUSH's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Stunning Roar (Ex): Every 1d4 rounds, a sIRRUSH can loose a sonic attack of such volume that it stuns all creatures in a 60-foot spread for 1d4 rounds if they fail a Fortitude saving throw (DC 47, or DC 51 for a three-headed sIRRUSH).

Pounce (Ex): If a sIRRUSH charges or leaps upon a foe during its first round of combat, it can make a full attack even if it has already taken a move action.

Headloss Resistance (Ex): A sIRRUSH's thick bony plate protects its neck like a shield and provides resistance from effects that could normally behead it, such as a vorpal weapon. When a sIRRUSH or three-headed sIRRUSH would otherwise lose its head, it instead makes a Fortitude saving throw (DC 10 + 1/2 HD of attacker + attacker's Str modifier). On a failed save, the sIRRUSH's head leaves its shoulders normally, but on a successful save, the sIRRUSH is unaffected by the beheading. A sIRRUSH dies when beheaded; a three-headed sIRRUSH goes on fighting until all its heads are lost (the only penalty it incurs is one or two fewer bite attacks when it makes a full attack).

Slorath

Gargantuan Magical Beast (Cold)

Hit Dice: 29d10+203 (250 hp)

Initiative: +8

Speed: 30 ft. (6 squares), burrow 10 ft.

Armour Class: 26 (-4 size, +4 Dex, +16 natural), touch 10, flatfooted 22

Base Attack/Grapple: +29/+52

Attack: Bite +39 melee (2d8+16)

Full Attack: Bite +39 melee (2d8+16)

Space/Reach: 30 ft. (coiled)/15 ft.

Special Attacks: Paralysing gaze, spell-like abilities

Special Qualities: Cold immunity, darkvision 60 ft., spell resistance 32, vulnerability to fire

Saves: Fort +25, Ref +22, Will +11

Abilities: Str 32, Dex 18, Con 24, Int 14, Wis 14, Cha 14

Skills: Concentration +27, Hide +3*, Listen +22, Search +22, Spot +22

Feats: Gaze to Ray, Great Fortitude, Improved Initiative, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Weapon Focus (bite)

Epic Feat: Epic Will, Epic Weapon Focus (bite), Eternal Gaze

Environment: Cold hills and mountains

Organisation: Solitary

Challenge Rating: 21

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 30-40 HD (Gargantuan); 41-60 HD (Colossal)

Level Adjustment: —

This creature looks like a massive viper with glossy-white scales and a blue-white underbelly. Its mouth lacks a viper's fangs, but is lined with sharpened teeth. It has a long, slender and icy blue flickering tongue. Its eyes are greenish-blue with vertical-slit pupils.

The great sloraths are found only in the coldest and most desolate regions, though close enough to civilisation to hunt and stage raids against humanoid settlements. Highly intelligent and aware, the slorath is a fierce predator that defends its hunting ground with precision tactics and power. Small villages within a slorath's territory sometimes strike deals with these creatures; offering sacrifices in return for the protection the slorath can offer.

Slorath are generally nocturnal carnivores, existing on a diet of white dragons and polar bears. They are particularly fond of white dragon meat and often go out of their way to hunt such creatures. Frost giants often strike deals with sloraths so it is not uncommon for the two to be encountered together working toward a common goal. Sloraths average about 40 feet long, though adventurers have reported seeing one such creature well over 100 feet long. As a slorath ages, its scales become darker, changing from glossy-white to dull white.

Slorath lairs are either enormous tunnels deep under the ice and snow or abandoned white dragon lairs. Encounters are almost always with a solitary creature. In rare instances young sloraths or eggs might be found in a lair. Young slorath resemble their parent in all respects. Slorath eggs are stark white in colour.

Slorath speak Draconic, Giant and Common.

Combat

A slorath usually begins an encounter by hiding under the snow waiting for prey to wander by, or by lying unmoving on the snow itself where its coloration offers it camouflage against the white background. When prey moves within range, the slorath attacks, using its bite and gaze attacks. Those attempting to avoid its gaze witness the slorath project its gaze as a ray of blue energy (using the Gaze to Ray feat).

Continued aggression against a slorath results in it unleashing a *cone of cold* or *ice storm* on its foes. If faced with particularly powerful foes, it uses its *ice storm* and *glacial storm* special abilities. A slorath does not fight to the death (unless defending its young) and flees if combat goes against it.

Paralysing Gaze (Su): The eyes of a slorath paralyse any creature that meets its gaze. Paralysis lasts 1d6+4 rounds; a DC 26 Fortitude save negates the paralysis. The save DC is Charisma based.

Using its Gaze to Ray feat, a slorath can release a ray of paralysis to a range of 30 feet. This requires a ranged touch attack (+29 ranged touch). If successful, the creature struck must succeed on a DC 26 Fortitude save or be paralysed (as above). After using its gaze attack in this manner, a slorath cannot use its paralysing gaze for 1d4 rounds and it is disoriented during this time (-2 penalty on attack rolls, saves, skill checks, and ability checks).

Spell-Like Abilities: 3/day—*cone of cold* (DC 17), *ice storm*, *Otluke's sphere* (DC 18 half); 1/day—*glacial storm* (as *meteor storm*, but deals cold damage) (DC 21 half). Caster level 18th. The save DCs are Charisma-based.

Skills: *A slorath has a +10 racial bonus on Hide checks in its native environment.

Stygian Leviathan

Colossal Magical Beast (Aquatic, Extraplanar)

Hit Dice: 36d10+324 (522 hp)

Initiative: +5

Speed: Swim 60 ft. (12 squares)

Armor Class: 28 (-8 size, +1 Dex, +25 natural), touch 3, flatfooted 27

Base Attack/Grapple: +36/+68

Attack: Bite +45 melee (4d6+24, 19-20/x2)

Full Attack: Bite +45 melee (4d6+24, 19-20/x2)

Space/Reach: 70 ft./15 ft.

Special Attacks: Capsize, improved grab, stygian poisoning, swallow whole

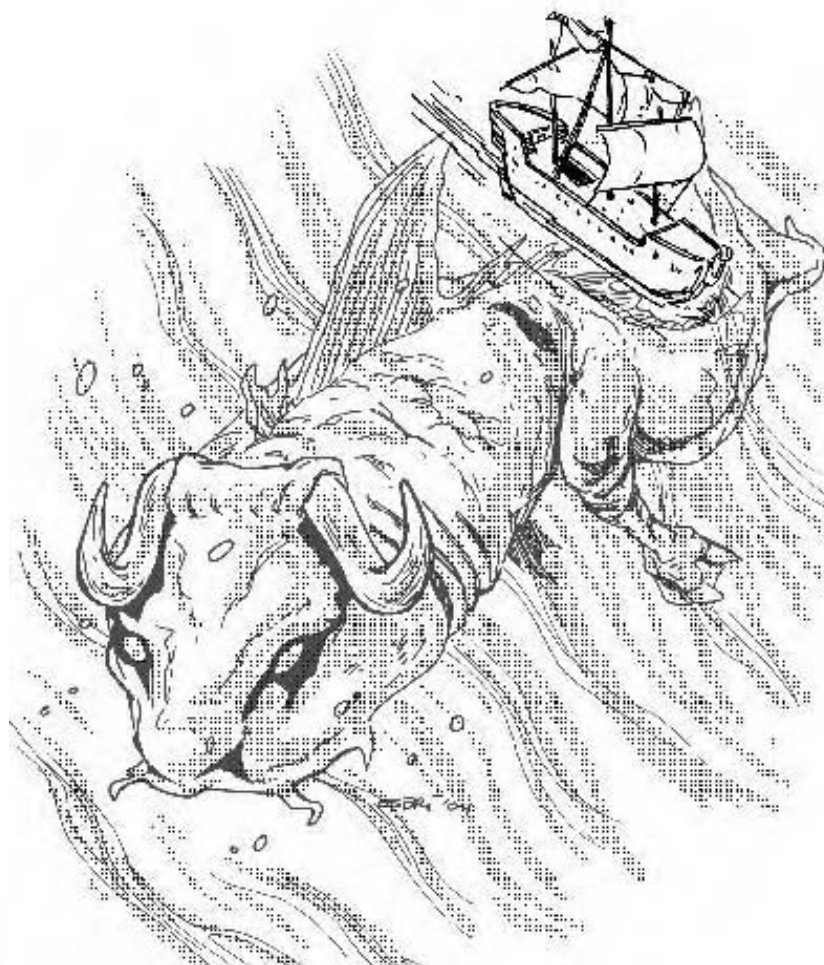
Special Qualities: Blindsight

Saves: Fort +31, Ref +23, Will +16

Abilities: Str 43, Dex 13, Con 28, Int 4, Wis 14, Cha 6

Skills: Listen +18, Spot +18, Swim +43

Feats: Alertness, Cleave, Great Cleave, Diehard, Endurance, Great Fortitude, Improved Critical (bite), Improved Initiative, Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite)



Environment: River Styx

Organisation: Solitary

Challenge Rating: 21

Treasure: None

Alignment: Always neutral

Advancement: 37+ HD (Colossal)

Level Adjustment: —

This gigantic creature looks like a dark grey whale with a yellowish–white underbelly. Its dorsal fin is sharply curved and short, mottled white and silver on the edges. Its enormous mouth is lined with white, ivory teeth.

The stygian leviathan is the largest known creature swimming the River Styx. Very few inhabitants bother this monster and it has no known natural enemies. It spends its time swimming throughout the Styx, gulping massive quantities of Stygian plants and aquatic life (such as fiendish octopi and fiendish krakens). Occasionally, it slips through a portal that leads to other planes—most often these portals carry it to the Material Plane. On the Material Plane, the stygian leviathan does not deviate from its course—it simply swims about devouring whatever happens to get in its way. Some, on the other hand, actively hunt aquatic animals, preferring their flesh to the other more mundane food these monsters usually consume.

These beasts are solitary creatures and no more than a single leviathan has ever been encountered at one time (thankfully). Mating and reproduction cycles and methods are unknown and have never been documented. These monsters are hunted by demons and devils for their flesh, which is used for food. Also, the teeth of dead stygian leviathans are sometimes taken and fashioned into weapons of war.

Stygian leviathans cannot speak, but it is believed they do understand Common.

Combat

A stygian leviathan attacks by simply swimming over its foes, opening its mouth, and swallowing them (and perhaps their ship if such a vessel is involved). Swallowed foes are drowned and digested.

Capsize (Ex): A submerged stygian leviathan that surfaces under a boat or ship less than 20 feet long capsizes the vessel 100% of the time. It has a 75% chance to capsize a vessel from 20 to 60 feet long and a 50% chance to capsize a vessel over 60 feet long.

Improved Grab (Ex): To use this ability, a stygian leviathan must hit an opponent of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, the stygian leviathan establishes a hold and can attempt to swallow the foe in the next round.

Stygian Poisoning (Ex): The stygian leviathan's stomach contains large quantities of water from the River Styx. A swallowed creature must succeed on a DC 20 Fortitude save each round it remains in the monster's stomach or be affected as by a *feblemind* spell.

Swallow Whole (Ex): A stygian leviathan can try to swallow a grabbed opponent that is at least one size category smaller than itself by making a successful grapple check. A stygian leviathan that swallows an opponent can use its Cleave feat to bite and grab another opponent. Once inside, a swallowed opponent takes 4d6+24 points of bludgeoning damage plus 8 points of acid damage per round from the leviathan's stomach. Additionally, a swallowed foe is subjected to the stygian leviathan's stygian poisoning attack (see above). A swallowed opponent must succeed at a Swim check (DC 15) every round. On a failed check, the swallowed creature slips underwater. A swallowed creature can try to cut its way out using claws or a light piercing or slashing weapon to deal at least 25 points of damage to the stomach (AC 22). Once the creature exits, muscular action closes the hole; another swallowed creature must cut its own way out. A stygian leviathan's stomach can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Skills: Stygian leviathans have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if blindsight is negated. A stygian leviathan has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

T

Tayellah

Gargantuan Magical Beast

Hit Dice: 34d10+448 (635 hp)

Initiative: +27

Speed: 100 ft. (20 squares)

Armour Class: 44 (-4 size, +19 Dex, +15 insight, +4 natural), touch 40, flat-footed 25

Base Attack/Grapple: +34/+57

Attack: Claw +52 melee (2d8+11)

Full Attack: 2 claws +52 melee (2d8+11) and 3 bites +47 melee (2d6+5) and sting +47 melee (3d6+5 plus poison)

Space/Reach: 20 ft./15 ft.

Special Attacks: Improved grab, poison, pounce, rake 4d6+16

Special Qualities: Damage reduction 10/epic, spell resistance 34

Saves: Fort +31, Ref +38, Will +22

Abilities: Str 32, Dex 48, Con 34, Int 14, Wis 32, Cha 19

Skills: Hide +44, Jump +39, Listen +48, Move Silently +56, Spot +48

Feats: Combat Reflexes, Improved Initiative, Iron Will, Track, Weapon Focus (bite), Weapon Focus (claws), Weapon Finesse

Epic Feats: Epic Toughness (x2), Epic Prowess (x2), Superior Initiative

Environment: Any temperate or cold land

Organisation: Solitary or pair

Challenge Rating: 24

Treasure: None

Alignment: Always neutral

Advancement: 35-68 HD (Gargantuan); 69-102 HD (Colossal)

Level Adjustment: —

Sleek and powerful this three-headed lynx, stalks silently across the ground. Some who expect it nothing more than a powerful accident of birth until is deadly stinger strikes...

Tayellah are rarely encountered in groups and only appear in pairs during mating. Tayellah are almost always the top of the food chain in any environment in which they live. They live in the most wild of areas of the world that are rich in life; their hunger will often decimate an ecosystem forcing the tayellah to frequently move hunting grounds.

Combat

A tayellah uses stealth to its advantage trying to its speed to pick off the weakest members of a target group before pouncing on its primary target.

A tayellah's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Improved Grab (Ex): To use this ability, the tayellah must hit with two of its claw attacks. If it gets a hold, it can rake.

Poison (Ex): Sting, Fort save (DC 39); initial and secondary 2d10 Con damage. The save DC is Constitution-based.

Pounce (Ex): If a tayellah leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A tayellah that gets a hold can make two additional rake attacks (+44 melee) with legs it normally only uses for walking, dealing 4d6+16 points of damage each. If the tayellah pounces on an opponent, it can also rake.

Thorciasid

Medium Aberration

Hit Dice: 29d8+348 (478 hp)

Initiative: +22

Speed: 70 ft. (14 squares)

Armour Class: 42 (+14 Dex, +18 natural), touch 24, flat-footed 28

Base Attack/Grapple: +21/+27

Attack: Forelimb +36 melee touch (ability drain)

Full Attack: 2 forelimbs +36 melee touch (ability drain) and 2 antennae +30 melee touch (energy drain)

Space/Reach: 5 ft./5 ft.

Special Attacks: Ability drain, cocoon, energy drain

Special Qualities: Damage reduction 10/epic, darkvision 240 ft., fire resistance 30, scent, spell resistance 34

Saves: Fort +21, Ref +23, Will +25

Abilities: Str 22, Dex 38, Con 34, Int 25, Wis 29, Cha 31

Skills: Bluff +42, Concentration +44, Diplomacy +38, Escape Artist +46, Hide +46, Intimidate +38, Jump +22, Listen +41, Move Silently +46, Spot +41, Survival +25

Feats: Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (forelimb)

Epic Feats: Blinding Speed, Superior Initiative

Environment: Any land or underground
Organisation: Solitary, pair or infestation (4-7)
Challenge Rating: 22
Treasure: Standard
Alignment: Usually neutral
Advancement: 30-36 HD (Medium); 37-42 HD (Large)
Level Adjustment: —

Like a centaur-shaped cockroach, this creature has a long abdomen supported by four insectile legs, its thorax tilts perpendicular from its abdomen giving its upper body an upright positioning. It has two forearms and antennae that whip out toward prey...

Thorciasids live in the shadows of society, infesting the dark and secret places of the world. In the shadows they live in small groups and try to not draw the attention of the society of large. From the shadows they feed off the life essence of the undesirables, homeless and others not likely to be missed, like adventurers.

Thorciasids speak Common, Elven, Dwarven and Giant.

Combat

Using its speed and agility the thorciasid will try to entrap prey with its cocoon ability and use Spring Attack to weaken foes while avoiding attacks.

A thorciasid's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Ability Drain (Su): On a successful melee touch attack with a forelimb, the thorciasid permanently drains 1d4+1 points of Strength, 1d4+1 points of Dexterity, and 1 point of Constitution from the victim. The thorciasid regains 20 lost hit points with each successful ability drain.

Cocoon (Ex): A thorciasid can eject a stream of noxious goo that hardens on contact, potentially fixing a subject in place and hindering its movement and actions. Using a standard action, the thorciasid makes a ranged touch attack against any foe it can see up to 60 feet away. If it succeeds at the ranged touch attack, the subject makes a grapple check against the cocoon. This is accomplished as if the thorciasid itself were making the grapple check with a competence bonus of +10, for a total check modifier of +37. On a failed check for the subject, the goo hardens into a partial cocoon, and the victim is treated as if grappled (even though the thorciasid is free to do as it desires). The subject can attempt

to break the grapple of the cocoon (or use Escape Artist) each round, making an opposed grapple check against the cocoon (check modifier +37 for the cocoon). A thorciasid can reinforce a partial cocoon by spending a standard action secreting additional goo. Each action so spent provides an additional +5 to the cocoon's grapple check modifier. Visually, the victim becomes more and more covered and is finally completely encased in a cocoon. Even fully encased victims can still breathe, and a thorciasid can drain a victim's life force at its leisure.

Energy Drain (Su): On a successful melee touch attack with an antenna, the thorciasid gives the victim one negative level. Each negative level bestowed upon a victim gives the thorciasid +1 bonus to its Constitution that lasts for 24 hours. The negative levels similarly last for 24 hours, at which time the victim must make a Fortitude saving throw (DC 34) to avoid level loss. The save DC is Charisma-based.

Titan, Chthonian

Colossal Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 36d8+720 (882 hp)

Initiative: +8

Speed: 100 ft. (20 squares)

Armour Class: 38 (-8 size, +36 natural), touch 2, flat-footed 38

Base Attack/Grapple: +36/+76

Attack: Slam +52 melee (3d6+24)

Full Attack: 2 slams +52 melee (3d6+24)

Space/Reach: 30 ft. /30 ft.

Special Attacks: Chthonian traits, epic spell-like seeds

Special Qualities: Chthonian traits, damage reduction 20/epic, darkvision 60 ft., low-light vision, spell resistance 41

Saves: Fort +42, Ref +20, Will +23

Abilities: Str 59, Dex 10, Con 51, Int 8, Wis 16, Cha 32

Skills: Climb +51, Concentration +50, Craft (any one) +26, Intimidate +38, Jump +51, Knowledge (any one) +26, Listen +30, Search +26, Spot +30, Swim +51

Feats: Awesome Blow, Cleave, Diehard, Endurance, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Overrun, Power Attack

Epic Feats: Improved Awesome Blow, Reflective Spell Resistance, Superior Initiative

Environment: Chaotic evil planes

Organisation: Solitary

Challenge Rating: 26

Treasure: None
Alignment: Always chaotic evil
Advancement: 37-66 HD (Colossal)
Level Adjustment: —

You see a colossal humanoid, if this hecatomb thing could be said to be related to humanity in any way. Its arms are as towers, its legs as mounds; its chest is a furnace and its head is like a world full of chaos and destruction.

Chthonian titans are not made of normal, or even extraplanar flesh and bone; their essence is that of inchoate pandemonium, of the primal hyper-material mud from which the universe was moulded. They appear as raging Colossal humanoids with varying monstrous features, such as an uneven number of eyes or limbs; fire coming out of their eyes, mouths or hair; gigantic claws and so on. Their skin is usually some dreary shade of red, brown or black.

Chthonian titans speak Abyssal.

Combat

No two chthonian titans are alike, so they all have different attack methods. As a rule, they prefer to use their godlike chthonian traits rather than normal melee attacks or spell-like abilities.

Chthonian Traits (Ex): Chthonian titans are creatures of chaos, and as such their physical features are jumbled and confusing. These diverse physical features are usually accompanied by unique special abilities, which no two chthonian titans share.

Every chthonian titan has 1d3 of the following traits, chosen or randomly determined from the table below. These traits are just examples; a Games Master may come up with different chthonian traits as he sees fit.

Epic Spell-Like Seeds: Chthonian titans have access to the *destroy* and *energy* epic spell seeds, just as if they were spell-like abilities. They may develop a different effect every time they use one of these seeds. Using an epic spell speed is a full-round action for a chthonian titan. A chthonian titan requires no Spellcraft check to use or develop epic spell effects based on these seeds. See the *Epic*



Level Handbook, Chapter 2, for more information on epic spell seeds.

CHTHONIAN TRAITS

D100 Roll Trait Explanation

01-05 Breath weapon

The chthonian titan may breathe a cone of acid, cold, fire, electrical, negative energy or poison (choose one) dealing 18d6 damage; a Reflex save (DC equal to 10 + half the chthonian titan's Hit Dice + the chthonian titan's Constitution modifier) is allowed for half damage

06-08 Chaotic mind

The chthonian titan gains a +4 racial bonus on Will saves, plus any creature using a Divination spell targeted on the chthonian titan must in turn succeed at a Will save (DC equal to 10 + half the chthonian titan's Hit Dice + the chthonian titan's Wisdom modifier) or become *confused* (as the spell) for one full minute

09-14 Claws

Substitute slam damage for 4d6 claw damage

15-20 Curved horns

The chthonian titan gains a secondary gore attack, which deals 4d6 damage plus one-and-a-half its Strength modifier

21-23 Digging claws

Substitute slam damage for claw damage; the chthonian titan gains a burrow speed equal to half its base movement speed

24-29 Energy touch

The chthonian titan deals an additional 3d6 damage on a successful slam or claw attack; this additional damage may be acid, cold, electrical or fire damage (choose one)

30-35 Extra arms

The chthonian titan gains 1d4 new arms, each of which can be used to make a separate primary attack during a full attack action; the chthonian titan gains improved grab as a special attack

36-38 Extra head

+8 racial bonus to Listen, Search and Spot checks; can use one weapon in each hand without any penalty to the attack roll

39-41 Extra legs

The chthonian titan gains 1d4 new legs. Each leg adds a +10 to base speed and a +2 racial bonus to Climb, Jump, Swim and Tumble checks

42-47 Fanged maw

The chthonian titan gains a secondary bite attack dealing 4d6 damage plus Strength modifier; if it has the improved grab ability, it gains the swallow whole attack as well

48-50 Fishlike tail

The chthonian titan gains a swim speed equal to its base movement speed; it can move on land by pushing itself with its arms at a speed equal to half its base movement speed

51-53 Flippers

The chthonian titan gains a swim speed equal to half its base movement speed

54-56 Insect-like limbs

The chthonian titan gains a Climb speed equal to half its base speed and a +8 bonus on Climb checks

57-62 Oversized arms

One (75%) or two (25%) of the chthonian titan's arms are disproportionately large; slam damage with the oversized arms increases to 4d8 plus one-and-a-half Strength modifier and the chthonian titan gains improved grab as a special attack

63-67 Pitch-black skin

The chthonian titan gains a +8 racial bonus on Hide checks, which rises to +12 in darkness

68-72 Poison attack

The chthonian titan injects poison (Fortitude save DC equal to 10 + half the chthonian titan's Hit Dice + the chthonian titan's Constitution modifier; initial and secondary damage 2d8 Constitution) with either its bite, claw, slam or tail attack (choose one)

73-75 Poisonous blood

The chthonian titan gains a +4 on Fortitude saves, plus any creature making a successful melee attack against it must succeed on a Reflex save or be poisoned (Fortitude save DC equal to 10 + half the chthonian titan's Hit Dice + the chthonian titan's Constitution modifier; initial and secondary damage 2d8 Con)

76-80 Reptilian tail

The chthonian titan gains a secondary tail attack dealing 4d6 damage plus one-and-a-half its Strength modifier

82-85 Rock-like skin

The chthonian titan gains a +10 bonus to its natural armour and a +4 bonus to hide checks made among rocks; reduce the chthonian giant's Dexterity score by 2

87-90 Scales

Increase natural armour bonus by +8

92-95 Very large eyes

The chthonian titan gains a +8 racial bonus on Intimidate, Search and Spot checks

95-99 Wings

A set of batlike, birdlike, fanlike or insect wings giving the chthonian titan fly speed equal to its base speed, with poor manoeuvrability

00 – Roll twice, with each 00 counting as an additional roll (do not reroll double 00's)

Titan, Elder

Colossal Outsider (Extraplanar)

Hit Dice: 70d8+700 (1,015 hp)

Initiative: +0

Speed: 150 ft. (30 squares)

Armour Class: 58 (-8 size, +32 natural, +24 insight), touch 26, flat-footed 58

Base Attack/Grapple: +70/+103

Attack: +5 *warhammer* +87 melee (4d8+30, 19-20) or +5 *javelin* +70 ranged (2d10+22, 19-20)

Full Attack: +5 *warhammer* +87/+82/+77/+72 melee (4d8+30, 19-20) or +5 *javelin* +70/+65/+60/+55 ranged (2d10+22, 19-20)

Space/Reach: 30 ft./30 ft.

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 20/epic, spell resistance 40

Saves: Fort +47, Ref +37, Will +50

Abilities: Str 45, Dex 10, Con 31, Int 33, Wis 37, Cha 26

Skills: Concentration +83, Craft (any five) +45, Decipher Script +84, Diplomacy +45, Gather Information +87, Intimidate +56, Jump +90, Knowledge (all base skills) +66, Listen +86, Sense Motive +86, Speak Language (any five), Spellcraft +90, Spot +86

Feats: Blind-Fight, Cleave, Combat Expertise, Great Cleave, Improved Critical (javelin), Improved Critical (warhammer), Improved Sunder, Power Attack, Silent Spell, Still Spell, Weapon Focus (javelin), Weapon Focus (warhammer)

Epic Feats: Automatic Silent Spell (x3), Automatic Still Spell (x3), Devastating Critical (warhammer), Epic Spellcasting, Epic Weapon Focus (javelin), Epic Weapon Focus (warhammer), Overwhelming Critical (warhammer), Polygot

Environment: Any land

Organisation: Solitary

Challenge Rating: 30

Treasure: Standard

Alignment: Always neutral

Advancement: 71-140 HD (Colossal)

Level Adjustment: —

This ancient being looks like a man, only much, much, much taller...

Elder Titans are some of the oldest beings in existence. Having such a long existence and an inquisitive nature elder titans are storehouses of knowledge. They live in seclusion where they can continue to research and learn the secrets of existence without the interruption of the lesser races.

Combat

Elder Titans do not revel in combat as it takes time away from more scholarly pursuits. If they are properly challenged they will the contest to be a game of strategy and intellect often using their powerful spell and spell-like abilities to disable their opponents.

An elder titan's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Spell-Like Abilities: At will—*alter self, analyse dweomer, commune with nature, cure critical wounds, eyebite* (DC 24), *freedom of movement, fly, fog cloud, produce flame, protection from energy, read magic, remove curse, sanctuary, sending, speak with animals, soften earth and stone, speak with plants, summon monster VI, greater teleport, wind wall*; 3/day—*antilife shell, astral projection, contact other plane, greater dispel magic, greater scrying, invisibility purge, plane shift*. Caster level 29th. The save DCs are Charisma-based.

Spells: An elder titan can use arcane spells as a 29th-level wizard or divine spells as a 29th-level cleric, from the cleric list and from the Knowledge and Magic domains. He will also possess the knowledge of at least three epic spells and the means by which to develop them, though he may not have done so himself.

Titan, Wild

Gargantuan Outsider (Air, Chaotic, Evil, Extraplanar, Water)

Hit Dice: 28d8+364 (490 hp)

Initiative: +5

Speed: 60 ft. (12 squares), fly 120 ft. (perfect), swim 60 ft.

Armour Class: 33 (-4 size, +1 Dex, +26 natural), touch 7, flat-footed 32

Base Attack/Grapple: +28/+57

Attack: Slam +41 melee (2d6+17)

Full Attack: 2 slams +41 melee (2d6+17)

Space/Reach: 20 ft./20 ft.

Special Attacks: Spell-like abilities, storm blast

Special Qualities: Damage reduction 15/magic, darkvision 60 ft., immunity to electrical damage, resistance to acid 10, cold 30 and fire 20, spell resistance 37

Saves: Fort +29, Ref +17, Will +20

Abilities: Str 44, Dex 12, Con 36, Int 19, Wis 19, Cha 28

Skills: Balance +32, Climb +56, Concentration +44, Intimidate +40, Jump +48, Listen +35, Spot +35,



Search +35, Survival +35, Swim +56

Feats: Awesome Blow, Diehard, Endurance, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Epic Feats: Improved Awesome Blow, Reflective Spell Resistance

Environment: Any mountain or aquatic

Organisation: Solitary

Challenge Rating: 24

Treasure: Triple standard

Alignment: Usually chaotic evil

Advancement: By character class

Level Adjustment: —

This gigantic humanoid is the personification of godlike, unchained rage. Its blue skin is the colour of stormy skies, its long hoary hair and beard move about as if shaken by a hurricane. As the creature walks, thunder, storm and lightning seem to follow the beat of its footsteps.

Wild titans are outcasts of their race, ancient godlings whose destructive, uncontrollable behaviour has led to their expulsion from titan society. They usually retire to remote corners of the world, where they erect lonesome kingdoms of chaos by bending the area's weather and territory to their will. The haunts of wild titans are always regarded as places of terrible magic and unspeakable danger.

Wild titans are nothing more than experienced titans, who have lived and seen so much their minds have been overtaken by the quintessence of cosmic chaos. They appear as old, ragged humanoids of Gargantuan size, with thunder in their voice and lightning in their gaze.

Wild titans speak Abyssal, Auran, Aquan, Celestial, Common, Draconic and Giant.

Combat

Wild titans attack by barraging intruders with their spelllike abilities. They know no pity or concern, thus it is very hard to scare or rout them.

Spell-Like Abilities: At will—*air walk, call lightning storm* (DC 24), *chain lightning* (DC 25), *cone of cold* (DC 24), *control water, control weather, control winds* (DC 24), *ice storm, shatter* (DC 21), *sleet storm, wind wall*; 3/day—*earthquake* (DC 27), *freezing sphere* (DC 25), *whirlwind* (DC 27), *wind walk*; 1/day—*greater shout* (DC 27), *storm of vengeance* (DC 28). Caster level 28th. Save DCs are Charisma based.

Storm Blast (Su): Once every 1d4 rounds, a wild titan may emit a cone of wind, sleet and lightning, 60 feet long by 60 feet wide at the end. Any creature caught in this cone suffers 16d8 points of damage and is blinded by the snow for 2d4 rounds. A successful Reflex save (DC 37, Constitution based) halves the damage and negates the blindness effect. Any creature damaged by a wild giant's storm blast must succeed at a Fortitude save (DC 37, Constitution based) or become fatigued from frostbite for 2d6 rounds. The damage caused by a storm blast counts as both cold and electrical damage and can only be resisted by creatures with resistance to both energy types.

Skills: A wild titan gains a +8 racial bonus on all Climb and Swim checks. It can always take 10 on Climb or Swim checks, even if rushed or threatened.

Titanic Creatures

Some believe that titans were used by the gods as templates for the rest of creation. Humanity, the most numerous race, would have been created from the most common form of titan. If this theory is correct, then there must be other forms of titan that were the model for other forms of life. These other titans are known as titanic creatures. Titanic creatures dwell mostly on the outer planes. Unlike titans, they never entered into the service of any of the gods— and also unlike titans, they are bound by no oaths barring them from making cosmic war. Still, no force has yet managed to bind a single titanic creature. If such a thing happened, the worlds would tremble.

Creating a Titanic Creature

'Titanic Creature' is an acquired template that can be applied to any creature. The creature's choice changes to outsider and gains the extraplanar subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Double the number of the base creature's Hit Dice. Recalculate the base attack bonus based upon its increased Hit Dice using a good attack progression.

Size: The creature's base size increases by two steps, to a maximum of Colossal-sized (i.e. Tiny creatures become Medium-sized, Medium creatures become Huge-sized, etc.), see *Core Rulebook III* for details of increasing size by adding a template to a creature.

AC: Natural armour increases by +13.

Special Attacks: Titanic creatures retain all the special abilities of the base creature. They gain the following spell-like abilities, usable at will: *invisibility*, *invisibility purge*, *levitate* and *persistent image*. Titanic creatures with a Charisma score of 10 or higher gain the following supernatural spell-like abilities, usable 3/day: *chain lightning*, *etherealness*, *fire storm*, *greater dispel magic*, *hold monster*. All these abilities are as the spells cast by a 20th level sorcerer.

Special Qualities: Titanic creatures gain the class abilities (spell-casting, rage, monk abilities, *lay on hands* etc) of any one class as if they had 20 levels in that class. For example, a titanic wolverine might have the class abilities of a 20th level barbarian.

Saves: Recalculate based upon the base creatures save progressions with increase Hit Dice.

Abilities: Increase from the base creature as follows: Str +12, Dex +2, Con +6, Int +2, Wis +4, Cha +2.

Skills: Recalculate based upon the base creature's improved Hit Dice.

Feats: Same as the base creature but add feats appropriate for increased Hit Dice.

Challenge Rating: Same as the base creature +12.

Treasure: Double the base creature.

Sample Titanic Frost Worm (Barbarian)

Colossal Outsider (Augmented Magical Beast, Cold, Extraplanar)

Hit Dice: 28d10+336 (490 hp)

Initiative: +9

Speed: 60 ft. (12 squares), burrow 30 ft.

Armour Class: 35 (−8 size, +1 Dex, +32 natural), touch 3, flat-footed 34

Base Attack/Grapple: +28/+66

Attack: Bite +43 melee (4d8+33 plus 3d6 cold)

Full Attack: Bite +43 melee (4d8+33 plus 3d6 cold)

Space/Reach: 30 ft./25 ft.

Special Attacks: Breath weapon, cold, spell-like abilities, tireless mighty rage 6/day, trill

Special Qualities: Damage reduction 8/—, darkvision 60 ft., death throes, immunity to cold, improved uncanny dodge, indomitable will, low-light vision, trap sense +6, vulnerability to fire

Saves: Fort +28, Ref +17, Will +13 (+17 vs. enchantments)

Abilities: Str 54, Dex 12, Con 34, Int 4, Wis 15, Cha 13

Skills: Hide +4*, Listen +14, Spot +14

Feats: Alertness, Cleave, Great Cleave, Improved Initiative, Improved Natural Attack (bite), Iron Will, Power Attack, Weapon Focus (bite)

Epic Feats: Damage Reduction, Superior Initiative

Environment: Cold plains

Organization: Solitary

Challenge Rating: 24

Treasure: None

Alignment: Usually neutral

Advancement: 29-56 HD (Colossal)

Combat

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 3d6 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 36 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Spell-like Abilities: At will—*invisibility*, *invisibility purge*, *levitate*, *persistent image*; 3/day—*chain lightning* (DC 17), *etherealness*, *fire storm* (DC 19), *greater dispel magic*, *hold monster* (DC 16); Caster level 20th. The save DC are Charisma based.

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 25 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a

creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 36). The save DC is Constitution-based.

Skills: *A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

Treant, Elder

Colossal Plant

Hit Dice: 50d8+880 (1,105 hp)

Initiative: +3

Speed: 60 ft. (12 squares)

Armour Class: 41 (-8 size, -1 Dex, +40 natural), touch 1, flat-footed 41

Base Attack/Grapple: +37/+72

Attack: Slam +51 melee (10d6+19, 19-20)

Full Attack: 2 slams +51 melee (10d6+19, 19-20)

Space/Reach: 30 ft./30 ft.

Special Attacks: Animate trees, spell-like abilities, trample, triple damage vs. objects

Special Qualities: Damage reduction 10/—, plant traits, spell resistance 29

Saves: Fort +45, Ref +21, Will +33

Abilities: Str 48, Dex 8, Con 42, Int 19, Wis 33, Cha 35

Skills: Diplomacy +61, Hide -12, Intimidate +62, Jump +31, Knowledge (nature) +57, Listen +63, Sense Motive +56, Spot +42, Survival +51

Feats: Alertness, Endurance, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Epic Feats: Epic Endurance, Epic Reflexes, Epic Toughness (x4), Epic Weapon Focus (slam), Epic Will

Environment: Any forest

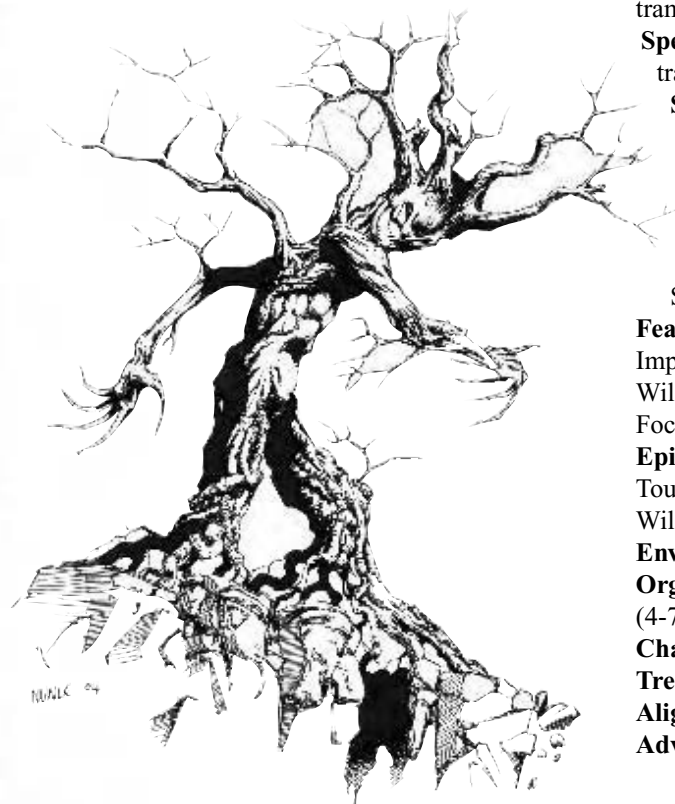
Organisation: Solitary or with a grove of treants (4-7)

Challenge Rating: 25

Treasure: Standard

Alignment: Always neutral good

Advancement: 51-150 HD (Colossal)





Towering above you, the great branches of the massive redwood begin in more in an articulated way...

Gentle and wise, the elder treat in the greatest guardian of the forest and its inhabitants. This powerful overseer of the forest does not insert itself into the affairs of lesser being unless the trees or the treants under its care are threatened.

Elder treants speak the language of treants, plus Common and Sylvan.

Combat

Elder treants are cautious combatants and loathe entering combat directly. Instead they will animate trees necessary to handle any intruders.

Animate Trees (Sp): An elder treant can animate trees within 500 feet at will, controlling up to six trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves and fights as a treant in all physical respects. Animated trees lose their ability to move if the elder treant who animated them is incapacitated or moves out of range.

Trample (Ex): An elder treant can trample Gargantuan or smaller creatures for 8d20+40 points of damage. Opponents who do not make attacks of opportunity against the elder treant can attempt a Reflex save (DC 54) to halve the damage. The save DC is Strength-based.

Triple Damage against Objects (Ex): An elder treant that makes a full attack against an object or structure deals triple damage.

Plant Traits: Immune to poison, *sleep*, paralysis, stunning, and polymorphing; not subject to critical hits or mind-affecting effects.

Skills: Elder treants receive skills as though they were fey. *They have a +24 racial bonus on Hide checks made in forested areas.

Spell-Like Abilities: At will—*animal messenger*, *command plants*, *speak with plants*, *stone tell*; 3/day—mass cure light wounds (plants only), *plant growth*, *sunburst* (DC 30), *wall of thorns*; 1/day—*shambler*. Caster level 23rd. The save DCs are Charisma-based.

Typhoeon

Colossal Monstrous Humanoid

Hit Dice: 32d8+352 (496 hp)

Initiative: +1

Speed: 50 ft. (10 squares), fly 80 ft. (clumsy), swim 50ft.

AC: 36 (–8 size, +1 Dex, +33 natural), touch 3, flat-footed 35

Base Attack/Grapple: +32/+61

Attack: Bite +38 melee (4d6+13) or gore +38 melee (2d8+13) or tail +37 melee (2d8+13)

Full Attack: 2 bites +38 melee (4d6+13) and gore +36 melee (2d8+6) and tail +35 melee (2d8+6)

Space/Reach: 30 ft./30 ft.

Special Attacks: Breath weapons, constrict, improved grab, powerful charge

Special Qualities: Damage reduction 15/epic, darkvision 60 ft., low-light vision, spell resistance 37

Saves: Fort +23, Ref +19, Will +20

Abilities: Str 37, Dex 13, Con 32, Int 14, Wis 14, Cha 18

Skills: Intimidate +39, Listen +37, Spot +37, Swim +56

Feats: Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Sunder, Multiattack, Power Attack, Snatch, Weapon Focus (bite), Weapon Focus (gore)

Environment: Temperate mountains

Organisation: Solitary
Challenge Rating: 23
Treasure: Triple standard
Alignment: Always chaotic evil
Advancement: 33-64 HD (Colossal)
Level Adjustment: —

This abominable creature is not a dragon nor a giant, but a sick combination of the two. It has a humanoid torso and head, but its lower body is that of an extremely large snake. Its arms have the shape of giant serpents, fanged heads where the hands should be. The monster's bearded head has two dragon-like horns and fiery eyes. The creature has two draconic, membranous wings as well.

A typhoeon is among the most dangerous and powerful creatures in the world. They are created by the gods themselves, usually with the purpose of challenging or punishing mortals. A typhoeon appears as a Colossal monstrous humanoid with the lower body of a snake, Gargantuan wyrms for arms (and wyrm's heads instead of hands!), two membranous wings and a set of piercing green horns among its black mane. The creature's face has a long, hirsute black beard; its eyes are constantly on fire.

Typhoei speak Abyssal, Common, Draconic and Giant.

Combat

A typhoeon attacks by breathing with both its dragon heads; then it charges against opponents with its horns and finally tries to constrict them with its enormous serpentine tail.

Breath Weapons (Su): Each of a typhoeon's dragon heads may breathe a cone of fire 60 feet wide and 60 feet long, dealing 16d6 points of fire damage to any creature caught inside it, with a Reflex save (DC 37, Constitution based) to take half damage. A typhoeon can use both breath weapons on the same round, on different areas.

Constrict (Ex): A typhoeon deals 4d6+19 points of bludgeoning damage on a successful grapple check.

Improved Grab (Ex): A typhoeon that hits with its tail attack can start a grapple as a free action, without provoking an attack of opportunity. If it wins a grapple, it establishes a hold and can constrict.

Powerful Charge (Ex): A typhoeon deals 4d8+26 points of damage with a charge attack.

Skills: A typhoeon gains a +8 racial bonus on all Swim checks. It can always take 10 on Swim checks, even if rushed or threatened.

U

Umbral Blot (Blackball)

Medium Construct

Hit Dice: 57d10+120 (433 hp)

Initiative: +18

Speed: Fly 90 ft. (18 squares) (perfect)

Armour Class: 40 (+10 Dex, +20 natural), touch 20, flat-footed 30

Base Attack/Grapple: +42/+42

Attack: Disintegrating touch +45 melee touch (5d6 plus disintegrating touch)

Full Attack: Disintegrating touch +45 melee touch (5d6 plus disintegrating touch)

Space/Reach: 5 ft./5 ft.

Special Attacks: Disintegrating touch, vortex

Special Qualities: Blindsight 200 ft., construct traits, fast healing 10, planar travel, resistances, spell resistance 44

Saves: Fort +19, Ref +29, Will +29

Abilities: Str 10, Dex 30, Con —, Int 14, Wis 30, Cha 30

Skills: Hide +71, Listen +61, Move Silently +62, Sense Motive +55, Spot +61, Survival +44

Feats: Alertness, Combat Reflexes, Improved Initiative, Skill Focus (Sense Motive), Skill Focus (Survival), Stealthy, Track

Epic Feats: Epic Prowess (x3), Epic Skill Focus (Hide), Epic Skill Focus (Listen), Epic Skill Focus (Sense Motive), Epic Skill Focus (Spot), Epic Toughness (x5), Superior Initiative

Environment: Any

Organisation: Solitary

Challenge Rating: 32

Treasure: None

Alignment: Always neutral

Advancement: 58-63 HD (Medium), 64-79 HD (Large), 80-95 HD (Huge), 96-171 HD (Gargantuan)

Level Adjustment: —

A sphere of ultimate void hangs in the air...

The umbral blot, or blackball, is an intelligent oversized *sphere of annihilation* that seeks to rid existence of all matter. It floats silently and deadly throughout the multiverse removing what once was from creation.

Combat

The umbral blot attacks by simply bumping into opponents. It often attacks from unexpected directions like the floor behind the hero's feet and will often use stealth to strike without warning.

Disintegrating Touch (Ex): Any material object that comes into contact with a blackball is immediately disintegrated unless it succeeds at a Fortitude save (DC 38). A character or object that has been disintegrated by an umbral blot disappears completely, leaving behind not even dust to mark its passing. Those who make a successful saving throw still take 5d6 points of damage from the disintegrating touch. Likewise, weapons or objects that save take a like amount of damage. (Remember, tending or held objects save with the same bonus as their owners.) The save DC is Constitution based.

Vortex (Ex): Normally a blackball insulates itself somehow from the air around it (otherwise it would perpetually be at the centre of a howling wind-storm). If it chooses, instead of allowing the air to bend around it, the blackball can suspend this insulation, causing a sudden rush of wind to pour toward the blackball from all directions. This vortex sucks all the air from a 30-foot-by-30-foot-by-30-foot room in a single round, creating a sudden influx of air in its direction. All flying or floating creatures within 30 feet of the umbral blot who fail a Reflex save (DC 38) are swept along with the wind into contact with the blackball. Non-flying creatures within 30 feet who fail a Reflex save (DC 19) are pulled into contact with the umbral blot. Contact with an umbral blot could lead to disintegration, as noted above. The save DC is Strength based.

Resistances (Ex): An umbral blot possesses acid, cold, electricity, fire and sonic resistance 30.

Spell Immunities (Ex): In addition to the spells that an umbral blot is immune to because of its construct traits, it is immune to *disintegration* spells and variations thereof.

Planar Travel (Ex): A blackball can fold space at will, allowing it to use *ethereal jaunt*, *dimension door*, *greater teleport*, or *plane shift* at will as a standard action.

Unraveller

Gargantuan Outsider

Hit Dice: 32d8+224 (377 hp)

Initiative: +4

Speed: 50 ft. (10 squares)

Armour Class: 31 (-4 size, +15 natural, +10 deflection), touch 16, flat-footed 31

Base Attack/Grapple: +32/+59

Attack: Tendril +43 melee (2d6+15 plus unravelling touch) or bite +43 melee (2d12+15 plus devour substance)

Full Attack: Four tendrils +43 melee (2d6+15 plus unravelling touch) and bite +38 melee (2d12+15 plus devour substance)

Space/Reach: 20 ft./15 ft.

Special Attacks: Devour substance, unravel spell, unravelling presence, unravelling touch
Special Qualities: Acid resistance 20, damage reduction 20/cold iron, electrical resistance 20, fire resistance 20, immunity to cold and sonic damage, spell resistance 35, telepathy 100 ft.
Saves: Fort +25, Ref +20, Will +22
Abilities: Str 40, Dex 10, Con 25, Int 4, Wis 18, Cha 18
Skills: Climb +50, Listen +39, Search +32, Spot +39, Swim +50
Feats: Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Toughness (x3)
Environment: Any land
Organisation: Solitary or apocalypse (10–50)
Challenge Rating: 28
Treasure: None
Alignment: Usually chaotic neutral
Advancement: —
Level Adjustment: —

All you can see is a cloud of inky darkness, supported on four huge whirlwinds of dark air like ropy legs. A maw of lightning opens and closes at one end. It seems more... real than you can comfortably perceive, as if you are but a shadow and it is all that is.

When the end of all things comes, when the gods are dead and the stars tire of their courses in the sky and fall to earth, when the last battle is fought and there is no more time, then shall the unravellers awake. They are the end, the things made in the beginning to scour all-that-is clean of all-that-is and leave the universe utterly empty and dark. They are not the apocalypse; they are what comes after, to clean up the remains and the debris. Sometimes, they wake up early.

An unraveller is a concentrated knot of nothingness, a *sphere of annihilation* spun into a monster. Their very presence causes reality to splinter and divide and *unravel* into its component parts. A sword struck by an unraveller becomes somehow less real, as if every moment of its existence was suddenly disconnected from every other and it is now nothing more than the memory or the dream of a sword that could be, maybe. A man struck by an unraveller begins to doubt his past, his future slips away, his very frame begins to become insubstantial. Once the unraveller has torn the reality of an object or a creature apart, it devours the component fragments and grows stronger. They are not very bright creatures; there is so little of them there that higher consciousness is impossible for them, for how can a being think when it devours its own thoughts instantly? They can communicate through telepathy, which feels like spears of ice driven into the brain of those contacted by them. They are drawn to places of great life and complexity, like cities, as such complex sites take the longest to demolish.

Combat

It may be impossible to actually kill an unraveller; certainly, enough damage can be done to the creatures to cause them to disintegrate, but perhaps they shall reform from nothingness when the last trumpet sounds and they arise to perform their appointed task. Unfortunately, a definitive answer on an unraveller's mortality (or lack of) has yet to be found. Unravellers exude an aura that saps the very reality of those around it; this is referred to as the process of unravelling. This is their primary mode of attack – the unraveller just stands around, occasionally opening its mouth to suck up the unravelled pieces of reality around it. Particularly troublesome knots of being are torn apart by its tentacles.

Devour Substance (Su): When an unraveller makes a bite attack, it automatically absorbs any un-integrated duplicates (both those created by negative levels or from magic items). It regains ten hit points for every duplicate eaten in this way and the levels or pluses are lost forever.

Unravel Spell (Su): As a standard action, an unraveller can automatically counter or dispel one spell within 300 feet.

Unravelling Presence (Su): Any creature within 150 feet of an unraveller must make a Fortitude save (DC 30) each round to avoid gaining one negative level. This negative level manifests as a sort of shadowy incorporeal duplicate of the creature following him around, out of sync with his movements by a fraction of a second. The negative levels have the movement abilities of the character at the moment they were created, but must always move to follow the character (for example, if a character teleports, he leaves the duplicates behind). A character may remove this negative level by taking a full-round action to touch this duplicate and re-integrate that aspect of his reality into himself; this requires a Will save (DC 20). A creature can suffer multiple negative levels from this power. If a character does not re-integrate each duplicate, he automatically loses a level for each lost duplicate after 24 hours. This is an energy draining death effect. The Fortitude save DC is Charisma-based.

Unravelling Touch (Su): Any creature struck by an unraveller must make a Fortitude save (DC 30) to avoid suffering the effects of the creature's Unravelling Presence ability. Furthermore, he must make a saving throw for each of his 1d4 most expensive magical items. These saving throws are Will saves (DC 30) – if a save is failed, that item loses one 'plus', charge or use per day (items without pluses, charges or uses per day are immune). This plus, charge or use per day follows the item around just like a shadowy duplicate described above and can be re-integrated in the same way. The save DCs are Charisma-based.

Uvuudaum

Large Outsider (Evil, Extraplanar)

Hit Dice: 38d8+646 (817 hp)

Initiative: +14

Speed: 80 ft. (16 squares), climb 40 ft.

Armour Class: 52 (-1 size, +14 Dex, +29 natural), touch 23, flat-footed 38

Base Attack/Grapple: +38/+56

Attack: Head spike +51 melee (10d6+21 plus Wisdom drain, 19-20)

Full Attack: Head spike +51 melee (10d6+21 plus wisdom drain, 19-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Confusion aura, spell-like abilities, Wisdom drain

Special Qualities: Blindsight 500 ft., damage reduction 10/epic and good, fast healing 20, regeneration 5, resistance to electrical 30, spell resistance 39

Saves: Fort +38, Ref +41, Will +35

Abilities: Str 39, Dex 38, Con 44, Int 32, Wis 38, Cha 46

Skills: Balance +18, Climb +32, Concentration +58, Craft (alchemy) +52, Diplomacy +22, Escape Artist +55, Gather Information +22, Hide +51, Intimidate +59, Jump +69, Knowledge (arcana) +52, Knowledge (history) +52, Knowledge (local) +52, Knowledge (religion) +52, Knowledge (the planes) +52, Listen +55, Move Silently +55, Search +52, Sense Motive +55, Spellcraft +56, Spot +55, Swim +55, Tumble +59

Feats: Cleave, Combat Casting, Combat Reflexes, Great Cleave, Improved Critical (head spike), Lightning Reflexes, Power Attack

Epic Feats: Epic Reflexes, Improved Combat Reflexes, Spell Stowaway (*time stop*), Tenacious Magic (*haste*), Tenacious Magic (*displacement*), Tenacious Magic (*stoneskin*)

Environment: Any

Organisation: Solitary, pair or madness (3-6)

Challenge Rating: 27

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: —

Words cannot describe the horror before you, roughly humanoid in shape arms flail madly at you as its blackened spike for a head whips back and forth over its elongated body and six stalking, crawling legs...

Uvuudaum are an alien race from a distant plane far removed from our own. They live and thrive beyond veil that we call reality. The Uvuudaum invade the reality of other being hoping to spread the insanity of their universe into others.

Uvuudaums can speak telepathically to any creature within 500 feet that has a language.

Combat

Uvuudaums use their confusion aura to weakness and disorient foes. Spell-like abilities are used to soften opponents before dealing serious permanent damage to their opponents with their headspike.

An uvuudaum's natural weapons are treated as epic and evil for the purpose of overcoming damage reduction.

Confusion Aura (Su): This ability operates continuously, as the *confusion* spell but with a 30-foot radius. Potential victims can make a Will save (DC 47) to resist confusion. Those affected by the aura can make a new save every 4 rounds to throw off the effect. Once it has successfully resisted, a subject remains immune to that uvuudaum's confusion aura for 24 hours. The save DC is Charisma-based.

Wisdom Drain (Su): This effect permanently reduces a living opponent's Wisdom score by 2d4 points when the creature hits with its head spike, or twice that amount on a critical hit. The creature regains 5 lost hit points (or 10 on a critical hit) whenever it drains Wisdom, gaining any excess hit points as temporary hit points. These temporary hit points last a maximum of 1 hour. An opponent can avoid the Wisdom drain with a Fortitude save (DC 47). The save DC is Charisma-based.

Spell-Like Abilities: At will—*confusion* (DC 32), *dimension door*, *greater dispel magic*, *displacement*, *haste*, *invisibility*, *lightning bolt* (DC 31), *magic missile*, *mage armour*, *polymorph*, *shield*, *stoneskin*, *true strike*, *web* (DC 30); 3/day—*chain lightning* (DC 34), *cone of cold* (DC 33), *disintegrate* (DC 34), *dominate person* (DC 33), *plane shift*, *prismatic spray* (DC 35), *scrying*, *greater teleport*, *wall of force*; 1/day—*contingent resurrection*, *nailed to the sky* (DC 38), *time duplicate* (epic spells), *time stop*. Caster level 27th. The save DCs are Charisma-based.

Regeneration (Ex): Uvuudaums take normal damage from holy weapons, cold and fire.



Vermiurge

Large Aberration

Hit Dice: 42d8+546 (735 hp)

Initiative: +11

Speed: 50 ft. (10 squares), fly 90 ft. (perfect)

Armour Class: 40 (-1 Dex, +3 Dex, +28 natural), touch 12, flat-footed 37

Base Attack/Grapple: +31/+47

Attack: Sting +43 melee (1d6+12 plus poison, 19-20)

Full Attack: Sting +43 melee (1d6+12 plus poison, 19-20) and 4 pincers +41 melee (2d8+6, 19-20) and bite +40 melee (3d6+6 plus poison)

Space/Reach: 10 ft./10 ft.

Special Attacks: Aura of doom, concealing aura, frightful presence, poison, spell-like abilities

Special Qualities: Damage reduction 10/epic, darkvision 60 ft., fast healing 10, immune to mind-affecting effects, low-light vision, scent, spell resistance 34

Saves: Fort +29, Ref +21, Will +38

Abilities: Str 34, Dex 25, Con 36, Int 14, Wis 40, Cha 44

Skills: Heal +24, Hide +33, Jump +45, Knowledge (nature) +32, Listen +47, Move Silently +33, Spot +47

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (pincers), Improved Critical (sting), Improved Initiative, Multiattack, Power Attack, Weapon Focus (pincers), Weapon Focus (sting)

Epic Feats: Blinding Speed

Environment: Any

Organisation: Solitary

Challenge Rating: 24

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: 43-52 HD (Large), 53-70 HD (Huge)

Level Adjustment: —

Four pincers extend from its segmented body, wings extend from its back and heavy stinger adorns its tail. A cloud of flying and crawling insects surround it...

Vermiurge is a terrible abomination that seems like a terrible crossbred of dragonfly and scorpion. Like some strange god of scorpions and beetles, the vermiurge represents the pinnacle of the vermin species. They bring destruction and pestilence wherever they go.

Vermiurges speak Terran.

Combat

The vermiurge relies heavily on its aura of doom in combat.

A vermiurge's natural weapons are treated as epic for the purpose of overcoming damage reduction.



Aura of Doom (Su): A vermiurge is constantly affected as if by a *crown of vermin* spell (epic spell) cast by a 42nd-level caster. As per the spell, a vermiurge may completely suppress the aura of insects as desired. A vermiurge's aura of doom constantly replenishes itself at a rate of 200 vermin per round (unlimited duration). When vermin die off either by being slain or by dealing damage to another creature, the aura does not permanently collapse, even if all the vermin are slain or if all 1,000 vermin deal their damage in 1 round. As soon as any vermin are replenished, they participate normally in the *crown of vermin* effect.

Concealing Aura (Ex): Its aura of doom constantly provides a vermiurge with improved concealment; so all attacks made against it have a 40% miss chance.

Frightful Presence (Su): This ability takes effect automatically when the vermiurge first engages its aura of doom. It affects only opponents with fewer Hit Dice or levels than the creature has. The affected creature must make a successful Will save (DC 48) or become shaken. Success indicates that the target is immune to that creature's frightful presence for one day. The save DC is Charisma-based.

Poison (Ex): Sting or bite, Fort save (DC 44); initial Damage 1d6 Con, secondary Damage 2d6 Con. The save DC is Constitution-based.



Winterwight

Medium Undead (Cold)

Hit Dice: 32d12 (208 hp)

Initiative: +12

Speed: 60 ft. (12 squares)

Base Attack/Grapple: +16/+37

Attack: Claw +40 melee (3d8+21 plus blightfire, 19-20)

Full Attack: 2 claws +40 melee (3d8+21 plus blightfire, 19-20) and skull butt +35 melee (2d6+10 plus blightfire)

Space/Reach: 5 ft./5 ft.

Special Attacks: Blightfire, rend 6d8+31, spell-like abilities

Special Qualities: Cold aura, damage reduction 10/—, immunity to cold, spell resistance 34, undead traits, vulnerability to cold.

Saves: Fort +14, Ref +18, Will +24

Abilities: Str 52, Dex 27, Con —, Int 10, Wis 22, Cha 28

Skills: Jump +21, Intimidate +44, Knowledge (religion) +35, Listen +41, Spot +41

Feats: Cleave, Great Cleave, Improved Critical (claw), Improved Initiative, Multiattack, Power Attack, Weapon Focus (claw)

Epic Feats: Blinding Speed, Epic Fortitude, Epic Weapon Focus (claw), Overwhelming Critical (claw)

Environment: Any cold land

Organisation: Solitary or pair

Challenge Rating: 23

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 33-42 HD (Medium), 43-55 HD (Huge)

Level Adjustment: —

A thin skeleton composed completely of ice, tears at you with its inhuman claws...

The winterwight is the end result of adventurers foolish enough to attack shadow of the void. Now composed of blightfire they seek to share their eternal torment with other living things.

Winterwights speak Common and Infernal.

Combat

Winterwights charge into combat striking at their opponents with claws and skull butts hoping to ignite their opponents with blightfire.

A winterwight's natural weapons are treated as epic for the purpose of overcoming damage reduction.

Rend (Ex): If the winterwight hits with both of its claws, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 6d8+31 points of damage.

Blightfire (Su): When a winterwight deals damage to a living opponent, a night-black flame begins to burn on the opponent's body. If the opponent fails a Fortitude save (DC 35), it takes 4 points of Constitution drain. The opponent must continue to save every round for the next 4 rounds (5 rounds total) to avoid being permanently drained of an additional 4 points of Constitution per round. The creature regains 10 lost hit points whenever it drains 4 points of Constitution, gaining any excess hit points as temporary hit points. These temporary hit



points last a maximum of 1 hour. If the opponent is slain by blightfire, only icy fragments of the victim remain. The save DC is Charisma-based.

Spell-Like Abilities: At will—*cone of cold* (DC 24), *control weather*, *dimension door*, *spell immunity* (*fireball*), *sleet storm* (DC 22) (a winterwight is immune to the effects of a *sleet storm* spell), *wall of ice*. Caster level 23rd. The save DCs are Charisma-based.

Cold Aura (Su): A 10-foot-radius spread cold aura surrounds a winterwight. All creatures of the cold sub-type in the field (including the winterwight) are treated as if having turn resistance +6 (if undead) and fast healing 10. Creatures subject to cold damage take 2d10 points of cold damage each round they remain within the cold aura.

Worm That Walks

Sometimes when a spellcaster dies, their essence, will and personality remain. This essence becomes imbued into the maggots that feast on the corpse of the spellcaster and overtime they are able to coalesce into a new and terrifying being.

Sample Worm That Walks

Medium Aberration (Augmented Humanoid)

Hit Dice: 23d8+49 (152 hp)

Initiative: +8

Speed: 30 ft. (6 squares)

Armour Class: 47 (+4 Dex, +8 *bracers of armour*, +3 *ring of protection*, +2 *amulet of natural armour*, +20 insight), touch 37, flat-footed 43

Base Attack/Grapple: +10 (+12 epic)/+12

Attack: +4 *quarterstaff*+16 melee (1d6+4)

Full Attack: +4 *quarterstaff*+16/+11 melee (1d6+4)

Special Attacks: Engulf, frightful presence, spell-like abilities, spells

Special Qualities: Blindsight 300 ft., discorporate, immunities, spell resistance 36

Saves: Fort +9, Ref +13, Will +14

Abilities: Str 10, Dex 18, Con 15, Int 26, Wis 12, Cha 8

Skills: Concentration +22 (+26 casting defensively), Craft (alchemy) +28, Listen +24, Knowledge (arcana) +28, Knowledge (local) +28, Knowledge (nature) +28, Knowledge (religion) +28, Listen +21, Move Silently +24, Spellcraft +28

Feats: Brew Potion, Combat Casting, Craft Staff,

Craft Wondrous Item, Heighten Spell, Improved Initiative, Lightning Reflexes, Maximise Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Toughness

Epic Feats: Improved Spell Capacity (10th), Improved Spell Capacity (11th)

Environment: Any

Organisation: Solitary

Challenge Rating: 26

Treasure: As character

Alignment: Any evil

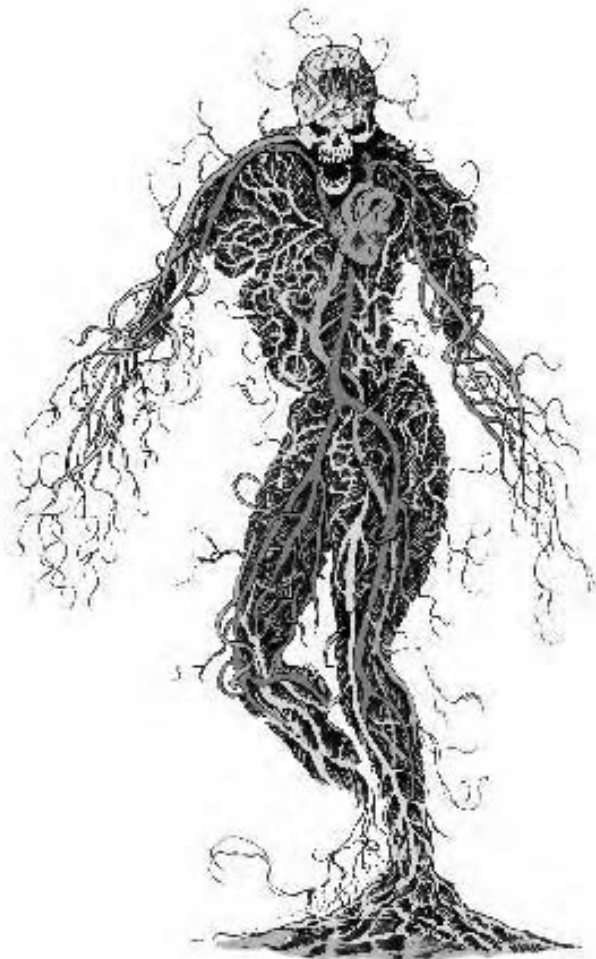
Advancement: By character class

Level Adjustment: +0

The façade of an elderly wizard falls away to reveal a writhing mass of maggots underneath the wizard's gear.

This worm that walks is based upon a 23rd level human wizard.

A worm that walks rarely speaks, although it retains knowledge of all languages it knew in life, as well as any it has learned since.



Combat

A worm that walks makes full use of the abjuration spells and protective magic items that he has available before even entering battle. Worms that walk are intelligent opponent and will usually target known weaknesses of character types to remove each opponent as quickly as possible.

Spells: A worm that walks can cast any spells it could cast as a character. This sample worm was a 23rd-level wizard (spells per day: 4/6/6/6/6/5/5/5/4/1/1).

The last spell slots are 10th-level and 11th-level slots, respectively, and are available for 0–9th level metamagic spells.

Spell-Like Abilities: 1/day—*animal growth* (vermin) (DC 14), *animal messenger* (vermin), *animal shapes* (vermin), *animal trance* (vermin) (DC 11), *colossal vermin* (as *giant vermin*, but it can increase the creature's size from Large to Gargantuan and from Huge to Colossal), *creeping doom*, *giant vermin*, *summon swarm* (vermin), *summon vermin* (as *summon nature's ally*, except it summons 10 HD of vermin per level), and *vermin plague* (as *insect plague*). Caster level 20th. The save DCs are Charisma-based.

Engulf (Ex): A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 100 points of damage. A victim who spends a full-round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 100 points of damage. Constructs are immune to this attack.



Spells: The worm that walks can cast any spells it could cast when a living character. It also gains several related abilities. Spells no longer require verbal components for a worm that walks.

Frightful Presence (Su): When a worm that walks engulfs a victim, witnesses must make a Will save (DC 20). Those who make the save are shaken. Those who fail by 5 or fewer points are frightened. Those who fail by 6 to 10 points are panicked. Those who fail by 11 or more points are cowering. All these conditions last for 1d4 rounds. Those who have seen a worm use this attack before gain a +5 bonus on their saving throws. The victim of the worm's engulf attack has a –5 penalty on his or her saving throw. The save DC is Charisma based.

Discorporate (Ex): If gravely threatened, a worm can discorporate as a free action, simply falling into a pile of individual vermin that slither quickly away. So long as any of the component vermin survive, they can breed and create a new body to house the wizard's intelligence and personality. Discorporating is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. Also, the worm stands a good chance of losing all its equipment. However, discorporation almost assures that at least one maggot (if not dozens) will manage to crawl away, and so provide for the worm's continued existence.

Immunities (Ex): A worm that walks has no discernable anatomy, so it is not subject to critical hits or flanking.

Possessions: Scrolls of *fireball* (10th-level caster), *greater teleport*, *acid fog*, *incendiary cloud*, *shapechange*, *wail of the banshee*, *clenched fist*, *horrid wilting*, *maze*, *summon monster IX*; *potions of cure serious wounds*, *alter self*, *haste*, *fly*. Other magic gear: *amulet of natural armour* +2, *bracers of armour* +8, *ring of protection* +3, +4 *staff*, *rod of absorption*, *gloves of Dexterity* +4, *headband of intellect* +6, *pink loun stone*, *wings of flying*.

Creating a Worm that Walks

'Worm that walks' is an acquired template that can be added to any evil wizard or sorcerer (referred to hereafter as the base creature). It uses all the original character's statistics, special abilities and equipment, except as noted here.

Size and Type: The character's type changes to aberration (it is a creature composed of hundreds of discrete crawling worms). Its size does not change. Do not recalculate attack bonuses, saves or skill points.

Hit Dice: Increase all current and future Hit Dice to d8s.

Armour Class: The mass of worms that make up this creature, each looking out for danger, in sum provide a +20 insight bonus to AC.

Special Attack: A worm that walks retains all the special attacks of the base creature and gains those described below.

Engulf (Ex): A worm that walks can choose to engulf an opponent who is no more than one size category larger than itself. The worm attempts to embrace its victim, and with a successful melee touch attack, the victim is immediately swallowed up and surrounded by a mass of vermin, taking 100 points of Damage as the biting vermin nibble away. A victim who spends a full-round action can break free of the embrace and move up to half its speed away from the worm if desired, but can do nothing else. Otherwise, each round a victim remains embraced, it takes another 100 points of Damage. Constructs are immune to this attack.

Spells: A worm that walks can cast any spells it could cast as a living character. Spells no longer require a verbal component for a worm that walks.

Spell-Like Abilities: 1/day— *animal growth* (vermin), *animal messenger* (vermin), *animal shapes* (vermin), *animal trance* (vermin), *colossal vermin* (as *giant vermin*, but it can increase the creature's size from Large to Gargantuan and from Huge to Colossal), *creeping doom*, *giant vermin*, *summon swarm* (vermin), *summon vermin* (as *summon nature's ally*, except it summons 10 HD of vermin per level), and *vermin plague* (as *insect plague*). Caster level 20th. The save DCs are Charisma based.

Special Qualities: A worm that walks retains any special abilities it had in life and gains those mentioned below.

Blindsight (Ex): Worms that walk have blindsight 300 ft.

Spell Resistance (Ex): A worm that walks has spell resistance equal to its Challenge Rating +10.

Frightful Presence (Su): When a worm that walks engulfs a victim, witnesses must make a Will save (DC 10 + 1/2 the worm's HD + the worm's Cha modifier). Those who make the save are shaken. Those who fail by 5 or fewer points are frightened. Those who fail by 6 to 10 points are panicked. Those who fail by 11 or more points are cowering. All these conditions last for 1d4 rounds. Those who have seen a worm use this attack before gain a +5 bonus on their saving throws. The victim of the worm's engulf attack has a -5 penalty on his or her saving throw.

Discorporate (Ex): If gravely threatened, a worm can discorporate as a free action, simply falling into a pile of individual vermin that slither quickly away. So long as any of the component vermin survive, they can breed and create a new body to house the wizard's intelligence and personality. Discorporating is a dangerous tactic, because once separated, the vermin are treated no differently than other vermin. Also, the worm stands a good chance of losing all its equipment. However, discorporation almost assures that at least one maggot (if not dozens) will manage to crawl away, and so provide for the worm's continued existence.

Immunities (Ex): A worm that walks has no discernable anatomy, so it is not subject to critical hits or flanking.

Skills: Same as the character, except that a worm that walks receives a +20 racial bonus on Hide, Listen, and Move Silently checks.

Climate/Terrain: Any.

Organisation: Solitary, occasionally with minions or master.

Challenge Rating: Same as the character + 3.

Treasure: Same as the character.

Alignment: Any evil.

Advancement: By character class.

Worm that Walks Characters

By making eldritch preparations on a burial plot, a powerful spellcaster can improve the likelihood of a worm that walks emerging from the ground. The body is buried in an elaborate ritual that, the spellcaster hopes, will attract a critical mass of worms or maggots. The spellcaster performing the ritual must spend 10,000 gp in rare reagents for the ceremony. Furthermore, the ritual drains 2,000 XP from the spell-caster and requires the following spells: *limited wish*, *polymorph any object*, *summon swarm* (heightened to 7th level), and *sympathy*. Even if the ritual is performed correctly, there is only

a chance that the deceased spellcaster will arise as a worm that walks. For each prepared but uncast arcane spell the deceased had at the moment of death (or unused spell slots if a spontaneous caster), there's a 1% chance that a worm that walks will slither from the grave soil in 1d4 days. Some worms that walk arise spontaneously from ordinary burial plots, but such an event is exceedingly rare. And an epic spell can create worms that walk every time without fail.

Gathering of Maggots

Conjuration (Healing)

Spellcraft DC: 49

Components: V, S, D F

Casting Time: 7 days

Target: Dead creature touched

Duration: Permanent

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

To Develop: 441,000 gp; 9 days; 17,640 XP. Seeds: *life* (DC 27), *transform* (DC 21). Factors: change creature type to aberration (+5 DC); add worm that walks' spell-like, extraordinary, and supernatural abilities (+40 DC). Mitigating factors: increase casting time by 10 minutes (-20 DC); increase casting time by 7 days (-14 DC).

When this spell is cast, worms or maggots slither and crawl their way inexorably toward the corpse touched. Over the course of the next week, they consume the flesh of the corpse, and when the last bit of the corpse is devoured, the creature is returned to a semblance of life as a worm that walks.



Xiir, Gynnean

Medium Monstrous Humanoid (Psionic)

Hit Dice: 20d8+100 (190 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

AC: 26 (+4 Dex, +12 natural), touch 14, flat-footed 22

Base Attack/Grapple: +20/+23

Attack: Claw +23 melee (2d4+3)

Full Attack: 4 claws +23 melee (2d4+3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psi-like abilities, psionic powers, tap potential

Special Qualities: Darkvision 60 ft., discipline mastery, power resistance 38, telepathy 250 ft.

Saves: Fort +11, Ref +16, Will +19

Abilities: Str 16, Dex 18, Con 20, Int 30, Wis 25, Cha 25

Skills: Appraise +33, Autohypnosis +33, Concentration +28 (+32 defensively), Intimidate +30, Knowledge (psionics) +33, Listen +30, Psicraft +35 (+37 address power stones), Search +33, Sense Motive +30, Spot +30, Swim +26, Use Psionic Device +30 (+32 power stones)

Feats: Body Fuel, Combat Manifestation, Opportunity Power, Psionic Meditation, Quicken Power, Twin Power, Unconditional Power

Environment: Any

Organisation: Solitary or trio

Challenge Rating: 20

Treasure: None

Alignment: Usually neutral

Advancement: By character class

Light glimmers off this strange alien beings green scales, its four are crossed and its eyes are closed in a deep meditation...

Gynnean xiir are inheritors of psionic power, elder beings who lost touch with their lesser brethren millennia ago.

Gynnean xiir are 7-foot-tall four-armed humanoids covered in iridescent green scales. Short claws tip their fingers, and their teeth are notably pointed. Their eyes are solid black, but swirl with colour like pools of oil. Gynnean xiir often cross their legs at the ankles, giving the impression that they stand on long tails. Subtle displays of psionic power surround a gynnean xiir: a bass hum reverberates audibly, while a chime rings in the minds of nearby creatures; shimmering, ectoplasmic goo condenses over surfaces; and the

odours of forgotten memories linger in the air. The shadow cast by a gynnean xiir is that of a long, winged serpent; this shadow is argued by some to be the gynneans' true form, and their bodies merely constructs formed to interact with other races.

The psionic power of gynnean xiir does not come from their heritage (though they claim descent from a draconic being of incredible strength), but from eons of study and practice. The same gynneans who existed during the discovery of psionics exist now, and have spent the meantime developing their talents in a plane of their own creation. Some feel that they have reached a point where they can return to the world and freely use their power, but an outsider might wonder if the gynneans have the perspective needed to coexist with the rest of reality—or if they are even interested in coexisting, and not simply exacting revenge for long-forgotten slights.

Gynnean xiir speak their own language—a distant dialect of Draconic—but normally communicate telepathically.

Combat

Gynnean xiir are able to employ a range of strategies, depending on their circumstances. Key to most of their victories is their ability to incapacitate dangerous foes by tapping their psionic potential, and then disable remaining enemies with powers. *Breath of the black dragon* is their preferred physical attack, though they can resort to reshaping themselves with psychometabolic powers if necessary.

Gynnean xiir are reluctant to fight fellow psionic creatures, and tend to draw out such battles as a sort of test. They enjoy seizing foes' psionic abilities with powers such as *feat leech* and *co-opt concentration*. Many of a gynnean xiir's abilities are from the *Psionics Handbook*.

Psi-Like Abilities: At will—*astral traveller* (DC 18, harmless), *breath of the black dragon* (20d6, DC 23*), *conceal thoughts* (DC18, harmless), *co-opt concentration* (DC 23), *detect psionics*, *dispel psionics* (dispel check 1d20+20*), *feat leech* (DC 27*), *metaconcert* (31 minutes*), *power leech* (DC 21), *psionic identify*, *shadow body*. Manifest level 20th. The save DCs are Charisma-based. *Includes augmentation for the xiir's manifest level.

Psionic Powers: A gynnean xiir manifests powers as a 20th level psion (discipline variable; power points 453, base save DC 20 + power level). The save DCs are Intelligence-based. A gynnean xiir can manifest any power on its power list.

Tap Potential (Su): A gynnean xiir can mentally contact any living non-psionic creature within 60 feet and unleash its psionic potential. The target can resist with a DC 27 Will save. If it fails, the creature gains a power point reserve equal to its Charisma score, and briefly becomes psionic—it has the psionic subtype, is vulnerable to psibane weapons, can spend power points, and so on. However, due to its inexperience with the raw power granted by the xiir, the creature suffers from uncontrolled effects any round it has power points remaining. It automatically loses 1 power point each round, and it loses its psionic ability altogether when its power points reach 0. The effects depend on the primary discipline the xiir chooses to grant the creature. No effects are augmented, and powers with a duration end when the creature loses its psionic ability. All powers are manifested at 20th level.

- † **Clairsentience:** The creature is subjected to a torrent of information about its surroundings, as if using *sensitivity to psychic impressions*. However, the assault on the creature's mind means it must make a DC 20 Concentration check each round to take any action.
- † **Metacreativity:** Each round, the creature is protected as by *greater concealing amorpha*. Unlike the standard version of the power, the manifester cannot see through the membrane, giving all other creatures total concealment (50% miss chance).

† **Psychokinesis:** Each round, the creature unleashes a storm of energy centred on itself, as if manifesting *energy ball*. Anyone except the manifesting creature (who takes full damage) caught in the area can make a saving throw (DC 14 + creature's Charisma modifier) to halve the damage.

† **Psychometabolism:** Each round, the creature undergoes *metamorphosis* into a new form, but suffers 1d6 points of damage from the transformation and regains no hit points. The creature cannot repeat a form.

† **Psychoportation:** Each round, the creature jumps forward in time 1d4–1 rounds, as if *time hopping*. The creature has no control over the jumps.

† **Telepathy:** The creature *reads thoughts*, but does not need to concentrate and cannot willingly end the effect. Subjects of the power can make Will saves (DC 12 + creature's Charisma modifier) to resist. Due to the influx of thoughts, the creature is *confused* while the effect lasts.

Discipline Mastery (Ex): A gynnean xiir can choose a new primary discipline as a move action, altering its power list as appropriate.

APPENDIX A

Epic Level Antagonists

Epic level opponents can come in all shapes and sizes. At Mongoose Publishing we have strived since the release of the revised ruleset to make sure that the needs of gamers approaching 20th or higher levels. We have done this through the introduction of an immortal ruleset, developed demon lords and infernal houses to control the Infernum and crafted many memorable opponents in the Drow War campaign.

The Immortals

The following two immortal characters to illustrate the sort of encounters you could create using the *Book of Immortals* ruleset. The two immortals represent different stages of immortality as defined by that ruleset. The statistics have been modified and streamlined so the statistics could be used by readers who do not have access to the *Book of Immortals*. For the purpose of this book each immortal has an amount of Aura that can be invested in gifts and blessings to accomplish certain tasks, they are not spent but instead the character to move Aura into or out of specific abilities with a standard action. The Channel and Infuse skills are not used in this simplification.

Nancarus – Transcendent Great Wurm Red Dragon

Colossal Dragon (Fire)

Hit Dice: 40d12+400 (660hp)

Initiative: +4

Speed: 40 ft. (8 squares) fly 200 ft. (clumsy)

Armour Class: 41 (–8 size, +39 natural), touch 2, flat-footed 41

Base Attack/Grapple: +40/+73

Attack: Bite+49 melee (4d8+17)

Full Attack: Bite +49 melee (bite 4d8+17), 2 claws +44 melee (4d6+8), wings +44 melee (2d8+8) and tail slap +44 melee (4d6+25)

Space/Reach: 30 ft./20 ft. (30 ft. with bite)

Special Attacks: Breath weapon, crush, frightful presence, snatch, spell-like abilities, tail sweep

Special Qualities: Damage reduction 20/magic, immunity to fire, sleep and paralysis, immortal gifts, low-light vision, spell resistance 32, vulnerability to cold

Saves: Fort +32, Ref +22, Will +30

Abilities: Str 45, Dex 10, Con 31, Int 26, Wis 27, Cha 26

Skills: Appraise +33, Bluff +51, Channel +28, Concentration +53, Diplomacy +27, Escape Artist +23, Infuse +28, Intimidate +51, Jump +40, Knowledge (arcana) +44, Knowledge (geography) +32, Knowledge (history) +32, Knowledge (nature) +29, Knowledge (planes) +42, Knowledge (religion) +31, Listen +43, Search +43, Sense Motive +51, Spot +53, Use Magic Device +51

Feats: Alertness, Cleave, Empower Spell, Extend Spell, Flyby Attack, Hover, Improved Initiative, Improved Sunder, Maximise Spell, Power Attack, Widen Spell, Wingover

Epic Feats: Bane Spell

Challenge Rating: 40

Alignment: Chaotic Evil

From the darkness you hear rasping laughter that races along your bones. Two lamp-like eyes, golden with such malice even the gods would tremble, cast a lazy gaze down upon you...

Nancarus has reigned over the Court of Shadows for ten thousand years. He is a god-emperor, the alpha and omega of the chromatic dragon world. His wise old face shows ancient evil and equally ancient wit, honed through the years into weapons capable of challenging the gods.

Although ageless, time has weathered this ancient great wyrm a bit. He is lean rather than muscular and his neck in particular looks extremely bony. His once glossy red scales long ago sunk to the colour of a burning ember.

The Immortal Lord of the Court of Shadows long ago burned away anything mortal from his spirit. He wields absolute power over his followers and will not hesitate to destroy anything that threatens him, them or his plans for the inevitable ascension of chromatic dragon-kind.

His only true foe, Yi the Immortal Dragon of the Sun and Stars, rarely puts in an appearance in the mortal realms. She would rather spend her time floating high above the clouds, watching mortals toil through their terrible troubles, rather than get down into the mud and muck.

Combat

Nancarus does not engage in combat with weak mortal creatures. However, if forced into combat by one of his peers he can use the following abilities:

Breath Weapon (Ex): 70 ft. cone, damage 24d10 fire, Reflex save DC 40 half. The save DC is Constitution based.

Crush (Ex): Area 20 feet by 20 feet; Large or smaller opponents take 4d6+25 bludgeoning damage and must succeed on a DC 40 Reflex save or be pinned; grapple bonus +73. The save DC is Constitution based.

Frightful Presence (Ex): 360 ft. radius, HD 40 or less, Will DC 38 negates. The save DC is Charisma based.

Spell-Like Abilities: 12/day – *locate object*; 3/day – *suggestion*; 1/day – *discern location*, *find path*; Caster level 19th.

Spells: As a 19th level sorcerer

Sorcerer Spells Known: (6/8/8/8/8/7/7/7/5); save DC 18 + spell level): 0 – *arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *guidance*, *mage hand*, *prestidigitation*, *read magic*, *resistance*; 1st – *alarm*, *chill touch*, *divine favour*, *magic missile*, *shield*; 2nd – *cat's grace*, *cure moderate wounds*, *darkness*, *detect thoughts*, *invisibility*; 3rd – *deeper darkness*, *dispel magic*, *haste*, *protection from elements*; 4th – *charm monster*, *emotion*, *restoration*, *spell immunity*; 5th – *circle of doom*, *feeblemind*, *shadow evocation*, 6th – *acid fog*, *forbiddance*, *heal*; 7th – *blasphemy*, *word of chaos*, *firestorm*; 8th – *create greater undead*, *greater spell immunity*, *incendiary cloud*; 9th – *elemental swarm*, *implosion*.

Tail Sweep (Ex): 40 ft. half circle, 2d8+25 bludgeoning damage to Medium or smaller opponents, Reflex save DC 40 for half damage. The save DC is Constitution based.

Immortal Abilities

In addition to his fearsome draconic abilities Nancarus also wields the power of a Transcendent Immortal. In many ways these powers make him even more fearsome than the other great wyrms; they can destroy a nation while he could destroy the world if the whim struck him.

APOTHEOSIS STEP: TRANSCENDENT

Aura: 66 (15 invested)

Banes:

† **Poet's Folly (Ex):** When Nancarus first enters combat he needs to make a Concentration check (DC 20) or be dazed for 1d4 rounds.

† **Slow Speech (Ex):** When dealing with creatures without an Earth Tap or subtype, Nancarus suffers a –2 circumstance penalty to Bluff and Diplomacy.

Blessings:

Mantle of Fire (Ex) (1 Aura): As a standard action this blessing allows Nancarus to illuminate a 120 ft. radius area for 8 rounds; +2 circumstance bonus to AC.

Path of Stone (Su): As a standard action this blessing allows Nancarus to create a 5 ft. cube of common stone to appear with 120 ft. of Nancarus. It



must touch existing stone or soil. If created in an occupied square the target must make a DC 20 Reflex save or be knocked prone.

Spellweaver (Ex): Nancarus can automatically *detect magic* on any object within his line of sight. He receives a +4 racial bonus to all Spellcraft checks.

GIFTS: (COST/INVESTED CURRENTLY)

Born to Magic (1 Aura/10 Aura): All 1st level spells are empowered plus 40 bonus metamagic levels that can be applied as a swift action to empower up to 9th level spells widen up to 7th level spells or extend 1st level spells.

Call Earth Elemental Seneschal (4 Aura/0 Aura):

As a standard action Nancarus can summon a minor xorn to act as his lairs caretaker. The minor xorn has an earth mephit lackey that assists him in his duties. By increasing the Aura invested he may make the following adjustments:

- † +1 Aura per additional lackey
- † +1 Aura per class level for the minor xorn
- † +1 Aura per +2 HD of the xorn

Call Fire Elemental Champion (11 Aura/0 Aura):

As a standard action Nancarus can summon an Elder Fire Elemental (typically) to defend him. By increasing the Aura invested he may make the following adjustments:

- † +1 Aura increase on ability +2
- † +1 Aura per bonus feat
- † +1 Aura to add a class level to the elder elemental
- † +1 Aura to increase HD+2 of the elder elemental
- † +2 Aura to share one of the following features that Nancarus possesses: BAB, deflection bonus to AC, natural bonus to AC, one physical ability, one movement rate, one special attack or one special quality. (May only be selected once)

Eternal Youth (1 Aura add 4 points to negative hit points or massive damage/0 Aura): Death occurs a -40 hp, massive damage is 80 hp.

Dominion over Elemental Earth

Place the Weight of the Mountains (1 Aura/0 Aura): Gain +1d8 temporary hit points and a +1 bonus to Str to resist bull rushes (for each Aura invested) or increase/decrease the hardness of objects within a 5 ft. radius by 1 point (held item get a Fortitude save DC 30) (each Aura invested increases the radius by 10 ft. or change hardness by 1d4 points).

Raise the Bones of the Earth (1 Aura/0 Aura):

Can create weapons or armour from their body (each Aura adds a +1 enhancement bonus or a equivalent special ability) or strike a target with a block of earth for 1d8 points of damage; target must make a Reflex save (DC 30) or be knocked down (for this aura to be restored the block of earth needs to be reabsorbed as a standard action).

Reaffirm the Faith of Stone (1 Aura/0 Aura):

Can force a contest of wills (opposed Will Saves) with an elemental of earth subtype, if successful Nancarus can command it for one round (each Aura adds another round of control) or heal an elemental of earth subtype 1d8 hit points or grant it a +2 bonus to one ability for ten rounds (each aura increase the healing by 1d8, add 1d4 points to one ability or increase the elemental one size category. Aura invested using this option does not recover for 1 hour.)

DOMINION OVER ELEMENTAL FIRE

Bind with Words like Cobwebs (1 Aura/0 Aura):

Can create weapons or armour from their body (each Aura adds a +1 enhancement bonus or a equivalent special ability), these items can be shared but the possessor takes 1d8 fire damage per round or can fill a 5 ft. square within line of sight to erupt with fire for 1d8 points of fire damage (can be avoided with a DC 30 Reflex save).

Cool with Silver Flames (1 Aura/0 Aura):

Nancarus is wreathed in flames for 1d8 point of fire damage against grapplers, +2 Escape Artist checks (each Aura add +4 points of fire damage or +4 bonus to Escape Artist) or create detailed illusions as per the *permanent image* spell (DC 30, CL 12) (each Aura increases the DC +1 or the CL +1)

Unleash Flame's Red Wrath (1 Aura/0 Aura):

Deal 1 point of fire damage to all creatures in a 5 ft. radius (each Aura increase the damage by 1 point or the radius by 5 ft.) or target an unoccupied square and all objects in that square lose a point of hardness each round the investment is maintain and if the hardness drops to zero the object suffers 1d8 points of fire damage (each Aura increases the number of squares that can be affected by one or increases the hardness loss by one).

DOMINION OVER ELEMENTAL WIND

Spark the Racing Wind (1 Aura/0 Aura): May fly with poor manoeuvrability at 20 ft. per round (each Aura increases the speed by 5 ft.) or may use the winds to act as *telekinesis* (CL 12) for a single target

(each Aura increases the number of targets by one or the weight by 200 lbs.

Take Up with the Wind (1 Aura/0 Aura): May *teleport* (CL 12) as a free action (each Aura increases the number of *teleports* allowed before the Aura must be reset by a standard action) or forcibly *teleport* (DC 30) a target with a touch attack (each Aura increases the range by 5 ft. (and makes the attack a ranged touch attack)).

Trap within the Chains of Will (1 Aura/0 Aura): Can create weapons or armour from their body (each Aura adds a +1 enhancement bonus or a equivalent special ability), these items can be shared but the possessor takes 1d8 nonlethal damage per round or create a normal environmental effect within 1 mile radius (each Aura increases the radius by 1 mile or the damage dealt by the environmental effect by 1 dice).

MASTERY OF MYTHIC CHAOS

A Moment in Time (1 Aura/0 Aura): Can create weapons or armour from their body (each Aura adds a +1 enhancement bonus or a equivalent special ability) or create a 5 ft. area of solid chaos that deals 1d6 point of damage (energy type chosen at creation) this object can be difficult to move (Str check DC 5) cannot be moved and persists as long as the Aura is invested (each Aura increases the area by a 5 ft. square, the move DC +5 or the damage by 1d6); creatures in contact with the square may make a Reflex save (DC 30) for half damage (no damage if they are chaotic).

Invoke the Rainbow Lights (1 Aura/0 Aura): Gain +1 deflection bonus to AC, +1 resistance bonus to saves and SR 15 versus lawful spells (each Aura grants a +1 bonus to one of the listed effects) or unleash chaotic light in a 5 ft. square with a ranged touch attack within 30 ft., targets caught in the light must make a Fortitude save (DC 30) or suffer the effects of a *baleful polymorph* for 1d4 hours (each Aura increases the range by 10 ft.)

Shape of Things to Come (1 Aura/0 Aura): Gain the ability to *shapechange* as per the spell (CL 12) as a free action 8 times before the Aura needs to be reset (each Aura increases the number of transformations by 4) or generate a field of chaotic thoughts in a 5 ft., all within this range must make a Will save (DC 30) or act in a chaotic manner as long as they are in the field (each Aura increases the field radius by 5 ft.)

MASTERY OF MYTHIC EVIL

Call Cold Shadow (1 Aura/0 Aura): Can create weapons or armour from their body (each Aura adds a +1 enhancement bonus or a equivalent special ability) or create an evil item that deals one negative level to good creatures, anyone holding an evil item must make a Will save (DC 30) or become evilly-aligned while they possess the item.

Command to Bear Bitter Fruit (1 Aura/0 Aura): Gain +1 bonus to a skill check or attack roll against good creatures (each Aura increase the bonus by 1) or target a good creature within line of sight with a ranged touch attack and deal 1d8 damage that ignores all resistances and damage reductions (each Aura increases the damage by 1d8).

Corrupt Like Ink in Water (1 Aura/0 Aura): Gain +1 deflection bonus to AC, +1 resistance bonus to saves and SR 15 versus good spells (each Aura grants a +1 bonus to one of the listed effects) or generate a field of evil thoughts in a 5 ft., all within this range must make a Will save (DC 30) or act in a evil manner as long as they are in the field (each Aura increases the field radius by 5 ft.)

Rise From the Ashes (1 Aura/5 Aura): Nancarus will be reborn 10 days after being killed (normally 30 days).

Unbound From the Wheel: Appear as any creature in the multiverse (does not affect statistics).

Voice of the Stranger: +2 on all Wisdom based checks.

Sebastian the Shadow Souled

Medium Undead Wizard 20

Hit Dice: 20d12 (130 hp)

Initiative: +3

Speed: 30 ft. (6 squares)

Armour Class: 23 (+3 Dex, +2 *amulet of natural armour* +2, +6 *bracers of armour* +6, +2 *ring of protection* +2), touch 15, flatfooted 20

Base Attack/Grapple: +10/+10

Attack: Touch +10 melee (negative energy pulse) or ray +13 ranged (negative energy invest)

Full Attack: Touch +10 melee (negative energy pulse) or ray +13 ranged (negative energy invest)

Special Qualities: Immortal abilities, undead qualities

Saves: Fort: +6, Ref: +9, Will: +13

Abilities: Str 10, Dex 14 (16), Con –, Int 20 (26), Wis 12, Cha 8

Skills*: Channel +11, Concentration +20, Craft (alchemy) +15, Craft (gemcutting) +10, Decipher Script +18, Infuse +19, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (planes) +15, Spellcraft +18

Feats: Brew Potion, Craft Wondrous Item, Forge Ring, Heighten Spell, Maximise Spell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Master (x3), Still Spell

Challenge Rating: 27

Alignment: Neutral Evil

*Sebastian speaks and reads 24 languages. The Games Master can assume he can converse in the native language of any creature he encounters.

Possessions: Amulet of natural armour +2, bracers of armour +6, ring of protection +2, gloves of Dexterity +2, headband of intellect +6.

The shadows solidify around you as crushing cold causes mist to fall from the air. Through the darkness you can make out the form of a tall, thin man clutching an iron-shod staff with bony hands...

Sebastian took his place among the Immortals so long ago only Nancarus (and potentially Yi) can remember a time without him. His power is sufficient to keep most troublemakers off his doorstep, while attracting those who might be of use to him. More than one would-be hero has disturbed his tomb only to become fodder for the next experiment.

Sebastian was an old man, old enough to have lost most of his muscle to the wasting of age, before he became Immortal. He wears soiled robes and a broken/mended rope belt. As he has transitioned into lich-hood his eyes have been replaced with burning red embers, while his flesh continues to shrink down to his bones. Magic manifests in his every motion as little shards of shadows falling from his fingers as they move through the air.

Although no one else remembers his history, Sebastian still feels the driving fear of death that led him to sacrifice his kingdom, his people and his own newborn son to the powers of darkness in return for eternal life. He will deal summarily with anything he perceives as a threat. He also spends enormous amounts of arcane and Immortal energy securing his domain from trespassers. Anyone, mortal, Immortal or god, walking on his lands without permission will suffer his wrath.

Combat

Wizard Spells Known: (4/6/6/6/6/5/5/5/4; **Save DC 18 + spell level**): Sebastian has access to all wizard/sorcerer spells from *PHB* and *Renegade Wizard's Spellbook*, he will prepare spells in accordance with his needs of the moment.

Immortal Attributes

In addition to his impressive magical abilities Sebastian wields the power of a true Immortal. He has focused on the dominion over elemental forces and the development of a handful of powerful servants.

APOTHEOSIS STEP: IMMORTAL

Aura: 35 (21 invested)

Banes:

Ebon Eyes (Ex): Gain darkvision 30 ft., but loses the ability to make Sense Motive or Search Checks.

Eternal Cold (Ex): No longer heals natural, but may use a rebuke undead attempt to heal d4 hit points.

Touch by Shadows (Ex): No longer healed by magic.

BLESSINGS:

Draw in the Light (Ex): As a free action, use a rebuke undead action to cancel a turn undead or positive energy channel attempt within 30 ft.

Night's Soothing Hand (Su): By expending a rebuke undead attempt you touch attack deals 1 negative level (save DC 25 to remove it).

Path to Midnight (Su): Rebuke undead 3/day; effective cleric level 15.

Call Evil Infernal Advisor (8 Aura/0 Aura): As a standard action Sebastian can call into his mind an erinyes to act as an advisor. Sebastian may ask her one question a round that she will answer to the best of her ability.

Call Evil Infernal Champion (16 Aura/0 Aura):

As a standard action, Sebastian may summon a horned devil to defend him. By increasing the Aura invested he may make the following adjustments:

- † +1 Aura increase on ability +2
- † +1 Aura per bonus feat
- † +1 Aura to add a class level to the horned devil
- † +1 Aura to increase HD+2 of the horned devil
- † +2 Aura to share one of the following features that Sebastian possesses: BAB, deflection bonus to AC, natural bonus to AC, one physical ability, one movement rate, one special attack or one special quality (may only be selected once).

Call Evil Undead Archon (16 Aura/16 Aura):

Dread Wraith: 5 levels of sorcerer and +15 CR to legion, marshal a host to kill every firstborn male in Hartridge (CR 48 legion)

Call Evil Undead Sentinel (8 Aura/0 Aura): As a standard action, Sebastian may summon a mohrg to guard as specific location. By increasing the Aura invested he may make the following adjustments:

- † +1 Aura to bond the sentinel to an additional location
- † +1 Aura to add a class level to the mohrg
- † +1 Aura to increase HD +2 to the mohrg

DOMINION OVER ELEMENTAL NEGATIVE ENERGY

Grasp with Shadows (1 Aura/0 Aura): Gain +1 deflection bonus to AC and +1 damage to a weapon held (each Aura adds 1 to the deflection or the damage bonus) or dampen energy or force effects so they do one less dice as a immediate action (each Aura reduces the damage by an additional dice, this ability must be reset by a standard action)

Invoke the End of All Things (1 Aura/0 Aura):

As a standard action gain the ability to negate one condition, disease or poison as a free action (each Aura grants one additional negation before the Aura needs to be reset) or charge a touch attack with negative energy that deals 1d4 points of damage to living targets and one negative level (DC 19, Reflex negates all damage) (each Aura adds 1d4 points of damage and negative levels)

Speak with the Voice of Ash and Dust (1 Aura/0 Aura):

As a standard action gain the ability to rebuke undead as a cleric of 10th level as a free action (each Aura grants an additional use of this ability before it needs to be reset) or heal an undead 1d8 hit points or grant it a +2 bonus to one ability for ten rounds (each aura increase the healing by 1d8, add 1d4 points to one ability or increase the undead one size category. Aura invested using this option does not recover for 1 hour.)

DOMINION OVER ELEMENTAL WIND

Spark the Racing Wind (1 Aura/0 Aura): May fly with poor manoeuvrability at 20 ft. per round (each Aura increases the speed by 5 ft.) or may use the winds to act as *telekinesis* (CL 12) for a single target (each Aura increases the number of targets by one or the weight by 200 lbs.

Take Up with the Wind (1 Aura/0 Aura): May *teleport* (CL 12) as a free action (each Aura increases the number of *teleports* allowed before the Aura must be reset by a standard action) or forcibly *teleport* (DC 30) a target with a touch attack (each Aura increases the range by 5 ft. (and makes the attack a ranged touch attack)).

Trap within the Chains of Will (1 Aura/0 Aura):

Can create weapons or armour from their body (each Aura adds a +1 enhancement bonus or a equivalent special ability), these items can be shared but the possessor takes 1d8 nonlethal damage per round or create a normal environmental effect within 1 mile radius (each Aura increases the radius by 1 mile or the damage dealt by the environmental effect by 1 dice).

Frozen Heart (0 Aura/4 Aura): undead type; no damage from the sunlight per round, Will save 22 to use gifts in sunlight

MASTERY OF MYTHIC EVIL

Call Cold Shadow (1 Aura/0 Aura): Can create weapons or armour from their body (each Aura adds a +1 enhancement bonus or a equivalent special ability) or create an evil item that deals one negative level to good creatures, anyone holding an evil item must make a Will save (DC 30) or become evilly-aligned while they possess the item.

Command to Bear Bitter Fruit (1 Aura/0 Aura):

Gain +1 bonus to a skill check or attack roll against good creatures (each Aura increase the bonus by 1) or target a good creature within line of sight with a ranged touch attack and deal 1d8 damage that ignores all resistances and damage reductions (each Aura increases the damage by 1d8).

Corrupt Like Ink in Water (1 Aura/0 Aura):

Gain +1 deflection bonus to AC, +1 resistance bonus to saves and SR 15 versus good spells (each Aura grants a +1 bonus to one of the listed effects) or generate a field of evil thoughts in a 5 ft., all within this range must make a Will save (DC 30) or act in a evil manner as long as they are in the field (each Aura increases the field radius by 5 ft.)

MASTERY OF MYTHIC LAW

Draw a Path to the Sky (1 Aura/0 Aura): Build a trap that can absorb 10 points of energy damage or one level of spells (each Aura increase the spell level by one or the energy absorbed by 10) this trapped energy can be released as a ranged touch attack with a range of 60 ft. or create a 5 ft. square field that can absorb ten dice of damage or 10 spell levels.

Guide with Law's Hand (1 Aura/0 Aura): Gain +1 deflection bonus to AC, +1 resistance bonus to saves and SR 15 versus chaotic spells (each Aura grants a +1 bonus to one of the listed effects) or generate a field of lawful thoughts in a 5 ft., all within this range must make a Will save (DC 30) or act in a lawful manner as long as they are in the field (each Aura increases the field radius by 5 ft.)

Order the Seasons (1 Aura/0 Aura): Generate a healing pool that heals 10 hit points if hit points fall below zero (each Aura increases the pool's healing by 5 points) or your touch heals 1d8 hit points or one ability point (each Aura increases the healing by 1d8 hit points or one ability point); this healing can bring back the dead if used within one minute of the target reaching -10 hit points.

Mountains and Clouds (0 Aura/0 Aura): Successful save redirects effect into the environment at an object within 40 ft.

The Infernum

The Infernum is a plane of torment created for the *Book of the Planes* as an alternative to the traditional nine hells described in *Paradise Lost*. In the Infernum both demon and devil live in the same environment and the distinction between them is more of a class structure than opposing alignments. In the Infernum, all demons and devils are governed by the noble devil caste. This concept was first expanded upon in *The Book of Hell* and then still further in the enormous *Infernum RPG* line of books.

The Noble Devils

Noble devils are a subspecies of fiend. They do not belong to the military devil family and have several characteristics that set them apart from the majority of devils. They have a great interest in the upper world, modelling their society upon it in ways that both parody the better achievements of humans and humanoids and celebrate all that is worst about them. Noble devils believe in subtlety over brute force, corruption over carnage. They hold to the principle that one can achieve much more evil in the word with a few well-chosen words and a carefully pitched appeal to the worst in human nature than with a full-on assault.

Unusually for devils, they dress in a very similar way to mortals. The ultimate ideal of the noble devils is to create Hell on Earth and it seems that they believe the transition will be easier if Earth is parodied in Hell. Noble devils often walk among mortals, imitating them and sowing the seeds of evil among them. It is much easier to do this convincingly if you are already acclimatised to mortal society by having lived in your own version of it on your home plane. Noble devils visit the Prime Material plane much more often than any other breed. As the devils leave their evil festering in the upper world, so that it comes closer to resembling the Hell they wish it to be, they bring more and more of the upper world's ways and styles back with them.

The other reason for emulating mortals is simple boredom and a wish for novelty. The devils have eternity in which to amuse themselves and many pastimes grow stale after the first thousand repetitions; there are only so many ways to pour molten lead into the sawn-open skull of a damned soul, so many different shapes you can twist a body into. The infinite variety of the upper world races, especially the humans, is inspiring to the noble devils, who use it to tickle their jaded palates. Noble devils are much more humanlike in their thinking than the military devils are. The military species are devils of a monstrous, near-bestial kind, lacking subtlety and artifice, while the noble devils are given to plotting, advanced calculation and the development of cunning schemes. Military devils are all shrieks and roars and frenzied carnage when in combat. Noble devils, by contrast, are precise and ruthless.

The noble devils all belong to one of the nine great houses, or to a lesser line that is affiliated to one of the families. These families are detailed below.

Notable Members of House Astyanath

The head of House Astyanath is always female and given the honorific title of the Mater Lachrymae (Mother of Tears); the current holder of the title is the Majestrix Irania de Malfaisance, a statuesque devilqueen whose body is covered in blazing tattoos.

The Majestrix Irania: Female noble devil Sor 20; CR 28; Medium outsider (lawful, evil); HD 9d8+36 plus 20d4+80; hp 159 (48 points lost to piercings); Init +10; Spd 30 ft, fly 40 ft, (good); AC 24 (+6 Dex, +8 natural) touch 16, flat-footed 18; Base attack: +19; grp: +21; Atk +26 melee (1d8+7 plus 1d6 fire plus laceration, +5 *flaming flail of laceration*) or +21 melee (1d3+2, claw); Full Atk +26/+21/+16/+11 melee (1d8+7 plus 1d6 fire plus laceration, +5 *flaming flail of laceration*) or +21 melee (1d3+2, claw); Space/Reach 5 ft./5 ft; SA spell-like abilities, *summon devil*; SQ damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, polymorph, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft.; AL LE; SV Fort +16, Ref +18, Will +24; Str 14, Dex 22, Con 18, Int 21, Wis 22, Cha 24.

Skills and Feats: Bluff +45, Concentration +29, Craft (alchemy) +12, Craft (jewellery) +23, Disguise +19, Diplomacy +23, Hide +18, Intimidate +34,



Knowledge (arcana) +23, Knowledge (nobility & royalty) +14, Knowledge (the planes) +20, Knowledge (religion) +23, Listen +18, Move Silently +18, Search +13, Sense Motive +21, Spellcraft +23, Spot +18; Dodge, Combat Expertise, Improved Feint, Persuasive, Combat Casting, Weapon Focus (ray), Improved Initiative, Empower Spell, Quicken Spell, Enlarge Spell.

Spell-like abilities (Sp): At will – *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 21), *major image* (DC 20), *pyrotechnics* (DC 19), *scorching ray* (three rays), *symbol of pain* (DC 22), *unholy blight* (DC 21), *wall of fire* (DC 21). The caster level is 12th. The save DCs are Charisma based.

Polymorph (Su): Irania's alternate form is of a tall, bald, elven female with a cruel smile and extensive tattoos, a trait from her devil shape that she refuses to conceal.

Summon Devil (Sp): Once per day, Irania can attempt to summon 2d10 lemures, 1d4 bearded devils or one erinyes with a 20% chance of success. This ability is the equivalent of a 3rd level spell.

Spells Known: (6/8/8/8/7/7/7/6/6; save DC 17 + spell level); 0th level: *resistance*, *daze*, *mending*, *message*, *detect magic*, *read magic*, *touch of fatigue*,

mage hand, *arcane mark*, 1st level: *protection from chaos*, *protection from good*, *mage armour*, *true strike*, *identify*; 2nd level: *resist energy*, *detect thoughts*, *hideous laughter*, *touch of idiocy*, *cat's grace*; 3rd level: *magic circle against good*, *magic circle against chaos*, *fireball*, *vampiric touch*; 4th level: *arcane eye*, *crushing despair*, *phantasmal killer*, *enervation*; 5th level: *dominate per son*, *feblemind*, *nightmare*, *waves of fatigue*; 6th level: *greater dispel magic*, *symbol of persuasion*, *chain lightning*; 7th level: *banishment*, *plane shift*, *mass hold person*; 8th level: *binding*, *mass charm monster*, *horrid wilting*; 9th level: *weird*, *energy drain*, *wail of the banshee*.

Treasure: Kindness, her +5 *flaming flail of laceration*; 6 *Astyanath Piercing Rings*.

+5 Flaming Flail Of Laceration (Axiomatic, Unholy): This is an iron-handled lash whose three strands have clearly come from one of Hell's black rose bushes, as they writhe and surge towards any potential victim, eager to slake their inch-long thorns in blood. As it is an axiomatic, unholy weapon, it deals an additional 2d6 damage upon any creature of Chaotic alignment and an additional 2d6 damage upon any creature of Good alignment. Any chaotic or good creature attempting to wield it gains a negative level while the weapon is wielded.



The flail is so thickly set with cruel thorns that it deals slashing rather than bludgeoning damage and functions as a *wounding* weapon, inflicting a point of Constitution damage from blood loss whenever it hits a creature (see *Core Rulebook II*). In addition, any creature struck by the *flail* must make a Fortitude saving throw (DC 20) or be wracked with agony as if by a *symbol of pain*. This agony lasts for one hour.

Three of these objects are known to exist, each one named. That borne by Irania is called *Kindness*; the others are called *Charity* and *Compassion*. Whether this reflects some part of the Astyanath philosophy of pain or whether it is simply an ironic joke is unknown.

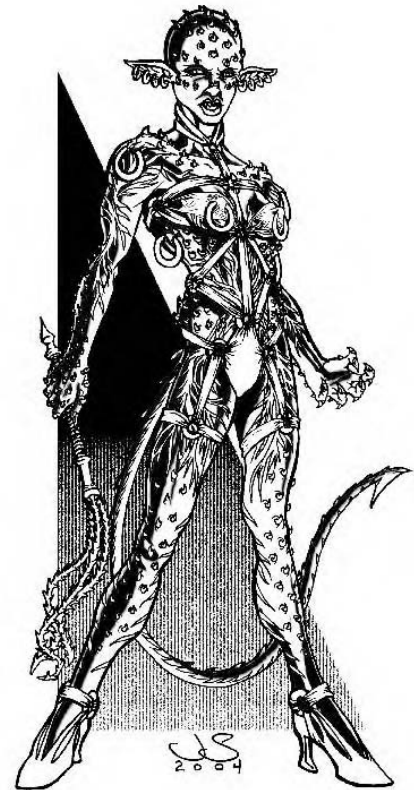
Astyanath Piercing Rings

The body jewellery sported by so many members of the Astyanath house, made for them by the chain devils and enchanted by their own dedicated spellcasters, is not only ornamental but also functional. Each ring must be forcibly driven through the flesh of the wearer and hammered shut in order to function.

The piercing process for each ring deals 3d4 points of damage that can never be healed so long as the ring is worn. Once removed, it heals naturally. The technique for fitting the piercing is kept within the Astyanath house. Unless the ring is fitted in the proper way, it will not function.

Each ring has a damage absorption function, conferring a *stoneskin* effect upon the wearer and giving him or her a damage reduction of 10/adamantine. Any one ring may prevent a total of 150 points of weapon damage, after which it is exhausted. Once one ring has been exhausted, the next takes over. They do not function simultaneously. Any one creature may wear a maximum of six of these piercing rings. They do not count as 'rings' for the purpose of determining how many magical items a creature may use at once.

The members of House Astyanath keep these magical piercing rings for their own immediate households and their most loyal servants. They are a badge of rank as well as a form of personal armour. Any member of the house or important servant who has proven their loyalty may wear one, heads of households are entitled to two, regional estate commanders may wear three, senior lords within the family are given four, the immediate relatives of the head of house are allowed five and only the head of the house herself is allowed to wear the full six.



The rings have an additional function. They compel obedience. When a ring-wearing creature wears fewer of the Astyanath rings than another creature, it suffers a -2 penalty to Will saving throws against spells and spell-like abilities from that creature for every ring that the senior creature has. For example, if an Astyanath of four rings cast a spell upon one of two rings, the latter would suffer a -4 penalty to its Will saving throw. Mortals are sometimes persuaded to accept a ring as a 'reward', only to find that it makes it far harder for them to escape from abject thralldom to the Astyanaths. Of course, if they are serving willingly, then they *welcome* this domination...

Notable Members of House Carthenay

The head of House Carthenay is called the Great Mammon (this is actually a title, not a proper name, a point which has greatly confused mortal researchers) and the position currently belongs to Grand Duke Contumacius von Berrengnath, a monocle-wearing devil who appears to be many thousands of years old, so hoary and decrepit is he. This haggard appearance disguises his true nature,

which is lightning-quick and lethal when he chooses to be. His teeth have long since been lost and replaced with carved diamonds, which have nothing of their original beauty left, now that centuries of tobacco-tinged drool have dribbled over them.

Contumacius von Berrengnath: Male noble devil Rog 20; CR 28; Medium outsider (lawful, evil); HD 9d8+36 plus 20d6+80; hp 227; Init +11; Spd 30 ft.; AC 25 (+7 Dex, +8 natural) touch 17, flat-footed 18; Base Atk: +24; gRP: +26; Atk +31 melee (1d6+6 plus 1d6 fire, +4 *flaming hellfork of impaling*) or +31 melee (1d3+2, claw); Full Atk +31/+26/+21/+16 melee (1d6+6 plus 1d6 fire, +4 *flaming hellfork of impaling*) or +31 melee (1d3+2, claw); Space/Reach 5 ft./5 ft.; SA spell-like abilities, *summon devil*; sneak attack 10d6 SQ damage reduction 5/good, darkvision 60 ft, evasion, immunity to fire and poison, improved uncanny dodge, polymorph, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft.; AL LE; SV: Fort 16, Ref 25, Will 18; Str 14, Dex 24, Con 18, Int 21, Wis 22, Cha 22.

Skills and Feats: Appraise +30, Balance +37, Bluff +22, Concentration +15, Craft (trapmaking) +10, Decipher Script +36, Disguise +16, Diplomacy



+20, Disable Device +38, Forgery +36, Gather Information +25, Hide +26, Intimidate +31, Knowledge (the planes) +17, Knowledge (history) +17, Listen +17, Move Silently +26, Open Lock +37, Search +12, Sense Motive +18, Sleight of Hand +38, Spot +18, Use Magic Device +18, Use Rope +23; Dodge, Combat Expertise, Improved Feint, Persuasive, Improved Initiative, Weapon Finesse, Mobility, Spring Attack, Combat Reflexes, Weapon Focus (hellfork).

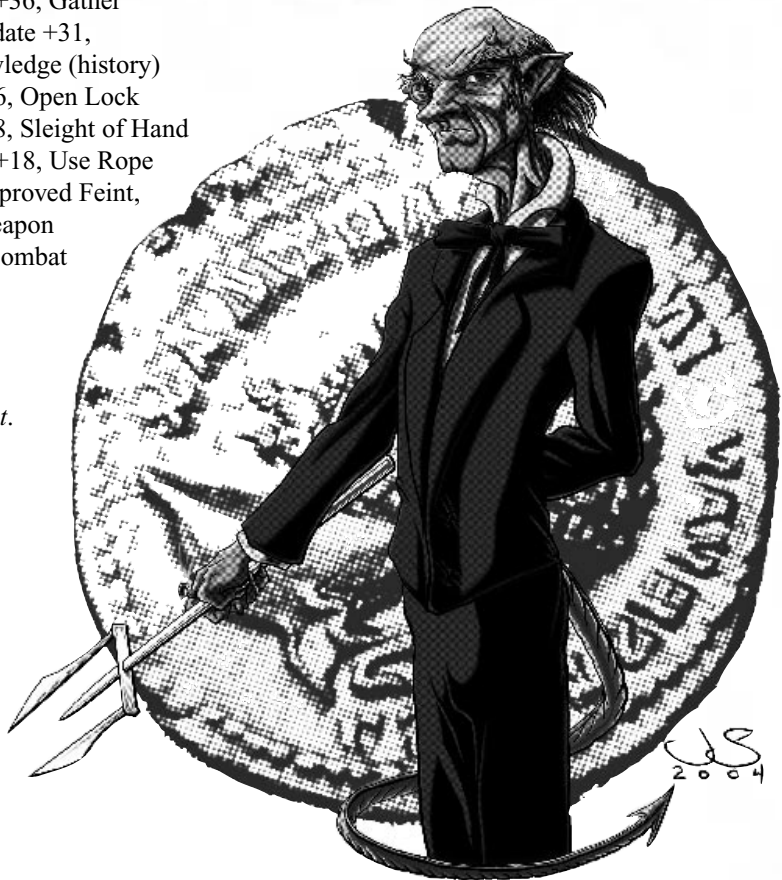
Treasure: +4 flaming hellfork of impaling (see below), +5 ring of protection, monocle of miserly sight. Contumacious' personal treasury contains some five hundred million gold pieces in Hell's Gold.

Spell-like abilities (Sp): At will – *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 20), *major image* (DC 19), *pyrotechnics* (DC 18), *scorching ray* (three rays), *unholy blight* (DC 20), *wall of fire* (DC 20); 3/day - *screying* (DC 20). The caster level is 12th. The save DCs are Charisma-based.

Polymorph (Su): Contumacious' alternate form is of a short, tubby, jovial old human banker, remarkably like Mister Pickwick as created by Charles Dickens. He retains his *monocle of miserly sight* when in this form.

Summon Devil (Sp): Once per day, Contumacious can attempt to summon 2d10 lemures, 1d4 bearded devils or one erinyes with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

+4 Flaming Hellfork Of Impaling (Axiomatic, Unholy): This magical light hellfork (see above) has the name of Morton and is as greedy for the blood of enemies as its owner is for their possessions. If it scores a hit, its barbs clamp into the flesh of the target, keeping the hellfork locked fast in the target's body. On each round after this, it automatically hits and causes maximum damage. The wielder's Strength bonus is not included in this, as the wielder only drives the hellfork in once. A person impaled by the hellfork can attempt to pull it out of his body as a standard action, if he has a free hand to do so. Another person can also attempt to do this. A successful Strength check at a DC of 25 is



required to achieve this; whether or not the check is successful, the hellfork deals damage as if it had scored a hit (though not automatically scoring maximum damage) with every attempt to extract it, as the barbs rip and tear at the flesh. The wielder may summon the hellfork back to his hand as a free action, so long as he is within 200 feet of it. Contumacious' preferred tactic is to sneak attack his foes with Morton, *teleport* away to a safe distance and watch as the victim struggles to pull Morton out of his body. Should he succeed, Contumacious simply summons Morton back to his hand and either retreats or finds a spot to hurl Morton from again.

Monocle Of Miserly Sight: This is a gold-rimmed crystal lens on a chain that fits snugly over one eye. It gives the user extraordinary precision of sight, with the following magical effects:

- † Continual +5 insight bonus to all Appraise and Search skill checks.
- † Continual *true seeing*.
- † Ability to produce *true strike* three times per day.

Notable Members of House Glabretch

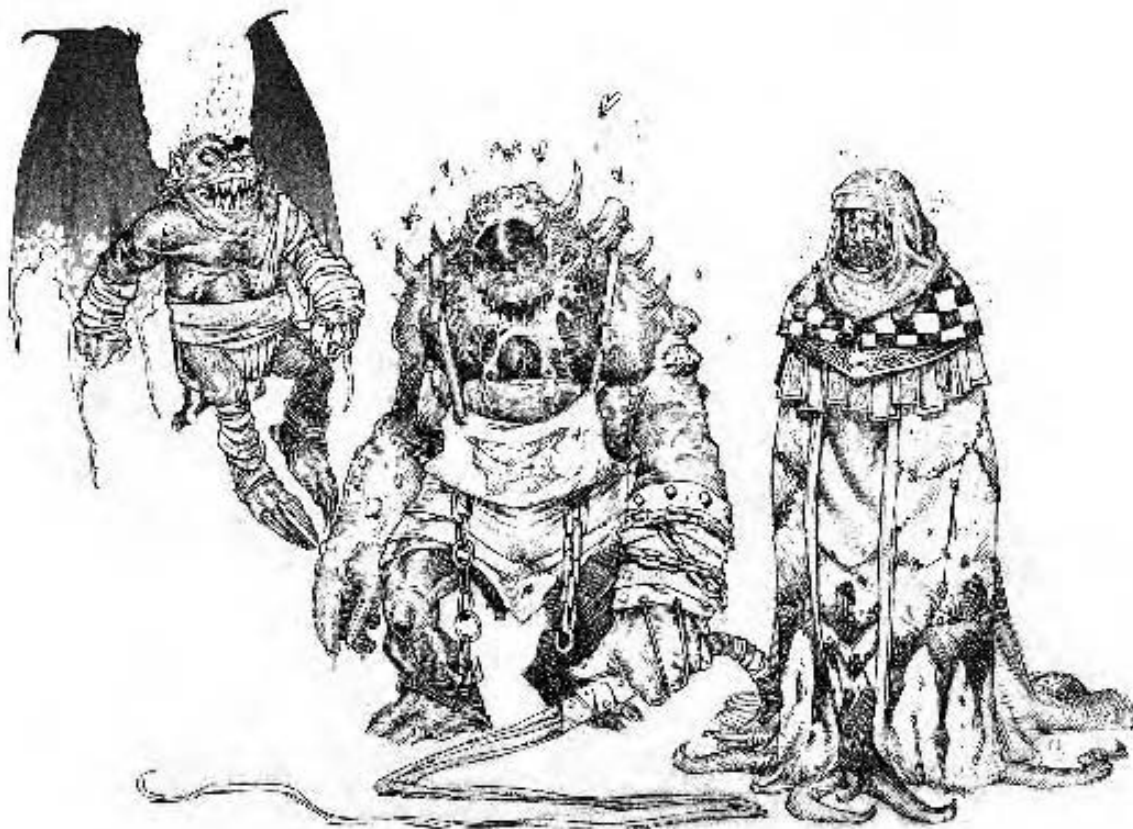
The head of House Glabretch is Duke Festenadi. His chosen disease is leprosy, which he has allowed to eat into his extremities, so much so that several of his crooked fingers are missing and he no longer has a bottom jaw. Duke Festenadi does not care for robes or clothing, choosing instead to wear lengths of bandage wrapped around his body, so that he looks like a living mummy with horns poking from his swaddled head.

Duke Festenadi: Male noble devil Ftr 20; CR 28; Medium outsider (lawful, evil); HD 9d8+36 plus 20d10+83; hp 270; Init +10; Spd 30 ft; AC 24 (+6 Dex, +8 natural) touch 16, flat-footed 18; Base Atk: +29; Grp +33; Atk +40 melee (2d4+13/18–20 plus disease, +5 *Festering Falchion*) or +41 ranged touch (entanglement plus disease, +4 *Net Of Stifling Fevers*, see below) or +33 melee (1d3+4 plus disease, claw); Full Atk +40/+35/+30/+25 melee (2d4+13/18–20x2 plus disease, +5 *Festering Falchion*) or +33 melee (1d3+4 plus disease, claw); Space/Reach 5 ft./5 ft; SA disease transmission, spell-like abilities, *summon devil*; SQ damage reduction 5/good, darkvision 60 ft., immunity to

disease, fire and poison, polymorph, resistance to acid 10 and cold 10, see in darkness, stench, spell resistance 20, telepathy 100 ft.; AL LE; SV: Fort +22, Ref +18, Will +17; Str 18, Dex 22, Con 18, Int 21, Wis 21, Cha 20.

Skills and Feats: Bluff +43, Concentration +21, Craft (weaponmaking) +21, Disguise +22, Diplomacy +21, Hide +20, Intimidate +39, Knowledge (the planes) +20, Knowledge (obscure diseases) +22, Knowledge (poisons) +21, Listen +22, Move Silently +26, Search +21, Sense Motive +27, Spot +37; Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (net), Great Cleave, Greater Weapon Focus (falchion), Greater Weapon Focus (net), Greater Weapon Specialisation (falchion), Improved Feint, Improved Initiative, Mobility, Persuasive, Power Attack, Spring Attack, Toughness, Weapon Focus (falchion), Weapon Specialisation (falchion), Weapon Focus (net), Whirlwind Attack.

Disease Transmission (Su): Any successful hit that Duke Festenadi makes with a weapon or with a claw exposes the target to infernal leprosy. This disease deals 1d4 Charisma damage, has an incubation period of three days and a Fortitude saving throw (DC 22).





Spell-like abilities (Sp): At will – *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *major image* (DC 18), *pyrotechnics* (DC 17), *scorching ray* (three rays), *unholy blight* (DC 19), *wall of fire* (DC 19), 3/day - *screying* (DC20). The caster level is 12th. The save DCs are Charisma based.

Polymorph (Su): Duke Festenadi's human form is of a healthy, bearded merchant in fine robes, drenched in perfume in order to conceal the stench of disease. He has long since learned that mortals find the Glabretch hard to stomach when they appear in their full revolting glory, so adopts a form less likely to dissuade them from dealing with him.

Summon Devil (Sp): Once per day, Duke Festenadi can attempt to summon 2d10 lemures, 1d4 bearded devils or one erinyes with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

+5 Festering Falchion (Axiomatic, Unholy): The signature weapon of House Glabretch is the festering falchion, a great curved blade of rusty metal that

drips a thin black discharge. The wounds that it creates hiss and bubble, infected with the filth scraped from the bottommost dregs of Hell. Any creature struck by the *festering falchion* must make a Fortitude saving throw (DC 20) or instantly become infected by a devouring disease that spreads out from the wound and eats away at the body's tissues. This disease is so rapacious that it takes over the body immediately (with no incubation period) and deals damage every hour instead of every day. The damage is 1d4 Constitution. Only good-aligned magical healing can counter the wasting sickness that the *festering falchion* deals.

+4 Net Of Stifling Fevers: This unusual net appears to have been woven from scraps of old bloodstained rag, grimy hospital blankets torn into long strips and lengths of filthy bandage. When thrown, it trails loose strips of cloth behind it, looking more like the severed head of a mummy than a net. If the *net* entangles a target, he is assailed by a multitude of sicknesses and is steadily exhausted as the *net* drains his energy away. For every round of entanglement, the victim must make a saving throw against a disease (determined randomly) or become infected by it. It is possible for a victim who struggles with the *net* for a long time to become infected by many different ailments. The stifling effect of the *net* deals 1d6 nonlethal damage per round upon a target trapped within it.

The magic of the *net* increases the DC of the Escape Artist skill check needed to wriggle out of it by +4, for a total DC of 24. The Strength ability score check needed to burst the *net* is similarly raised by +4, to 29.

Helm Of The Plague-Fly: Duke Festenadi's battle helmet is shiny and bulbous, resembling the head of a common housefly, with colander-like metal eyes, a leather head-covering with short metal 'hairs' and a trumpet-like mouthpiece at the front. When worn, the helm confers a +3 deflection bonus to Armour Class. The wearer may also call upon the following abilities of the *helm*, which have an effective caster level of 18:

- † *Fly* with Good manoeuvrability at will.
- † *Insect plague* three times per day, by blowing through the mouth-trumpet.
- † *Acid arrow* at will, manifested as a vomited missile from the mouth.

Parasites

Parasite	Type	Damage	Establishment	Treatment	Saving Throw DC
Belly Larvae	Intestinal	3 Dex	3 days	Purgative	8
Tapeworm	Intestinal	2 Con	7 days	Purgative	10
Needleworm	Intestinal	1 Con, 1 Str	4 days	Purgative	12
Boil Goblins	Subcutaneous	3 Cha, 1–3 hit points per day	1 day	Cautery	6
Bore Worm	Subcutaneous	1 Dex per day	1 day	Acid	10
Ear Slug	Subcutaneous	–4 to all Listen checks	1 hour	Extraction	See <i>The Book of Hell</i>
Jiggers	Subcutaneous	2 Dex, half movement rate	1 day	Knife	See <i>The Book of Hell</i>
Flea	Skin/Hair	2 Dex, –4 to all Concentration skill checks	5 hours	Fumigation	18
Louse	Skin/Hair	2 Dex, Difficulty Sleeping	5 hours	Alchemical Soap	8
Scrutters	Skin/Hair	2 Cha	4 hours	Cautery, Knife	See <i>The Book of Hell</i>
Tick	Skin/Hair	1–4 hit points	4 hours	Fire	None

Notable Members of House Haimon

The head of House Haimon is Balsfemerros. It is a seven-foot tall, skeleton-thin specimen of the Haimons, who is respected and feared by undead across the planes. The gender of Balsfemerros is unknown. The features are too shrivelled, the face stretched into a permanent skeletal grin, for any observer to be able to ascertain whether Balsfemerros be male or female.

When in its own chambers, which is virtually all of the time, it is habitually dressed in a garment like a long, rotting wedding dress, which may indicate that it is of the feminine gender, or may just prove that Balsfemerros has not been fully sane for a very long time. Balsfemerros is utterly reclusive and does not allow itself to be disturbed for anything other than the most important news. Only a select few members of the house are allowed into its presence, to bring new information and to receive instructions.

Balsfemerros: Noble devil of unknown gender Clr 20; CR 28; Medium outsider (lawful, evil); HD 9d8+36 plus 20d8+80; hp 247; Init +10; Spd 30 ft.; AC 23 (+6 Dex, +7 natural) touch 16, flat-footed 17; Base Atk: +24; Grp: +26; Atk +32 melee (2d4+8/x4 plus 1d6 fire, +5 *flaming scythe of severance*) or +26 melee (1d3+2, claw); Full Atk +32/+27/+22/+17 melee (2d4+8/x4 plus 1d6 fire, +5 *flaming scythe of severance*) or +26 melee (1d3+2, claw) and +21 melee (2d4+2 plus poison, tail); Space/Reach 5 ft./5 ft.; SA spell-like abilities, *summon devil*; SQ damage reduction 5/ good, darkvision 60 ft., immunity to fire and poison, polymorph, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft.; AL LE; SV: Fort +22, Ref +18, Will+24; Str 14, Dex 22, Con 18, Int 21, Wis 24, Cha 22.

Skills and Feats: Bluff +24, Concentration +36, Craft (bone carving) +15, Disguise +20, Diplomacy +38, Hide +20, Intimidate +26, Knowledge (arcana) +37, Knowledge (religion) +19, Knowledge (the planes) +19, Listen +21, Move Silently +38, Search +15, Sense Motive +21, Spellcraft +32, Spot +14:



Dodge, Combat Expertise, Improved Feint, Combat Casting, Persuasive, Improved Initiative, Mobility, Spring Attack, Combat Reflexes, Weapon Focus (scythe).

Spell-like abilities (Sp): At will – *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 20), *major image* (DC 19), *pyrotechnics* (DC 18), *scorching ray* (three rays), *unholy blight* (DC 20), *wall of fire* (DC 20); *animate dead* three times per day; *create undead* once per day. The caster level is 12th. The save DCs are Charisma-based.

Polymorph (Su): Balsfemeros' human form, which it does not often adopt, is of a hooded, cloaked person so aged and hairless that its gender is no easier to determine than when it is in devil form.

Summon Devil (Sp): Once per day, Balsfemeros can attempt to summon 2d10 lemures, 1d4 bearded devils or one erinyes with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

Spells Prepared: (6/7+1/7+1/7+1/6+1/6+1/5+1/5+1/4+1/4+1, save DC 16 plus spell level); 0th level: *detect magic*, *detect poison*, *guidance* x2, *read magic*, *resistance*; 1st level: *bane*, *cause fear*, *curse water*, *detect undead*, *detect good*, *divine favour*,

protection from chaos, *shield of faith*; 2nd level: *bear's endurance*, *bull's strength*, *death knell*, *darkness*, *desecrate*, *hold person*, *resist energy*, *undetected alignment*; 3rd level: *animate dead* x2, *bestow curse*, *inflict serious wounds* x2, *invisibility purge*, *magic circle against chaos*, *magic circle against good*; 4th level: *death ward*, *dimensional anchor*, *discern lies*, *dismissal*, *divine power*, *inflict critical wounds* x2; 5th level: *dispel chaos*, *dispel good*, *greater command*, *plane shift*, *slay living*, *true seeing*, *unhallow*; 6th level: *banishment*, *blade barrier*, *create undead* x2, *harm*, *inflict moderate wounds (mass)*; ; 7th level: *blasphemy*, *destruction* x2, *dictum*, *inflict serious wounds (mass)*, *repulsion*; 8th level: *dimensional lock*, *create greater undead*, *fire storm*, *inflict critical wounds (mass)*, *greater spell immunity*; 9th level: *implosion*, *soul bind*, *storm of vengeance*, *wail of the banshee* x2.

Domain Power: Balsfemeros may use a death touch once per day. Its death touch is a supernatural ability that produces a death effect. It must succeed on a melee touch attack against a living creature using the rules for touch spells. When he touches a living creature, roll 20d6; if the total at least equals the creature's current hit points, it dies, with no saving throw allowed.

+5 Flaming Scythe Of Severance (Axiomatic, Unholy): The weapon that Balsfemeros wields is symbolic of swift death and severance of the soul from the body. It is one of the only items in creation that can sever the silver cord of an astrally projected person. If the scythe is wielded against a person who is travelling by means of an *astral projection* spell, so that their silver cord is manifest, Balsfemeros can attempt to attack it. For the purposes of attacks by the *scythe of severance*, the silver cord has the same base Armour Class as the character, discounting any armour or shield bonuses and adding a +4 size bonus. If 20 or more points of damage are dealt to it in one blow, it is severed and the character dies. Otherwise, the attack has no effect. If a natural 20 is rolled when attacking an astrally projected character, the silver cord is instantly severed, killing the victim.

Note that the silver cord is only visible when an astrally projected character is on the astral plane proper. If the character then formulates a body on one of the Outer Planes, the silver cord is no longer visible and benefits from full concealment. Others

Notable Members of House Oblurott

The head of House Oblurott is the monstrous Hurgblotten, a mountain of blubber with gleaming black horns and a constantly smirking, constantly drooling mouth as wide in his face as a bullfrog's. He is habitually dressed in a blood-spattered butcher's apron and carries a huge cleaver which he keeps razor-sharp with a whetstone carried in the apron pocket; he has a very unpleasant habit of whetting the blade while he is talking, which makes his audience deeply uneasy. It is his proud boast that he has devoured ten million souls since the foundation stones of Hell were laid.

Hurgblotten delights in the title of 'Hell's Butcher' and makes a point of appearing at functions draped in the sausages that he has made out of his political opponents. His lair is constantly smoky from the sulphurous fires that he uses to cure his many hanging carcasses. Those few unfortunate mortals who have seen the inside of Hurgblotten's larder and found out the fate of the heroes sent to bring his rule to an end have taken the sight with them to



their graves; dedicated paladins and clerics of good deities now swing from S-shaped hooks, reduced to so much brisket.

Hurgblotten: Male noble devil Ftr 20; CR 28; Medium outsider (lawful, evil); HD 9d8+36 plus 20d10+800; hp 267; Init +10; Spd 20 ft; AC 26 (+6 Dex, +10 natural) touch 16, flat-footed 20; Base Atk: +29; Grp: +33; Atk +40 melee (2d4+13/18–20, +5 *slaughterer's cleaver*) or +33 melee (1d3+4, claw); Full Atk +40/+35/+30/+25 melee (2d4+13/18–20, +5 *slaughterer's cleaver*) or +33 melee (1d3 plus 4, claw); Space/Reach 5 ft./5 ft; SA swallow whole, spell-like abilities, *summon devil*, vomit; SQ damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, polymorph, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft.; AL LE; SV: Fort +22, Ref +18, Will+17; Str 18, Dex 22, Con 18, Int 21, Wis 21, Cha 21.

Skills and Feats: Bluff +43, Concentration +21, Craft (cooking) +23, Disguise +22, Diplomacy +23, Hide +22, Intimidate +39, Knowledge (the planes) +23, Knowledge (nature) +22, Listen +23, Move Silently +26, Search +16, Sense Motive +27, Spot +37; Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (cleaver), Greater Weapon Specialisation (cleaver), Improved Feint, Improved Initiative, Mobility, Spring Attack, Weapon Focus (cleaver), Improved Unarmed Attack, Improved Grapple, Persuasive, Power Attack, Improved Sunder, Improved Disarm, Weapon Specialisation (cleaver), Whirlwind Attack.

Vomit (Ex): Hurgblotten can vomit over opponents, possibly causing them acid damage and sickening them. See above for details of this special ability.

Swallow Whole (Ex): Hurgblotten can attempt to swallow a grabbed opponent whole by making a successful Grapple check; see above for the rules.

Spell-like abilities (Sp): At will – *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 19), *major image* (DC 18), *pyrotechnics* (DC 17), *scorching ray* (three rays), *unholy blight* (DC 19), *wall of fire* (DC 19), 3/day – *screaming* (DC 19). The caster level is 12th. The save DCs are Charisma-based.

Polymorph (Su): Hurgblotten's alternate form is utterly unlike his devil-shape. In order to beguile mortals, he takes the shape of a small boy of around 10 years in age, with a cheeky grin and bright blue eyes. While in this form, he tempts adults and children alike into his clutches, adding them to the stockyards of Hell.

Summon Devil (Sp): Once per day, Hurgblotten can attempt to summon 2d10 lemures, 1d4 bearded devils or one erinyes with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

+5 Slaughterer's Cleaver: This huge length of sharpened magical iron has a hole in one end, so that Hurgblotten can hang it from a hook when not in use. It is so keen that it can strike right through the bones of a joint with a well-placed blow. The weapon has the vorpal quality; on a roll of natural 20, with a second roll to confirm a critical hit, the head of the victim is struck from his shoulders.

Notable Members of House Riethii

The head of House Riethii is given the title of High Voluptuary, with the title currently residing with the self-affirmed Queen of Sin, Lady Barbelion. She is a visually stunning devil with red hair that glows like hot embers. Barbelion is always found in the company of her mount, a fiendish pyrohydra with seven heads, named Thero. She is always intoxicated, sometimes to a minor degree in which she can still communicate coherently, sometimes so much so that she cannot speak except to cast spells or roar a battle cry.

When in her full glory, as depicted in prophetic tapestries and illuminated copies of the Apocalypse Texts, she is shown riding on the seven-headed fire breathing monster with the Chalice of Abominations in one hand, the Rod of Dissolution in the other, her *flaming greatsword* slung from a scarlet girdle at her waist and the golden Crown of Blasphemies sitting slightly lopsided on her head, as if it were slightly too big for her, or she had put it on while drunk.

Lady Barbelion: Female noble devil Ftr 10/Clr 10; CR 28; Medium outsider (lawful, evil); HD 9d8+36 plus 10d10+40 plus 10d8+40; hp 257; Init +10; Spd 30 ft, fly 40 ft. (good); AC 24 (+6 Dex, +8 natural) touch 16, flat-footed 18; Base Atk: +26; Grp: +29; Atk +35 melee (2d6+9/19–20 plus 1d6 fire, +5 *flaming greatsword*) or +29 melee (1d3+3, claw); Full Atk +35/+30/+25/+20 melee (2d6+10/19–20 plus 1d6 fire, +5 *flaming greatsword*) or +29 melee (1d3+3, claw); Space/Reach 5 ft./5 ft; SA spell-like abilities, *summon devil*; SQ damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, polymorph, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft.; AL LE; SV: Fort 24, Ref 18, Will 22; Str 16, Dex 22, Con 18, Int 21, Wis 22, Cha 22.



Skills and Feats: Bluff +22, Climb +11, Concentration +34, Craft (jewellery) +11, Disguise +16, Diplomacy +40, Handle Animal +14, Hide +18, Intimidate +36, Knowledge (arcana) +14, Knowledge (history) +13, Knowledge (religion) +15, Knowledge (the Infernum) +15, Knowledge (the planes) +17, Listen +17, Move Silently +17, Ride +38, Search +12, Sense Motive +18, Spellcraft +25, Spot +18; Dodge, Combat Expertise, Improved Feint, Persuasive, Improved Initiative, Mobility, Spring Attack, Combat Reflexes, Combat Casting, Weapon Focus (greatsword), Mounted Combat, Ride-By Attack, Mounted Archery, Power Attack, Cleave.

Spell-like abilities (Sp): At will – *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 20), *major image* (DC 19), *pyrotechnics* (DC 18), *scorching ray* (three rays), *unholy blight* (DC 20), *wall of fire* (DC 20); *mind fog* (DC 20) three times per day. The caster level is 12th. The save DCs are Charisma-based.

Polymorph (Su): Lady Barbelion's alternate form is of a tall, graceful elf with fiery red hair down to her waist, who smiles frequently and never says a word.

She visits the mortal world very often and has done for many centuries; as elves have long memories, her image has been recorded as something to fear. Pictures of Lady Barbelion in her elven form are found in ancient books of elven lore, with many warnings and speculations as to her true nature written in by wise sages.

The most famous account of Lady Barbelion is in the vision of one of the human prophets, who was once scrying the Infernum and saw her riding Thero out of the flaming sea. He never recovered from the experience and the record is preserved as one of the Apocalypse Texts.

Summon Devil (Sp): Once per day, Lady Barbelion can attempt to summon 2d10 lemures, 1d4 bearded devils or one erinyes with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

Domain Power: As a cleric of the evil domain, Lady Barbelion casts evil spells at +1 caster level.

Spells Prepared: (6/6+1/6+1/4+1/4+1/3+1); 0th level: *detect magic* x2, *guidance* x2, *resistance* x2; 1st level: *bane*, *command*, *curse water*, *divine favour*, *doom*, *protection from good*, *protection from chaos*;

2nd level: *bull's strength, darkness, desecrate, eagle's splendour, enthral, hold person, inflict moderate wounds*; 3rd level: *bestow curse, deeper darkness, dispel magic, magic circle against good, magic circle against chaos*; 4th level: *discern lies, divine power, poison, inflict critical wounds, unholy blight*; 5th level: *greater command, dispel chaos, dispel good, insect plague*.

Thero: Male fiendish pyrohydra with 7 heads; CR 9; Huge magical beast; HD 7d10+38; hp 77; Init +1; Spd 20 ft, swim 20 ft; AC 17 (-2 size, +1 Dex, +8 natural), touch 9, flat-footed 16; Base Atk: +7; Grp: +19; Atk 7 bites +10 melee (1d10+4); Full Atk 7 bites +10 melee (1d10+4); Space/reach 15 ft./10 ft.; SA smite good; SQ darkvision 60 ft., damage reduction 5/magic, fast healing 17, low-light vision, resistance to fire 5, resistance to cold, scent, spell resistance 12; SV Fort +10, Ref +6, Will +4; Str 19, Dex 12, Con 20, Int 3, Wis 10, Cha 9.

Skills and Feats: Listen +7, Spot +7, Swim +12; Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

Smite Good (*Su*): Once per day Thero can make a normal melee attack to deal extra damage equal to his HD (+7) against a good foe.

Notable Members of House Sturrach

The head of House Sturrach is the imposing Count Zarov, whose eyes are icy blue (unique among devils) and whose bald head is offset by his huge black beard. He is in the direct service of the Princes of Hell, who believe that House Sturrach is too dangerous to be wrapped up in the politicking of the infernal houses. The Princes view Zarov as their most reliable assassin. He has managed to infiltrate the demonic command circles and terminate key members on at least three separate occasions, for which the demons have set a two million gold piece bounty on his head, should any mortal be willing to consider the mission of slaying him.

Count Zarov: Male noble devil Rog 10/Rgr 10; CR 28; Medium outsider (lawful, evil); HD 9d8+39 plus 10d6+40 plus 10d8+40; hp 240; Init +11; Spd 30 ft; AC 25 (+7 Dex, +8 natural) touch 17, flatfooted 18; Base Atk: +26; Grp: +29; Atk +34 melee (2d6+10/19-20, +5 *vorpal greatsword*) or +38 ranged (1d8+5 plus 1d6 fire, +5 *flaming longbow*); Full Atk +34/+29/+24/+19 melee (2d6+10/19-20, +5 *vorpal greatsword*) or +38/+33/+28+23 ranged



(1d8+5 plus 1d6 fire, +5 *flaming longbow*); Space/Reach 5 ft./5 ft; SA spell-like abilities, *summon devil*, sneak attack +5d6; SQ damage reduction 5/good, darkvision 60 ft, evasion, immunity to fire and poison, polymorph, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft, uncanny dodge; AL LE; SV: Fort 20, Ref 27, Will 17; Str 16, Dex 24, Con 18, Int 21, Wis 21, Cha 21.

Skills and Feats: Bluff +24, Climb +23, Concentration +36, Craft (jewellery) +21, Disguise +18, Diplomacy +39, Handle Animal +14, Hide +18, Intimidate +38, Knowledge (arcana) +15, Knowledge (history) +20, Knowledge (religion) +22, Knowledge (the Infernum) +22, Knowledge (the planes) +17, Listen +18, Move Silently +18, Ride +38, Search +17, Sense Motive +18, Spellcraft +25, Spot +21; Dodge, Combat Expertise, Endurance, Exotic Weapon Proficiency (greatsword), Improved Feint, Persuasive, Improved Initiative, Manyshot, Mounted Archery, Rapid Shot, Survival, Toughness, Track.

Spell-like abilities (Sp): At will – *greater teleport* (self plus 50 pounds of objects only), 3/day – *scrying* (DC 19). The caster level is 12th. The save DCs are Charisma-based.

Polymorph (Su): Zarov's human form is of a bald, goateed nobleman with a cruel smile.

Summon Devil (Sp): Once per day, Count Zarov can attempt to summon 2d10 lemures, 1d4 bearded devils or one erinyes with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

Spells Prepared: (3/2); 1st level: *alarm*, *longstrider*, *pass without trace*; 2nd level: *bear's endurance*, *wind wall*.

Notable Members of House Zethu

The current head of House Zethu, whose role is that of a research supervisor, is Prince Akkaron, bearer of the Sword detailed below in the section on soulbound items. He is a soft-spoken devil who never seems to become angered and is extremely fond of engaging intelligent opponents in games of chess.

Prince Akkaron: Male noble devil Wiz 20; CR 29; Medium outsider (lawful, evil); HD 9d8+36 plus 20d4+80; hp 207; Init +6; Spd 30 ft; AC 24 (+6 Dex, +8 natural) touch 16, flat-footed 18; Base Atk: +19; Grp: +21; Atk +26 melee (1d8+7/19–20 plus additional effects dependent upon active array,



for which see below, +5 *sword of Akkaron*) or +21 melee (1d3+2, claw); Full Atk +26/+21/+16/+11 melee (1d8+7/19–20 plus additional effects dependent upon active array, for which see below, +5 *sword of Akkaron*) or +21 melee (1d3+2, claw); Space/Reach 5 ft./5 ft.; SA spells, spell-like abilities, *summon devil*; SQ damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, polymorph, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft.; AL LE; SV: Fort +16, Ref +18, Will +24; Str 14, Dex 22, Con 18, Int 24, Wis 22, Cha 21.

Skills and Feats: Bluff +23, Concentration +36, Craft (armoursmith) +25, Craft (weaponsmith) +39, Decipher Script +39, Disguise +17, Diplomacy +21, Hide +18, Intimidate +19, Knowledge (arcana) +39, Knowledge (the planes) +39, Knowledge (religion) +19, Listen +18, Move Silently +18, Search +12, Sense Motive +18, Spellcraft +39, Spot +18; Dodge, Combat Expertise, Improved Feint, Persuasive, Scribe Scroll, Craft Magical Arms & Armour, Craft Wondrous Item, Craft Soul-Bound Item, Craft Rod, Craft Staff, Forge Ring, Quicken Spell, Maximise Spell, Silent Spell.

Spell-like abilities (Sp): At will – *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 20), *major image* (DC 19), *pyrotechnics* (DC 18), *scorching ray* (three rays), *unholy blight* (DC 20), *wall of fire* (DC 20); 3/day: *scrying* (DC 20). The caster level is 12th. The save DCs are Charisma based and include the Zethu racial bonus.

Polymorph (Su): Akkaron's alternate form is of a slender, bald monk with a somewhat dour expression.

Summon Devil (Sp): Once per day, Prince Akkaron can attempt to summon 2d10 lemures, 1d4 bearded devils or one erinyes with a 50% chance of success. This ability is the equivalent of a 3rd level spell.

Craft SoulBound Item [Item Creation]

You may craft special magical items that use bound souls to achieve a greater range of abilities than is normally possible.

Prerequisite: Craft Magic Arms and Armour; caster level 20th.

Benefit: You can create magical arms and armour with more than one array of powers and with a constant enhancement bonus. See the section below for full details.

Special: Members of House Zethu may take this feat at 10th level.

Creating SoulBound Items

You must have the Craft Soul-Bound Item feat in order to achieve this at all, as well as its prerequisite, the Craft Magical Arms and Armour feat.

To create a soul-bound item, you must possess one gem into which the soul of a creature of at least 3 Hit Dice or experience levels per point of bonus modifier has been bound by means of a *trap the soul* spell, with a minimum of 8 Hit Dice or levels per gem. Remember that by the rules for *trap the soul*, the gem must have a value of at least 1,000 gold pieces per level or Hit Dice of the creature whose soul it is going to contain. Consult the magic item creation tables in *DMG* to find out the total bonus modifier for the special abilities you want. For example, if you wished to include a gem with the array of *unholy*, *flaming burst* and *ghost touch*, the total would be +5, so you would need a gem that contained the soul of a creature with 15 or more Hit Dice. Note that only weapons and armour may be created as soul-bound items.

When you create the item, you must specify its base enhancement bonus first. This remains constant; whichever array of powers is active. A soul-bound item cannot have any special abilities that are *not* part of a given gem's array; for example, you cannot have a magical sword that is always *flaming* no matter which array is active. If you wanted the sword to be *flaming* all the time, you would have to include that special ability in each array. No one array can have special abilities that, when added to the base enhancement bonus of the item, exceed +10. For example, if the item's base enhancement bonus was +3, you could only have special ability arrays whose bonus modifiers each totalled +7 or less bound into your soul gems. You may only include five such gems in total in any one item.

Activating a given array of powers is a free action. The wielder must know the proper command phrase and be wielding the weapon or wearing the armour at the time. The great advantage of soul-bound weapons is that they allow a single weapon to change powers according to what is needed by the wielder.

For example, the *Sword of Akkaron*, a signature item of the Zethu house, is a +5 *greatsword* with three soul gems set into the hilt. The occupants of these gems were once powerful archons, now forced to occupy and empower a weapon that is dedicated to slaughtering their kind. However, it is not only archons that the devils of House Zethu must face;

they often have cause to fight mortals and demons as well. They therefore forged a weapon that could be used to stand against any one of these foes. The gems in the hilt of the *Sword of Akkaron* are a ruby, a sapphire and a diamond.

When the ruby array is activated, the sword activates its archon-slaying array. It acquires the *good outsider bane*, *unholy* and *speed* special abilities, giving its wielder the ability to make additional attacks and deal significant extra damage to good outsiders.

The diamond gem activates the mortal-slaying array. The sword manifests the *keen*, *mighty cleaving* and *brilliant energy* special abilities, allowing the user to slice through armour and deep into the vulnerable mortal flesh beneath.

The sapphire gem transmutes the sword into a demon-slaying weapon. It acquires the *axiomatic*, *chaotic outsider bane* and *speed* special abilities.

Destroying Soul-Bound Items: Although they are extremely powerful and versatile, soul-bound items are no harder to destroy than ordinary magical items. They are not artefacts and as such do not have specific requirements for their destruction. There is also a strong motive for good-aligned creatures to destroy them rather than wield them, namely the release of the imprisoned souls. With the usual rules for the *trap the soul* spell, the gem is the soul's vessel and the soul is released if the gem is destroyed. However, incorporating one of these soul gems into a soul-bound item makes the whole item the vessel for the trapped souls. There is no other way to release the trapped souls than by destroying the whole item, nor is it possible to release only one of them without releasing all.

Knowing this, the Zethu craftily use multiple gems into which they bind the souls of evil creatures as well as good ones. As they have opponents among the demons, such as the powerful balors and mariliths, they do occasionally have the opportunity to do this. For example, if they bind a gem containing the soul of a mortal hero (such as, say, a paladin who ventured into Hell on some gallant quest, or who was captured on the Prime Material plane and brought to the Infernum) into a weapon, they may well add two more gems containing the souls of demons. That way, any heroes attempting to free their comrade by destroying the item will find themselves confronted by two huge, potent, evil outsiders as well as the hero they sought if they should succeed.

The Demilich

In the final act of the *Drow War* that spans levels 21 through 30, heroes will have to deal with many creatures of otherworldly origins and questionably motives. One of the most memorable characters in the entire *Drow War* saga is the demilich known as Bodiless Ao.

Bodiless Ao and the Ivory Child

Slowly walking towards you with an expression of great solemnity is a blonde-haired child of around ten. She wears a pale yellow surplice, as if she belongs in a church choir somewhere. The child carries a pillow of black velvet on which rests a human skull, brown with age. The skull's eye sockets are set with rich red rubies, and it has diamonds set in place of its teeth. You know in the pit of your stomach that this is something to be dreaded. Tiny though it may be, there is more concentrated power in that bejewelled skull than in any foe you have ever faced.

Bodiless Ao is a demilich, an undead creature of surpassing power and intelligence. Such is his might and influence that he counts as a faction in his own right. All of the other factions look to him with a mixture of dread and curiosity. For such a creature to be here at all, lending his help instead of trying to eat souls, is very disturbing. He does not fly around on his own, although he can. He prefers to be carried about on a cushion.

The human girl who carries him is known only as the Ivory Child. Ao speaks through her. He gives her telepathic messages which she relays in a sweet voice. She seems to be a complete innocent. Ao raised her from babyhood, and she loves him dearly and sees him as a benevolent uncle. He, for his part, has never done anything to harm her – yet. Outside observers generally consider this relationship utterly warped and wrong, though they keep such opinions private, since those who have tried to ‘rescue’ the Ivory Child have never been seen again.

Agenda: Excluded for the sake of the *Drow War* plot. Ask Cavalorn on the Mongoose Forums and he may tell you.

Bodiless Ao, Male Demilich: CR 29; Diminutive undead; HD 21d12; hp 130; Init +7; Spd fly 180 ft. (perfect); AC 48, touch 35, flat-footed 48; Base



Atk +10; Grp -2; Atk +35 melee (10d6+20 plus paralyzing touch, touch); Full Atk +35 melee (10d6+20 plus paralyzing touch, touch); Space/Reach 1 ft./0 ft.; SA fear aura, paralyzing touch, perfect automatic still spell, spell-like abilities, spells, trap the soul; SQ +20 turn resistance, damage reduction 15/epic and bludgeoning, immune to cold, electrical damage, mind-affecting attacks and polymorph, magic immunity, phylactery transference, resistance to acid 20, fire 20 and sonic 20, undead traits; AL NE; SV Fort +10, Ref +12, Will +17; Str 10, Dex 14, Con —, Int 39 (with headband), Wis 24, Cha 20

Skills & Feats: Concentration +25, Craft (alchemy) +34, Hide +35, Knowledge (arcana) +34, Knowledge (history) +26, Knowledge (religion) +34, Knowledge (the planes) +34, Listen +27, Move Silently +22, Search +44, Sense Motive +27, Spellcraft +36, Spot +37; Automatic Quicken Spell, Blinding Speed, Brew Potion, Combat Casting, Craft Wondrous Item, Enlarge Spell, Heighten Spell, Improved Initiative, Improved Spell Capacity (10th) Lightning Reflexes, Maximise Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Tenacious Magic (crushing hand), Toughness.

Spells prepared (4/8/8/7/7/7/7/6/6/6/3, save DC 24 + spell level): 0th – *detect magic, mage hand, message, read magic*; 1st – *alarm, mage armour, magic aura, obscuring mist, ray of enfeeblement (2), shield, silent image*; 2nd – *arcane lock, command undead (2), detect thoughts, locate object, misdirection, summon swarm, web*; 3rd – *arcane sight, dispel magic (2), displacement, ray of exhaustion, slow, suggestion*; 4th – *black tentacles, bone shape, dimensional anchor, greater invisibility, hallucinatory terrain, phantasmal killer, stonewall*; 5th – *dismissal, dominate person, feeblemind, mage's faithful hound, mage's private sanctum, mind fog, wall of force*; 6th – *antimagic field, chain lightning, circle of death, create undead, greater dispel magic, legend lore, wall of iron*; 7th – *control undead, forcecage, greater scrying, greater teleport, plane shift, sequester*; 8th – *create greater undead, demand, discern location, greater prying eyes, telekinetic sphere, temporal stasis*; 9th – *chain lightning (maximised), crushing hand, gate, mage's disjunction, time stop, wish*; 10th – *delayed blast fireball (maximised), disintegrate (maximised, enlarged), dominate person (heightened)*.

Fear Aura (Su): Bodiless Ao emanates a terrible aura of dread, the fear of final annihilation. Creatures of less than five HD in a 60-foot radius

who look at him must succeed at a Will save (DC 19) or be affected as though by a fear spell as cast by a 21st level caster. Ao can suppress this ability if he chooses.

Immunities (Ex): Bodiless Ao is immune to cold, electrical, polymorph and mind-affecting attacks.

Magic Immunity (Ex): Bodiless Ao is immune to all magical and supernatural effects except as follows. A shatter spell affects him as if he were a crystalline creature, but deals half the damage normally indicated. A dispel evil spell deals 3d6 points of damage, with a Fortitude save allowed for half damage. Holy smite spells affect him normally.

Paralyzing Touch (Su): Any living creature Bodiless Ao touches must succeed at a Fortitude save (DC 36) or be permanently paralysed. Remove paralysis or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralysed by the touch seems dead, though a successful Spot check (DC 20) or Heal check (DC 15) reveals that the victim is still alive.

Perfect Automatic Still Spell (Ex): Bodiless Ao can cast all the spells he knows without gestures.

Spell-Like Abilities: At will – *alter self, astral projection, create greater undead, create undead, death knell, enervation, greater dispel magic, harm, summon monster I–IX, telekinesis, weird*; 2/day – *greater planar ally*. The caster level is 21st.

Trap the Soul (Su): Bodiless Ao can trap the souls of up to eight living creatures per day. To use this power, he selects any target he can see within 300 feet. The target is allowed a Fortitude save (DC 36). If the target makes its save, it gains four negative levels; this does not count as a use of the ability. If the target fails its save, its soul is instantly drawn from its body and trapped within one of Bodiless Ao's eye or tooth gems. The gem gleams for 24 hours, indicating the captive soul within. The soulless body collapses in a mass of corruption and rots to dust in a single round. Bodiless Ao slowly devours the soul over 24 hours, at the end of which time the soul is completely absorbed and the victim is gone forever. If Bodiless Ao is overcome before the soul is eaten, crushing the gem releases the soul, at which point it is free to seek the afterlife or, if Starborn or Host, be restored to life. Death ward does not grant immunity to trap the soul but instead bestows a +5 bonus on the Fortitude save and negates level loss if the save is successful.

Equipment & Treasure: Bracers of armour +8, headband of intellect +6, robe of eyes. These items are all located in Ao's cushion. The robe grants him 120-foot darkvision, the ability to see all forms of invisible and ethereal things within 120 feet and the power to retain his Dexterity bonus to Armour Class even when flat-footed. He also cannot be flanked.

Bodiless Ao's Phylactery: In a move of truly epic horror, Bodiless Ao has concealed his phylactery within the body of the Ivory Child. This is one reason for their inseparability.

When he first 'adopted' her, he realised that she would be the best possible hiding place for his phylactery, since no non-evil hero would be willing to kill an innocent child to destroy him. He used potent magic (and many years of patient work) to create a cavity beside her heart, into which he placed his phylactery. It is not possible to remove it by normal means without killing the child. A phenomenal Heal check (DC 70) can surgically remove the phylactery while leaving the child alive, though she will have zero hit points afterwards. If she is somehow given the power to regenerate, this also makes removal of the phylactery possible.

Magical items kept in close association with the phylactery transfer their effects to Bodiless Ao. He keeps his magical items in his velvet cushion, so when the Ivory Child holds it, the items are close enough to the phylactery for the effect to be transferred. If the items move more than ten feet away 51 from the Ivory Child, their effects are lost. She thus holds the cushion if Ao needs to fly. Most observers believe that the phylactery is in the cushion, rather than in the child.

Playing Bodiless Ao

Bodiless Ao is likely to be seen as a villain from the start. No matter what compromises and alliances he makes, the Player Characters are hardly going to believe that a demilich is anything other than an evil monster that they will someday have to confront. Ao knows this and has worked out a tactic to confuse the other factions.

He has decided that to present himself as eccentric, senile and more than a little mad. People can understand a gloating, sinister demilich. A comical demilich is something else. Ao believes that the more unpredictable and peculiar he seems, the less

the other factions will regard him as a threat. They will soon come to accept his ridiculous behaviour and perhaps even to appreciate it. This situation is so tense that a little comic relief is only natural. Besides, who is to say that a demilich cannot become senile?

The Games Master should play Bodiless Ao as the fantasy cliché of an absent-minded, funny old magician with strange personal habits and a tendency to surprise those around him with mad declarations and crackpot plans. He frequently pretends to have mistaken a Player Character for someone else, in an ongoing fantasy in which he is a princess in a fairytale castle and they are the other occupants. Some of Ao's typical random utterances are:

- ☠ 'I'm nine hundred and forty-one, you know' (or some similarly huge number, never the same as it was last time he said it).
- ☠ 'Ah, that was in the Old Money.'
- ☠ 'I can't feel my legs.'
- ☠ 'Bring me my blonde wig and pearls, Melissa! I shall be the most beautiful princess of all!'
- ☠ 'I'm bored. When are the jugglers coming on?'

Ao's deeds are as haphazard as his words. He is careful to make his treatment of the different factions as erratic and inconsistent as possible, so that nobody can work out any kind of pattern to it. Typical actions include:

- ☠ Sending each character in a faction a basket of fruit with a little card to say 'thank you', with no indication of what they are being thanked for.
- ☠ Appearing without warning on a character's pillow (or under the bedclothes) with a nightcap on.
- ☠ Following a character around and humming loudly.
- ☠ Reciting eighteen-verse poems in public about how brave and noble (or mean and cowardly) a given person is.

APPENDIX B - ADDITIONAL FEATS

This appendix contains a comprehensive list of epic level feats for use in your game, additional standard feats possessed by monsters within this book and old feats updated to expand them beyond normal levels (1-20 level games). The feats are arranged in alphabetical for ease of referencing.

Additional Magic Item Space [Epic]

You are able to wear one additional piece of magical equipment.

Benefit: Choose one type of magic item that has a limit on the number a character can simultaneously wear and gain its benefit. The character can now wear one more magic item of this type and also gain its benefit.

Normal: Without this feat, a character is limited to one headband, hat, or helmet; one pair of eye lenses or goggles; one cloak, cape, or mantle; one amulet, brooch, medallion, necklace, periapt, or scarab; one suit of armour; one robe; one vest, vestment, or shirt; one pair of bracers or bracelets; one pair of gloves or gauntlets; two rings; one belt; and one pair of boots.

Special: A character can gain this feat multiple times. Each time the character takes the feat; it applies to a new type of wearable magic item.

Aerial Sweep [Racial]

You are able to tear at opponents with your claws will striking others with your tail.

Prerequisites: Must be a dragon of Gargantuan size, Hover

Benefit: You are able to make a tail sweep attack in addition to bite and claw attacks while hovering.

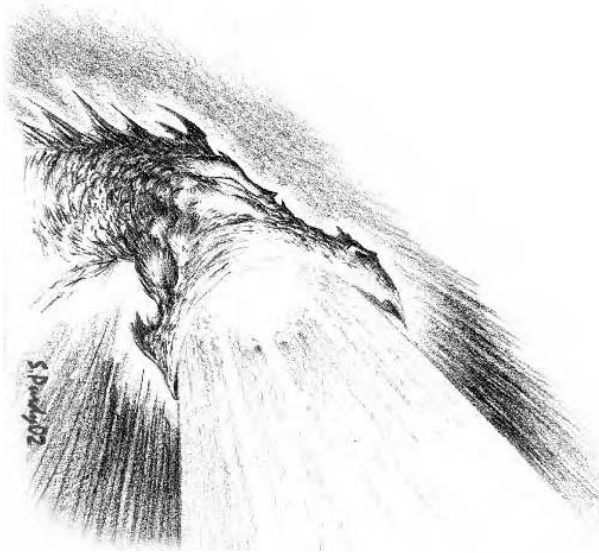
Normal: A dragon may only do a tail sweep as a standard action.

Aligned Breath Weapon [Epic]

The creature's breath weapon draws energy from the creature's very soul, changing the nature of the attack.

Prerequisites: Breath weapon special attack, matching alignment.

Benefit: Pick from good, evil, law or chaos; part of the creature's alignment must match the alignment chosen. Whenever the creature uses its breath



weapon, half the damage is normal for that attack (e.g., fire or cold), but the other half is powered purely by the creature's conviction and can only be reduced by effects protecting against alignment-based damage. The alignment-based damage does not affect foes with a matching alignment.

Armour Skin [Epic]

Your skin becomes tougher and more resistant to damage.

Benefit: The character gains a +1 natural armour bonus to Armour Class, or his or her existing natural armour bonus increases by 1.

Special: A character can gain this feat multiple times. Its effects stack.

Augment Alchemy [Epic]

You are able to create alchemical substances that have greater properties.

Prerequisites: Int 21, Craft (alchemy) 24 ranks.

Benefit: Whenever creating an alchemical item or substance, the character can choose to make it more powerful than normal by adding +20 to the DC required to create it and multiplying its price by 5. If the item or substance deals damage, double the damage dealt. If the item or substance does not deal damage, double the duration of its effect. If the item or substance does not deal damage and does not have a specific listed duration (or has an instantaneous duration), double all dimensions of



its area. If the item or substance does not fit any of these categories, then it cannot be affected by this feat. See the Craft (alchemy) skill description.

Automatic Quicken Spell I [Epic]

You are able to automatically cast several levels of spells as if they were quickened spells.

Prerequisites: Quicken Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd- and 3rd-level spells as quickened spells without using higher-level spell slots. The normal limit to the number of quickened spells a character may cast per round applies. Spells with a casting time of more than 1 full round cannot be quickened.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be quickened with no adjustment to their spell slots. This feat does not increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

Automatic Silent Spell I [Epic]

You are able to automatically cast several levels of spells as if they were silent spells.

Prerequisites: Silent Spell, Spellcraft 24 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd- and 3rd-level spells as silent spells without using higher-level spell slots.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be silenced with no adjustment to their spell slots. This feat does not increase the casting time for those spells that normally become full-round actions when cast in metamagic form. However, since bard spells cannot be enhanced with the Silent Spell feat, they cannot be affected by this feat either.

Automatic Still Spell I [Epic]

You are able to automatically cast several levels of spells as if they were still spells.

Prerequisites: Still Spell, Spellcraft 27 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast all 0-, 1st-, 2nd- and 3rd-level spells as stilled spells without using higher-level spell slots.

Special: A character can gain this feat multiple times. Each time a character takes the feat, the spells of his or her next three lowest spell levels can now be stilled with no adjustment to their spell slots. This feat does not increase the casting time for those spells that normally become full-round actions when cast in metamagic form.

Bane of Enemies [Epic]

In your hands a weapon is always considered to be a *bane* to your favoured enemies.

Prerequisites: Survival 24 ranks, five or more favoured enemies.

Benefit: Any weapon the character wields against one of his or her favoured enemies is treated as a bane weapon for that creature type (thus, its enhancement bonus is increased by +2 and it deals +2d6 points of damage). This ability does not stack with similar abilities.

Blinding Speed [Epic]

You are able to act as if *hasted* for a short period of time.

Prerequisite: Dex 25.

Benefit: The character can act as if *hasted* for 5 rounds each day. The duration of the effect need not be consecutive rounds. Activating this power is a free action.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it grants an additional 5 rounds of *haste* per day.

Bonus Domain [Epic]

You are able to select an additional domain from your deity's available domains.

Prerequisites: Wis 21, ability to cast 9th-level divine spells.

Benefit: Choose an additional domain from the character's deity's domain list. The character now has access to that domain's spells as normal for his or her domain spells and the domain's granted powers.

Special: A character can gain this feat multiple times. Each time he or she takes the feat; it applies to a different domain.

Bulwark of Defence [Epic]

You gain greater bonuses while using your defensive stance.

Prerequisites: Con 25, defensive stance 3/day.

Benefit: The character's defensive stance bonuses increase to +4 Strength, +6 Constitution, +4 resistance bonus on all saves and +6 dodge bonus to AC.

Chaotic Rage [Epic]

You are able to channel chaotic energy while you are raging.

Prerequisites: Rage 5/day, chaotic alignment.

Benefit: Any weapon the character wields while in a rage is treated as an anarchic weapon (it is chaos-aligned and deals an extra 2d6 points of damage against creatures of lawful alignment). This ability does not stack with similar abilities.

**Chew [Epic]**

You can grind your opponent in your teeth.

Prerequisites: Size Huge or larger, Snatch

Benefit: By succeeding in a bite attack you can catch an opponent three or more sizes smaller than itself in its mouth. While in your jaws, the creature automatically suffers triple bite damage each round regardless of what other actions you might take. An opponent can escape by succeeding in an opposed grapple check; obviously you must drop the character before making a bite attack on another creature

Cobssal Wild Shape [Epic, Wild]

You are able to change into a Colossal animal.

Prerequisite: The ability to *wild shape* into a Gargantuan creature.

Benefit: The character can use his or her *wild shape* to take the shape of a Colossal animal.

Normal: Without this feat, a character cannot *wild shape* into an animal or elemental of greater than Huge size.

Combat Archery [Epic]

You can now fire a bow while threatened without risk of an attack of opportunity.

Prerequisites: Dodge, Mobility, Point Blank Shot.

Benefit: The character does not incur any attacks of opportunity for firing a bow when threatened.

Normal: Without this feat, a character incurs an attack of opportunity from all opponents who threaten him or her whenever he or she uses a bow.

Craft Epic Construct [Epic, Item Creation]

The creature can craft entities such as colossi and empyreans.

Prerequisites: Craft Construct, Craft Epic Magic Arms and Armour, Craft Epic Wondrous Item, Craft Magic Arms and Armour, Craft Wondrous Item, Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.

Benefit: The creature can create constructs that have epic spells as prerequisites.

Craft Magic Arms and Armour [Epic, Item Creation]

You are able to craft extremely powerful magical arms and armour.

Prerequisites: Craft Magic Arms and Armour,

Knowledge (arcana) 28 ranks, Spellcraft 28 ranks.
Benefit: The character can craft magic arms and armour which exceed the normal limits for such items.

Craft Epic Rod

You can craft magical rods of unbelievable power.
Prerequisites: Craft Rod, Knowledge (arcana) 32 ranks, Spellcraft 32 ranks.
Benefit: The character can craft rods that exceed the normal limits for such items.

Craft Epic Staff [Epic, Item Creation]

You can craft magical staves of incredible might.
Prerequisites: Craft Staff, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.
Benefit: The character can craft staves that exceed the normal limits for such items.

Craft Epic Wondrous Items [Epic, Item Creation]

You are able to craft wondrous items beyond mortal imaginings.
Prerequisites: Craft Wondrous Item, Knowledge (arcana) 26 ranks, Spellcraft 26 ranks.
Benefit: The character can craft wondrous items that exceed the normal limits for such items.

Craft SoulBound Item [Epic, Item Creation]

You may craft special magical items that use bound souls to achieve a greater range of abilities than is normally possible.
Prerequisite: Craft Magic Arms and Armour, Spellcraft 12 ranks
Benefit: You can create magical arms and armour with more than one array of powers and with a constant enhancement bonus. See the section on House Zethu (see page 217)
Special: Members of House Zethu may take this feat at 10th level

Damage Reduction [Epic]

You are more resistant to common attacks.
Prerequisite: Con 21.
Benefit: The character gains damage reduction 3/-. This does not stack with damage reduction granted by magic items or non-permanent magical effects, but it does stack with any damage reduction granted by permanent magical effects, class features, or this feat itself.

Special: A character can gain this feat multiple times. Each time he or she gains the feat, his or her damage reduction increases by 3.

Deafening Song [Epic]

You may use bardic music to temporarily deafen your opponents.
Prerequisites: Perform 24 ranks, bardic music class feature.
Benefit: The character can use song or poetics to temporarily deafen all enemies within a 30-foot spread from him or her. A successful Fortitude save (DC 10 + 1/2 the character's class level + the character's Charisma modifier) negates the effect. The deafening effect lasts for as long as the character continues the deafening song. The character can choose to exclude any characters from this effect. The character may sing, play or recite a deafening song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). The character may keep up the deafening song for a maximum of 10 rounds. Using the deafening song counts as one of the character's uses of song or poetics for the day.

Death of Enemies [Epic]

Your critical strikes on favoured enemies may result in instant death.
Prerequisites: Bane of Enemies, Survival 30 ranks, five or more favoured enemies.
Benefit: Any time the character scores a critical hit against one of his or her favoured enemies, it must make a Fortitude save (DC 10 + 1/2 character's ranger class level + character's Wisdom modifier) or die instantly.
Special: Creatures immune to critical hits cannot be affected by this feat.

Devastating Critical [Epic]

Your critical strike with a chosen weapon may result in instant death.
Prerequisites: Str 25, Cleave, Great Cleave, Improved Critical (chosen weapon), Overwhelming Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).
Benefit: Whenever the character scores a critical hit with the chosen weapon, the target must make a Fortitude save (DC 10 + 1/2 character level + character's Strength modifier) or die instantly. (Creatures immune to critical hits cannot be affected by this feat.)
Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of weapon.

Dexterous Fortitude [Epic]

Your speed and grace may save you when your health is at stake.

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Fortitude saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

Dexterous Will I [Epic]

Your speed and grace may save you when your mind is at stake.

Prerequisites: Dex 25, slippery mind class feature.

Benefit: Once per round, when targeted by an effect that requires a Will saving throw, the character may make a Reflex save instead to avoid the effect (evasion is not applicable).

Diminutive Wild Shape [Epic, Wild]

You may wild shape into a Diminutive animal.

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: The character can use *wild shape* to take the shape of a Diminutive animal.

Normal: Without this feat, a character cannot *wild shape* into an animal of smaller than Tiny size.

Dire Charge [Epic]

You can release the full fury of your attack while charging.

Prerequisite: Improved Initiative.

Benefit: If the character charges a foe during the first round of combat (or the surprise round, if the character is allowed to act in it), he or she can make a full attack against the opponent charged.

Normal: Without this feat, a character may only make a single attack as part of a charge.

Distant Shot [Epic]

You no longer suffer range penalties for ranged attacks within line of sight.

Prerequisites: Dex 25, Far Shot, Point Blank Shot, Spot 20 ranks.

Benefit: The character may throw or fire a ranged weapon at any target within line of sight, with no penalty for range.

Dragon Wild Shape [Epic, Wild]

You are able to wild shape into a chromatic or metallic dragon.

Prerequisites: Wis 30, Knowledge (nature) 30 ranks, *wild shape* 6/day.

Benefit: The character may use *wild shape* to change into a dragon (black, blue, green, red, white, brass, bronze, copper, gold, or silver). The size limitation is the same as the character's limitation on animal size. The character gains all extraordinary and supernatural abilities of the dragon whose form he or she takes.

Efficient Item Creation [Epic]

You are able to craft magic items ten times faster than normal.

Prerequisites: Item creation feat to be selected, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: Select an item creation feat. Creating a magic item using that feat requires one day per 10,000 gp of the item's market price, with a minimum of one day.

Normal: Without this feat, creating a magic item requires one day for each 1,000 gp of the item's market price.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different item creation feat.

Empower Spell-Like Ability [General]

You are able to empower a spell-like ability.

Prerequisite: Spell-like ability at caster level 6th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions below. The creature can use that ability as an empowered spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

When a creature uses an empowered spell-like ability, all variable, numeric effects of the spell-like ability are increased by one half. Saving throws and opposed rolls are not affected. Spell-like abilities without random variables are not affected.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) -2. For a summary, see the table in the description of the Quicken Spell-Like Ability feat.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

Energy Feeder [Epic]

The creature is so attuned to one of the energies that compose it that it draws strength from the energy's presence.

Prerequisite: Cold, electricity, fire or sonic subtype.

Benefit: Select an energy-based subtype possessed by the creature (cold, electricity, fire, or sonic). Instead of merely suffering no damage when subjected to that form of energy, the creature heals damage equal to half the damage that would ordinarily have been inflicted. The remaining half is ignored.

Special: A creature can gain this feat multiple times. Each time a creature takes the feat, it applies to a different subtype.

Energy Resistance [Epic]

You are able to resist the effects of energy attacks.

Benefit: Choose a type of energy (acid, cold, electricity, fire, or sonic). The character gains resistance 10 to that type of energy, or the character's existing resistance to that type of energy increases by 10. This feat does not stack with energy resistance granted by magic items or non-permanent magical effects.

Special: A character can gain this feat multiple times. If the same type of energy is chosen, the effects stack.

Enhance Spell I [Epic, Metamagic]

Your enhance spells exceed normal damage limits.

Prerequisite: Maximise Spell.

Benefit: The damage cap for the character's spells increases by 10 dice (for spells that deal a number of dice of damage equal to caster level) or by 5 dice (for spells that deal a number of dice of damage equal to half caster level). An enhanced spell uses up a spell slot four levels higher than the spell's actual level. This feat has no effect on spells that do not specifically deal a number of dice of damage equal to the caster's level or half level, even if the spell's effect is largely dictated by the caster's level.

Normal: Without this feat, use the damage dice caps indicated in the spell's description.

Special: A character may gain this feat multiple times. Each time he or she selects this feat, the damage cap increases by 10 dice or 5 dice, as appropriate to the spell and the enhanced spell takes up a spell slot an additional four levels higher.

Epic Dodge [Epic]

You may automatically escape one attack from an opponent you have designated to dodge.

Prerequisites: Dex 25, Dodge, Tumble 30 ranks, improved evasion, defensive roll class feature.

Benefit: Once per round, when struck by an attack from an opponent the character has designated as the object of his or her dodge, the character may automatically avoid all damage from the attack.

Epic Endurance [Epic]

You are better able to resist fatigue over extended periods of physical activity.

Prerequisites: Con 25, Endurance.

Benefit: Whenever the character makes a check for performing a physical action that extends over a period of time, he or she gets a +10 bonus on the check.

Epic Expanded Knowledge [Epic, Psionic]

You learn another power.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn one additional power at any level up to the highest level of power you can manifest. You can choose any power, even one that is part of another discipline's list or another class's list.

Special: You can gain this feat multiple times. Each time, you learn one new power at any level up to the highest level of power you can manifest.

Epic Fortitude [Epic]

You are healthier and hardier than most.

Benefit: The character gains a +4 bonus on all Fortitude saving throws.

Epic Inspiration [Epic]

Your songs can inspire allies to perform legendary feats of heroism.

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: All competence bonuses, dodge bonuses, and morale bonuses granted by the character's bardic music ability increase by +1. If you have the inspire greatness bardic music ability, it grants one additional bonus HD.

Special: A character can gain this feat multiple times. Its effects stack.

Epic Leadership [Epic]

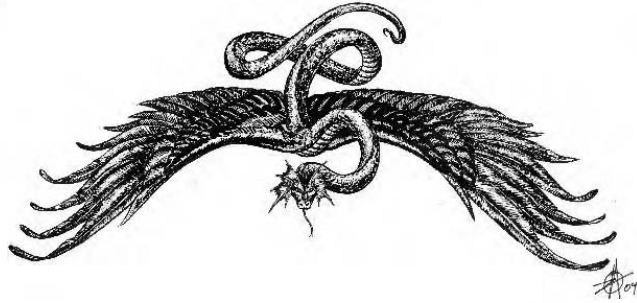
Your leadership in can attract an increased number of followers and more powerful cohorts.

Prerequisites: Cha 25, Leadership, Leadership score 25.

Benefit: The character attracts a cohort and followers as shown below on Table: Epic Leadership. In all other ways Epic Leadership functions as the Leadership feat.

Normal: The Leadership feat provides no benefit for leadership scores beyond 25.

Example Special Epic Cohorts presents some creatures that make good cohorts for epic characters.



Epic Potency [Epic]

Your blows are very powerful.

Benefit: You gain a +2 damage bonus on all attacks.

Special: A character can gain this feat multiple times, its effects stack.

EPIC LEADERSHIP

Leadership Score	Cohort Level	Number of Followers by Level									
		1 st	2 nd	3 rd	4 th	5 th	6 th	7 th	8 th	9 th	10 th
25	17 th	135	13	7	4	2	2	1	—	—	—
26	18 th	160	16	8	4	2	2	1	—	—	—
27	18 th	190	19	10	5	3	2	1	—	—	—
28	19 th	220	22	11	6	3	2	1	—	—	—
29	19 th	260	26	13	7	4	2	1	—	—	—
30	20 th	300	30	15	8	4	2	1	—	—	—
31	20 th	350	35	18	9	5	3	2	1	—	—
32	21 st	400	40	20	10	5	3	2	1	—	—
33	21 st	460	46	23	12	6	3	2	1	—	—
34	22 nd	520	52	26	13	6	3	2	1	—	—
35	22 nd	590	59	30	15	8	4	2	1	—	—
36	23 rd	660	66	33	17	9	5	3	2	1	—
37	23 rd	740	74	37	19	10	5	3	2	1	—
38	24 th	820	82	41	21	11	6	3	2	1	—
39	24 th	910	91	46	23	12	6	3	2	1	—
40	25 th	1000	100	50	25	13	7	4	2	1	—
Per +1	+1/2*	+100**	†	†	†	†	†	†	†	†	†

Leadership Score: A character's Leadership score equals his or her level plus any Charisma modifier. Outside factors can affect a character's Leadership score, as detailed in the Leadership feat.

Cohort Level: The character can attract a cohort of up to this level. Regardless of the character's Leadership score, he or she cannot recruit a cohort of his or her level or higher.

Number of Followers by Level: The character can lead up to the indicated number of characters of each level.

*The maximum cohort level increases by 1 for every 2 points of Leadership above 40. **The number of 1st-level followers increases by 100 for every point of Leadership above 40.

†A character can command one-tenth as many 2nd-level followers as 1st-level followers. A character can command one-half as many 3rd-level followers as 2nd-level followers, one-half as many 4th-level followers as 3rd-level followers, and so on (round fractions up, except any fraction less than 1 rounds to 0). A character cannot have a follower of higher than 20th level.

EXAMPLE SPECIAL EPIC COHORTS

Creature	Alignment	Level Equivalent
Angel, astral deva	Any good	20th
Dragon, ancient silver	Lawful good	42nd
Couatl	Lawful good	16th
Giant, cloud	Neutral good	24th
Ghaele	Chaotic good	20th
Giant, storm	Chaotic good	28th
Dragon, wyrm brass	Chaotic good	42nd
Dragon turtle	Neutral	21st
Hydra, 12-headed	Neutral	19th
Roc	Neutral	23rd
Dragon, ancient green	Lawful evil	40th
Devil, ice (gelugon)	Lawful evil	21st
Giant, cloud	Neutral evil	24th
Demon, glabrezu	Chaotic evil	23rd
Demon, succubus	Chaotic evil	12th
Dragon, wyrm white	Chaotic evil	41st

Epic Prowess [Epic]

You prowess in combat is increased.

Benefit: Gain a +1 bonus on all attacks.

Special: A character can gain this feat multiple times. Its effects stack.

Epic Psionic Focus [Psionic, Epic]

You can expend your psionic focus to greater effect.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you expend your psionic focus, you can simultaneously use two feats that require a psionic focus to be expended, instead of just one. The feats must be stackable. You must still spend the requisite power points required to use each metapsionic feat, and you cannot exceed the power point limit set by your manifester level.

Special: You can take this feat multiple times. Each time you do so, you can simultaneously use one additional feat that requires a psionic focus to be expended.

Epic Reflexes**[Epic]**

You are more agile and graceful than most.

Benefit: The character gains a +4 bonus on all Reflex saving throws.

Epic Reputation**[Epic]**

You are known far and wide because of your legendary deeds.

Benefit: The character gains a +4 bonus on Bluff, Diplomacy, Gather Information, Intimidate and Perform checks.

Epic Skill Focus**[Epic]**

You are extremely gifted in the use of a skill.

Prerequisite: 20 ranks in the skill selected.

Benefit: The character gains a +10 bonus on all skill checks with that skill.

Special: A character can gain this feat multiple times. Its

effects do not stack. Each time a character takes the feat, it applies to a different skill.

Epic Speed [Epic]

You are able to move at remarkable speeds.

Prerequisites: Dex 21, Run.

Benefit: The character's speed increases by 30 feet. This benefit does not stack with increased speed granted by magic items or non-permanent magical effects.

Special: This feat only functions when the character is wearing medium armour, light armour, or no armour.

Epic Spell Focus [Epic]

You spells are harder to resist.

Prerequisites: Greater Spell Focus and Spell Focus in the school selected, ability to cast at least one 9th-level spell of the school to be chosen.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic the character selects to focus on. This stacks with the bonuses from Spell Focus and Greater Spell Focus.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different school of magic.

Epic Spell Penetration [Epic]

Your spells are more likely to penetrate an opponent's spell resistance.

Prerequisites: Greater Spell Penetration, Spell Penetration.

Benefit: The character gets a +2 bonus on caster level checks to beat a creature's spell resistance. This stacks with the bonuses from Spell Penetration and Greater Spell Penetration.

Epic Spellcasting [Epic]

You are able to develop and cast epic spells.

Prerequisite: Spellcraft 24 ranks, Knowledge (arcana) 24 ranks, ability to cast 9th-level arcane spells. OR Spellcraft 24 ranks, Knowledge (religion) 24 ranks, ability to cast 9th-level divine spells. OR Spellcraft 24 ranks, Knowledge (nature) 24 ranks, ability to cast 9th-level divine spells.

Benefit: The character may develop and cast epic spells. If the character is an arcane spellcaster, he or she may cast a number of epic spells per day equal to his or her ranks in Knowledge (arcana) divided by 10. If the character is a divine spellcaster, he or she may cast a number of epic spells per day equal to his or her ranks in Knowledge (religion) or Knowledge (nature) divided by 10.

Special: If the character meets more than one set of prerequisites, the limit on the number of spells he or she may cast per day is cumulative.

Epic Toughness [Epic]

You can suffer greater punishment than normal.

Benefit: The character gains +30 hit points.

Special: A character can gain this feat multiple times. Its effects stack.

Epic Weapon Focus [Epic]

Your skill in wielding a chosen weapon increases.

Prerequisite: Weapon Focus in the chosen weapon.

Benefit: Add a +2 bonus to all attack rolls the character makes using the selected weapon.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat it applies to a different type of weapon.

Epic Weapon Specialisation [Epic]

Your skill in dealing damage with a chosen weapon increases.

Prerequisites: Epic Weapon Focus, Weapon Focus, Weapon Specialisation (all in the chosen weapon).

Benefit: Add +4 to all damage the character deals using the selected weapon. If the weapon is a ranged weapon, the damage bonus only applies if the target is within 30 feet.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time the character takes the feat, it applies to a different type of weapon.

Epic Will [Epic]

You are more determined and wilful than most.

Benefit: The character gains a +4 bonus on all Will saving throws.

Eternal Gaze [Epic]

The power of the creature's gaze is so great that it lingers even after death.

Prerequisites: Great Fortitude, gaze special attack.

Benefit: The creature's gaze attack continues to function after the creature's death, with the normal effect, range, and saving throw DC. The creature's head must remain intact for the attack to function; if the head takes damage equal to the creature's (former) Constitution score, the gaze attack ceases to work.

Exceptional Deflection [Epic]

You can attempt to deflect any ranged attack.

Prerequisites: Dex 21, Wis 19, Deflect Arrows, Improved Unarmed Strike.

Benefit: The character can deflect any ranged attacks (including spells that require ranged touch attacks) as if they were arrows.

Extended Life Span [Epic]

You may live significantly longer than normal.

Benefit: Add one-half the maximum result of the character's race's maximum age modifier to the character's normal middle age, old, and venerable age categories. Calculate the character's maximum age using the new venerable number. This feat cannot lower the character's current age category.

Special: A character can gain this feat multiple times. Its effects stack.

Familiar Spell I [Epic]

Your familiar may gain one of your spells as a spell-like ability.

Prerequisite: Int 25 (if the character's spellcasting is controlled by Intelligence) or Cha 25 (if the character's spellcasting is controlled by Charisma).

Benefit: Choose one arcane spell the character knows of 8th level or lower. The character's familiar can now use this spell once per day as a spell-like ability, at a caster level equal to the character's caster level. A character cannot bestow a spell to his or her familiar if the spell normally has a material component cost of more than 1 gp or an XP cost.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she can give his or her familiar a different spell-like ability or another daily use of the same spell-like ability.

Fast Healing [Epic]

You heal damage faster than normal.

Prerequisite: Con 25.

Benefit: The character gains fast healing 3, or the character's existing fast healing increases by 3. This feat does not stack with fast healing granted by magic items or non-permanent magical effects.

Special: This feat may be taken multiple times. Its effects stack.

Fine Wild Shape [Epic, Wild]

You are able to wild shape into a Fine animal.

Prerequisite: Ability to *wild shape* into a Diminutive creature.

Benefit: The character can use his or her *wild shape* to take the shape of a Fine animal.

Normal: Without this feat, a character cannot *wild shape* into an animal smaller than Tiny size.

Forge Epic Ring [Epic, Item Creation]

You may forge magic rings of legendary power.

Prerequisites: Forge Ring, Knowledge (arcana) 35 ranks, Spellcraft 35 ranks.

Benefit: The character can forge magic rings that exceed the normal limits for such items.

Gargantuan Wild Shape [Epic, Wild]

You are able to wild shape into a Gargantuan animal.

Prerequisite: Ability to *wild shape* into a Huge animal.

Benefit: The character can use your *wild shape* to take the shape of a Gargantuan animal.

Normal: Without this feat, a character cannot *wild shape* into an animal greater than Huge size.

Gaze to Ray [General]

The creature can use its gaze attack as a ray.

Prerequisites: Int 13+, gaze attack.

Benefit: The creature can project its gaze as a ray of energy to a range of 30 feet. This requires the creature to succeed on a ranged touch attack to affect an opponent. A creature hit by the ray suffers the effects just as if it had met the creature's gaze (if the gaze allows a save, the opponent gets its save to avoid its effects).

After using this feat, the creature cannot use its gaze attack (that is, its gaze attack effectively 'turns off') for 1d4 rounds and it is disoriented during this time (-2 penalty on attack rolls, saves, skill checks, and ability checks).

For example, normally to be affected by a medusa's gaze, a creature must meet the medusa's gaze. Using this feat, the medusa can project a ray of petrification to a range of 30 feet. If it hits the target, the creature receives a Fortitude save. If the save fails, the creature is turned to stone (just as if it had met the medusa's gaze). Regardless of whether the ray hits or whether the creature saves, the medusa cannot use its gaze attack for 1d4 rounds (and it is disoriented).

Creatures viewing the medusa during this time are not required to make a save (since the medusa's gaze weapon is effectively 'off').

Great Charisma [Epic]

Your Charisma is increased.

Benefit: The character's Charisma increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Constitution [Epic]

Your Constitution is increased.

Benefit: The character's Constitution increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Dexterity [Epic]

Your Dexterity is increased.

Benefit: The character's Dexterity increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Intelligence [Epic]

Your Intelligence is increased.

Benefit: The character's Intelligence increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Smiting [Epic]

Your smiting deals more damage to opponents.

Prerequisites: Cha 25, smite ability (from class feature or domain granted power).

Benefit: Whenever the character makes a successful smite attack, add twice the appropriate level to damage (rather than just the character's level).

Special: A character may select this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Great Strength [Epic]

Your Strength is increased.

Benefit: The character's Strength increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Great Wisdom [Epic]

Your Wisdom is increased.

Benefit: The character's Wisdom increases by 1 point.

Special: A character can gain this feat multiple times. Its effects stack.

Greater Multiweapon Fighting [General]

You may make multiple attacks with each offhand weapon.

Prerequisites: Dex 19, three or more arms, Improved Multiweapon Fighting, Multiweapon Fighting, base attack bonus +15.

Benefit: The creature may make up to three extra attacks with each extra offhand weapon it wields, albeit at a -10 penalty on the third attack with each weapon.

Special: This feat replaces the Greater Two-Weapon Fighting feat for creatures with more than two arms.

Greater Planar Harbinger [Epic]

The creature's home plane taints the entire area around the creature.

Prerequisites: Cha 35, Planar Harbinger, outsider or elemental.

Benefit: As Planar Harbinger, but the area's radius is 5 feet per point of Charisma bonus possessed by the creature.

Greater Three-Weapon Fighting [Epic]

You are a master of the three-weapon fighting style.

Prerequisites: Dex 33, Greater Two-Weapon Fighting, Improved Three-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting, base attack bonus +46

Benefit: You get a third attack with a third weapon at a -10 penalty.

Group Inspiration [Epic]

Your music can inspire larger groups of people with your bardic music.

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: The number of allies the character can affect with his or her inspire competence or inspire greatness bardic music ability doubles. When inspiring competence in multiple allies, the character can choose different skills to inspire for different allies.

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Heavy Armour Mastery [Epic]

You are unimpeded by wearing heavy armour.

Prerequisites: Heavy Armour Proficiency, Light Armour Mastery, Medium Armour Mastery, Str 29.

Benefit: You suffer no negative penalties for wearing heavy armour.

Special: Add 10 to the strength prerequisite for each size category beyond medium.

Hindering Song [Epic]

Your bardic music is able to disrupt the concentration of enemy spellcasters.

Prerequisite: Deafening Song, Perform 27 ranks, bardic music class feature.

Benefit: The character can use song or poetics to hinder enemy spellcasters within a 30-foot spread from the character. To successfully cast a spell within this area, a spellcaster must make a Concentration check as if he or she were casting defensively, and all such checks have a penalty equal to half the character's level. The character can choose to exclude any characters from this effect. The character may sing, play or recite a hindering song while taking other mundane actions, but not magical ones (see the bard's inspire courage ability for more details). The character may keep up the hindering song for a maximum of 10 rounds. Using the hindering song counts as one of the character's uses of song or poetics for the day.

Holy Strike [Epic]

You are able to channel holy energy through any weapon you hold.

Prerequisites: Smite evil class feature, any good alignment.

Benefit: Any weapon the character wields is treated as a holy weapon (is good-aligned and deals an extra 2d6 points of damage against creatures of evil alignment). If the weapon already has an alignment, this feat has no effect on the weapon.

Ignore Material Components [Epic]

You no longer need material components to cast spells.

Prerequisites: Eschew Materials, Spellcraft 25 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast spells without any material components. This feat does not affect the need for a focus or divine focus.

Improved Ability Focus [Epic]

The creature has improved its talent with one of its attacks to astonishing levels.

Prerequisites: Ability Focus with special attack, special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC for all saving throws against the special attack on which the creature focuses. This bonus stacks with the bonus from Ability Focus.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat it applies to a different special attack.

Improved Alignment-Based Casting [Evil]

You are able to cast a specific alignments' spells at a greater level of skill.

Prerequisites: Access to domain of Chaos, Evil, Good, or Law, alignment must match domain chosen, ability to cast 9th-level divine spells.

Benefit: Select an alignment-based domain (Chaos, Evil, Good, or Law) to which the character has access. The character casts spells with that alignment descriptor at +3 caster level.

Special: This benefit overrides (does not stack with) the granted powers of the Chaos, Evil, Good and Law domains. A character may select this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different alignment-based domain to which the character has access.

Improved Arrow of Death [Epic]

Your arrows of death are more deadly.

Prerequisites: Dex 19, Wis 19, Point Blank Shot, Precise Shot, arrow of death class feature.

Benefit: Add +2 to the DC of the character's arrows of death. This feat may be taken multiple times. Its effects stack.

Improved Aura of Aura [Epic]

Your allies have nothing to fear with you at their side.

Prerequisite: Cha 25, aura of courage class ability.

Benefit: The character's aura of courage grants a +8 morale bonus on saving throws against fear effects.

Improved Aura of Despair [Epic]

Your enemies suffer terrible penalties.

Prerequisite: Cha 25, aura of despair class ability.

Benefit: The character's aura of despair causes a -4 morale penalty on all saving throws.

Improved Awesome Blow [Epic]

The creature's attacks can throw an opponent a distance limited only by its strength.

Prerequisites: Str 30, Awesome Blow, Improved Bull Rush, Power Attack, size Large or larger.

Benefit: As Awesome Blow, but the opponent is knocked 10 feet, plus 10 additional feet for every point of Strength bonus above +10 possessed by the creature. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage per 10 feet thrown, and the opponent stops in the space adjacent to the obstacle.

Improved Combat Casting [Epic]

You no longer draw attacks of opportunity when threatened during spell casting.

Prerequisites: Combat Casting, Concentration 25 ranks.

Benefit: The character does not incur attacks of opportunity for casting spells when threatened.

Improved Combat Reflexes [Epic]

Your reflexes allow you to attack anyone who draws an attack of opportunity in your threat range.

Prerequisites: Dex 21, Combat Reflexes.

Benefit: There is no limit to the number of attacks of opportunity the character can make in one round. The character still cannot make more than one attack of opportunity for a given opportunity.

Improved Darkvision [Epic]

You can see twice as far in darkness.

Prerequisite: Darkvision.

Benefit: The range of the character's darkvision doubles. This feat does not stack with darkvision granted by magic items or non-permanent magical effects.

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Death Attack [Epic]

Your death attack becomes more deadly.

Prerequisites: Death attack class feature, sneak attack +5d6.

Benefit: Add +2 to the DC of the character's death attack.

Special: This feat may be taken multiple times. Its effects stack.

Improved Elemental Wild Shape [Epic, Wild]

You can wild shape into any elemental creature.

Prerequisites: Wis 25, ability to *wild shape* into an elemental.

Benefit: The character's ability to *wild shape* into an elemental is expanded to include all elemental creatures (not just air, earth, fire, and water elementals) of any size that the character can take when using *wild shape* to become an animal. The character gains all extraordinary and supernatural abilities of the elemental whose form he or she takes.

Normal: Without this feat, a character may only *wild shape* into a Small, Medium or Large air, earth, fire or water elemental.

Improved Favoured Enemy [Epic]

You gain additional bonuses against all favoured enemies.

Prerequisite: Five or more favoured enemies.

Benefit: Add +1 to the bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and damage rolls against all the character's favoured enemies.

Special: This feat may be taken multiple times. Its effects stack.

Improved Flyby Attack [General]

You will not be attack on a flyby.

Prerequisite: Fly speed, Dodge, Flyby Attack, Mobility.

Benefit: If the standard action taken by a creature during a round in which it uses Flyby Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

Normal: Without this feat, a creature making an attack as part of a Flyby Attack manoeuvre provokes attacks of opportunity as normal from moving out of squares threatened by its target.

Improved Heighten Spell I [Epic]

Your spells effective level is no longer limited.

Prerequisites: Heighten Spell, Spellcraft 20 ranks.

Benefit: As Heighten Spell, but there is no limit to the level to which the character can heighten the spell.

Normal: Without this feat, a spell can only be heightened to a maximum of 9th level.

Improved Ki Strike [Epic]

Your unarmed attacks are treated as epic weapons.

Prerequisites: Wis 21, Ki strike (adamantine).

Benefit: The character's unarmed strikes are treated as epic magic weapons for the purposes of damage reduction.

Improved Low-Light Vision [Epic]

You low-light vision is doubled.

Prerequisite: Low-light vision.

Benefit: The range of the character's low-light vision doubles. This feat does not stack with low-light vision granted by magic items or non-permanent magical effects.

Special: This feat may be taken multiple times. Its effects stack. Remember that two doublings equals a tripling, and so on.

Improved Manifestation [Epic, Psionic]

You increase your power point reserve.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: When you select this feat, you gain 19 power points.

Special: You can gain this feat multiple times. Each time you do so, you gain an additional number of power points equal to your previous benefit +2.

Improved Manyshot [Epic]

The number of arrows fired with Manyshot is now only limited by your combat skill.

Prerequisites: Dex 19, base attack bonus +21, Many-shot, Point Blank Shot, Rapid Shot

Benefits: As Manyshot, but the number of arrows the character can fire is limited only by his or her base attack bonus (two arrows, plus one arrow for every 5 points of base attack bonus above +6).

Special: Regardless of the number of arrows the character fires, he or she only applies precision-based damage (such as sneak attack damage or the ranger's favoured enemy bonus) once. If the character scores a critical hit, only one of the arrows deals critical damage (character's choice); all others deal normal damage.

Normal: With the Manyshot feat, the character is limited to a maximum of four arrows fired (when the character's base attack bonus is +16 or higher).



Improved Metamagic [Epic]

Your metamagic manipulations of spells is now easier to accomplish.

Prerequisites: Four metamagic feats, Spellcraft 30 ranks.

Benefit: The spell slot modifier of all the character's metamagic feats is reduced by one level, to a minimum of +1. This feat has no effect on metamagic feats whose spell slot modifier is +1 or less.

Special: A character can gain this feat multiple times. The effects stack, though a character cannot reduce any metamagic feat's spell slot modifier to less than +1.

Improved Metapsionics [Epic, Psionic]

You can manifest powers using metapsionic feats more easily than normal.

Prerequisites: Character level 21st, four metapsionic feats, Psicraft 30 ranks.

Benefit: Metapsionic powers you manifest cost 2 power points less than normal (to a minimum of 1 power point).

This feat has no effect on metapsionic powers that inflate the cost by only 2 power points.

Special: You can gain this feat multiple times. The effects stack, though you cannot lower the cost of any metapsionic power to less than 1 power point.

Improved Multiattack [General]

You are as adept with your secondary natural weapons as your primary ones.

Prerequisite: Three or more natural weapons, Multiattack

Benefit: The creature's secondary attacks with natural weapons have no penalty. They still add only one-half the creature's Strength bonus, if any, to damage dealt.

Normal: Without this feat, the creature's secondary natural attacks have a -5 penalty (or a -2 penalty if it has the Multiattack feat).

Improved Multiweapon Fighting [General]

You can make an extra attack with each secondary weapon

Prerequisites: Dex 15, three or more arms, Multiweapon Fighting, base attack bonus +9.

Benefit: In addition to the single extra attack a creature gets with each extra weapon from Multiweapon Fighting, it gets a second attack with each extra weapon, albeit at a -5 penalty.

Normal: With only Multiweapon Fighting, a creature can only get a single attack with each extra weapon.

Special: This feat replaces the Improved Two-Weapon Fighting feat for creatures with more than two arms.

Improved Sneak Attack [Epic]

Your sneak attack does increased damage.

Prerequisite: Sneak attack +8d6.

Benefit: Add +1d6 to the character's sneak attack damage.

Special: This feat may be taken multiple times. Its effects stack.

Improved Spell Capacity [Epic]

You possess spell slots higher than 9th level.

Prerequisite: Ability to cast spells of the normal maximum spell level in at least one spellcasting class.

Benefit: When the character selects this feat, he or she gains one spell slot per day of any level up to one level higher than the highest-level spell the character can already cast in a particular class. The character must still have the requisite ability score (10 + spell level) in order to cast any spell stored in this slot. If the character has a high enough ability modifier to gain one or more bonus spells for this spell level, he or she also gains the bonus spells for this spell level. The character must use the spell slot as a member of the class in which he or she can already cast spells of the normal maximum spell level.

Special: A character can gain this feat multiple times.

SPELL SLOTS ABOVE 9TH LEVEL

The Improved Spell Capacity feat allows characters to gain spell slots above 9th level (which can be used to hold lower-level spells or spells whose level has been increased beyond 9th by the use of metamagic feats).

A character with a very high score in the ability associated with his or her spellcasting (Intelligence for wizards; Wisdom for clerics, druids, paladins, and rangers; or Charisma for bards and sorcerers) may receive bonus spells of those levels, as shown on Table: Expanded Ability Modifiers and Bonus Spells, but only if they already have at least one spell slot of that level (such as from the Improved Spell Capacity feat). A character without any spell slots of a level cannot receive any bonus spells of that level, even if the appropriate ability score is high enough to award them.

Even though the table only includes ability scores up to 61 and spell slots up to 25th level, the progression continues infinitely in both directions. For ability scores beyond 61, or for spell slots above 25th level, expand the table to follow the same patterns as shown.

Improved Spell Resistance [Epic]

Your spell resistance is increased.

Prerequisite: Must have spell resistance from a feat, class feature or other permanent effect.

Benefit: The character's spell resistance increases by +2.

Special: A character can gain this feat multiple times. Its effects stack.

EXPANDED ABILITY MODIFIERS AND BONUS SPELLS

Score	Modifier	Spells per Day																									
		10 th	11 th	12 th	13 th	14 th	15 th	16 th	17 th	18 th	19 th	20 th	21 st	22 nd	23 rd	24 th	25 th										
10-11	+0	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	
12-13	+1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
14-15	+2	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
16-17	+3	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
18-19	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
20-21	+5	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
22-23	+6	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
24-25	+7	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
26-27	+8	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
28-29	+9	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
30-31	+10	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
32-33	+11	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
34-35	+12	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
36-37	+13	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
38-39	+14	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
40-41	+15	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
42-43	+16	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
44-45	+17	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
46-47	+18	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
48-49	+19	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
50-51	+20	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
52-53	+21	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—	—
54-55	+22	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—	—
56-57	+23	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—	—
58-59	+24	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—	—
60-61	+25	4	4	4	4	4	3	3	3	2	2	2	2	1	1	1	1	—	—	—	—	—	—	—	—	—	—
etc...																											

Improved Stunning Fist [Epic]

Your stunning fists are more difficult to resist.

Prerequisite: Dex 19, Wis 19, Improved Unarmed Strike, Stunning Fist.

Benefit: Add +2 to the DC of the character's stunning attack.

Special: This feat may be taken multiple times. Its effects stack.

Improved Swim-By Attack [General]

Your swim-by attack provokes no attacks of opportunity.

Prerequisites: Swim speed, Dodge, Mobility, Swim-By Attack

Benefit: If the standard action taken by a creature during a round in which it uses Swim-By Attack is a melee attack, the creature provokes no attacks of opportunity from moving out of squares threatened by its target.

Improved Three-Weapon Fighting [Epic]

You are an expert of the three-weapon fighting style.

Prerequisites: Dex 29, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting, base attack bonus +36

Benefit: You get a second attack with a third weapon at a -5 penalty.

Improved Whirlwind Attack [Epic]

You are able to attack multiple opponents as a standard action.

Prerequisites: Int 13, Dex 23, Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

Benefit: As a standard action, the character can make one melee attack for every five points of his or her base attack bonus (including epic attack bonus, round fractions down). The character cannot attack any one opponent more than once as part of this action. These attacks (as well as all other attacks made until the start of the character's next turn) suffer a -4 penalty.

When using the Improved Whirlwind feat, the character also forfeits any bonus or extra attacks granted by other spells or abilities (such as Cleave or the haste spell). Since these attacks are made as part

of a standard action the character cannot make a 5-foot step between any two of the attacks.

Normal: Without this feat, using the Whirlwind Attack feat requires a full attack action.

Incite Rage [Epic]

Your rage may encourage allies to enter a bloodlust as well.

Prerequisites: Cha 25, greater rage class feature.

Benefit: When the character enters a rage, he or she can incite a barbarian rage in any or all allies within 60 feet. (Any ally who does not wish to become enraged is unaffected.) The ally gains +4 to Strength, +4 to Constitution and a +2 morale bonus on Will saves, but takes a -2 penalty to AC, for as long as the character remains raging. The rage of affected allies lasts a number of rounds equal to 3 + their Constitution modifier, regardless of whether they remain within 60 feet of the character. This is otherwise identical with normal barbarian rage (including the fatigue at its end).

Special: This is a mind-affecting effect.

Infinite Deflection [Epic]

You may deflect any number of arrows a round.

Prerequisites: Dex 25, Combat Reflexes, Deflect Arrows, Improved Unarmed Strike.

Benefit: The character may perform any number of deflections each round, as the Deflect Arrows feat.

Inspire Excellence [Epic]

Your bardic music can improve your allies' abilities.

Prerequisite: Perform 30 ranks, bardic music class feature.

Benefit: The character can use song or poetics to grant a bonus to one ability score to his or her allies. To be affected, an ally must hear the bard sing for 1 full round. The effect lasts as long as the bard sings and for 5 rounds after the bard stops singing (or 5 rounds after the ally can no longer hear the bard). While singing, the bard can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by command word (such as wands). Each ally to be inspired gains a +4 competence bonus to the same ability score, which the character must choose before he or she begins inspiring. Inspire excellence is a supernatural, mind-affecting ability. Use of this feat counts as one of the character's bardic music uses for the day.

Special: This feat is treated as a bardic music inspiration ability for purposes of feats that affect such abilities.

Instant Reload [Epic]

Your attacks with a crossbow are not slowed by reloading.

Prerequisite: Quick Draw, Rapid Reload, Weapon Focus (crossbow type to be selected).

Benefit: The character may fire the selected type of crossbow at his or her full normal attack rate. Reloading the crossbow does not provoke attacks of opportunity.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of crossbow.

Intensify Spell I [Epic, Metamagic]

Your spells powers are maximised and then doubled.

Prerequisites: Empower Spell, Maximise Spell, Spellcraft 30 ranks, ability to cast 9th-level arcane or divine spells.

Benefit: All variable, numeric effects of an intensified spell are maximised, then doubled. An intensified spell deals twice maximum damage, cures twice the maximum number of hit points, affects twice the maximum number of targets, and so forth, as appropriate. Saving throws and opposed rolls are not affected. An intensified spell uses up a spell slot seven levels higher than the spell's actual level. A character cannot combine the effects of this feat with any other feat that affects the variable, numeric effects of a spell.

Keen Strike [Epic]

Your unarmed attacks become deadly slashing weapons.

Prerequisites: Str 23, Wis 23, Improved Critical (unarmed strike), Improved Unarmed Strike, Stunning fist, *ki* strike (adamantine).

Benefit: The character's unarmed strike has a critical threat range of 18-20 and deals slashing damage (at the character's option any attack can deal bludgeoning damage, but cannot then take advantage of the enhanced threat range). This ability does not stack with other abilities that expand that character's unarmed strike's threat range.

Killer Instinct [Epic]

In combat you achieve a Zen-like focus, allowing you to strike killing blows without preparation.

Prerequisites: Death attack class ability, sneak attack +5d6.

Benefit: You need not spend 3 rounds preparing for a death attack.

Lasting Inspiration [Epic]

Your bardic music effects last ten times as long.

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The effects of the character's bardic music inspiration abilities last for ten times as long as normal after he or she stops singing. This feat has no effect on inspiration abilities that have no duration after the character stops singing.

Legendary Climber [Epic]

You no longer suffer penalties for accelerated or rapid climbing.

Prerequisites: Dex 21, Balance 12 ranks, Climb 24 ranks.

Benefit: The character can ignore any check penalties applied for accelerated climbing or rapid climbing.

Normal: Without this feat, a character takes a -5 penalty on Climb checks when attempting to cover his or her full speed in climbing distance in a round, or a -20 penalty when attempting to cover twice his or her speed in climbing distance in a round.

Legendary Commander [Epic]

You draw ten times the normal number of followers.

Prerequisites: Cha 25, Epic Leadership, Leadership, Diplomacy 30 ranks, must rule own kingdom and have a stronghold.

Benefit: Multiply the number of followers of each level that the character can lead by 10. This has no effect on cohorts.

Legendary Leaper [Epic]

You can complete amazing jumps with only a little run.

Prerequisite: Jump 24 ranks.

Benefit: The character need only move 5 feet in a straight line to make a running jump.

Normal: Without this feat, a character must move at least 20 feet in a straight line before attempting a running jump.

Legendary Rider [Epic]

You are an extremely skilled rider.

Prerequisite: Ride 24 ranks.

Benefit: The character does not take a penalty on Ride checks when riding a mount without a saddle (bareback). The character never needs to make a Ride check to control a mount in combat (and even

controlling a mount not trained for combat doesn't require an action).

Normal: Without this feat, a character takes a -5 penalty on Ride checks without a saddle, and must make a Ride check to control a mount in combat (and controlling a mount not trained for combat requires a move action).

Legendary Tracker [Epic]

You can track creatures through water, underwater and in the skies.

Prerequisites: Wis 25, Track, Knowledge (nature) 30 ranks, Survival 30 ranks.

Benefit: The character can track creatures across water, under-water, or through the air. This adds the surfaces of water, underwater, and air to the list of surfaces found under the Track feat:

Surface	DC
Water	60
Underwater	80
Air	120

Legendary Wrestler [Epic]

Few can match your wrestling ability.

Prerequisite: Str 21, Dex 21, Improved Unarmed Strike, Escape Artist 15 ranks.

Benefit: The character gains a +10 bonus on all grapple checks.

Light Armour Mastery [Epic]

You are unimpeded by wearing light armour.

Prerequisites: Light Armour Proficiency, Str 25.

Benefit: You suffer no negative penalties for wearing light armour.

Special: Add 10 to the strength prerequisite for each size category beyond medium.

Ingering Damage [Epic]

Your opponent suffers half your sneak attack damage again next round.

Prerequisite: Sneak attack +8d6, crippling strike class feature.

Benefit: Any time the character deals damage with a sneak attack, that target takes damage equal to the character's sneak attack bonus damage on the character's next turn as well.

Magical Beast Companion [Epic, Wild]

You may now gain magical beasts as companions.

Prerequisites: Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: The following magical beasts are added to the lists of animal companions from which you can select.

1st Level (no adjustment)

Stirge
Darkmantle

4th Level (-3)

Hippogriff
Shocker lizard

7th Level (-6)

Cockatrice
Ankheg
Griffon
Owlbear
Sea cat*

10th Level (-9)

Basilisk
Digerster
Girallon
Spider eater

13th Level (-12)

Bulette
Chimera
Remorhaz

16th Level (-15)

Gorgon
Gray render

Special: Creatures marked with an asterisk are available only in an aquatic environment.

Magical Beast Wild Shape [Epic, Wild]

You are able to wild shape into a magical beast.

Prerequisites: Wis 25, Knowledge (nature) 27 ranks, *wild shape* 6/day.

Benefit: The character can use his or her normal *wild shape* ability to take the form of a magical beast. The size limitation is the same as the character's limitation on animal size. The character gains all supernatural abilities of the magical beast whose form he or she takes.

Master Staff [Epic]

You are able to substitute a spell slot for a charge when using a staff.

Prerequisite: Craft Staff, Spellcraft 15 ranks.

Benefit: When the character activates a staff, he or she can substitute a spell slot instead of using a charge. The spell slot must be one the character has not used for the day, though the character may lose a prepared spell to emulate a wand charge (the character may not lose prepared spells from his or her school of specialty, if any). The spell slot lost must be equal to or higher in level than the specific spell stored in the staff, including any level-increasing metamagic enhancements. A character cannot emulate a charge for a staff function that does not match a specific spell.

Master Wand [Epic]

You are able to substitute a spell slot for a charge when using a wand.

Prerequisite: Craft Wand, Spellcraft 15 ranks.

Benefit: When the character activates a wand, he or she can substitute a spell slot instead of using a charge. The spell slot must be one the character has not used for the day, though he or she may lose a prepared spell to emulate a wand charge (the character may not lose prepared spells from his or her school of specialty, if any). The spell slot lost

must be equal to or higher in level than the spell stored in the wand, including any level-increasing metamagic enhancements.

Maximise Breath Weapon [Racial]

Tapping into your inner reserves you can unleash a devastating breath weapon.

Prerequisites: Must be a true dragon on at least mature adult age.

Benefit: Once per day, you can choose to unleash a breath weapon attack of maximum potency. You must not have used a breath weapon attack in any of the four previous rounds, and the energy expended in the attack will prevent you from being able to use another breathe attack for at least another eight rounds, at which time the standard d4 method is used to determine how many additional rounds the dragon must wait before it is able to use its breath weapon attack.

Special: Dragons with more than one breath weapon are unable to use any of their breath weapon attacks in the four rounds before, or the eight rounds following the maximised attack.

Medium Armour Mastery [Epic]

You are unimpeded by wearing medium armour.

Prerequisites: Light Armour Mastery, Medium Armour Proficiency, Str 27.

Benefit: You suffer no negative penalties for wearing medium armour.

Special: Add 10 to the strength prerequisite for each size category beyond Medium.

Mighty Bbw [General]

The creature delivers a devastating hit that sends an opponent flying.

Prerequisites: Str 25, Awesome Blow, Power Attack, Improved Bull Rush, size Huge or larger.

Benefit: For every size over Large, the creature adds 10 feet to the distance it knocks a foe backwards when using the Awesome Blow feat. Therefore, a creature of Huge size adds +10 feet; Gargantuan, +20 feet; Colossal, +30 feet.

Mighty Rage [Epic]

Your rage ability becomes even more powerful.

Prerequisites: Str 21, Con 21, greater rage class feature, rage 5/day.



Benefit: When the character rages, he or she gains a +8 bonus to Strength and Constitution and a +4 morale bonus on Will saves. (These bonuses replace the normal rage bonuses.)

Mobile Defence [Epic]

While using your defensive stance ability you may take 5 ft. steps.

Prerequisites: Dex 15, Dodge, Mobility, Spring Attack, defensive stance 3/day class feature.

Benefit: While in a defensive stance, the character may take one 5-foot adjustment each round without losing the benefits of the stance.

Normal: Without this feat, a character cannot move while in a defensive stance.

Multispell I [Epic]

You may cast multiple quickened spells.

Prerequisites: Quicken Spell, ability to cast 9th-level arcane or divine spells.

Benefit: The character may cast one additional quickened spell in a round.

Special: A character can gain this feat multiple times. Its effects stack.

Multiweapon Rend [Epic]

Your multiweapon attack may rend opponents.

Prerequisites: Dex 15, base attack bonus +9, three or more hands, Multiweapon Fighting.

Benefit: If the character hits an opponent with two or more weapons (wielded in different hands) in the same round, he or she may automatically rend the opponent. This rending deals additional damage equal to the base damage of the smallest weapon that hit plus 1 1/2 times the character's Strength modifier. The character can only rend once per round, regardless of how many successful attacks he or she makes.

Special: This feat replaces the Two-Weapon Rend feat for creatures with more than two arms.

Music of the Gods [Epic]

Your bardic music can affect those immune to mind-affecting effects.

Prerequisites: Cha 25, Perform 30 ranks, bardic music class feature.

Benefit: The character's bardic music can affect even those normally immune to mind-affecting effects. However, such creatures gain a +10 bonus on their Will saves to resist such effects.

Negative Energy Burst [Divine, Epic]

You can release a wave of negative energy.

Prerequisites: Cha 25, ability to rebuke or command undead, ability to cast *inflict critical wounds*, any evil alignment.

Benefit: The character can use one rebuke or command undead attempt to unleash a wave of negative energy in a 60-foot-burst. Roll a normal rebuke (or command) check, except that the negative energy burst affects living creatures rather than undead. Any creature that would be rebuked by this result gains one negative level. Any creature that would be commanded by this check gains two negative levels. The Fortitude save DC to remove these levels one day later is equal to 10 + 1/2 the character's effective turning level + the character's Charisma modifier.

Overwhelming Critical [Epic]

Your critical strike with a chosen weapon deals additional damage.

Prerequisites: Str 23, Cleave, Great Cleave, Improved Critical (chosen weapon), Power Attack, Weapon Focus (chosen weapon).

Benefit: When using the weapon the character has selected, he or she deals an extra 1d6 points of bonus damage on a successful critical hit. If the weapon's critical multiplier is x3, add +2d6 points of bonus damage instead, and if the multiplier is x4, add +3d6 points of bonus damage instead. Creatures immune to critical hits cannot be affected by this feat.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different type of weapon.

Penetrate Damage Reduction [Epic]

Your attacks bypass a material form of damage reduction, such as adamantite.

Benefit: The character's melee weapons (including natural weapons) are treated as being crafted from the chosen special material for the purposes of bypassing the damage reduction of any creature the character strikes. None of the other special properties of special materials are gained by the character's melee weapons.

Special: A character can gain this feat multiple times. Each time the feat is selected the character selects a different special material. The character's melee attacks are treated as being crafted of all chosen materials for the purposes of bypassing damage reduction.

Per fect Health [Epic]

You are immune to natural diseases and may poisons.

Prerequisite: Con 25, Great Fortitude.

Benefit: The character is immune to all nonmagical diseases, as well as to all poisons whose Fortitude save DC is 25 or less.

Per fect Multiweapon Fighting [Epic]

You are an expert fighting with three or more weapons.

Prerequisite: Dex 25, three or more hands, Greater Multiweapon Fighting, Multiweapon Fighting.

Benefit: The character can make as many attacks with each extra weapon as with his or her primary weapon, using the same base attack bonus. The character still takes the normal penalties for fighting with two weapons.

Normal: A creature without this feat can make only one attack per round with each extra weapon (or two attacks per round with each weapon if it has Multiweapon Fighting, or three attacks per round with each extra weapon if it has Greater Multiweapon Fighting). Each attack after the first extra attack has a cumulative -5 penalty.

Special: This feat replaces the Perfect Two-Weapon Fighting feat for creatures with more than two arms.

Per fect ThreeWeapon Fighting [Epic]

You are a grand master of the three-weapon fighting style.

Prerequisites: Dex 37, Greater Three-Weapon Fighting, Greater Two-Weapon Fighting, Improved Three-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting, base attack bonus $+46$

Benefit: You get a fourth attack with a third weapon at a -15 penalty.

Per fect Two-Weapon Fighting [Epic]

You make the same number of attacks with both weapons.

Prerequisites: Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: The character can make as many attacks with his or her off-hand weapon as with his or her primary weapon, using the same base attack bonus.



The character still takes the normal penalties for fighting with two weapons.

Normal: Without this feat, a character can only get a single attack with an off-hand weapon (or two attacks with an off-hand weapon if he or she has Improved Two-Weapon Fighting, or three attacks with an off-hand weapon if he or she has Greater Two-Weapon Fighting).

Permanent Emanation [Epic]

One of your emanation spells is now everlasting.

Prerequisites: Spellcraft 25 ranks, ability to cast the spell to be made permanent.

Benefit: Designate any one of the character's spells whose area is an emanation from the character. This spell's effect is permanent (though the character can dismiss or restart it as a free action). Effects that would normally dispel this spell instead suppress it for 2d4 rounds.

Special: This feat may be taken multiple times. Each time, select a different spell to become permanent.

Planar Harbinger [Epic]

The creature's ties to its home plane are so strong that it carries the traits of that world with it.

Prerequisites: Cha 30, outsider or elemental.

Benefit: The area around the creature possesses all the elemental, energy and alignment traits of the creature's home plane. These traits overlap the traits of the plane the creature is on (that is, all traits apply simultaneously). The area's radius is 1 foot per point of Charisma bonus possessed by the creature. The creature can start or stop this supernatural effect as a standard action.

Planar Turning [Epic]

You may turn outsiders as if they were undead creatures.

Prerequisites: Wis 25, Cha 25, ability to turn or rebuke undead.

Benefit: The character can turn or rebuke outsiders as if they were undead. An outsider has effective turn resistance equal to half its spell resistance (round down). If the character can turn undead, he or she turns (or destroys) all evil outsiders and rebukes (or commands) all non-evil outsiders. If the character can rebuke undead, he or she rebukes (or commands) all evil outsiders and turns (or destroys) all non-evil outsiders.

Plant Wild Shape [Epic, Wild]

You may wild shape into a plant.

Prerequisites: Knowledge (nature) 24 ranks, *wild shape* 4/day.

Benefit: The character can use his or her normal *wild shape* ability to take the form of a plant. The size limitation is the same as the character's limitation on animal size.

Polygbt [Epic]

You can speak all languages.

Prerequisites: Int 25, Speak Language (five languages).

Benefit: The character can speak all languages. If the character is literate, he or she can also read and write all languages (not including magical script).

Positive Energy Aura [Epic]

You automatically turn undead that approach you.

Prerequisites: Cha 25, ability to turn undead, ability to cast *dispel evil*.

Benefit: Every undead creature that comes within 15 feet of the character is automatically affected as if the character had turned it. This doesn't cost

a turning attempt, and the character doesn't have to roll turning damage (it automatically affects all undead in a 15-foot burst), but it only turns undead with Hit Dice equal to or less than the character's effective cleric level minus 10 (and automatically destroys undead with Hit Dice equal to or less than the character's effective cleric level minus 20). Just as with normal turning, the character cannot affect undead that have total cover relative to him or her.

Power Knowledge [Epic, Psionic]

You add two additional powers to your list of powers known.

Prerequisites: Character level 21st, ability to manifest powers of the normal maximum power level in at least one psionic class.

Benefit: You learn two new powers of any level up to the highest level of power you can manifest. The powers you select must be on your class list or the list for your discipline.

Special: You can gain this feat multiple times. Each time, you learn two new powers at any level up to the highest level of power you can manifest.

Psicrystal Power [Epic, Psionic]

Your psicrystal can manifest a power.

Prerequisites: Character level 21st, Intelligence 25 or Charisma 25 (depending on which is your key ability score for manifesting).

Benefit: Choose one power you know of 8th level or lower. Your psicrystal can now manifest this power once per day at your manifester level (the psicrystal gains sufficient power points to manifest the power once). You cannot bestow a power upon your psicrystal if the power normally has any experience point cost.

Special: You can gain this feat multiple times. Each time you take the feat, you can give your psicrystal knowledge of a new power (and it gains sufficient power points to manifest that power once).

Quicken Spell-Like Ability [General]

You are able to use a spell-like ability as a free action.

Prerequisite: Spell-like ability at caster level 10th or higher.

Benefit: Choose one of the creature's spell-like abilities, subject to the restrictions described below. The creature can use that ability as a quickened

spell-like ability three times per day (or less, if the ability is normally usable only once or twice per day).

Using a quickened spell-like ability is a free action that does not provoke an attack of opportunity. The creature can perform another action—including the use of another spell-like ability—in the same round that it uses a quickened spell-like ability. The creature may use only one quickened spell-like ability per round.

The creature can only select a spell-like ability duplicating a spell with a level less than or equal to half its caster level (round down) –4. For a summary, see the table below.

In addition, a spell-like ability that duplicates a spell with a casting time greater than 1 full round cannot be quickened.

Normal: Normally the use of a spell-like ability requires a standard action and provokes an attack of opportunity unless noted otherwise.

Special: This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

EMPOWER AND QUICKEN SPELL-LIKE ABILITY

Spell Level	Caster Level to Empower	Caster Level to Quicken
0	4 th	8 th
1 st	6 th	10 th
2 nd	8 th	12 th
3 rd	10 th	14 th
4 th	12 th	16 th
5 th	14 th	18 th
6 th	16 th	20 th
7 th	18 th	22 nd
8 th	20 th	24 th
9 th	22 nd	26 th

Ranged Inspiration [Epic]

Your bardic music effects have extended range.

Prerequisite: Bardic music class feature, Perform 25 ranks

Benefit: Double the range of any bardic music ability that has a range. (If the creature must hear the bard to be affected by the ability, that requirement does not change regardless of any extended range the bard's ability may have.)

Special: A character can gain this feat multiple times. Its effects stack. Remember that two doublings equals a tripling, and so forth.

Rapid Inspiration [Epic]

You can inspire allies with your music quicker than normal.

Prerequisite: Perform 25 ranks, bardic music class feature.

Benefit: The character can use any of his or her bardic music inspiration abilities as a standard action. The inspiration takes effect immediately after the character concludes the action.

Reactive Countersong [Epic]

You may begin a countersong at any time.

Prerequisite: Combat Reflexes, Perform 30 ranks, bardic music class feature.

Benefit: The character can begin a countersong at any time, even when it is not his or her turn (much like a wizard who has readied a counterspell action), though the character does not have to ready an action to do so. The character cannot use Reactive Countersong at the same time he or she is using another bardic music ability (though the character could stop the other bardic music ability to begin Reactive Countersong if so desired).

Normal: Without this feat, a character can only use counter-song on his or her turn.

Reflect Arrows [Epic]

You deflect ranged attacks back at your opponent

Prerequisites: Dex 25, Deflect Arrows, Improved Unarmed Strike.

Benefit: When the character deflects an arrow or other ranged attack, the attack is reflected back upon the attacker at the character's base ranged attack bonus.

Reflective Spell Resistance [Epic]

The aura of spell resistance surrounding the creature is strong enough to reflect the spells which strike it.

Prerequisites: Cha 25, spell resistance 35.

Benefit: Any time the creature is targeted with a spell that fails to penetrate its spell resistance, it automatically reflects the spell back at the caster (as the spell turning spell).



Righteous Strike [Epic]

Your unarmed strikes as empowered with a lawful essence.

Prerequisites: Wis 19, Improved Unarmed Strike, Stunning Fist, any lawful alignment.

Benefit: The character's unarmed strike is treated as an axiomatic weapon (it is lawfully aligned and deals an extra 2d6 points of damage against creatures of chaotic alignment). This ability does not stack with similar abilities.

Ruinous Rage [Epic]

You ignore the hardness of objects during your rage.

Prerequisites: Str 25, Improved Sunder, Power Attack, rage 5/day.

Benefit: While in a rage, the character ignores the hardness of any object he or she strikes. Also, double the character's Strength bonus for the purposes of any Strength check made to break an object with sudden force rather than by dealing normal damage (including bursting bindings, such as ropes or manacles).

Scribe Epic Scroll [Epic, Item Creation]

You can craft any level of scroll.

Prerequisites: Scribe Scroll, Knowledge (arcana) 24 ranks, Spellcraft 24 ranks.

Benefit: The character can scribe scrolls that exceed the normal limits for such items. Even this feat does not allow the character to scribe a scroll with an epic spell.

Self-Concealment [Epic]

You possess a natural concealment miss chance.

Prerequisites: Dex 30, Hide 30 ranks, Tumble 30 ranks, improved evasion.

Benefit: Attacks against the character have a 10% miss chance, similar to the effect of concealment. The character loses this benefit whenever he or she would lose his or her Dexterity bonus to AC.

Special: This feat may be taken multiple times. Each time it is taken, the miss chance increases by 10% to a maximum of 50% after it has been taken five times.

Shattering Strike [Epic]

Though grim determination and training you are able to shatter objects.

Prerequisites: Epic Weapon Focus (unarmed strike), Weapon Focus (unarmed strike), Concentration 25 ranks, *ki* strike (adamantine).

Benefit: When using an unarmed strike to attempt to break an object with sudden force (rather than by dealing normal damage), make a Concentration check rather than a Strength check. The break DC remains the same. Using Shattering Strike is a full-round action that incurs attacks of opportunity. The character cannot use Shattering Strike to escape bonds (unless he or she is so bound as to allow the character to make an unarmed strike against his or her bindings).

Snap [Epic]

The creature can grab and swallow a foe with one swift motion.

Prerequisites: Improved grab (with bite) special attack, swallow whole special attack.

Benefit: When the creature hits an opponent small enough to be swallowed whole with its bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If the creature succeeds, it immediately swallows the opponent whole. Regardless of the grapple check's success or failure, the creature can use its remaining attacks against that or other opponents.

Normal: A creature must begin its turn with an opponent held in its mouth, and then succeed on a second grapple check in order to swallow the opponent whole.

Sneak Attack of Opportunity [Epic]

You may sneak attack on attacks of opportunity.

Prerequisites: Sneak attack +8d6, opportunist class feature.

Benefit: Any attack of opportunity the character makes is considered a sneak attack.

Specific Targeting Breath Attack [Racial]

You are able to target specific creatures with your breath weapon.

Prerequisites: Must be a dragon, Precise Shot

Benefit: You may opt to choose specific targets instead of blanketing the usual area of effect with its breath attack. You may select up to four individual creatures to target in a 90° arc as long as they are within the normal maximum range of the attack and belch forth small bursts of its breath weapon. Each target may add one to their Reflex save for each creature targeted. If you selected four targets in a round, each would get a bonus of four on his save roll. If the save is successful, no damage is taken. Specific targeting breath attack is a full round action.

Spectral Strike [Epic]

You may strike incorporeal creatures.

Prerequisites: Wis 19, ability to turn or rebuke undead.

Benefit: The character's attacks deal damage normally against incorporeal creatures.

Normal: Without this feat, even attacks that can damage an incorporeal creature have a 50% chance to deal no damage.

Spell Knowledge [Epic]

You add two additional spells to your list of powers known.

Prerequisite: Ability to cast spells of the maximum normal spell level of an arcane spellcasting class.

Benefit: The character learns two new arcane spells of any level up to the maximum level he or she can cast. This feat does not grant any additional spell slots.

Special: A character can gain this feat multiple times.

Spell Opportunity [Epic]

You may use a touch spell as an attack of opportunity.

Prerequisites: Combat Casting, Combat Reflexes, Quicken Spell, Spellcraft 25 ranks.

Benefit: Whenever the character is allowed an attack of opportunity, he or she may cast (and attack with) a touch spell as the character's attack of opportunity. This incurs attacks of opportunity just as if the character had cast the spell normally.

Normal: Without this feat, a character can only make a melee attack as an attack of opportunity.

Spell Stowaway [Epic]

If a spell you choose and know is cast near you, then you gain the benefits of the spell as well.

Prerequisites: Spellcraft 24 ranks, caster level 12th.

Benefit: Choose a spell-like ability the character knows, or a spell the character can cast. The character is attuned to the magic he or she chooses. If another spellcaster within 300 feet of the character uses this magic, the character also immediately gains the magic's effect as if it had been used on the character by the same caster. The character must have direct line of effect to the spellcaster in order to gain the benefit of the attuned magic (though the character does not have to know the spellcaster is present, and he or she can be flat-footed). The magic's duration, effect, and other specifics are determined by its original caster's level.

Special: A character can gain this feat multiple times. Its effects do not stack. Each time a character takes the feat, it applies to a different spell or spell-like ability.

Spellcasting Harrier [Epic]

You are skilled at striking spellcasters that cast defensively.

Prerequisite: Combat Reflexes.

Benefit: Any spellcaster the character threatens in melee provokes an attack of opportunity if he or she tries to cast defensively. The character gets a +4 bonus on this attack roll.

Spontaneous Domain Access [Epic]

You may convert spells prepared to a selected domain.

Prerequisites: Wis 25, Spellcraft 30 ranks, ability to cast 9th-level divine spells.

Benefit: Select a domain the character has access to. The character may spontaneously convert any prepared cleric spell (except a domain spell) into a domain spell of the same level in the selected domain, just as a cleric channels energy to convert spells into *cure* spells.

Special: A character can gain this feat multiple times. Each time a character takes the feat, it applies to a different domain.

Spontaneous Spell [Epic]

You may convert spells of a specific level into a chosen spell.

Prerequisite: Spellcraft 25 ranks, ability to cast the maximum normal spell level of at least one spellcasting class.

Benefit: Select a spell the character can cast. The character may spontaneously convert any prepared spell of the selected spell's level into the selected spell, just as a cleric channels energy to convert spells into *cure* spells.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell.

Stomp [General]

You may pin a creature with one of your legs.

Prerequisites: Must walk on all fours and must be size Huge or larger, Snatch

Benefit: By succeeding in a claw or slam attack, you can tread upon and automatically pin a creature four or more sizes smaller than yourself. The creature is pinned until you move or you use the pinning claw to make another attack. While pinned the creature automatically suffers claw damage plus three times the your Strength bonus each round. A pinned character can escape by succeeding in an opposed grapple check.

Storm of Throws [Epic]

You may throw weapons at your full attack bonus.

Prerequisite: Dex 23, Point Blank Shot, Quick Draw, Rapid Shot.

Benefit: As a full-round action, the character may throw a light weapon at his or her full base attack bonus at each opponent within 30 feet. All light weapons thrown need not be the same type.

Superior Initiative [Epic]

You are quick to respond to danger.

Prerequisite: Improved Initiative.

Benefit: The character gets a +8 bonus on initiative checks. This bonus overlaps (does not stack with) the bonus from Improved Initiative.

Swarm of Arrows [Epic]

You can rain death upon your opponent with a bow.

Prerequisites: Dex 23, Point Blank Shot, Rapid Shot, Weapon Focus (type of bow used).

Benefit: As a full-round action, the character may fire an arrow at his or her full base attack bonus at each opponent within 30 feet.

Swim-By Attack [General]

The creature can attack while swimming.

Prerequisite: Swim speed.

Benefit: When swimming, the creature can take a move action and another standard action at any point



during the move. The creature cannot take a second move action during a round it makes a swim-by attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Temporary Disincorporation [Epic]

By concentrating, the incorporeal creature can disincorporate altogether, disappearing into its surroundings and becoming invulnerable to harm.

Prerequisites: Cha 25, incorporeal subtype.

Benefit: As a standard action, the creature can disincorporate itself for a number of minutes up to its Charisma bonus (minimum 1). While disincorporated, the creature effectively ceases to exist; it cannot act in any way or sense its surroundings. It cannot be attacked or targeted by spells or effects which have a limited range, but spells such as discern location still function. When the chosen duration ends, the creature reappears in the space where it disincorporated.

Tenacious Magic [Epic]

Your selected spell is only suppressed by *dispel* attempts.

Prerequisites: Spellcraft 15 ranks.

Benefit: Choose one spell the character knows or spell-like ability the character possesses. Whenever the chosen form of magic would otherwise end due to a *dispel* effect, the magic is instead only suppressed for 1d4 rounds. The magic still ends when its duration expires, but the suppressed rounds do not count against its duration. The character can dismiss his or her own spell or spell-like ability (if dismissible) or *dispel* his or her own tenacious magic normally.

Special: A character can gain this feat multiple times. Each time he or she takes the feat, it applies to a different spell or spell-like ability.

Terrifying Rage [Epic]

You rage causes panic in your enemies.

Prerequisites: Intimidate 25 ranks, rage 5/day

Benefit: While you are raging, any enemy that views you must make a Will save opposed by your Intimidate check or become panicked (if it have HD less than your character level) or shaken (if it has HD equal to or up to twice your character level) for 4d6 rounds. An enemy with Hit Dice greater than twice your character level is not affected by this feat.

Three-Weapon Fighting [Epic]

You are proficient in the three-weapon fighting style, where one weapon is constantly being juggled.

Prerequisites: Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +26

Benefit: You can make one extra attack with a third weapon. However, using this style, all your attacks (with primary, secondary and tertiary weapons) only add half your strength bonus to damage.

Thundering Rage [Epic]

Your weapon is considered thundering while you rage.

Prerequisites: Str 25, rage 5/day.

Benefit: Any weapon the character wields while in a rage is treated as a *thundering* weapon. The DC of the Fortitude save to resist deafness is equal to 10 + 1/2 the character's level. This ability does not stack with similar abilities.

Trap Sense [Epic]

You can sense traps that are nearby.

Prerequisites: Search 25 ranks, Spot 25 ranks, trapfinding class ability.

Benefit: If the character passes within 5 feet of a trap, he or she is entitled to a Search check to notice it as if the character was actively looking for it.

Two-Weapon Rend [Epic]

You tear opponents apart when you strike them with two weapons.

Prerequisites: Dex 15, base attack bonus +9, Improved Two-Weapon Fighting, Two-Weapon Fighting.

Benefit: If the character hits an opponent with a weapon in each hand in the same round, he or she may automatically rend the opponent. This deals additional damage equal to the base damage of the smaller weapon plus 1 1/2 times the character's Strength modifier. Base weapon damage includes an enhancement bonus on damage, if any. The character can only rend once per round, regardless of how many successful attacks he or she makes.

Uncanny Accuracy [Epic]

Concealment offers no protection against your ranged attacks.

Prerequisites: Dex 21, base attack bonus +11, Point Blank Shot, Precise Shot, Improved Precise Shot, Spot 20 ranks.

Benefit: The character's ranged attacks ignore the miss chance granted to targets by total concealment. The character must aim his or her attacks at the correct square to gain advantage of this feat.

Normal: Without this feat, characters suffer a 50% miss chance when making a ranged attack against a target with total concealment.

Special: A character with at least 11 levels of ranger can qualify for this feat even if he or she does not have the prerequisites for it, but can only use it when wearing light or no armour.

Undead Mastery [Divine, Epic]

You can command an undead legion.

Prerequisites: Cha 21, ability to rebuke or command undead.

Benefit: The character may command up to ten times his or her level in HD of undead.

Unholy Strike [Epic]

You are able to channel unholy energy through any weapon you hold.

Prerequisites: Smite good class feature, any evil alignment.

Benefit: Any weapon the character wields is treated as an unholy weapon (it is evil-aligned and deals an extra 2d6 points of damage against creatures of good alignment). This ability does not stack with similar abilities. If the weapon already has an alignment, this feat has no effect on the weapon.

Vermin Wild Shape [Epic, Wild]

You may wild shape into vermin.

Prerequisites: Knowledge (nature) 24 ranks, *wild shape* 6/day.

Benefit: The character can use his or her normal *wild shape* ability to take the form of a vermin. The size limitation is the same as the character's limitation on animal size.

Vorpal Strike [Epic]

Your unarmed strike has the ability to decapitate.

Prerequisites: Str 25, Wis 25, Improved Critical (unarmed strike), Improved Unarmed Strike, Keen Strike, Stunning Fist, *ki* strike (adamantine).

Benefit: The character's unarmed strike is considered to be a slashing vorpal weapon. (At the character's option, any unarmed strike can do bludgeoning damage instead, but it loses the vorpal quality.) This ability does not stack with similar abilities.

Widen Aura Of Courage [Epic]

Your aura is extended over a greater area.

Prerequisite: Cha 25, aura of courage class ability.

Benefit: The character's aura of courage extends to all allies within 100 feet of the character.

Widen Aura of Despair [Epic]

Your aura is extended over a greater area.

Prerequisite: Cha 25, aura of despair class ability.

Benefit: The character's aura of despair extends to all allies within 100 feet of the character.



Zone Of Animation [Epic, Divine]

You may animate the dead with your rebuke or command attempts.

Prerequisite: Cha 25, Undead Mastery, ability to rebuke or command undead.

Benefit: The character can use a rebuke or command undead attempt to animate corpses within range of his or her rebuke or command attempt. The character animates a total number of HD of undead equal to the number of undead that would be commanded by the character's result (though the character can't animate more undead than there are available corpses within range). The character cannot animate more undead with any single attempt than the maximum number he or she can command (including any undead already under his or her command). These undead are automatically under the character's command, though his or her normal limit of commanded undead still applies. If the corpses are relatively fresh, the animated undead are zombies. Otherwise, they are skeletons.

APPENDIX C: MONSTERS BY CHALLENGE RATING

Creature	Challenge Rating	Creature	Challenge Rating
Mercane	5	Abomination	21
Hoary Steed	9	Archon, Fell	21
Copse Spawn	10	Armouredon	21
Mouse Lord	13	Barbed Serpent	21
Cat Lord	15	Bygone Uvuudaum	21
Combat Iron Golem	15	Demon, Behemoth	21
Crimson Mokara, Scion of War	15	Demon, Meriginus	21
Colossus, Jade	16	Demon, Sonechard	21
Demon, Caizel	16	Demon, Vepar	21
Legendary Bear	16	Devil, Baaphel (Duke of Hell)	21
Behemoth Eagle	18	Dragon, Blaze (Freigurn)	21
Dragon, Breeze (Delthaur)	18	Golem, Mithral	21
Behemoth Gorrilla	19	Lumina, Bestarius	21
Devil, Demoriel	19	Mu Spore	21
Legendary Tiger	19	Pseudonatural Troll	21
Sentinel	19	Slorath	21
Copse Mother	20	Stygian Leviathan	21
Demon, Abashakt	20	Abomination, Anaxim	22
Demon, Clown	20	Devil, Bael	22
Devil, Titivilus (Duke of Hell)	20	Devil, Gorson (The Blood Duke)	22
Dread Giant	20	Devil, Hutijin (Duke of Hell)	22
Giant, Ferrous	20	Elemental Dragon, Air	22
Gorgon, True (Sthenno)	20	Elemental Dragon, Water	22
Mistji, True	20	Firestorm	22
Xiir, Gynnean	20	Gorgon, True (Euryale)	22
Abomination, Chichimec	21	Ha-Naga	22

APPENDIX B

Creature	Challenge Rating
Hellephant	22
Nightshade, Nightswimmer	22
Thorciasid	22
Very Old Hecaton Black Dragon	22
Behemammoth	23
Brachyurus	23
Chaos Dragon	23
Demon, Jubilex "The Faceless Lord" (Demon Lord)	23
Demon, Kostchtchie (Demon Lord)	23
Devil, Caasimolar (Former President of Hell)	23
Golem, Furnace	23
Khasep-Sa	23
Lavawight	23
Malebolge	23
Ruin Swarm	23
Runic Golem	23
Typhoeon	23
Winterwight	23
Colossus, Stone	24
Elemental Dragon, Earth	24
Empyrean, Astral Sentinel	24
Empyrean, Cosmic Sentinel	24
Hurricane Elemental	24
Inferno Elemental	24
Landslide Elemental	24
Maelstrom Elemental	24
Mothering Mass	24
Ooze, Primordial	24
Sirrush	24
Tayellah	24

Creature	Challenge Rating
Titan, Wild	24
Titanic Frost Worm (Barbarian)	24
Vermiurge	24
Abomination, Phane	25
Camatzotz	25
Devil, Amon (Duke of Hell)	25
Dragon Whale	25
Dreadspawn	25
Gloom	25
Golem, Adamantine	25
Hoary Hunter	25
Hunefer	25
Rotwood	25
Treant, Elder	25
Abomination, Infernal	26
Colossus, Garbage	26
Devil, Moloch	26
Devil, Xaphan	26
Elemental Dragon, Fire	26
Hellforged Golem	26
Lumina, Knosirius	26
Neh-thalggu (Brain Collector)	26
Shadow of the Void	26
Shape of Fire	26
Titan, Chthonian	26
Worm That Walks	26
Colossus, Flesh	27
Demon, Dagon	27
Ei'risai Lord: Lord of the Insane	27
Gibbering Orb	27
Paragon Roper	27
Sebastian the Shadow Souled	27

Creature	Challenge Rating
Uvuudaum	27
Contumacius von Berrengrath	28
Count Zarov	28
Demon, Pazuzu (Demon Prince of Air)	28
Devil, Geryon (Arch Devil)	28
Duke Festenadi	28
Hurgblotten	28
Lady Barbelion	28
Leshay	28
Leviathan, Galasian	28
Mercurial, Legendary Dreadnaught 10	28
N'gathua Gloom	28
Prismasaurus	28
The Majestrix Irania	28
Three-Headed SIRRUSH	28
Unraveller	28
Bodiless Ao, Male Demilich	29
Demilich	29
Demon, Fraz-urb'luu (Demon Prince)	29
Ei'risai Lord: Lord of Entropy	29
Hagunemnom (Protean)	29
Prince Akkaron	29
Abomination, Atropal	30
Demon, Tsathogga (The Frog Demon God)	30
Devourer Worm	30
Draco Invictus, Planar Dragon	30
Genius Loci	30
Titan, Elder	30
Abomination, Dream Larva	31
Lumina, Eidoneus	31

Creature	Challenge Rating
Umbral Blot (Blackball)	32
Colossus, Iron	33
Living Vault	33
Abomination, Phaethon	34
Demon, Orcus (Demon Prince of Undead)	35
Elemental, Primal Air	35
Elemental, Primal Earth	35
Elemental, Primal Fire	35
Elemental, Primal Water	35
Abomination, Xixecal	36
Devastation Centipede	39
Devil, Lucifer	39
Nancarcar – Transcendent Great Wyrms Red Dragon	40
Devastation Spider	41
Devastation Scorpion	42
Devastation Beetle	50
Abomination, Hecatoncheires	57

	Epic Dragon, Force	Epic Dragon, Prismatic
Wyrmling	13	14
Very Young	19	16
Young	21	22
Juvenile	25	30
Young Adult	28	34
Adult	31	39
Mature Adult	35	43
Old	37	48
Very Old	39	52
Ancient	43	57
Wyrms	50	61
Great Wyrms	59	66

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