

This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.

EPIC MONSTERS (A-E)

ABOMINATION

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.

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-size	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

Abomination Traits

All abominations are born directly (or indirectly) from a god and some lesser creature (or idea), but none are favored, 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 nonepic 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.

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 Armor: All abominations have some degree of natural armor bonus ranging from +10 to +100. Usually, higher HD abominations have higher natural armor 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.

ANAXIM

Medium-Size Construct (Extraplanar, Lawful)

Hit Dice:	38d10 (420 hp)
Initiative:	+7 (Dex)
Speed:	60 ft., fly 200 ft. (perfect)
AC:	37 (+7 Dex, +20 natural)
Base Attack/Grapple:	+28/+40
Attack:	Spinning blade +43 (2d6+12/19-20 (plus 1d6 on critical)) or electricity ray +35 ranged touch
Full Attack:	2 spinning blades +43 (2d6+12/19-20 (plus 1d6 on critical)) melee, 2 slams +35 melee (2d6+6), shocking touch +35 melee touch (2d6+6); or electricity ray +35 ranged touch (10d6 electricity), 6 spikes +30 ranged (2d6+12) (120 ft. range increment)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rend 4d6+18, sonic blast, spell-like abilities, summon iron golem
Special Qualities:	Abomination traits, magic immunity, construct traits, fast healing 15, SR 34, damage reduction 10/chaotic and epic and adamantite
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)
Saves:	Fort +12, Ref +19, Will +17
Abilities:	Str 35, Dex 25, Con —, Int 10, Wis 20, Cha 20
Climate/Terrain:	Any
Organization:	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) An anaxim's natural weapons are treated as epic and lawful-aligned for the purpose of overcoming damage reduction.

Combat

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.

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.

ATROPAL

	Large Undead (Evil, Extraplanar, Lawful)
Hit Dice:	66d12 (792 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	5 ft., fly 240 ft. (perfect)
AC:	51 (–1 size, +2 Dex, +40 natural)
Base Attack/Grapple:	+33/+53
Attack:	Touch +49 (2d6 Con drain/19-20) melee touch
Full Attack:	2 touches +49 (2d6 Con drain/19-20) melee touch, eye ray +30 (negative level damage/19-20) ranged touch
Space/Reach:	10 ft./10 ft.
Special Attacks:	Constitution drain, energy drain (2d4 negative levels, Fort DC 59), spell-like abilities, <i>summon</i>

nightcrawler

Special Qualities:	Abomination traits, undead traits, rebuke/command undead, regeneration 20, SR 42, DR 15/good and epic and silver, negative energy aura
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 +97, Hide -2, Jump +1, Intimidate +91, Knowledge (arcana, history, religion, the planes) +78, Listen +77, Search +78, Sense Motive +75, Spellcraft +84, Spot +77
Feats:	Alertness, Cleave, Dodge, Expertise, 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
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	30
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	67–80 HD (Large); 81–100 HD (Huge)

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

Combat

Spell-Like Abilities: At will—*animate dead, blasphemy, create greater undead, create undead, cone of cold, desecrate, greater dispelling, finger of death, improved invisibility, plane shift, slay living, speak with dead, spectral hand, teleport with-out error, unholy aura*; 5/day—*haste, project image, weird*. Caster level 30th; save DC 26 + spell level.

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.

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.

CHICHIMEC

Medium-Size Outsider (Air, Evil, Extraplanar)

Hit Dice: 27d8+189 (425 hp)

Initiative: +7

Speed:	5 ft., fly 200 ft. (perfect)
AC:	39 (+7 Dex, +22 natural)
Base Attack /Grapple:	+27/+39
Attack:	Primary wing buffet +39 (2d6+12) melee
Full Attack:	2 primary wing buffets +39 (2d6+12) melee, 6 secondary wing buffets +37 (1d6+6) melee, tail slam +37 (1d6+6 plus Cha drain) melee
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, summon air elemental, Charisma drain
Special Qualities:	Abomination traits, fast healing 10, SR 33, DR 10/ good and epic, electricity immunity
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 -3, 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 (x 2), Epic Toughness
Climate/Terrain:	Any
Organization:	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)

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

Combat

Spell-Like Abilities: At will—*darkness, telekinesis*; 3/day—*improved invisibility, control weather, call lightning, lightning bolt, chain lightning, wail of the banshee*. Caster level 20th; save DC 20 + spell level. 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.

DREAM LARVA

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	40d8+360 (700 hp)
Initiative:	+3 (Dex)
Speed:	80 ft.; fly 240 ft. (perfect)
AC:	52 (–1 size, +3 Dex, +40 natural)
Base Attack/Grapple:	+40/+60
Attack:	Bite +56 (4d8+16)melee
Full Attack:	Bite +56 (4d8+16) melee, 1 gore +51 (4d6+8) melee, 4 pincers +53 (4d6+8) melee, 4 claws +53 (4d6+8) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Worst nightmare, improved grab, sending, spell-like abilities, summon nightwalker
Special Qualities:	Abomination traits, sonic immunity, regeneration 15, fast healing 15, SR 44, DR 15/ Good and Epic or Lawful and Epic
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 +46, 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)
Climate/Terrain:	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)

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

Combat

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*, *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.

HECATONCHEIRES

Huge Outsider (Chaotic, Evil, Extraplanar)

Hit Dice:	52d8+572 (1028 hp)
Initiative:	+10 (+2 Dex, +8 Superior Initiative)
Speed:	100 ft.
AC:	70 (–2 size, +30 natural, +20 insight, +12 armor [+5 half plate])
Base Attack/Grapple:	+52/+80
Attack:	Greatsword +73 (2d6+20/17-20) melee; or boulder +55 (2d8+20/19-20) ranged
Full Attack:	100 greatswords +73 (2d6+20/17-20) melee; or 100 boulders +55 (2d8+20/19-20) ranged
Space/Reach:	15 ft./15 ft.
Special Attacks:	Superior multiweapon fighting, spell-like abilities, summon hecatoncheires
Special Qualities:	Abomination traits, electricity immunity, regeneration 40, fast healing 50, SR 70, DR 20/Good and Epic and Cold Iron
Saves:	Fort +39, Ref +30, Will +27
Abilities:	Str 50, Dex 15, Con 32, Int 10, Wis 8, Cha 24
Skills:	Climb +75, Diplomacy +13, Hide -12, 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, Multidexterity, Multiweapon Fighting, Power Attack, Sunder, Weapon Focus (greatsword), Weapon Focus (boulder)

Epic Feats:	Epic Toughness (x2), Epic Weapon Focus (greatsword), Epic Weapon Focus (boulder), Multiweapon Rend
Climate/Terrain:	Any
Organization:	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)

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

Combat

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-size 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; save DC 17 + spell level. The DC is Charisma-based.

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.

INFERNAL

Large Outsider (Evil) (Chaotic or Lawful)

Hit Dice:	40d8+360 (680 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	80 ft., fly 240 ft. (perfect)
AC:	50 (+7 Dex, -1 size, +34 natural)
Base Attack/Grapple:	+40/+60
Attack:	+58 claw (4d6+16) melee
Full Attack:	2 claws +58 (4d6+16) melee, 1 bite +52 (4d8+8 +spell suck) melee, 2 wings +50 (2d6+8) melee, 1 tail slam +50 (4d8+8) melee
Space/Reach:	10ft./10 ft.
Special Attacks:	Improved grab, spell suck, learned spell immunity, spell-like abilities, summon fiend
Special Qualities:	Abomination traits, fast healing 15, regeneration 15, SR 38, DR 35/+7
Skills:	Balance +50, Concentration +52, Diplomacy +52, Escape Artist +50, Hide +50, Jump +36, Knowledge (arcana) +49, Knowledge (the planes) +49, Listen +53, Move Silently +50, Search +49, Sense Motive +51, Spellcraft +49, Spot +53, Tumble +50
Feats:	Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Sunder, Weapon Focus (claw)
Epic Feats:	Blinding Speed (x2), Epic Toughness, Epic Weapon Focus (bite), Epic Weapon Focus (claw), Tenacious Magic (<i>greater invisibility</i>), Tenacious Magic (<i>blur</i>)
Saves:	Fort +31, Ref +29, Will +30
Abilities:	Str 43, Dex 25, Con 28, Int 22, Wis 26, Cha 29
Climate/Terrain:	Any
Organization:	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)

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

Combat

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 temporary 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, create undead, darkness, deeper darkness, desecrate, detect chaos, detect good, detect law, detect magic, fear, fireball, greater dispel magic, hold person, greater invisibility, magic circle against good, major image, produce flame, polymorph, pyrotechnics, read magic, scrying, suggestion, symbol of death, telekinesis, greater teleport (self plus 1,000 pounds), unholy aura, unholy blight, unhallow, wall of fire*; 1/day—*fire storm, hellball (epic spell), implosion, meteor swarm*. 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.

PHAETHON

Gargantuan Outsider (Evil, Extraplanar, Fire)

Hit Dice:	62d8+806 (1,362 hp)
Initiative:	+15 (+7 Dex, +8 Superior Initiative)
Speed:	120 ft., burrow 120 ft.
AC:	47 (−4 size, +7 Dex, +34 natural)
Base Attack/Grapple:	+62/+98
Attack:	pseudopod slam +85 (4d8+24 plus fire damage) melee
Full Attack:	8 pseudopod slams +85 (4d8+24 plus fire damage) melee
Space/Reach:	20 ft./10 ft.
Special Attacks:	Fiery touch, fiery overrun, spell-like abilities, improved grab, swallow whole, <i>summon elder fire elemental</i>
Special Qualities:	Abomination traits, immunity to fire, vulnerability to cold, oozelike immunities, regeneration 25, fast healing 25, SR 46, DR 15/epic lawful and epic
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 +12, Jump +69, Knowledge (geography) +64, Listen +71, Move Silently +72, Search +64, Spot +71
Feats:	Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Sunder, Weapon Focus (slam)
Epic Feats:	Blinding Speed (x5), Epic Toughness (x3), Epic Weapon Focus (slam), Epic Will, Superior Initiative
Climate/Terrain:	Any
Organization:	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)

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

Combat

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

Fiery Overrun (Ex): A foe who 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, fire storm, delayed blast fireball, flame strike, wall of fire*; 1/day—*scrying*. Caster level 34th; save DC 24 + spell level.

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.

PHANE

Large Outsider (Chaotic, Evil, Extraplanar, Incorporeal)

Hit Dice:	36d8+324 (612 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	80 ft., fly 120 ft. (perfect)
AC:	50 (−1 size, +7 Dex, +11 deflection, +23 insight)
Base Attack/Grapple:	+36/—
Attack:	Incorporeal touch +43 (1d6 plus stasis touch) melee
Full Attack:	Incorporeal touch +43 (1d6 plus stasis touch) melee
Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, stasis touch, chrontal blast, time leach, <i>summon past time duplicate</i>
Special Qualities:	Abomination traits, null time field, time regression, fast healing 15, regeneration 15, SR 37, DR 15/epic, sonic immunity
Saves:	Fort +31, Ref +29, Will +29
Abilities:	Str —, Dex 25, Con 28, Int 24, Wis 16, Cha 33
Skills:	Balance +46, Concentration +48, Diplomacy +50, Hide +42, Jump +20, Knowledge (arcana, religion, the planes) +46, Listen +44, Move Silently +46, Search +46, Sense Motive +42, Spellcraft +46, Spot +44, Swim +39, 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 (<i>time stop</i>)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pair
Challenge Rating:	25
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	37–50 HD (Large); 51–65 HD (Huge)

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

Combat

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

Stasis Touch (Su): As *temporal stasis*, except as an at-will supernatural ability. Caster level 25th; save DC 21 + spell level. The DC is Charisma-based.

Chrontal 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.

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).

XIXECAL

Colossal Outsider (Chaotic, Cold, Evil, Extraplanar)

Hit Dice:	72d8+1,080 (1,676 hp)
Initiative:	+11 (+7 Dex. +4 Improved Initiative)
Speed:	140 ft.
AC:	58 (–8 size, +1 Dex, +55 natural)
Base Attack/Grapple:	+72/+116
Attack:	Claw +95 (2d8+28/19–20) melee
Full Attack:	2 claws +95 (2d8+28/19–20) melee, bite +89 (4d6+14) melee, stamp +89 (4d6+14) melee
Space/Reach:	50 ft./50 ft.
Special Attacks:	Rend 4d8+42, cold, spell-like abilities, breath weapon, <i>summon white dragon</i> , Constitution drain
Special Qualities:	Abomination traits, cold immunity, fire vulnerability, dire winter, fast healing 30, regeneration 30, SR 48, DR 20/good and epic and adamantite
Saves:	Fort +55, Ref +47, 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 +76, 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 (<i>greater invisibility</i>)
Climate/Terrain:	Any

Organization:	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)

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

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.

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.

Spell-Like Abilities: At will—*blasphemy*, *cone of cold*, *desecrate*, *greater dispel magic*, *dominate monster*, *hold person*, *greater invisibility*, *unholy aura*, *wall of ice*; 5/day—*haste*, *meteor swarm*. Caster level 36th; save DC 22 + spell level. The DC is Charisma-based.

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

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

Constitution Drain (Su): This effect permanently reduces a living opponent's Constitution score by 4 when the creature hits with a slam, bite, or rend, or 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.

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 center 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.

BEHEMOTH

	Behemoth Eagle	Behemoth Gorilla
	Colossal Outsider (Extraplanar)	Huge Outsider (Extraplanar)
Hit Dice:	21d8+126 (220 hp)	21d8+252 (366 hp)
Initiative:	+20 (+12 Dex, +8 Superior Initiative)	+12 (+8 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 160 ft. (poor)	60 ft., climb 30 ft.
AC:	24 (+12 Dex, -8 size, +10 natural)	38 (+8 Dex, -2 size, +22 natural)
Base Attack/Grapple:	+21/+44	+21/+39
Attack:	Claw +25 (5d10+7) melee	Claw +29 (4d8+10) melee
Full Attack:	2 claws +25 (5d10+7) melee, bite +20 (4d12+3) melee	2 claws +29 (4d8+10) melee, bite +24 (3d10+5) melee
Space/Reach:	30ft./20 ft.	20 ft./20 ft.
Special Attacks:	—	Rend 8d8+20
Special Qualities:	Evasion, SR 30	Scent, SR 30
Saves:	Fort +18, Ref +24, Will +16	Fort +24, Ref +20, Will +16
Abilities:	Str 25, Dex 34, Con 23 Int 17, Wis 19, Cha 16	Str 31, Dex 26, Con 35 Int 6, Wis 15, Cha 12
Skills:	Diplomacy +27, Jump +3, Knowledge (geography, history, nature, religion, the planes) +27, Listen +30, Search +27, Sense Motive +28, Spot +41, Survival +28	Balance +32, Climb +42, Intimidate +25, Jump +34, Move Silently +32, Spot +26
Feats:	Alertness, Endurance, Flyby Attack, Improved Initiative, Iron Will, Skill Focus (spot), Weapon Finesse	Dodge, Endurance, Improved Initiative, Iron Will, Mobility, Power Attack, Spring Attack
Epic Feats:	Superior Initiative	Epic Toughness
Climate/Terrain:	Any forest, hill, mountains, and plains	Warm forest and warm mountains
Organization:	Solitary or pair	Solitary or company (5–8)
Challenge Rating:	18	19
Treasure:	None	None

Alignment:	Always neutral	Always neutral
Advancement:	21–42 HD (Colossal)	22–42 HD (Huge)

BEHEMOTH EAGLE

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 GORILLA

Combat

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 (+14 Dex, +4 Improved Initiative)
Speed:	80 ft.
AC:	40 (+14 Dex, –1 size, +17 natural)
Base Attack/Grapple:	+38/+52
Attack:	Claw +48 (2d6+10/19–20) melee
Full Attack:	2 claws +48 (2d6+10/19–20) melee, 1 bite +46 (3d6+5/19–20) melee
Space/Reach:	10 ft./5 ft.
Special Attacks:	Frightful howl, savage 15d6+25
Special Qualities:	Blindsight 240 ft., DR 10/epic, dark-vision 60 ft., fast healing 10, lowlight vision, SR 32, scent, acid, cold, electricity, fire, and sonic resistance 20
Saves:	Fort +41, Ref +35, Will +25
Abilities:	Str 30, Dex 38, Con 47, Int 18, Wis 32, Cha 19
Skills:	Hide +55, Jump +51, Listen +54, Move Silently +55, Spot +54, Survival +52
Feats:	Alertness, Great Fortitude, Improved Bull Rush, Improved Critical (claw), Improved Critical (bite), Improved Initiative, Improved Trip, Iron Will, Multiattack, Weapon Focus (claw), Weapon Focus (bite)
Epic Feats:	Blinding Speed (x2)
Climate/Terrain:	Any
Organization:	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)

COMBAT

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.

COLOSSUS

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.

	Stone Colossus	Flesh Colossus	Iron Colossus
	Colossal Construct	Colossal Construct	Colossal Construct
Hit Dice:	64d10 (432 hp)	100d10 (630 hp) or as controlling spirit	96d10 (603 hp)
Initiative:	-3 (Dex)	+2 (-2 Dex, +4 Improved)	-2 (Dex) Initiative)
Speed:	40 ft. (can't run)	40 ft. (can't run)	50 ft. (can't run)
AC:	44 (-8 size, -3 Dex, +45 natural)	45 (-8 size, -2 Dex, +25 natural, +20 profane)	60 (-8 size, -2 Dex, +60 natural)
Base Attack/Grapple:	+48/+94	+75/+103	+72/+123
Attack:	Slam +70 (8d6+30) melee	Colossal club +79 (6d6+18) melee or slam +79 (4d6+12) melee or thrown object (weighing 10 tons or less) +65 (4d6+12) ranged	Slam +99 (12d6+35) melee
Full Attack:	2 slams +70 (8d6+30) melee	Colossal club +79 (6d6+18) melee or 2 slams +79 (4d6+12) melee or thrown object (weighing 10 tons or less) +65 (4d6+12) ranged	2 slams +99 (12d6+35) melee
Space/Reach:	30 ft./30 ft.	30 ft./30 ft.	30 ft./30 ft.
Special Attacks:	Shatter	Frightful presence, horrific appearance, stomp, stench	Breath weapon
Special Qualities:	Construct traits, magic immunity, antimagic field, DR 10/Epic and adamantine	Construct traits, magic immunity, DR 15/Epic and adamantine, negative energy affinity	Construct traits, magic immunity, antimagic field, rustproof, DR 20/Epic and adamantine
Saves:	Fort +21, Ref +18, Will +21	Fort +33, Ref +31, Will +33	Fort +32, Ref +30, Will +33
Abilities:	Str 70, Dex 5, Con -, Int 7, Wis 10, Cha 1	Str 35, Dex 6, Con -, Int 1 or as controlling spirit, Wis 11 or as controlling spirit, Cha 1 or as controlling spirit	Str 80, Dex 7, Con —, Int 9, Wis 12, Cha 1
Skills:	Jump +34	Jump +16 or as controlling spirit	Jump +43
Climate/Terrain:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	24	27	33
Treasure:	None	None	None
Alignment:	Usually neutral	Neutral evil or neutral	Usually neutral
Advancement:	65–192 HD (Colossal)	None (abilities may vary by level of possessing spirit)	97–288 HD (Colossal)

STONE COLOSSUS

A stone colossus cannot speak or make any vocal noise.

Combat

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 chiseled 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*.

FLESH COLOSSUS

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

Combat

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 +65 (+75 base, -2 Dex, -8 size). If successful, the stomp deals double damage (8d6 +24) 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 semiliquid 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*.

IRON COLOSSUS

Breath Weapon (Su): Cone of poisonous gas, 80 feet, as a free action every 1d4 rounds, initial damage 3d6 temporary Con, secondary damage 2d6 temporary 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 (armorsmithing) 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*.

DEMILICH

	Diminutive Undead
Hit Dice:	21d12 (130 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	Fly 180 ft. (perfect)
AC:	51 (+4 size, +3 Dex, +5 natural armor, +8 <i>bracers of armor</i> , +2 <i>ring of protection</i> , +21 insight)
Base Attack/Grapple:	+10/-2
Attack:	Touch +35 (10d6+20 plus paralyzing touch) melee
Full Attack:	Touch +35 (10d6+20 plus paralyzing touch) melee
Space/Reach:	1 ft./0 ft.
Special Attacks:	Trap the soul, fear aura, paralyzing touch, 21st-level wizard spellcaster, Perfect Automatic Still Spell, spell-like abilities
Special Qualities:	Magic immunity, phylactery transference, turn resistance +20, DR 15/Epic and bludgeoning, undead traits, acid resistance 20, fire resistance 20, sonic resistance 20, immune to cold, electricity, polymorph, and mind-affecting attacks.
Saves:	Fort +10, Ref +12, Will +17
Abilities:	Str 10, Dex 16 (with <i>gloves</i>), Con –, Int 39 (with <i>headband</i>), 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, Maximize Spell, Quicken Spell, Scribe Scroll, Spell Penetration, Toughness
Epic Feats:	Automatic Quicken Spell, Blinding Speed, Improved Spell Capacity (10th), Tenacious Magic (any)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	29
Treasure:	Standard
Alignment:	Neutral evil
Advancement:	By character class

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

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

Combat

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 molds 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.

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 paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed 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. This sample demilich was a 21st-level wizard (spells per day: 4/12/8/7/7/7/6/6/6/3). The last three spell slots are 10th-level slots and available for 0–9th level metamagic spells.

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

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.

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 utilized simultaneously still apply. The sample demilich "wears" *bracers of armor* +8, *headband of intellect* +6, *pink Ioun 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, electricity, 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-size and Large liches become Diminutive demiliches, Huge liches become Small demiliches, Gargantuan liches become Medium-size 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.

AC: The demilich retains the lich's +5 natural armor 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.

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 molders 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.

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 paralyzed. *Remove paralysis* or any spell that can remove a curse can free the victim. The effect cannot be dispelled. Anyone paralyzed 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.

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

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.

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 utilized 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.

Organization: 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.

DEVASTATION VERMIN

Vermin Traits: Immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

	Devastation Centipede	Devastation Spider
	Colossal Vermin	Colossal Vermin
Hit Dice:	128d8+1,152 (1,728 hp)	128d8+1,280 (1,856 hp)
Initiative:	+13 (Dex)	+14 (Dex)
Speed:	80 ft.	60 ft., climb 40 ft. (80 ft., climb 40 ft.)
AC:	55 (–8 size, +13 Dex, +40 natural)	58 (–8 size, +14 Dex, +42 natural)
Base Attack/ Grapple:	+96/+128	+96/+125
Attack:	Bite +99 (20d10+16 plus poison) melee	Bite +101 (18d10+19 plus poison) melee
Full Attack:	Bite +99 (20d10+16 plus poison) melee	Bite +101 (18d10+19 plus poison) melee
Space/Reach:	50 ft./40 ft.	50 ft./40 ft.
Special Attacks:	Poison	Poison
Special Qualities:	Darkvision 300 ft., SR 50, DR 10/–	Darkvision 300 ft., SR 50, DR 10/–
Saves:	Fort +75, Ref +55, Will +42	Fort +76, Ref +56, Will +42

Abilities:	Str 33, Dex 37, Con 29, Int –, Wis 10, Cha 2	Str 37, Dex 39, Con 30, Int –, Wis 10, Cha 2
Skills:	Climb +19, Hide +1, Jump +31, Spot +8	Climb +21, Hide +2 (-2), Jump +25 (+39), Move Silently +14, Spot +8 (+12)
Climate/Terrain:	Any land	Any land
Organization:	Solitary or cluster (2–5)	Solitary or cluster (2–5)
Challenge Rating:	39	41
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	None	None

	Devastation Scorpion	Devastation Beetle
	Colossal Vermin	Colossal Vermin
Hit Dice:	128d8+1,408 (1,984 hp)	128d8+2,304 (2,880 hp)
Initiative:	+12 (Dex)	+10 (Dex)
Speed:	100 ft.	70 ft.
AC:	60 (–8 size, +12 Dex, +46 natural)	72 (–8 size, +10 Dex, +60 natural)
Attacks:	2 claws +102 melee, sting +97 melee	Bite +104 melee
Damage:	Claw 10d10+14, sting 8d10+7 plus poison	Bite 25d10+24
Space/Reach:	50 ft./40 ft.	50 ft./40 ft.
Special Attacks:	Improved grab, squeeze, poison	Trample 30d10+24, acid cloud
Special Qualities:	Darkvision 300 ft., SR 50, DR 15/–	Darkvision 300 ft., SR 60, DR 20/–
Saves:	Fort +77, Ref +54, Will +42	Fort +84, Ref +52, Will +42
Abilities:	Str 38, Dex 35, Con 32, Int –, Wis 10, Cha 2	Str 42, Dex 31, Con 46, Int –, Wis 10, Cha 9
Skills:	Climb +22, Hide +4, Jump +42, Spot +8	Jump +31, Listen +0, Spot +0
Climate/Terrain:	Any land	Any land
Organization:	Solitary or cluster (2–5)	Solitary or cluster (2–5)
Challenge Rating:	42	50
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	None	None

DEVASTATION CENTIPEDE

Poison (Ex): Bite, Fort save (DC 93); initial and secondary damage 2d12 temporary Dex.

Skills: Devastation centipedes receive a +8 racial bonus on Climb, Hide, and Spot checks.

DEVASTATION SPIDER

Poison (Ex): Bite, Fort save (DC 94); initial and secondary damage 2d12 temporary Con.

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 38) or burst it with a Strength check (DC 44). 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.

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

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 95); initial and secondary damage 2d12 temporary Str.

Skills: Devastation scorpions receive a +4 racial bonus on Climb, Hide, and Spot checks.

DEVASTATION BEETLE

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.

Acid Cloud (Ex): A devastation beetle exudes a constant vapor that radiates outward in every direction for 60 feet. This vapor deals 6d6 points of acid damage each round to anyone caught in the cloud.

DRAGON, ADVANCED

The standard advancement rules allow dragons theoretically infinite progression even beyond the stage of great wyrm. 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 wyrm 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 wyrm.

Size: One important element of dragon advancement is increasing size. The dragons that don’t reach Colossal size by the great wyrm 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.

Armor Class: A dragon’s natural armor 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 armor 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 maneuverability becomes clumsy. When it reaches Colossal+, its fly speed increases by another 50 feet, and its maneuverability 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, EPIC

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	Wyrmling	2,001–2,400
12	Great wyrm	2,401+

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 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 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

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.

Maximize Spell-Like Ability: The dragon can apply the Maximize 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 maximized ability uses up three uses of the ability. If the dragon can use the ability at will, there is no cost for maximizing 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.

FORCE DRAGON

Dragon (Force)

Climate/Terrain: Any land and underground

Organization: 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+)

Force Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	H	20d12+100 (230)	31	10	21	18	19	18	+20/+38	+28	+17	+12	+16	5d12 (25)	24
Very young	H	25d12+150 (312)	35	10	23	22	23	22	+25/+45	+35	+20	+14	+20	10d12 (28)	28
Young	G	30d12+210 (405)	39	10	25	26	27	26	+30/+56	+40	+24	+17	+25	15d12 (32)	33
Juvenile	G	35d12+315 (542)	43	10	29	30	31	30	+35/+63	+47	+28	+19	+29	20d12 (36)	37
Young adult	G	40d12+440 (700)	47	10	33	34	35	34	+40/+70	+54	+33	+22	+34	25d12 (41)	42
Adult	G	45d12+585 (877)	51	10	37	38	39	38	+45/+77	+61	+37	+24	+38	30d12 (45)	46
Mature adult	C	50d12+750 (1,075)	55	10	41	42	43	42	+50/+88	+64	+42	+27	+43	35d12 (50)	51
Old	C	55d12+935 (1,292)	59	10	45	46	47	46	+55/+95	+71	+46	+29	+47	40d12 (54)	55
Very old	C	60d12+1,140 (1,530)	63	10	49	50	51	50	+60/+102	+78	+51	+32	+52	45d12 (59)	60
Ancient	C	65d12+1,365 (1,787)	67	10	53	54	55	54	+65/+109	+85	+55	+34	+56	50d12 (63)	64
Wyrm	C+	70d12+1,610 (2,065)	71	10	57	58	59	58	+70/+116	+92	+60	+37	+61	55d12 (68)	69

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

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.

Combat

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 ex-tremely, 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

Speed: 60 ft., fly 300 ft. (clumsy)

AC: 64 (-4 size, +14 deflection, +44 natural)

Base Attack/Grapple: +45/+77

Attack: Bite +61 (4d6+20/19-20) melee

Full Attack: Bite +61 (4d6+20/19-20) melee, 2 claws +56 (2d6+10/19-20) melee, 2 wings +56 (2d6+10/19-20) melee, tail slap +56 (2d8+30/19-20) melee

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, SR 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 +68, Spot +74

Feats: Alertness, Cleave, Combat Reflexes, Empower Spell-Like Ability, Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claws), Improved Critical (wings), Improved Critical (tail slap), Improved Initiative, Improved Sunder, Maximize Spell-Like Ability, Power Attack, Spell Knowledge, Wingover

Climate/Terrain: Any land and underground

Organization: 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/ 9/9/9/9/8/7/5; 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—*analyze 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.

PRISMATIC DRAGON

Dragon (Light)

Climate/Terrain: Any land and underground

Organization: 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

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+)

Prismatic Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
Wyrmling	H	23d12+138 (287)	29	10	23	20	21	20	+23/+40	+30	+19	+13	+18	27	26
Very young	H	28d12+196 (378)	33	10	25	24	25	24	+28/+47	+37	+23	+16	+23	31	31
Young	G	33d12+297 (511)	37	10	29	28	29	28	+33/+58	+42	+27	+18	+27	35	35
Juvenile	G	38d12+418 (665)	41	10	33	32	33	32	+38/+65	+49	+32	+21	+32	40	40
Young adult	G	43d12+559 (838)	45	10	37	36	37	36	+43/+72	+56	+36	+23	+36	44	44

Adult	C	48d12+720 (1,032)	49	10	41	40	41	40	+48/+83	+59	+41	+26	+41	49	49
Mature adult	C	53d12+901 (1,245)	53	10	45	44	45	44	+53/+90	+66	+45	+28	+45	53	53
Old	C	58d12+1,102 (1,479)	57	10	49	48	49	48	+58/+97	+73	+50	+31	+50	58	58
Very old	C	63d12+1,323 (1,732)	61	10	53	52	53	52	+63/+104	+80	+54	+33	+54	62	62
Ancient	C+	68d12+1,564 (2,006)	65	10	57	56	57	56	+68/+111	+87	+59	+36	+59	67	67
Wyrmling	C+	73d12+1,825 (2,299)	69	10	61	60	61	60	+73/+118	+94	+63	+38	+63	71	71
Great wyrmling	C+	78d12+2,106 (2,613)	73	10	65	64	65	64	+78/+125	+101	+68	+41	+68	76	76

Prismatic 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
Wyrmling	60 ft., fly 350 ft. (clumsy)	+0	99 (–8 size, +25 deflection, +72 natural), touch 27, flat-footed 99		35th	80
Great wyrmling	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

A prismatic dragon's natural weapons are treated as magic (wyrmling – juvenile) or epic (young adult – great wyrmling) for the purpose of overcoming damage reduction.

Combat

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 (Improved Initiative)

Speed: 60 ft., fly 300 ft. (clumsy)

AC: 78 (–8 size, +19 deflection, +57 natural)

Base Attack/Grapple: +58/+97

Attack: Bite +74 (4d8+23/19-20) melee

Full Attack: Bite +74 melee, 2 claws +69 (4d6+11) melee, 2 wings +68 (2d8+11) melee, tail slap +69 (4d6+34) melee

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: Immunities, DR 20/epic, SR 66, blindsight, keen senses, deflecting force

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 (all) +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: Blinding Speed (x2), Cleave, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Spell Capacity (9th), Improved Spell Capacity (9th), Power Attack, Quicken Spell-Like Ability, Snatch, Spell Knowledge (x4), Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (tail slap)

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or family (1–2 and 2–5 off-spring)

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 armor, 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, stonework*; 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.*

ELEMENTAL, PRIMAL

Elemental Traits: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

	Air Elemental, Primal	Earth Elemental, Primal
	Colossal Elemental (Air, Extraplanar)	Colossal Elemental (Earth, Extraplanar)
Hit Dice:	64d8+576 (944 hp)	64d8+640 (1,048 hp)
Initiative:	+24 (+16 Dex, +8 Superior Initiative)	–1 (Dex)
Speed:	Fly 100 ft. (perfect)	20 ft., burrow 40 ft.
AC:	66 (–8 size, +16 Dex, +48 natural)	49 (–8 size, –1 Dex, +48 natural)
Base Attack/Grapple:	+48/+75	+48/+80
Attack:	Slam +57 (4d8+16) melee	Slam +57 (4d10+24/19-20) melee
Full Attack:	2 Slams +57 (4d8+16) melee	2 slams +57 (4d10+24/19-20) melee
Space/Reach:	30 ft./30 ft.	30 ft./30 ft.
Special Attacks:	Air mastery, whirlwind	Earth mastery, push
Special Qualities:	Elemental traits, DR 10/–, SR 42	Elemental traits, DR 15/–, SR 42
Saves:	Fort +42, Ref +52, Will +28	Fort +46, Ref +21, Will +28
Abilities:	Str 32, Dex 43, Con 28, Int 8, Wis 13, Cha 13	Str 43, Dex 8, Con 31, Int 8, Wis 13, Cha 13
Skills:	Listen +48, Spot +57	Jump +10, Listen +57, Spot +48
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Mobility, Lightning Reflexes, Spring Attack, Weapon Finesse, Weapon Focus (slam)	Alertness, Cleave, Combat Reflexes, Great Cleave, Improved Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)

Epic Feats:	Blinding Speed (x2), Epic Prowess (x2), Epic Toughness (x4), Epic Will, Superior Initiative	Devastating Critical (slam), Epic Prowess (x3), Epic Toughness (x6), Epic Will, Overwhelming Critical (slam)
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary
Challenge Rating:	35	35
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	65–288 HD (Colossal)	65–288 HD (Colossal)
	Fire Elemental, Primal	Water Elemental, Primal
	Colossal Elemental (Fire, Extraplanar)	Colossal Elemental (Water, Extraplanar)
Hit Dice:	64d8+576 (944 hp)	64d8+640 (1,048 hp)
Initiative:	+22 (+14 Dex, +8 Superior Initiative)	+14 (Dex)
Speed:	50 ft.	20 ft., swim 90 ft.
AC:	64 (–8 size, +14 Dex, +48 natural)	64 (–8 size, +14 Dex, +48 natural)
Base Attack/Grapple:	+48/+75	+48/+80
Attack:	Slam +55 (4d8+16 plus 4d8 fire) melee	Slam +57 (4d10+24/19–20)
Full Attack:	2 slams +55 (4d8+16 plus 4d8 fire) melee	2 slam +57 (4d10+24/19–20)
Space/Reach:	30 ft./30 ft.	30 ft./30 ft.
Special Attacks:	Burn	Water mastery, drench, vortex
Special Qualities:	Elemental traits, DR 10/–, SR 42, fire immunity, cold vulnerability	Elemental traits, DR 15/–, SR 42
Saves:	Fort +32, Ref +50, Will +28	Fort +46, Ref +21, Will +28
Abilities:	Str 32, Dex 39, Con 28, Int 8, Wis 13, Cha 13	Str 42, Dex 38, Con 31, Int 8, Wis 13, Cha 13
Skills:	Jump +19, Listen +48, Spot +57	Jump +7, Listen +57, Spot +48, Swim +19
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse, Weapon Focus (slam)	Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (slam), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)
Epic Feats:	Blinding Speed, Dire Charge, Epic Prowess, (x2), Epic Toughness (x4), Epic Will, Superior Initiative	Devastating Critical (slam), Epic Prowess (x2), Epic Toughness (x6), Epic Will, Overwhelming Critical (slam)
Climate/Terrain:	Any land	Any land
Organization:	Solitary	Solitary
Challenge Rating:	35	35
Treasure:	None	None
Alignment:	Usually neutral	Usually neutral
Advancement:	65–288 HD (Colossal)	65–288 HD (Colossal)

PRIMAL AIR ELEMENTAL

Primal air elementals speak Auran.

Combat

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 centered 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.

PRIMAL EARTH ELEMENTAL

Earth elementals speak Terran.

Combat

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 maneuver without provoking an attack of opportunity. The combat modifiers given for earth mastery, above, also apply to the elemental's opposed Strength checks.

PRIMAL FIRE ELEMENTAL

A primal fire elemental cannot enter water or any other nonflammable 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

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.

PRIMAL WATER ELEMENTAL

A primal water elemental can't 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 centered 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.