

The Immortals Handbook

EPIC BESTIARY

Volume One



by Craig Cochran

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system

...dedicated to everyone who waited.

CREDITS

CONCEPTION, DESIGN, ILLUSTRATION, WRITING

Craig Cochrane

ADDITIONAL DESIGN

Craig Cochrane & Simon Newman (Mercury Golem)

EDITING

Charles Greathouse & Shane O'Connor

SPECIAL THANKS TO

Erlend Aune, Geoffrey Bowron, Brian Byars, Mark Clover, William Cochrane, Andy Collins, Serge W. Desir, 'Dirk', Benjamin Durbin, Emma Dyer, Charles Greathouse, Scott Greene, Gary Gyax, Brandon Harwell, 'Karsus', Michael Kulig, Robert Lajoie, Franck Leonardo, Johannes Luber, Eric Noah, Mary Frances Macareavey, Alister Mathers, Robert McKnight, Russell Morrissey, Paul Morrison, Blaine Seitz, Alexander Simkin, Curtis Simmons, Jim Stenberg, Clint Tyler, Gael Zimmerman...and many others.

Based on the original Worship Point rules created by Simon Newman

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Monsters by Challenge Rating & ECL

The Effective Character Level (ECL) in the following list only includes equipment specifically noted under a creature's entry. If you wish to add equipment equal to the characters ECL multiply the given ECL by 1.24 (and round down).

Any ECLs for mindless creatures (such as golems) assumes intelligence/sentience.

To determine Level Adjustments (LA) simply subtract the creature's Hit Dice from its ECL.

	CR	ECL
Diamond Guardian	6	10
Diamond Golem	10	18
Force Guardian	10	18
Quintessence Elemental, Small	10	15
Unelemental, Small	10	15
Behemoth Bear	12	18
Mercury Guardian	12	21
Quintessence Elemental, Medium	13	20
Unelemental, Medium	13	20
Dire Tyrannosaurus	14	21
Grigori	14	21
Force Golem	18	32
Diamond Sentinel	19	33
Mercury Golem	19	33
Quintessence Elemental, Large	20	30
Unelemental, Large	20	30
Ioun Golem	21	37
Airavata, Legendary Elephant	25	38
Garm, Behemoth Legendary Wolf	25	38
Quintessence Elemental, Huge	26	39
Unelemental, Huge	26	39
Cicatrix, Daemon Master of Scars	28	42
Diamond Gargant	28	50
Belias, Atata Balor	29	44
Anakim, Abomination	32	48
Oodium, Abomination	33+	50
Argento, Flaga Cloud Giant Ranger 17	34	52
Mercury Sentinel	35	62
Sadim, Abomination	36	54
Syzygy, Brood Lord of Time	36	54
Gibborim, Abomination	37	56
Macrobe Praying Mantis	38	57
Kabiri, Demon Prince of Secrets	39	59
Akishra	40	60
Force Sentinel	40	72
Quintessence Elemental, Greater	40	60
Unelemental, Greater	40	60
Elohim, Angel	42	63
Amilictli, Abomination	46	69
Diamond Colossi	50	90
Quintessence Elemental, Elder	53	80
Unelemental, Elder	53	80
Maskim	55	83
Malakim, Angel	56	84
Mercury Gargant	64	115

	CR	ECL
Orichalcum Guardian	65	117
Nimrod, Akalich Wizard 41	67+	101
Force Gargant	72	129
Cogent	80	120
Kyriotates, Angel	84	126
Diamond Leviathan	85	153
Mercury Colossi	89	160
Orichalcum Golem	109	196
Sandalphon, King of Heaven	120	180
Cherubim, Angel	126	189
Force Colossi	134	241
Mercury Leviathan	153	275
Alabaster, Amidah Vampire Fighter 117	163	245
Seraphim, Angel	168	252
Force Leviathan	294	529
Orichalcum Sentinel	330	594
Orichalcum Gargant	554	997
Orichalcum Colossi	574	1033
Orichalcum Leviathan	1068	1922
Neutronium Golem	9721	17,497

Monsters by Type (and Subtype)

- Aberration:** Akishra, cogent.
- Animal:** Behemoth bear, dire tyrannosaurus.
- Construct:** Golem (Diamond, Force, Ioun, Mercury, Neutronium, orichalcum).
- Dragon:** Dragon (Cometary, Nexus, Platinum, Polychromatic, Timber, titanium, void).
- Elemental:** Quintessence elemental, unelemental.
- Giant:** Flaga cloud giant ranger 17 (*Argento*).
- Outsider:** Dire creature (*Airavata*: legendary elephant), grigori.
- Outsider (Air):** Abomination (amilictli).
- Outsider (Chaotic):** Abomination (Amilictli, Anakim, Gibborim), angel (malakim), atata balor (*Belius*), brood (*Syzygy*), demon (*Kabiri*).
- Outsider (Evil):** Abomination (Amilictli, Anakim, Gibborim, Odium, Sadim), Atata Balor (*Belius*), Daemon (*Cicatrix*), Demon (*Kabiri*), Devil (maskim), dire creature (*Garm*: behemoth legendary wolf).
- Outsider (Good):** Angel (Cherubim, Elohim, Flaga Cloud Giant (*Argento*), kyriotates, malakim, ophanim (*Sandalphon*), seraphim).
- Outsider (Lawful):** Angel (elohim), devil (maskim).
- Plant:** Abomination (odium).
- Undead:** Akalich (*Nimrod*), amidah vampire (*Alabaster*), void dragon.
- Vermin:** Macrobe praying mantis.

Adventure Ideas

- Most monster entries are also accompanied by three or more adventure ideas covering the broadest swathe of their use.
- Sub-epic:** ECL 1-20 (suitable for clerics and disciples)
- Low Epic:** ECL 21-40 (suitable for prophets and hero-deities)
- Mid-epic:** ECL 41-80 (suitable for quasi-deities and demi-deities)
- High Epic:** ECL 81-160 (suitable for lesser and intermediate deities)
- Low Cosmic:** ECL 161-320 (suitable for greater deities and elder ones)
- Mid-cosmic:** ECL 321-640 (suitable for old ones and first ones)
- High Cosmic:** ECL 641+ (suitable for demiurges and time lords)

TABLE 1-1: DRAGON CR/ECLS

	Very Young		Young	Juvenile	Young Adult	Adult	Mature Adult	Old	Very Old	Ancient	Wyrm	Great Wyrm
Cometary	116/174	128/192	140/210	152/228	164/246	176/264	188/282	200/300	212/318	224/336	236/354	248/372
Nexus	416/624	440/660	464/696	488/732	512/768	536/804	560/840	584/876	608/912	632/948	666/999	690/1035
Platinum	29/43	35/52	41/61	47/70	53/79	59/88	65/97	71/106	77/115	83/124	89/133	95/142
Polychromatic	20/30	26/39	32/48	38/57	44/66	50/75	56/84	62/93	68/102	74/111	80/120	86/129
Timber	26/39	32/48	38/57	44/66	50/75	56/84	62/93	68/102	74/111	80/120	86/129	92/138
Titanium	29/43	35/52	41/61	47/70	53/79	59/88	65/97	71/106	77/115	83/124	89/133	95/142
Void	128/192	140/210	152/228	164/246	176/264	188/282	200/300	212/318	224/336	236/354	248/372	260/390

NEW EPIC FEATS

AUTOMATIC METAMAGIC CAPACITY [EPIC]

You can cast spells that exceed the normal limits of spellcasting.

Prerequisites: Ability to cast spells at the normal maximum spell level in at least one spellcasting class, four metamagic feats.

Benefit: When you select this feat you gain one free level of metamagic per round, which you may spontaneously apply to any spell you can cast.

eg. A Wizard with Automatic Metamagic Capacity could spontaneously apply the Enlarge Spell feat (or any other metamagic that increases the level of the spell slot required by one) once per round to any spell he casts, without increasing the level of the spell slots required.

It also stacks with existing metamagic deployment.

eg. A wizard with Automatic Metamagic Capacity feats could spontaneously apply the Enlarge Spell feat to a previously prepared empowered delayed blast fireball in a 9th-level spell slot.

Special: A character can gain this feat multiple times. Each time they gain the feat they gain one free level of metamagic per round. This feat stacks, each time it is taken you gain an additional +1 free spell level of metamagic.

eg. A wizard with 3 Automatic Metamagic Capacity feats could spontaneously apply the Maximise Spell feat to a previously prepared empowered delayed blast fireball in a 9th-level spell slot.

This feat is suggested as the replacement for the following epic feats: Automatic Quicken Spell; Automatic Silent Spell; Automatic Still Spell and Improved Spell Capacity.

The various Automatic Quicken/Silent/Still spell feats are unbalanced. Improved Spell Capacity becomes more pedantic the higher in power you become, while in addition progressively alienating more and more lower level spells.

eg. A wizard with Automatic Quicken Spell (x2) and Improved Spell Capacity (x3) should replace them with Automatic Metamagic Capacity (x5).

EPIC POTENCY [EPIC]

Your blows are very powerful.

Benefit: You gain a +2 bonus on all damage rolls for your attacks.

Special: A character can gain this feat multiple times. Its effects stack.

GREATER THREE-WEAPON FIGHTING [EPIC]

You are a master of the three-weapon fighting style.

Prerequisites: Dex 33, Greater Two-Weapon Fighting, Improved Three-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting, base attack bonus +46

Benefit: You gain a third attack with a tertiary weapon at a -10 penalty.

HEAVY ARMOR MASTERY [EPIC]

You are unimpeded by wearing heavy armor.

Prerequisites: Heavy Armor Proficiency, Light Armor Mastery, Medium Armor Mastery, Str 29.

Benefit: You suffer no negative penalties for wearing heavy armor.

Special: Add 10 to the strength prerequisite for each size category beyond Medium (Str 39 for Large creatures, Str 49 for Huge, etc).

IMPROVED THREE-WEAPON FIGHTING [EPIC]

You are an expert of the three-weapon fighting style.

Prerequisites: Dex 29, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting, base attack bonus +36

Benefit: You gain a second attack with a tertiary weapon at a -5 penalty.

KILLER INSTINCT [EPIC]

In combat you achieve a zen-like focus, allowing you to strike killing blows without preparation.

Prerequisites: Death attack class ability, sneak attack +5d6.

Benefit: You need not spend 3 rounds preparing for a death attack.

LIGHT ARMOR MASTERY [EPIC]

You are unimpeded by wearing light armor.

Prerequisites: Light Armor Proficiency, Str 25.

Benefit: You suffer no negative penalties for wearing light armor.

Special: Add 10 to the strength prerequisite for each size category beyond medium.

MEDIUM ARMOR MASTERY [EPIC]

You are unimpeded by wearing medium armor.

Prerequisites: Light Armor Mastery, Medium Armor Proficiency, Str 27.

Benefit: You suffer no negative penalties for wearing medium armor.

Special: Add 10 to the strength prerequisite for each size category beyond medium.

METAMAGIC FREEDOM [EPIC]

You can stack the same metamagic feat multiple times.

Prerequisites: Four metamagic feats, Spellcraft 24 ranks.

Benefit: You can apply the same metamagic feat any number of times to the same spell, provided you have a spell slot of adequate level or sufficient free levels of metamagic from Automatic Metamagic Capacity

eg. With this feat you could use a 9th-level spell slot to triple empower a fireball spell (for +150% damage).

Normal: Without this feat you can only apply the same metamagic feat once to a single spell.

Special: A spell can only be quickened more than once a round with the free levels of metamagic granted by Automatic Metamagic Capacity. In any given round, you may cast one spell that is not quickened, one spell that is prepared as quickened, and any number of spells quickened spells, each using 4 free levels of metamagic from your Automatic Metamagic Capacity quota for that round.

Multiple quickened spells happen simultaneously, so you cannot teleport to a location, cast a spell and then teleport away again.

In the wake of this feat the following feats become redundant: Improved Heighten Spell; Intensify Spell and Multispell. It is also suggested that you remove the Improved Metamagic feat altogether.

Improved Heighten Spell should be unnecessary if you already have Heighten Spell. Intensify Spell is simply a combination of two applications of empower spell and one application of maximise spell. Multispell is simply two (or more) applications of quicken spell.

The first of the above feats should be replaced with Metamagic Freedom and any others by Automatic Metamagic Capacity.

PERFECT THREE-WEAPON FIGHTING [EPIC]

You are a grand-master of the three-weapon fighting style.

Prerequisites: Dex 37, Greater Three-Weapon Fighting, Greater Two-Weapon Fighting, Improved Three-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Three-Weapon Fighting, Two-Weapon Fighting, base attack bonus +46

Benefit: You gain a fourth attack with a tertiary weapon at a -15 penalty.

THREE-WEAPON FIGHTING [EPIC]

You are proficient in the three-weapon fighting style, where one weapon is constantly being juggled.

Prerequisites: Dex 25, Greater Two-Weapon Fighting, Improved Two-Weapon Fighting, Perfect Two-Weapon Fighting, Two-Weapon Fighting, base attack bonus +26

Benefit: You can make one extra attack with a third weapon. However, using this style, all your attacks (with primary, secondary and tertiary weapons) only add half your Strength bonus to damage.

SIZE MATTERS

The following few pages expand upon the existing rules for size and strength, accommodating creatures of any size and any density. They also attempt to dissect the components of size so as to better facilitate creature creation.

Beyond Colossal

Epic characters and immortals can face threats from adversaries of incredible size, far in excess of colossal parameters, such as epic and adamid dragons, macrobes and super-celestials, among others. Therefore a method was needed to allow for creatures of any potential size. Since merely continuing the core progression indefinitely would eventually mean running out of adjectives, a scale was determined which loops the sizes continually back on themselves every thousandfold size increase (every +10 size categories). In addition the size category formerly known as Colossal+ has been changed to Titanic.

Therefore, after the standard scale encompassing the first ten size categories (Fine to Titanic), we have the macro scale adding another ten size categories (Macro-Fine to Macro-Titanic), after that the mega scale and so on and so forth.

Table 1-2: Expanded Scale lists ten potential scaling systems for the sake of completeness, even though its highly unlikely most will see actual use, better to have it and not need it, than need it and not have it.

TABLE 1-2: EXPANDED SCALE

Scale	Example	Scale	Example
Standard	Humanoid	Peta	Nebula
Macro	Mountain	Exa	Quasar
Mega	Planet	Zetta	Galaxy
Giga	Star	Yotta	Supercluster
Tera	Solar System	Xona	Universe

MICRO SCALE?

While the above scaling system could theoretically be used in reverse to create a micro scale, such a thing would require a more serious revision of physical ability scores within the core rules.

TABLE 1-3: EXPANDED SIZE

Size	AC/Attack Modifier	Hide Modifier	Grapple Modifier	Approx. Dimension	Approx. Weight	Min. Hit Dice	Max. Hit Dice*	Carrying Capacity	Speed Biped	Speed Quadruped
Fine	+8	+16	-16	3-6 in.	1/64-1/8 lb.	1/8	1/8	x1/16	5 ft.	10 ft.
Diminutive	+4	+12	-12	6-12 in.	1/8-1 lb.	1/4	1/4	x1/8	10 ft.	15 ft.
Tiny	+2	+8	-8	1-2 ft.	1-8 lb.	1/2	1/2	x1/4	15 ft.	20 ft.
Small	+1	+4	-4	2-4 ft.	8-60 lb.	1	1	x1/2	20 ft.	30 ft.
Medium	-	-	-	4-8 ft.	60-500 lb.	2	3	x1	30 ft.	40 ft.
Large	-1	-4	+4	8-16 ft.	500-4,000 lb.	4	7	x2	40 ft.	60 ft.
Huge	-2	-8	+8	16-32 ft.	2-16 T.	8	15	x4	60 ft.	80 ft.
Gargantuan	-4	-12	+12	32-64 ft.	16-128 T.	16	31	x8	80 ft.	120 ft.
Colossal	-8	-16	+16	64-128 ft.	128-1,000 T.	32	63	x16	120 ft.	160 ft.
Titanic	-16	-20	+20	128-256 ft.	1-8 KT.	64	127	x32	160 ft.	240 ft.
Macro-Fine	-32	-24	+24	256-512 ft.	8-64 KT.	128	255	x64	240 ft.	320 ft.
Macro-Diminutive	-64	-28	+28	512-1,024 ft.	64-512 KT.	256	511	x128	320 ft.	480 ft.
Macro-Tiny	-128	-32	+32	1,024-2,048 ft.	512 KT. - 4 MT.	512	1,023	x256	480 ft.	640 ft.
Macro-Small	-256	-36	+36	2,048-4,096 ft.	4-32 MT.	1,024	2,047	x512	640 ft.	960 ft.
Macro-Medium	-512	-40	+40	4,096-8,192 ft.	32-256 MT.	2,048	4,047	x1,024	960 ft.	1,280 ft.
Macro-Large	-1,024	-44	+44	1.5-3 miles	256 MT. - 2 GT.	4,096	8,191	x2,048	1,280 ft.	1,920 ft.
Macro-Huge	-2,048	-48	+48	3-6 miles	2-16 GT.	8,192	16,383	x4,096	1,920 ft.	2,560 ft.
Macro-Gargantuan	-4,096	-52	+52	6-12 miles	16-128 GT	16,384	32,767	x8,192	2,560 ft.	3,840 ft.
Macro-Colossal	-8,192	-56	+56	12-24 miles	128 GT - 1 TT.	32,768	65,535	x16,384	3,840 ft.	1 mile
Macro-Titanic	-16,384	-60	+60	24-48 miles	1-8 TT.	65,536	131,072	x32,768	1 mile	1.5 mile
Mega-Fine	-32,768	-64	+64	48-96 miles	8-64 TT.	131,072	262,143	x65,536	1.5 mile	2 miles

*Constructs, fey, outsiders and (intelligent) undead are not limited by maximum Hit Dice.

EXPANDED SIZE

AC/Attack Modifier: As well as determining the obvious bonus or penalties to AC or Attacks, a negative score outlines the attacks typical area of effect measured in feet. If the attack has an area of effect greater than double the targets movement rate, then treat the attack as if catching the target flat-footed. The target loses any dexterity bonus to its armor class because it simply can't move fast enough to move out of the area covered by the attack.

eg. A great wyrm void dragon (Macro-Diminutive) attacks a Medium sized opponent with a speed of 30 ft. The dragon's physical attack covers an average of 64 sq. feet. This means that within the split second of the attack the target needs to be able to move more than 32 feet in a given direction to avoid the blow, otherwise treat the attack as if catching the target flat-footed.

Approx. Dimension: This assumes basic humanoid proportions (100% x 30% x 15%). If **either** width or depth roughly equals height/length then reduce the dimensions to 2/3. If **both** width and depth roughly equal height/length then reduce dimensions to 1/2.

eg. An ogre (8 ft. tall x 4ft. wide x 2 ft. deep) is Large size. However, a spherical monster that was 8 ft. in diameter would be Huge size.

Approx. Weight: A creatures weight increases eightfold for each additional size category.

'T.' refers to short tons (1 short ton = 2,000 pounds).

'KT.' refers to short kilotons (1 short kiloton = 1,000 short tons).

'MT.' refers to short megatons (1 short megaton = 1,000 short kilotons).

'GT.' refers to short gigatons (1 short gigaton = 1,000 short megatons).

'TT.' refers to short teratons (1 short teraton = 1,000 short gigatons).

Minimum Hit Dice: As a guideline, a creatures Hit Dice can be determined by dividing its largest dimension measured in feet (either height or length) by 2. If either the creatures width or depth equals its height/length then Hit Dice will be two-thirds height/length. If both the creatures width and depth equal its height/length then Hit Dice will equal height/length.

eg. Using this method an ogre (roughly 8 ft. x 4 ft. x 2 ft.) should have 4 HD (8 ÷ 2). A typical elephant (roughly 12 ft. x 12 ft. x 4 ft.) should have 8 HD (12 ÷ 1.5).

SIZE MATTERS

Maximum Hit Dice: This guideline only applies to creatures with natural physiognomies. It does not apply to Constructs, Fey, Outsiders or (intelligent) undead.

Speed: If the creature is notably fast then use the speed of the next largest size category. If the creature is notably slow then use the speed of a creature one size category smaller.

eg. A riding horse would have a speed of 80 ft. while a warhorse would have a speed of only 60 ft.

The listed speeds in Table 1-2 are land speeds, for flight speed the figures should be tripled, while burrowing speeds should be halved.

eg. A Titanic dragon has a flight speed of 720 ft.

Also note that some creatures have unearthly speed (usually those of divine origins) and are unfettered by gravity. Such beings will have a speed equal to six times their space.

eg. A Gargantuan kyriottes (space 30 ft.) has a base speed of 180 ft.

Space/Reach: A creature's space and reach are determined by two factors. Firstly its size, secondly its orientation; either tall or long.

For tall creatures, their space is equal to 2/3 their height rounded **up** to the nearest multiple of 5, and their reach is equal to their height rounded **down** to the nearest multiple of 5 (minimum 5).

eg. A titan (Huge, 25 ft. tall). Space/Reach 20 ft./25 ft.

For long creatures, the methods are reversed. Their space is equal to their length rounded **down** to the nearest multiple of 5, and their reach is equal to 2/3 their length rounded **up** to the nearest multiple of 5.

eg. A great wyrm red dragon (Colossal, 80 ft. long). Space/Reach 80 ft./55 ft.

CHANGES TO STATISTICS BY SIZE

There are two notable changes from the core rulebooks.

Strength: The former bonus of +8 for each size category beyond medium has been changed to +10. Aside from being much easier to determine, the main reason is that a +8 bonus added to the carrying capacity modifier (which effectively adds the equivalent of +5 strength)

TABLE 1-4: EXPANDED CHANGES TO STATISTICS BY SIZE

Old Size	New Size	Str	Dex*	Con	Natural Armor	AC/Attack
Fine	Diminutive	Same	-2	Same	Same	-4
Diminutive	Tiny	+2	-2	Same	Same	-2
Tiny	Small	+4	-2	Same	Same	-1
Small	Medium	+4	-2	+2	Same	-1
Medium	Large	+10	-2	+4	+2	-1
Large	Huge	+10	-2	+4	+3	-1
Huge	Gargantuan	+10	-2	+4	+4	-2
Gargantuan	Colossal	+10	-2	+4	+5	-4
Colossal	Titanic	+10	-2	+4	+6	-8
Titanic	Macro-Fine	+10	-2	+4	+7	-16
Macro-Fine	Macro-Dim.	+10	-2	+4	+8	-32
Macro-Dim.	Macro-Tiny	+10	-2	+4	+9	-64
Macro-Tiny	Macro-Small	+10	-2	+4	+10	-128
Macro-Small	Macro-Med.	+10	-2	+4	+11	-256
Macro-Medium	Macro-Large	+10	-2	+4	+12	-512
Macro-Large	Macro-Huge	+10	-2	+4	+13	-1024
Macro-Huge	Macro-Garg.	+10	-2	+4	+14	-2048
Macro-Garg.	Macro-Col.	+10	-2	+4	+15	-4096
Macro-Colossal	Macro-Titan.	+10	-2	+4	+16	-8192
Macro-Titanic	Mega-Fine	+10	-2	+4	+17	-16,384

*This modifier can never reduce a Dexterity score below 10.

means that creatures would be limited (by gravity) to a certain size before they collapsed under their own weight. Since dragons, giants and other great monsters do exist and there is no effective size limit we must assume that the creatures which do exist must have the requisite strength. Creatures need a total of +15 strength per size category to avoid being negatively penalised by gravity for their great size. With +5 of this total subsumed by carrying capacity modifiers, every size increase must add +10 Strength to accommodate for gravity.

Dexterity: This modifier has been increased indefinitely, however it cannot reduce a dexterity score below 10 and impart a negative dexterity modifier.

Density

Natural strength is relative to muscle mass. Therefore the stronger characters become, the heavier they become. The natural range is effectively 12-13 points beyond normal, however epic characters, deities and monsters have the ability to go far beyond the normal parameters. Given that increases to strength derived from divine origins, divine abilities, epic levels, epic feats, wishes or tomes are not negated within anti-magic we must assume that their effect (if not their origin) is natural rather than supernatural. Therefore such beings must be relatively heavier. Yet they still look the same, so their bodies must become more and more dense as their strength increases, rather than growing increasingly larger muscles. The approximate rate of increase is shown in Table 1-5: Weight Increase by Strength.

TABLE 1-5: WEIGHT INCREASE BY STRENGTH

Strength Increase	Weight Multiplier
+1	x1.071773462536293164213006325023
+5	x1.414213562373095048801688724209
+10	x2
+15*	x2.828427124746190097603377448419
+20*	x4
+30**	x8

*Also gains +1 Virtual Size Category.
**Also gains +2 Virtual Size Categories.

eg. A human with an inherent strength of 40 (+30 above average) would weigh approximately 1400 pounds, fully eight times heavier than a typical human male (approximately 175 pounds).

Note that this does not include temporary ability score increases gained by magic items or spells.

eg. A human with a strength of 26 wearing a belt of strength +6 would only have an inherent Strength score of 20, and weigh approx. 300 pounds.

We can also reverse engineer this rule, instead of using strength to gauge weight/density, we can use density to gauge Strength.

TABLE 1-6: STRENGTH MODIFIER BY DENSITY

Material	Density	Weight Modifier	Strength	VSCs*
Water	1	x.833333333333	-3	-
Flesh/Bone	1.2	x1	- (Default)	-
Clay	2.15	x1.7916666667	+8	-
Stone	2.75	x2.2916666667	+12	-
Diamond	3.5	x2.9166666667	+15	+1
Iron	7.7	x6.4166666667	+26	+1
Mercury	13.5	x11.25	+34	+2
Gold	19.3	x16.0833333333	+40	+2
Orichalcum	1.1563e7	x9.6359802103e6	+232	+15
Neutronium	3.8799e14	x3.2332984272e14	+482	+32

*Virtual Size Categories.

eg. An iron golem would on average have a strength of 46 (base 20 for Large size and +26 due to the density of iron itself). This gives it a single Virtual Size Category.

VIRTUAL SIZE CATEGORY

Each permanent increase of +15 strength mimics the next largest size category. Therefore for every 15 points of strength beyond the average score for that size, the creature gains a Virtual Size Category.

The mechanical benefits of Virtual Size Categories are that damage bonuses will not totally eclipse the base damage that threaten to make the rolling the dice almost obsolete.

GAINED

- Dexterity and Constitution Modifiers (see Table 1-4: Expanded Changes to Statistics by Size).
- Natural Armor Bonus (see Table 1-4: Expanded Changes to Statistics by Size).
- Bonus Hit Points based on size (Constructs only) because of its increased mass.
- Base Damage Modifier for Natural Weaponry (Per Table 1-8: Universal Base Damage by Size). Manufactured Weaponry must be made from suitably dense materials (such as Orichalcum - see page 88).

eg. A Medium-sized creature with an inherent Strength of 40 wielding an iron greatsword would still only deal 2d6 base damage. However, it would be strong enough to effectively wield a greatsword made from 1/32,768th orichalcum which would allow it to deal 4d6 base damage.

NOT GAINED

- AC/Attack Modifier (see Table 1-3: Expanded Size)
- Grapple Modifier (see Table 1-3: Expanded Size)
- Hide Modifier (see Table 1-3: Expanded Size)
- Carrying Capacity Modifier (see Table 1-3: Expanded Size)

eg. A Medium-sized creature with an inherent Strength of 40 would gain +2 Virtual Size Categories, bestowing a Dexterity penalty of -4, a Constitution Bonus of +8, and a Natural Armor Bonus of +5. Its natural attacks would deal base damage equivalent to a Huge-sized creature. It can also wield manufactured weaponry made of materials fully 64 as dense as it could otherwise use.

Table 1-7: Virtual Size Categories shows at what strength score Virtual Size Categories are gained for each size.

eg. A Mega-Fine-sized creature with Strength 347 would gain +11 Virtual Size Categories.

TABLE 1-7: VIRTUAL SIZE CATEGORIES

Size	Average Strength	Virtual Size Categories by Strength											
		+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12
Fine	1 (-5)	16	31	46	61	76	91	106	121	136	151	166	181
Diminutive	1 (-5)	16	31	46	61	76	91	106	121	136	151	166	181
Tiny	2 (-4)	17	32	47	62	77	92	107	122	137	152	167	182
Small	6 (-2)	21	36	51	66	81	96	111	126	141	156	171	186
Medium	10	25	40	55	70	85	100	115	130	145	160	175	190
Large	20 (+5)	35	50	65	80	95	110	125	140	155	170	185	200
Huge	30 (+10)	45	60	75	90	105	120	135	150	165	180	195	210
Gargantuan	40 (+15)	55	70	85	100	115	130	145	160	175	190	205	220
Colossal	50 (+20)	65	80	95	110	125	140	155	170	185	200	215	230
Titanic	60 (+25)	75	90	105	120	135	150	165	180	195	210	225	240
Macro-Fine	70 (+30)	85	100	115	130	145	160	175	190	205	220	235	250
Macro-Diminutive	80 (+35)	95	110	125	140	155	170	185	200	215	230	245	260
Macro-Tiny	90 (+40)	105	120	135	150	165	180	195	210	225	240	255	270
Macro-Small	100 (+45)	115	130	145	160	175	190	205	220	235	250	265	280
Macro-Medium	110 (+50)	125	140	155	170	185	200	215	230	245	260	275	290
Macro-Large	120 (+55)	135	150	165	180	195	210	225	240	255	270	285	300
Macro-Huge	130 (+60)	145	160	175	190	205	220	235	250	265	280	295	310
Macro-Gargantuan	140 (+65)	155	170	185	200	215	230	245	260	275	290	305	320
Macro-Colossal	150 (+70)	165	180	195	210	225	240	255	270	285	300	315	330
Macro-Titanic	160 (+75)	175	190	205	220	235	250	265	280	295	310	325	340
Mega-Fine	170 (+80)	185	200	215	230	245	260	275	290	305	320	335	350
+1 Size Category	+10 (+5)	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10	+10

Universal Base Damage

Table 1-8: Universal Base Damage by Size outlines the typical base damage for every type of attack.

Crush: This type of attack involves the creature using its entire body as a weapon.

Typically crush attacks can only be used against creatures at least three size categories smaller. Crush attacks deal the base damage indicated plus 1-1/2 times the creatures strength bonus (round down).

NB. This column also revises the damage for Falling Objects (Dungeon Master's Guide 3.5, Chapter 8). It never made sense that a 200 pound block falling on you could deal 20d6 damage while at the same time a 100 ton dragon landing on you would only deal 4d8 damage.

Digest/Engulf: After being swallowed a creature suffers the process of digestion. The base damage is automatic each round and is typically accompanied by an equal amount of acidic damage from the creatures digestive juices (if any).

Typically a swallowed creature must be four size categories or more smaller. However this is really dependant upon the size of the creatures bite. See Table 1-9: Base Damage Modifiers by Shape.

Stomp: A stomp is a type of slam wherein the enemy is squashed between the attacking appendage and a solid surface (either the ground, or less likely, a wall or ceiling).

Typically stomp attacks can only be used on creatures two size categories smaller, however you can stomp a prone opponent of up to equal size. Stomp attacks deal the base damage indicated plus 1-1/2 times the creature's Strength bonus (round down).

Sweep: A sweep attack is a type of slam covering an area rather than targeting an individual. A sweep covers a semicircular area equal to the creatures reach.

Typically sweep attacks are only effective against creatures two size categories smaller. Those struck by the attack can make a Reflex save for half damage (DC 10 + 1/2 creatures Hit Dice + creatures Strength Modifier). Sweep attacks deal the base damage indicated plus 1-1/2 times the creature's Strength bonus (round down).

Trample: A trample is an amalgam of the stomp attack and the sweep attack, covering a general area rather than a specific target.

This attack requires targets in the creatures path to make a Reflex save to avoid the damage (DC 10 + 1/2 creatures Hit Dice + creatures Strength Modifier).

SIZE MATTERS

BASE DAMAGE MODIFIERS BY TYPE

Abominations: God-spawn are generally accredited with dealing damage three (or even four) size categories greater than their physical forms suggest, although seemingly this is not applied universally (see the hecatoncheires, phane, and xixecal).

However, most Abominations have enough strength to grant them a single Virtual Size Category (as per Table 1-7), but no more than that.

eg. An infernal (Large abomination) should deal base damage akin to a Huge creature.

Dragons: Dragons seemingly deal base damage as if they were one size category larger than they actually are. However, its likely this is simply a mistake with regards how dragon size is measured, in that their Hit Dice are often inflated beyond the maximum for their listed size category (as per Table 1-3: Expanded Size).

eg. A 7HD wyrmling red dragon should be Large rather than Medium size and indeed the official rules already have it dealing base damage akin to a Large-sized creature.

However, most dragons do have oversized jaws (approx. 1/8th their body length) and thus should deal bite damage equal to +1 size category. See Table 1-9: Base Damage Modifiers by Shape.

Constructs (Golems): Golems are seemingly always assigned base damage as if they were wielding manufactured weapons. However, that should not be the default approach. Surely the slam of an unarmed flesh golem (for instance) should not deal greater damage than if it were wielding a greatsword!? So unless the golem is indeed employing manufactured weaponry at least as dense as itself, use the base damage for creatures of that size (incorporating Virtual Size where appropriate).

eg. The fists of a stone golem should only deal base damage akin to any other Large creature (in this case 1d6 damage); any additional damage such as a construct would deal over a living creature due to its greater density is already accounted for within its Strength.

However, if created wielding a similarly dense weapon, the attack should deal damage accordingly (2d6 in this case for a Large club).

BASE DAMAGE MODIFIERS BY SHAPE

Table 1-8: Universal Base Damage by default represents standard humanoid proportions. However, other creatures may have proportionally larger or smaller attacking appendages. Table 1-9: Base Damage Modifiers by Shape outlines the fraction of the creatures total height/length (discounting tails) the attacking appendage needs to represent to have its base damage modified.

TABLE 1-9: BASE DAMAGE MODIFIERS BY SHAPE

Attack	Undersized -1 size	Standard -	Oversized +1 size	Prominent +2 sizes	Dominant +3 sizes
Bite	1/32	1/16	1/8	1/4	1/2
Claw	1/16	1/8	1/4	1/2	1*
Gore	1/16	1/8	1/4	1/2	1*
Slam	1/32	1/16	1/8	1/4	1/2
Stomp	1/16	1/8	1/4	1/2	1*

*Would represent the entire creature (eg. a Piercer's gore attack).

eg. Both crocodiles and ghouls are Medium but the crocodile's jaws are much larger. Ghoul jaws represent about 1/16th the creatures total height, whereas a crocodile's jaws are about 1/4 the creatures total body length (discounting the tail). Therefore a ghouls bite would deal a base 1d6 damage (per a Medium bite attack in Table 1-8), whilst a crocodiles bite would deal base 2d6 damage (+2 size categories greater than Medium).

BASE DAMAGE MODIFIERS BY SKILL

A creatures skill, or lack thereof, also governs its base damage. Those creatures not accustomed to combat with a given appendage should be treated as if one size category smaller for the purposes of attacking with that appendage. A feat could be used to eliminate this penalty.

TOUCH ATTACK DAMAGE

Touch attack damage is not derived from size (nor is it affected by creature type or shape) but rather Hit Dice. A touch attack should generally deal 2d6 damage per Hit Dice of the creature. A creature can typically only make one touch attack per round. If it has more than one touch attack, divide the total damage between the number of attacks and round down.

eg. A 30 HD demilich would deal 60d6 damage with its touch attack.

TABLE 1-8: UNIVERSAL BASE DAMAGE BY SIZE

Size	Average Strength	Bite/Constrict/Gore/Pincer/Rend/Trample	Claw/Digest/Engulf/Slam	Crush	Stomp	Sweep/Wing Buffet
Fine	1 (-5)	1	1 (on crit.)	1d3	1d2	-
Diminutive	1 (-5)	1d2	1	1d4	1d3	1 (on crit.)
Tiny	2 (-4)	1d3	1d2	1d6	1d4	1
Small	6 (-2)	1d4	1d3	1d8	1d6	1d2
Medium	10	1d6	1d4	2d6	1d8	1d3
Large	20 (+5)	1d8	1d6	2d8	2d6	1d4
Huge	30 (+10)	2d6	1d8	4d6	2d8	1d6
Gargantuan	40 (+15)	2d8	2d6	4d8	4d6	1d8
Colossal	50 (+20)	4d6	2d8	8d6	4d8	2d6
Titanic	60 (+25)	4d8	4d6	8d8	8d6	2d8
Macro-Fine	70 (+30)	8d6	4d8	10d10*	8d8	4d6
Macro-Diminutive	80 (+35)	8d8	8d6	15d10	10d10*	4d8
Macro-Tiny	90 (+40)	10d10*	8d8	20d10	15d10	8d6
Macro-Small	100 (+45)	15d10	10d10*	30d10	20d10	8d8
Macro-Medium	110 (+50)	20d10	15d10	40d10	30d10	10d10*
Macro-Large	120 (+55)	30d10	20d10	60d10	40d10	15d10
Macro-Huge	130 (+60)	40d10	30d10	80d10	60d10	20d10
Macro-Gargantuan	140 (+65)	60d10	40d10	120d10	80d10	30d10
Macro-Colossal	150 (+70)	80d10	60d10	160d10	120d10	40d10
Macro-Titanic	160 (+75)	120d10	80d10	240d10	160d10	60d10
Mega-Fine	170 (+80)	160d10	120d10	320d10	240d10	80d10

*Above 8d8 damage switches to d10s for simplicity in calculating really high numbers.

A GLANCE AT THE KOSMOS

Many of the monster entries within this bestiary make reference to various dimensions and inhabitants that may not be entirely familiar to readers. Some are wholly new ideas while others may simply be esoteric names on old faces and places. The following represents a brief outline of the dimensions and their most common inhabitants. A more in-depth treatment of the subject can be found in the Chronicle section of the Immortals Handbook.

The kosmos (with a 'k' rather than a 'c' to encapsulate the spiritual as well as the scientific realms) represents the playground of the immortals. The kosmos is comprised of twelve dimensions (also referred to as worlds or sometimes even as heavens by certain groups), though one of these represents the space between the dimensions and is not really a true dimension unto itself, while another is a dimension of nothingness. So, philosophers and sages will argue that there are anything from ten to twelve actual dimensions.

Lower Dimensions

The lower dimensions are those that may be relatively familiar to mortals: entropy, space, time, matter, spirit, and thought. These are the cornerstones of the very universe, the fundamental building blocks that shape every individual reality. While each is unique unto itself, all of the dimensions "bleed" into one another, contaminated by travelling inhabitants and dimensional tectonics.

Each universe, a collective of lower dimensions, is also sentient. Such beings are known as demiurges, though certain more powerful ones are known as time lords or aeons. The personality of every demiurge is determined by its dimensions. Should one dimension too greatly dominate the rest, the demiurge takes on the primary characteristics of that particular dimension.

To maintain the status quo, the universe within is defended by the intelligibles. These seemingly sentient antibodies of the demiurge act as caretakers, appearing to contend with problems that would otherwise disturb the intrinsic balance. Indeed, many regard these beings as linked with controlling fate itself.

BYSS

The dimensions themselves are much like layers of an onion, at the center of which is Byss, the dimension of entropy. It is often referred to as the dimension of death, or dimension zero, and acts like a universal cancer, gnawing away at the other dimensions.

Byss itself is ruled (though there is nothing there and nobody to rule) by a non-being of nothingness with no name, although some attribute the name Tamas to this in-existent lord, a fact that would surely irk the nebulous first one, if indeed it could be irked. Tamas really only represents the border of Byss, the areas where it impacts the other dimensions.

There are no inhabitants of Byss, though where it sometimes touches other dimensions pieces of it are broken off and become umbrals, unelementals or void dragons. The death of immortals is also thought to somehow fuel the emptiness.

ASSIAH

The next dimension is called Assiah, the world of existence, also known as the prime material plane. It actually comprises the three dimensions of height, length and depth, essentially the bones of the demiurge.

It is watched over by Aditi, also known as Infinity, or even Lady Fate to some. This proto-deity may be linked to the intelligibles in some way as both seem to share an interest in elevating mortals to divinity.

Assiah is primarily populated by mortals, free thinking individuals given the ability to choose their own destiny. Though it is the intelligibles who are regarded as this dimension's guardians.

YETZIRAH

The fourth dimension is called Yetzirah, the world of formation, it comprises the transitive planes of the astral, ethereal and shadow; in effect the past (ethereal), present (astral) and future (shadow). Yetzirah represents the muscle and sinew of the demiurge, that which gives unto it motion.

The flow of time is dictated by Zurvan, more commonly known as Father Time. His role is to deal with temporal anomalies and tampering by outside forces. However, anticipating the cosmic stalemate that was to occur, he constructed the inevitables, machines built from the knowledge of each epoch.

These guardians of time, the inevitables, police the fourth dimension and are unswerving in their dispensation of the law.

BRIAH

The fifth dimension is BriaH, the world of matter, otherwise known as the inner, or elemental planes. If Assiah is the bones of the demiurge then BriaH is its flesh, prone to corruption and pleasures.

BriaH is ruled by the eldest elemental, Satan, a being sometimes known simply as Sin. For now, he sleeps, but his dreams taint all those who surrender to the left hand path.

The primary denizens of the inner planes are elementals, however the actual rulers are known as elementarchs or sometimes just elementars. The more intelligent elemental rulers tend towards evil.

ATZILUTH

The sixth dimension is known as Atziluth, the spirit world, or sometimes simply the outer planes. It is the most fractured dimension, with multiple moralities dividing what effectively represents the conscience or soul of the demiurge, its philosophical heart.

Atziluth is presided over by Metatron, the angel of judgement. As with many of the sidereals (cosmic gods), Metatron is currently deadlocked with one of the other fundamental forces of the universe.

The great seneschals of the spirit world are the angels, however over the eons their inherent goodness has been influenced by the other dimensions and now each distinct alignment has its own race.

ARAPHADATU

The seventh dimension was originally known as the Abyss, the place of failures. However that name is now more commonly associated with one of the outer planes. The seventh dimension is now known as Araphadatu, the Far Realm, as it is the most distant of the lower dimensions. It is a place of myriad thought, and encompasses the mind of the demiurge.

The most powerful entity of this dimension is known as Limbus, although it has many names and more than many forms. Limbus seeks

TABLE 1-10: THE KOSMOS AT A GLANCE

Dimension	Name	Number	Dominion	Common Name	Ruler	Guardians
Higher	Aravoth	10	Omiverse	The Akashic Library	Supreme Being	Keepers of Secrets (Lipika)
Higher	Kuvachim	9	Metaverse	The Great Wall	-	Spectrals (Mazzaroth)
Higher	Muzaloth	8	Multiverse	The Pleroma	-	Time Lords (Aeons)
Inter	Nth	n	variable	variable	variable	variable
Lower	Araphadatu	7	Thought	Far Place	Limbus	Pseudonaturals (Zoas)
Lower	Atziluth	6	Spirit	Outer Planes	Metatron	Angels (Devas)
Lower	BriaH	5	Matter	Inner Planes	Satan	Elementals (Elementars)
Lower	Yetzirah	4	Time	Transitive Planes	Zurvan	Inevitables (Technites)
Lower	Assiah	1-3	Space	Prime Material Plane	Aditi	Intelligibles (Empyreans)
Lower	Byss	0	Entropy	Death Dimension	Tamas	Umbrals (Qlippoth)

chaos and diversity in all things and as such is in opposition to Zurvan.
 The Far Place is populated by pseudonaturals; thoughts twisted until they become real, or sometimes the once real visitors to the dimension, warped by its inherent madness.

Interdimensional Space

Where dimensions fold and fault we find dimensional bleeding and tears respectively. Bleeding usually results in transdimensional incursions, while tears create pockets of interdimensional space and in that respect are like naturally occurring demiplanes.

NTH

All interdimensional space is referred to as the Nth Dimension, though some may attribute individual names (eg. Dimension X) or numbers (eg. The 13th-Dimension) to such places.

The Nth Dimension is populated by a multitude of creatures, some are even sentient unto themselves such as the nehachimic dragons.

Higher Dimensions

The higher dimensions comprise those extra-universal areas beyond the confines of a single reality. There are said to be seven super-universes each contained within a gemlike structure of near unimaginable size. The gems themselves are said to be found within the Akashic Library, the dwelling place of the supreme being.

MUZALOTH

The eighth dimension is called Muzaloth, and referred to as the hoary heaven. A universe of universes, or super universe, it contains all the different and distinct realities that exist. Those few who have journeyed to Muzaloth and returned say it is like a negative of the night sky, a blanket of pure white dotted by celestial bodies of deepest black, that upon closer inspection contain motes of light and are not only universes unto themselves but are also living beings.

Muzaloth is the realm of the aeons, otherwise known as time lords. Those sentient universes are GOD-aspects, essentially the avatars of the Supreme Being.

KUVACHIM

The ninth dimension is known as Kuvachim, or the diamond heaven. Kuvachim is a sight to behold, a great diamond wall, impossibly immense, refracting the celestial silhouette of the hoary heaven within. Philosophers ponder that Kuvachim is like a great hollow diamond with an infinite number of facets, each creating a mirror of Muzaloth that differs somewhat from the original, allowing for an infinite number of possibilities within an infinite number of universes. Kuvachim is not the reflection however, but rather the shell itself, reputedly as tough and dense as matter can be. Those who approach the wall risk becoming bound to it forever.

The mazzaroth, mirror beings also known as spectrals seek to stymie those who would seek an audience with the supreme being. Those who wish to cross the final threshold will be waylaid by twelve challenges from beings that perfectly duplicate their abilities and equipment, but bear traits similar to those of the twelve zodiac.

ARAVOTH

Those who somehow penetrate Kuvachim will find themselves in the tenth and final dimension, known as Aravoth, the heaven of heavens. The home of the supreme being, GOD. Sages speculate this final dimension is a fantastic library containing all knowledge. It is said that here sits the Supreme Being; floating about his person are seven gems (the Kuvachim).

Aravoth is populated by the lipika, the keepers of secrets, supernal librarians who tend to the Akashic Records. Some purport that these cosmic custodians are in fact retired supreme beings.

Abomination

God-Spawn

These outcast and unwanted bastard children of the gods are born twixt an unholy union of the divine and the damned.

ABOMINATION TRAITS

- **Ability Scores:** Table A-1: Typical Abomination Statistics outlines the typical physical ability scores for abominations.
- **Damage Reduction:** Typically, abominations have damage reduction equal to half their Hit Dice (rounded down to the nearest multiple of 5).
- **Divine Traits:** Abominations are effectively quasi-deities and as such add a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.
- **Immunities:** Abominations are immune to enchantment, illusionist and transmutation magic. They are not subject to energy drain, ability damage or drain.
- **Special Qualities:** Abominations are not subject to death from massive damage and have maximum hit points per Hit Die.
- **Spell Resistance:** Typically, abominations have spell resistance equal to 14 (base 10 + 4 divine bonus) plus their Hit Dice.
- **Telepathy:** Abominations can communicate telepathically with any creature within 1000 feet that has a language.
- **Virtual Size Category:** Most abominations have at least 15 points of strength beyond the average for creatures of that size and as such gain a Virtual Size Category.

BUILDING ABOMINATIONS

The following information, updates and expands upon page 157 of the Epic Level Handbook.

Fast Healing (Ex): Abominations may have fast healing up to half their total Hit Dice (rounded down to the nearest multiple of 5).

Regeneration (Su): Abominations may also have regeneration equal to half their total Hit Dice (rounded down to the nearest multiple of 5). Any regeneration will be negated by the same type of attacks that would overcome the abominations damage reduction (other than merely epic).

Natural Armor (Ex): Determine natural armor bonuses as follows:

- Amorphous/fluid body: Natural armor = size bonuses only.
- Skin/furred body: Natural armor = 1/4 HD + any bonuses for size.
- Scaly skin/exoskeleton: Natural armor = 1/2 HD + any bonuses for size. Treat Dexterity as if wearing medium armor.
- Carapace plated/mineral-like body: Natural Armor = HD + any bonuses for size. Treat Dexterity as if wearing heavy armor.

Spell-like Abilities (Sp): All abominations possess spell-like abilities with a caster level equal to Hit Dice + 4 (divine bonus).

Unique Abilities (Variable): All abominations have one or more unique abilities. See the Immortals Handbook: Apotheosis (Chapter Four: Abilities & Feats) for hundreds of possible powers.

TABLE A-1: TYPICAL ABOMINATION STATISTICS

Size	Str	Dex	Con	# of HD
Fine	24-25	26-27	8-9	4-9
Diminutive	24-25	24-25	12-13	7-13
Tiny	28-29	22-23	16-17	10-21
Small	32-33	20-21	20-21	19-33
Medium	34-35	18-19	24-25	27-38
Large	44-45	16-17	28-29	36-50
Huge	54-55	14-15	32-33	47-58
Gargantuan	64-65	12-13	36-37	56-70
Colossal	74-75	10-11	40-41	67-78
Titanic	84-85	10	44-45	76-90

ABOMINATION CULTS

Each abomination entry includes details on possible cults. Clerics of an abomination are granted up to 7th-level spells and no higher.

Abomination, Amictli

All-Relentless Thunders

Titantic Outsider (Abomination, Air, Chaotic, Elemental, Evil, Extraplanar)

Hit Dice: 85d8+1445 (2125 hp)

Initiative: +12 (+4 divine, +8 Improved/Superior Initiative)

Speed: 240 ft. (48 squares)

Armor Class: 46 (-16 size, +21 deflection, +4 divine, +27 natural), touch 19, flat-footed 46

Base Attack/Grapple: +85/+142

Attack: Slam +111 melee (8d6+45 plus 8d6 divine electricity/19-20) or stomp +111 melee (10d10+63 plus 10d10 divine electricity/19-20)

Full Attack: 2 slams +111 melee (8d6+45 plus 8d6 divine electricity/19-20), stomp +106 melee (10d10+63 plus 10d10 divine electricity/19-20)

Space/Reach: 135 ft./200 ft. (40 ft./40 ft. if using core space/reach rules)

Special Attacks: Air mastery, divine electricity, rend 10d10+55 plus 10d10 divine electricity, summon paragon thunder worm, spell-like abilities, tempest of vengeance, vengeful blast, whirlwind

Special Qualities: Abomination traits, damage reduction 40/epic and lawful, electricity immunity, elemental traits, outsider traits, regeneration 40, scion of storms, spell resistance 99, unending rage

Saves: Fort +67, Ref +50, Will +59

Abilities: Str 84, Dex 10, Con 44, Int 21, Wis 21, Cha 52

Skills: Climb +129, Concentration +109, Diplomacy +35, Hide +72, Intimidate +113, Jump +125, Knowledge (arcana) +97, Knowledge (religion) +97, Knowledge (the planes) +97, Listen +97, Search +97, Sense Motive +97, Spellcraft +107, Spot +97, Use Magic Device +113

Feats: Cleave, Dodge, Empower Spell-like Ability (*chain lightning*), Great Cleave, Great Fortitude, Improved Critical (slam and stomp), Improved Initiative, Improved Natural Attack (slam and stomp), Improved Overrun, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-like Ability (*chain lightning*), Quicken Spell-like Ability (*greater dispel magic*), Weapon Focus (slam and stomp)

Epic Feats: Devastating Critical (slam and stomp), Dire Charge, Epic Potency* (x4), Epic Will, Overwhelming Critical (slam and stomp), Superior Initiative

*New epic feat - see page 3

Environment: Any environment open to the sky

Organization: Solitary or with paragon thunder worm and 1-3 paragon elder air elementals

Challenge Rating: 46

Treasure: None

Alignment: Always chaotic evil

Advancement: 86-90 HD (Titantic)

Level Adjustment: -16

Vaguely humanoid in shape, this towering figure can be seen from miles distant, seemingly bridging the gap between the earth and the very heavens themselves. Its dark cloudlike form could at first be mistaken for a tornado, however, upon closer inspection, instead of a single funnel, the semblance of arms and legs are unmistakable. Two glowering red eyes can clearly be seen piercing the whirling vortex, although any other significant features, other than perhaps what could be a mouth, are lost in the maelstrom. Its mannerisms are not unlike a caged animal seeking freedom. But for the booming thunderclaps, the howling cacophony of the wind renders all other sounds obsolete. The monster's outline is illuminated by flashes of lightning that play about its surface, and a palpable taste of ozone permeates in the air. As it closes, you can see a cloud of debris being whipped up around the great titan's feet.

The amictli, or all-relentless thunders, are the manifestations of a storm god's unbridled anger. They are created when the rage of the god outstrips the power of the deity itself to control. Many amictli appear at the zenith of great battles between deities when the berserk immortal reaches critical mass and seems ready to explode with anger, but instead



its rage betrays them and evaporates like steam, coalescing into the great swirling storm that takes on a rampaging life of its own.

Amictli are manifestations of pure wrath, and they vent their unbridled rage on any and all they encounter. However, thankfully, amictli are blessed with very short attention spans. They tend to lose interest in their wanton acts of destruction unless suitably threatened.

The storm god parent loses its power over the weather while the amictli lives. As such, many take it upon themselves to slay the monstrous offspring.

Sometimes, cults devoted to an amictli develop amongst those who have survived its passing. Often, these angry individuals are against rebuilding areas devastated by the abomination, seeing it as blasphemous to undo the handiwork of their god. They will seek to hinder or even destroy any such efforts and consider the ruins left in its wake as holy ground. Cultists wear loose fitting grey robes topped with tall pointed masks. Those powerful enough will be in league with evil creatures of the air. Cult sacrifices involve victims being thrown from cliffs, dropped from great heights, or even violently launched from a catapult.

Amictli are some 200 feet tall, though are virtually weightless, being composed primarily of air and very angry thoughts.

COMBAT

An amictli stride blissfully into combat, and even divine opposition fails to give it pause. The longer combat ensues, the stronger and tougher it become due to its unending rage special quality. An amictli can sometimes be found in the company of paragon air elementals. Often, evil creatures of the air trail an amictli like vultures, following in its wake of destruction, hoping to prey upon the temporarily-fortunate survivors.

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

Abomination Traits:

- *Divine Traits:* Abominations are effectively quasi-deities and as such add a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, and turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws; and spell resistance.
- *Immunities:* Abominations are immune to enchantment, illusion, and transmutation magic. They are not subject to energy drain, ability damage or drain.
- *Special Qualities:* Abominations are not subject to death from massive damage and have maximum hit points per Hit Die.
- *Telepathy:* Abominations can communicate telepathically with any creature within 1000 feet that has a language.
- *Virtual Size Category:* Most abominations have at least 15 points of strength beyond the average for creatures of that size and as such gain a Virtual Size Category.

Air Mastery (Ex): Airborne creatures take a -4 penalty on attack and damage rolls against an amilictli.

Crushing Blows (Ex): If the amilictli slams an opponent of large size or smaller who is either standing on solid ground or adjacent to a wall, it is considered to have crush its opponent for 10d10+61 plus 10d10 divine electricity damage (instead of its typical slam damage). Any opponent caught by two such slams suffers an additional 20d10+91 plus 20d10 divine electricity damage (replacing its typical rending damage). Any electricity damage is unchanged.

Divine Electricity (Su): Anyone grappling with, or being struck by one of the amilictli's natural weapons suffers an additional amount of divine electricity damage equal to the base damage dice of the attack. If the amilictli scores a critical hit with its natural weaponry this damage is also doubled. Half of this damage is electricity and the other half divine power and is therefore not subject to reduction by protection from energy (electricity) or similar magic.

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

Outsider Traits: Amilictli have darkvision (60 foot range). They cannot be raised or resurrected.

Regeneration (Su): An amilictli takes normal damage from weapons that are both epic and lawful aligned, and from spells or effects with the lawful descriptors.

Rend (Ex): Anyone struck by both the amilictli's slams in the same round is torn apart for an additional 10d10+61 plus 10d10 divine electricity damage.

Scion of Storms (Su): Any storm based attacks dealt by the amilictli (whether from its spell-like abilities or tempest of vengeance ability) have half of their electricity or sonic-based damage treated as divine energy.

Spell-like Abilities (Su): At will - *air walk*, *blasphemy* (DC 42), *call lightning* (DC 38), *chain lightning* (DC 41), *control weather*, *control winds*, *detect good*, *detect law*, *detect magic*, *entropic shield*, *gaseous form*, *greater dispel magic*, *gust of wind*, *harm*, *ice storm*, *obscuring mist*, *sleet storm*, *unholy aura*, *whirlwind* (DC 43), *wind wall*; 3/day - *elemental swarm (air)*, *storm of vengeance* (DC 44); 1/day - *nailed to the sky* (DC 45); 1/week - *living lightning* (DC 45). Caster Level 89th; Save DC 35 + spell level.

Summon Paragon Thunder Worm (Sp): The amilictli can summon a paragon thunder worm once per day. Duration 20 rounds. This is the equivalent to a 17th-level spell or a Spellcraft DC 106 epic spell.

Tempest of Vengeance (Ex): The area surrounding the amilictli up to a 360 foot radius is dominated overhead by dense black thunderclouds. This violent weather bears all the trademarks of a *storm of vengeance* spell, except that each facet of that spell is not staggered over a number of rounds, but instead happen all at once. Those caught in this storm suffer the following consequences:

- *Acid Rain:* 1d6 acid damage per round, no save.
- *Deafness:* 1d4x10 minutes, DC 73 Fortitude save negates.
- *Hailstones:* Hailstones rain down in the area, dealing 5d6 points of bludgeoning damage, no save.
- *Lightning* As a free action the amilictli can direct six lightning bolts down from the cloud each round, striking anywhere within the radius of the tempest. No two bolts can be directed at the same target. Each bolt

deals 10d6 points of electricity damage. A creature struck can attempt a DC 73 Reflex save for half damage.

- *Wind and Rain:* Heavy rain and wind gusts dramatically reduce visibility. The rain obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). Speed is reduced by three-quarters. Ranged attacks within the area are impossible. Spells cast within the area are disrupted unless the caster succeeds on a Concentration check (DC 73).

The amilictli is, of course, immune to the myriad effects of its tempest. All save DCs are Constitution-based.

Unending Rage (Ex) Each round it suffers any damage the amilictli gains 2 points of both strength and constitution. It loses this bonus strength and Constitution at the same rate for every round it is not injured.

Vengeful Blast (Su): As a standard action the amilictli can deliver a blast of divine energy from its eyes. This is a ranged touch attack with a range of 12,000 feet and deals 170d6 points of divine damage (average 595) to a single target. The amilictli suffers 85d6 backlash divine damage (average 297) any time it successfully hits an opponent with this ability.

Whirlwind (Ex): Anyone striking the amilictli with a melee weapon or natural weapon, or being struck by one of the amilictli's natural weapons must make a Reflex save (DC 73) or be picked up and whirled around by the wind suffering an automatic 6d6 bludgeoning damage and 6d6 divine electricity damage for 1d10 rounds, at which point they are violently expelled from the amilictli and may suffer an additional 20d6 falling damage. The save DC is Constitution-based.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *air walk*, *living lightning*, *summon elemental swarm (air)* and *unholy aura* (which only gives it +4 to saves).

Round 1: *Greater dispel magic (quicken)* on the nearest opponent. Divide lightning (from tempest of vengeance) and *living lightning* amongst defiant opponents (those not running away). Dire charge into melee for a full attack.

Round 2: *Chain lightning (empowered and quickened)*: 30d6 damage) on the largest concentration of foes. Full attack against nearest enemies, power attacking for 10 points if at least two attacks in the first round were successful. Continue assaults with lightning and *living lightning*.

Round 3: *Greater dispel magic (quicken)* on the nearest opponent. Use vengeful gaze on most troublesome opponent, unless hit points are low (less than 25%), if so cast *nailed to the sky* on them. Continue assaults with lightning and *living lightning*.

Round 4: *Chain lightning (empowered and quickened)* on the largest concentration of foes. Cast *summon paragon thunder worm* if still facing more than one opponent, otherwise, full attack on remaining target, power attacking for 20 points if at least two attacks in the second round were successful. Continue assaults with lightning and *living lightning*.

Rounds 5 and 6: Repeat rounds 1 and 2.

ADVENTURE IDEAS

Low Epic: A capital city must weather the coming of an amilictli and the aftermath; during which paragon will-o-the-wisps are drawn to the devastation.

Mid-epic: It is rumored that an amilictli whose rage outstrips its own strength will give birth to another amilictli. A deity of knowledge wishes to test this theory, irrespective of the danger.

High Epic: Conspiring air elemental princes of evil seek to sacrifice a storm deity as a component in some godforsaken ritual with the aim of turning their armies of air elementals into amilictlis.

CASTER LEVEL

Throughout this book, creatures with spellcasting ability or integrated spellcaster levels have their effective caster level equal to their Hit Dice (plus Divine Bonus if applicable) even if their integrated levels are only half their Hit Dice. This is to prevent them being at a gross disadvantage against the spell resistance of their peers.

Abomination, Anakim

Silent One

Large Outsider (Abomination, Chaotic, Evil, Extraplanar)

Hit Dice: 45d8+405 (765 hp)

Initiative: +11 (+3 Dex, +4 divine, +4 Improved Initiative)

Speed: 80 ft. (16 squares)

Armor Class: 52 (-1 size, +3 Dex, +4 divine, +25 natural, +11 deflection), touch 27, flat-footed 49

Base Attack/Grapple: +45/+93

Attack: +17 Large Adamantine Everdancing, Ghost Touch, Unholy Power Spiked Chain +106 melee (8d6+73/19-20), or Slam +88 melee (4d8+44/19-20), or rock +91 ranged (4d6+44)

Full Attack: +17 Large Adamantine Everdancing, Ghost Touch, Unholy Power +106/+101/+96/+91 melee (8d6+73/19-20), 2 slams +88 melee (4d8+44/19-20), or rock +91 ranged (4d6+44)

Space/Reach: 10 ft./10 ft. (20 ft. reach with spiked chain)

Special Attacks: Rend 8d8+64, rock throwing, silent scream, spell-like abilities, summon titan, weakness gaze

Special Qualities: Abomination traits, damage reduction 20/epic and good, fear aura, legendary strength, outsider traits, regeneration 20, sonic immunity, spell resistance 59

Saves: Fort +37, Ref +31, Will +28

Abilities: Str 90, Dex 16, Con 29, Int 12, Wis 11, Cha 33

Skills: Climb +92, Hide +51, Intimidate +63, Jump +112, Knowledge (the planes) +53, Listen +52, Search +53, Spellcraft +53, Spot +52

Feats: Cleave, Exotic Weapon Proficiency (spiked chain), Great Cleave, Improved Critical (slam and spiked chain), Improved Initiative, Improved Natural Attack (slam), Improved Sunder, Quicken Spell-like Ability (*greater dispel magic*), Power Attack, Weapon Focus (spiked chain)

Epic Feats: Devastating Critical (spiked chain), Dire Charge, Epic Potency* (x2), Overwhelming Critical (spiked chain)

*New epic feat - see page 3

Environment: Lower planes of the Abyss, Carceri, and Pandemonium

Organization: Solitary or with titan

Challenge Rating: 32

Treasure: See possessions (Large +17 1/512th orichalcum spiked chain)

Alignment: Always chaotic evil

Advancement: 46-55 HD (Large), 56-64 HD (Huge)

Level Adjustment: +3

This grotesquely powerful humanoid stands nearly twice the height of a man with an impossibly muscled frame almost as broad as the creature is tall. Its bronzed and weather-beaten limbs, both six-fingered and six-toed, bulge ridiculously as if some twisted parody of power. Its bald head, tiny by comparison to its prodigious physique, appears to have no mouth. Beady red eyes stare defiantly from dark sunken eye sockets. The creature wears only a loin cloth to hide its modesty, though a huge black spiked chain orbits its body like some unholy flying serpent hunting for prey. The monster flexes its mighty frame, and beats its chest, seeking perhaps, to intimidate any foes with mannerisms not dissimilar to that of neanderthals or primates. As it bounds to the attack, the surrounding area shakes and trembles as if even the terrain fears its approach.

Strongest of all abominations, the anakim are the unwanted offspring born from the loins of deities of strength who satisfied their lust consorting, either wittingly or unwittingly, with evil fiends.

Anakim wander the lower planes seeking to prove themselves against all and sundry. Though their might is unquestioned, their lack of intelligence means they are ill-suited as leaders, though a few do carve out territories to lord over. Most, though, find employ as enforcers for evil deities or the most powerful demon rulers. However, anakim will only serve those whom they believe more powerful than themselves.

Anakim have an almost childlike curiosity and mentality. With nothing better to occupy their time, such as combat, they will pick up and examine the nearest objects or creatures. Often these playthings end up broken and then casually discarded (in some cases tossed hundreds of feet away). When anakim meet others of their kind they must always prove who is



the stronger, these contests are brutal and bloody affairs, not for the faint hearted.

A few cults exist worshipping anakim, usually revolving around a single, physically powerful leader, who bullies the weak willed into servitude and toadying to facilitate their own ego, with any actual 'worship' of the anakim a crude excuse for acts of brutality. These anarchistic mobs adopt the creed that 'might makes right', and act much like street gangs starting fights wherever and whenever, either with random strangers, or, failing that, other cultists. Members wear half-masks covering the lower half of their faces and disdain the use of armor. Leaders wear necklaces made from the ears of defeated foes as a badge of office. These organizations often stress the value of keeping silent about the cults activities, and those who break this rule are hung, drawn, and quartered.

Anakim are 10 feet tall, some 8 or 9 feet across the shoulders and weigh a massive 153 tons (307,200 pounds) due to extreme muscular density.

COMBAT

Anakim usually engage in wanton destruction causing as much collateral damage as possible until engaged by a significant challenge. They prefer to melee as many opponents as possible to inflict the maximum amount of pain with their silent screams. They use summoned titans to gauge an opponents power, so that they can identify and challenge the most powerful foe.

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

Abomination Traits:

- Divine Traits:** Abominations are effectively quasi-deities and as such add a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and

spell resistance.

- **Immunities:** Abominations are immune to enchantment, illusionist and transmutation magic. They are not subject to energy drain, ability damage or drain.

- **Special Qualities:** Abominations are not subject to death from massive damage and have maximum hit points per Hit Die.

- **Telepathy:** Abominations can communicate telepathically with any creature within 1000 feet that has a language.

- **Virtual Size Category:** Most abominations have at least 15 points of strength beyond the average for creatures of that size and as such gain a Virtual Size Category. An anakim has a total of 4 Virtual Size Categories.

Fear Aura (Su): Anakim can radiate a 45-foot radius fear aura as a free action. A creature in the area must succeed on a Will save (DC 47) or be affected as though by a *fear* spell (caster level 49th). A creature that saves cannot be affected by the same anakim's aura for 24 hours. The save DC is Charisma based.

Legendary Strength (Ex): The anakims strength is the stuff of legend. Their strength score is twice that of other abominations their size, and as a result gain +4 Virtual Size Categories.

Outsider Traits: An anakim has darkvision out to 60 foot range. An anakim cannot be raised or resurrected.

Regeneration (Su): Anakim take normal damage from weapons that are both epic and either good or lawful aligned, and from spells or effects with the good or lawful descriptors.

Rend (Ex) If an anakim hits an opponent with both slam attacks it seizes the opponent and attempts to break them in half. This attack deals an additional 8d8+64 damage.

Rock Throwing (Ex): The range increment is 800 feet for an anakim's thrown rocks.

Silent Scream (Su): Although lacking a mouth, an anakim can gesture, as a standard action, as if screaming. This inaudible wail creates a cone of divine sonic energy with a range of 40 feet. The effect deals 45d6 points of sonic damage (or 90d6 against exposed brittle or crystalline objects or creatures). Half of this sonic damage is treated as divine energy. It also causes creatures to be stunned for 1d3 rounds and deafened for 8d6 rounds. A creature within the area of the cone can negate the stunning and halve both the damage and the duration of the deafness with a successful Fortitude save (DC 45). The anakim can use this attack once every 1d4 rounds. Since the scream is silent, it affects the deaf and is itself uninhibited by spells such as *silence*. The save DC is Constitution-based.

Spell-like Abilities (Sp): At will - *big clenched fist*, *big grasping hand*, *bull's strength*, *contagion* (DC 28), *detect good*, *detect law*, *detect magic*, *disintegrate* (DC 31), *dispel good*, *earthquake*, *enlarge person*, *greater dispel magic*, *harm*, *magic circle against good*, *mass inflict light wounds*, *righteous might*, *shatter*, *spell immunity*, *unholy blight*; 3/day - *big crushing hand*, *implosion* (DC 34); 1/day - *let go of me*; 1/week - *kinetic control*. Caster Level 49th; Save DC 25 + spell level.

Summon Titan (Sp): Once per week the anakim can summon a titan. Duration 20 rounds. This is akin to a 14th-level spell. Epic Spell DC 70.

Weakness Gaze (Su): 4d10 Strength drain, 40 feet, Fortitude save (DC 47) negates. The save DC is Charisma-based. Those creatures otherwise immune to ability damage/drain, still suffer half the effect if they fail their saving throw.

Possessions The anakim wield a +17 *large adamantine everdancing*, *ghost touch*, *unholy power spiked chains*. This is predominantly blue-black in color, but has faint reddish inlays of orichalcum increasing not only its already prodigious weight, but also the resultant damage when it hits. The chain weighs some 146.2 tons (327,680 pounds).

Occasionally an anakim will employ poison (purple worm poison) on the spiked chain; Fortitude save (DC 24), initial damage 1d6 Strength, secondary damage 2d6 Strength.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *bull's strength*, *kinetic control*, *magic circle against good* and *righteous might*.

With these changes in effect:

Hit Dice: 45d8+495 (855 hp)

Armor Class: 52 (-2 size, +2 Dex, +31 natural, +11 deflection), touch 21,

flat-footed 50

Base Attack/Grapple: +45/+104

Attack: Slam +113 melee (8d8+80/19-20)

Full Attack: +17 *large adamantine everdancing*, *ghost touch*, *unholy power spiked chain* +113/+108/+103/+98 ranged (8d6+67/19-20), 2 slams +95 melee (4d8+51/19-20)

Space/Reach: 20 ft./40 ft. (80 ft. reach with spiked chain)

Round 1: *Greater dispel magic (quickened)* on nearest foe or flying opponent within range. *Dire charge* nearest group of opponents, allow spiked chain to dance delivering a full attack against the suspected toughest opponent, power attacking for 10 points with spiked chain. Use silent scream against as many foes as possible.

Round 2: *Greater dispel magic (quickened)* on nearest foe or flying opponent within range. Full attack with dancing spiked chain. Full attack with slams using both slams on the same opponent to try and rend them, or cast *big crushing hand* if no one is within charging range. If majority of melee attacks hit in the first round, power attack for 20 points this round. If the majority of attacks missed in the first round, no longer power attack.

Round 3: Full attack with dancing spiked chain. Full attack with slams, using both slams on the same opponent to try and rend them. If the majority of melee attacks succeeded in the second round then power attack for 30 points this round.

Round 4: *Greater dispel magic (quickened)* on nearest foe or flying opponent within range. Cast *summon titan* if still outnumbered, otherwise full attack with slams and spiked chain. Increase power attack to 40 points if the majority of attacks succeeded in the previous round.

Round 5 and beyond: Repeat round 3.

ADVENTURE IDEAS

Low Epic: An anakim is strangled by its own weapon which seems to be possessed of a malign intelligence.

Mid-epic: An anakim seeks to bring silence to the entire world by stealing sounds with an artifact ear trumpet known as the Horn of Deafening Silence which steals sounds and voices.

High Epic: It is rumored that the Abyssal monarch Demogorgon is served by two anakim brothers, minimizing their sibling rivalry by stationing them on different layers of his realm in the Abyss.

Abomination, Gibborim

Highly One

Gargantuan Outsider (Abomination, Chaotic, Evil, Extraplanar)

Hit Dice: 65d8+2080 (2600 hp)

Initiative: +9 (+1 Dex, +4 divine, +4 Improved Initiative)

Speed: 80 ft. (16 squares)

Armor Class: 57 (-4 size, +1 Dex, +4 divine, +30 natural, +16 deflection), touch 27, flat-footed 56

Base Attack/Grapple: +65/+89

Attack: Gore +90 melee (4d8+40/19-20)

Full Attack: Gore +90 melee (4d8+40/19-20), slam +85 melee (4d6+28)

Space/Reach: 30 ft./40 ft. (20 ft./20 ft. if using core space/reach rules)

Special Attacks: Breath weapon, charge, dimensional folding, spell-like abilities, trample (8d8+40), terrible trumpeting, ungodly stench

Special Qualities: Abomination traits, acid immunity, damage reduction 30/epic, good and piercing orslashing, distasteful, fast healing 30, internal limbo, legendary constitution, outsider traits, spell resistance 79, summon gibborim

Saves: Fort +66, Ref +35, Will +37

Abilities: Str 59, Dex 12, Con 74, Int 14, Wis 25, Cha 42

Skills: Concentration +104, Hide +61, Knowledge (arcana) +74, Knowledge (the planes) +74, Listen +79, Search +74, Spellcraft +82, Spot +79, Survival +79, Use Magic Device +88

Feats: Alertness, Cleave, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (gore), Improved Initiative, Improved Natural Attack (gore and slam), Improved Overrun, Improved Sunder, Power Attack, Track, Weapon Focus (gore)

Epic Feats: Devastating Critical (gore), Dire Charge, Epic Fortitude, Epic Potency* (x2), Legendary Tracker, Overwhelming Critical (gore)

*New epic feat - see page 3

Environment: Any

Organization: Solitary, pair, or herd (5-30)

Challenge Rating: 37

Treasure: None

Alignment: Always chaotic evil

Advancement: 63-75 HD (Gargantuan), 76-84 HD (Colossal)

Level Adjustment: -9

This creature resembles a gargantuan, grossly obese elephant that had learned to walk upright and then chewed its own forelegs off at the stump. The ground shakes as this vaguely humanoid behemoth teeters into view on great stumps that although massive are barely able to support its bulk. Its skin is dry, leathery and sickly pink, its chest littered with the debris of a million meals past. Its expansive gut seems as though fit to burst at any second. Its head is elephantine but conveys evil intent shooting venomous glances from behind glowing green eyes. Its great trunk seems to sniff the air in front of it searching for its next meal, while a pair of wicked looking tusks curve menacingly before it. As it nears, a terrible trumpeting assaults your ears and you are greeted by an equally distasteful stench.

Gibborim are gluttonous godlings that rise from the vomit of those deities who overindulge in drinking and feasting. An omnivore in the truest sense, the gibborim are voracious predators of the planes, migrating, from layer to layer, consuming all living matter in their path, leaving only a barren and devastated landscape in their wake.

Gibborim are hunted by the powers of the lower planes for sport, their valuable tusks highly prized as trophies and magical components. For this reason gibborim tend to congregate in herds for protection. No gibborim will swallow another of its kind as their vomitus nature is impossible to stomach, so cannibalism is not an option amongst these abominations, although mostly everything else finds itself on their menu.

Most gibborim cults actually exist within the great creatures stomach demiplane. These mad individuals are resigned to their new habitat and will not only refuse rescue from their imprisonment but seek to prevent



others from escaping what they view as the 'god-womb'. These cultists scavenge a living from the contents of the gibborim's digestion, regarded as mana from heaven by the cultists. Enemies of the cult are generally eaten if captured. In lean times even the lower ranked members will find themselves served up for dinner.

Gibborim stand some 40 feet tall and weigh in excess of 307 tons (614,400 pounds).

COMBAT

Gibborim are motivated by their insatiable appetites and seek to swallow any living creatures they encounter. Those that resist the gibborim's vacuum are slammed, stomped and trampled until docile enough to be devoured. If given a choice, a gibborim will always attack the largest target first. Lone gibborim can summon others of their kind but rarely do so unless absolutely necessary, since that would mean sharing their meals.

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

Abomination Traits:

- **Divine Traits:** Abominations are effectively quasi-deities and as such add a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Immunities:** Abominations are immune to enchantment, illusionist and transmutation magic. They are not subject to energy drain, ability damage or drain.

- **Special Qualities:** Abominations are not subject to death from massive damage and have maximum hit points per Hit Die.

- **Telepathy:** Abominations can communicate telepathically with any creature within 1000 feet that has a language.

- **Virtual Size Category:** Most abominations have at least 15 points of strength beyond the average for creatures of that size and as such gain a Virtual Size Category.

Breath Weapon (Su): The gibborim can inhale with supernatural force, creating a cone of vacuum 120 ft. long capable of sucking targets into the demiplane that acts as its stomach. Those caught within the area of effect must succeed at either a Reflex save (DC 78) or a strength check (DC 78)

to avoid being devoured. The save DC is Constitution-based.

Charge (Ex): When a gibborim charges, its gore attack deals 8d8+40 points of damage.

Dimensional Folding (Su): Using its breath weapon the gibborim can swallow creatures of any size, even those larger than itself.

Distasteful (Su): Any creature that bites or eats any part of a gibborim must make a successful Fortitude save (DC 74) or be forced to vomit or regurgitate the monster in the subsequent round, during which it can take no other actions.

Internal Limbo (Ex): The interior of the gibborim is actually larger than the exterior would suggest. Those consumed by the gibborim find themselves not in the creature's digestive tract, but rather on a dismal demiplane that vaguely resembles abstract internal organs, periodically raining, or rather dripping, acid. Beings with the ability to *gate* or *planeshift* can escape, all others are marooned until rescued. *Teleport* spells function within the gibborim, but you cannot teleport out. The more the gibborim eats the larger the demiplane becomes, some may even have communities composed of stalwart survivors. Should the gibborim be destroyed, the demiplane within collapses and its contents are forever lost. See Table A-2: Gibborim Internal Limbo Encounters for ideas as to the likely contents of its stomach.

Legendary Constitution (Ex): The gibborim's prodigious stamina is renowned. Their constitution score is twice that of other abominations their size.

Outsider Traits: Gibborim have darkvision (60 foot range). They cannot be raised or resurrected.

Spell-like Abilities (Sp): At will - *air walk*, *blasphemy* (DC 37), *chain lightning* (DC 36), *cloudkill* (DC 35), *contagion* (DC 33), *shatter* (DC 33), *shocking grasp*, *unholy aura*, 3/day - *earthquake* (DC 38), *greater dispel magic*; 3/day - *implosion* (DC 39), *storm of vengeance* (DC 39), 1/day - *greater ruin* (DC 40); 1/week - *pestilence* (DC 40). Caster Level 69th; Save DC 30 + spell level.

Summon Gibborim (Sp): Once per week a gibborim can summon another of its ilk. Duration 20 rounds. This is the equivalent of a 23rd-level spell. Epic spell DC 160.

Trample (Ex): 8d8+40, Reflex DC 70 half. The save DC is Strength-based.

Terrible Trumpeting (Su): The terrible trumpeting of the gibborim is akin to a lunatic orchestra. Those within earshot (240 ft. radius) of the maddening sounds must make a Will save (DC 60) or be confused for 65 rounds. The save DC is Charisma-based.

Ungodly Stench (Ex): Those standing within 80 feet of the gibborim are assailed by its gut wrenching odor and must make a Fortitude save (DC 78) or become nauseated. This condition lasts as long as the creature is within range of the gibborim and 1d4+1 rounds after it is no longer within range. Strong winds can increase (downwind) or reduce (upwind) the radius at which the smell can be detected.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *air walk*, *crown of vermin*, *shocking grasp* and *unholy aura* (which only adds +4 to its saves).

Remember that anyone within range will hear its terrible trumpeting and bear witness to its ungodly stench each round.

Round 1: Charge and use breath weapon on largest concentration of foes, if no opponents are within range cast *chain lightning*.

Round 2: Dire charge nearest (or largest) opponent, trample them and gore (as additional attack from blinding speed feat).

Round 3: Use breath weapon on largest concentration of foes

Round 4: Full attack if possible.

Round 5: Casts *summon gibborim* if still facing multiple opponents.

ADVENTURE IDEAS

Low Epic: A *planeshift* spell goes awry and you find yourself within the belly of the beast.

Mid Epic: Demon lords are hunting a herd of gibborim. However the archmage explorer Sharamon plans to conduct experiments on demiplanes within one of the gibborim and is looking for mercenaries to protect the creature for the duration of his study.

High Epic: A herd of gibborim are migrating across the lower planes;

their stampede threatens to destroy the seals placed upon the sarcophagus of a deity best left forgotten unless they can be diverted or defeated.

TABLE A-2: GIBBORIM INTERNAL LIMBO ENCOUNTERS

d20 Roll	Encounter
1	Acid Flood (10d6 damage per round)
2-3	Acid Fog (2d6 damage per round)
4-6	Acid Rain (1d3 damage per round)
7	Angel (Planetary, on rescue mission)
8	Brood (Death brood pair, tracking a target in hiding)
9-10	Cultists (5d6 NPCs, levels 1d10+10)
11	Daemons (Ultradaemon, fleeing assassination)
12-13	Demons (Balor and 6 Vrocks, part of a hunting party)
14	Dragons (fiendish great wyrm black dragon)
15	Elementals (Elder Acid Elemental*)
16	Explorers (1d6 NPCs, levels 1d10+25)
17-18	Monsters (3-6 Advanced 24 HD Digesters)
19	Survivors (1d6 NPCs, levels 1d10+10, no clerics)
20	Undead (Pair of Nightcrawlers)

*Treat as a Water Elemental that deals an extra 2d10 points of acid damage on a slam.

Abomination, Oidium

Kiss of Death

Huge Outsider (Abomination, Plant, Evil, Extraplanar)

Hit Dice: 55d8+605 (1045 hp)

Initiative: +10 (+2 Dex, +4 divine, +4 Improved Initiative)

Speed: 120 ft. (-10 ft. per puppet) (24 squares), burrow (soil) 60 ft.

Armor Class: 63 (-2 size, +2 Dex, +4 divine, +36 natural, +13 deflection), touch 27, flat-footed 61

Base Attack/Grapple: +55/+85

Attack: Tentacle +79 melee (2d6+22/19-20)

Full Attack: 12 tentacles +79 melee (2d6+22/19-20) and bite +74 melee (4d8+11)

Space/Reach: 15 ft./10 ft.

Special Attacks: Breath weapon, constrict, enslave, improved grab, puppets, spell-like abilities, spells, summon mu-spore, swallow whole

Special Qualities: Abomination traits, cold immunity, damage reduction 25/epic and good, germinate, life drain, outsider traits, plant traits, regeneration 25, spell resistance 69

Saves: Fort +40, Ref +31, Will +38

Abilities: Str 54, Dex 15, Con 33, Int 27, Wis 37, Cha 37

Skills: Bluff +75, Climb +84-104, Concentration +73, Diplomacy +87, Hide +60*, Intimidate +23, Jump +62, Knowledge (arcana) +70, Knowledge (nature) +70, Knowledge (religion) +70, Knowledge (the planes) +70, Listen +81, Move Silently +68, Search +70, Sense Motive +75, Spellcraft +89, Spot +77, Use Magic Device +75

Feats: Alertness, Enlarge Spell, Empower Spell, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Maximise Spell, Power Attack, Quicken Spell, Silent Spell, Skill Focus (Spellcraft), Still Spell, Widen Spell

Epic Feats: Automatic Metamagic Capacity* (x4), Epic Skill Focus (Spellcraft), Epic Spellcasting

*New epic feat - see page 3

Environment: Dense forest or jungle (prime material world)

Organization: Solitary or with puppets (0-5), or troupe: elemental swarm, evil druids, fey, mu-spore and shamblers

Challenge Rating: 33 (+1 per puppet)

Treasure: None

Alignment: Always neutral evil

Advancement: 56-63 HD (Huge), 64-74 HD (Gargantuan)

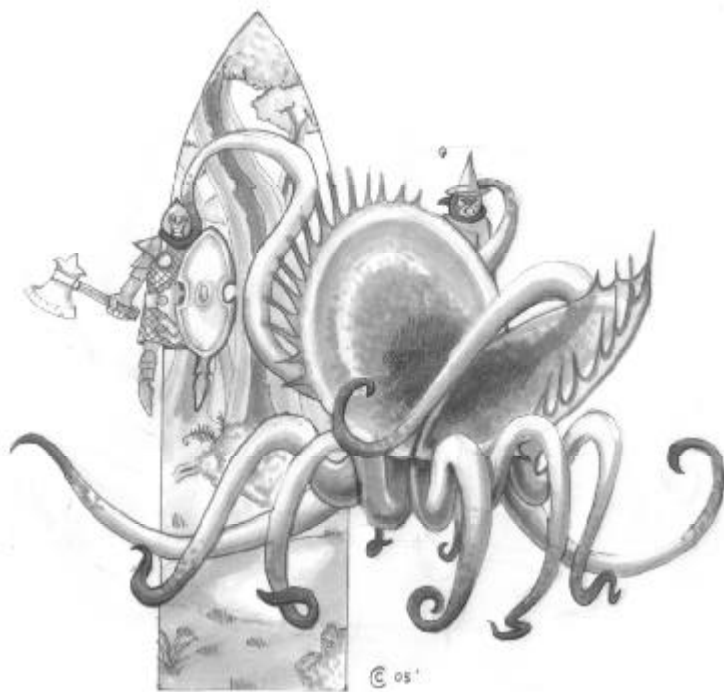
Level Adjustment: -5

This creature resembles a great seething mass of vibrant green tendrils attached to the large central maw akin to a giant carnivorous plant. Wisps and trails of a purplish gas seep from the sides of its mouth. Its movement is not unlike that of a scurrying spider and it seems unnaturally fast for a creature of its size. [If the creature has any puppets also read the following] Some of its tentacles entwine captive humanoids, suspending them off the ground like puppets. These victims have palpitating sickly green skin, as if they have become living extensions of the plant itself.

Oidium are the once tendings of great deities of nature, corrupted or tainted by some unholy outside source. These hateful beings seek to spread sorrow and misery throughout the cosmos by enslaving whole worlds. Once a planet has been targeted for domination the odium settles in some backwater village using its enchantment magic to control the populace. Slowly but surely it extends its network of submission, spreading its evil roots until it encompasses the entire planet, or in some rare cases, until its expansion is checked by some equally powerful force.

Oidium are fiercely territorial and generally only one will inhabit a single world at a time, although rival odium are not unheard of. On rare occasions numbers of these creatures will work together to combat a significantly powerful enemy such as a pantheon of gods. Oidium regard mortals similar to how mortals view their gardens; as an entity to be shaped to their will, tended well when it pleases them and pruned when necessary.

Oidium are revered by evil druids and rangers. Although in such cults



its difficult to tell the truly devoted from those magically coerced. In this manner the odium guards against infiltration and insubordination, with each member unsure of whom they can trust. Sacrifices are either offered up to the odium or dismembered and body parts buried in the ground.

Oidium are about 15 feet across and weigh almost 9 tons (17,920 pounds)

COMBAT

Should the odium see a target as a potentially useful puppet it will avoid using lethal attacks, instead trying to dominate, incapacitate or otherwise subdue such an opponent so that it may be enslaved. Oidium generally seek to work through intermediaries and not draw attention to their machinations, however, if pressed they are deadly opponents.

An odium's natural weapons, as well as any weapons it wields are treated as evil-aligned and epic for the purpose of overcoming damage reduction.

Abomination Traits:

- **Divine Traits:** Abominations are effectively quasi-deities and as such add a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Immunities:** Abominations are immune to enchantment, illusionist and transmutation magic. They are not subject to energy drain, ability damage or drain.

- **Special Qualities:** Abominations are not subject to death from massive damage and have maximum hit points per hit die.

- **Telepathy:** Abominations can communicate telepathically with any creature within 1000 feet that has a language.

- **Virtual Size Category:** Most abominations have at least 15 points of strength beyond the average for creatures of that size and as such gain a Virtual Size Category.

Breath Weapon (Variable): The noxious breath of the odium has several detrimental effects, unleashing as it does, the very effects all plants are immune to. The breath weapon itself is a cone of gas 60 ft. long and lasts until the end of the next round unless dispersed by strong winds. Targets are assailed by the following properties:

- **Confusion (Su):** Will save (DC 54) to negate, duration 55 minutes.
- **Paralysis (Ex):** Fortitude save (DC 52) to negate, duration 55 minutes.
- **Poison (Ex):** Fortitude save (DC 52), 1d10/1d10 Constitution damage.
- **Polymorphing (Su):** Fortitude save (DC 54) or be polymorphed into a frog.
- **Sleep (Ex):** Will save (DC 52) to negate, duration 55 minutes.

A: ABOMINATION, ODIUM

• **Weakness (Su):** Fortitude save (DC 54), or suffer 1d10 Strength damage.

The odium can use this breath weapon every 1d4 rounds. The save DCs are either Charisma (supernatural) or Constitution (extraordinary) based.

Constrict (Ex): The odium will constrict any grappled victim that it cannot enslave for 2d6+33 damage.

Enslave (Su): Any target successfully grappled by the odium must make a Will save (DC 54) or become a puppet under its control. Such targets become an extension of the odium itself, its sap flows through their veins. Such creatures turn green, if not already, and fight for the odium while it retains its hold on them, their abilities replace one of the odium's tentacle attacks. These puppets also gain plant traits for the duration of their servitude. Oidium generally keep at least half their tentacles free for movement. Puppets employ the full range of their abilities in the odium's defense, though obviously they cannot move outside the odium's reach.

Puppets somehow freed from the odium should be treated as if nauseated for 1d6 rounds after release and sickened for a further 1d6 minutes as their bodies expunge themselves of the odium's invasive fluids. The character retains the plant traits until it is no longer nauseated.

Germinate (Ex): The odium can plant a seed which, upon their death will grow into a clone of the original within 55 days (gaining 1 Hit Dice/day). Only a fully grown odium can germinate in this manner and only one seed can exist for each odium at a given time. Typically the odium plant their seeds far from their base of operations in unassuming locales. These areas are usually warded against detection and guarded by forces loyal to the odium.

Should a seed pod be destroyed while the odium is still living the abomination takes 55d8 damage (average 247).

It takes a day, during which time the odium can take no other actions, for an odium to create a new seed pod.

Improved Grab (Ex): To use this ability, the odium must hit with a tentacle attack. It can then attempt to grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can either constrict or attempt to enslave the target.

Life Drain (Ex): When injured, half the damage dealt to an odium with one or more enslaved targets is absorbed by one of its puppets.

Outsider Traits: Oidium have darkvision (60 foot range). They cannot be raised or resurrected.

Plant Traits: Immune to poison, *sleep*, paralysis, stunning and polymorphing. Not subject to critical hits or mind-affecting effects.

Puppets (Su): An odium will have 1d6-1 puppets at any given time. Puppets will generally be medium sized or smaller humanoid NPCs of level 1d10+20. Oidium prefer arcane spellcasters and warrior types as puppets if the choice presents itself.

Regeneration (Su): An odium takes normal damage from weapons that are both epic and good-aligned, and spells or effects with the good descriptor.

Skills (Ex): The odium gains a +20 racial bonus on Climb checks when using all 12 tentacles (-2 per tentacle not being used, it needs a minimum 2 tentacles to attempt a climb). It also has a +4 racial bonus on Hide*, Listen and Move Silently checks.

*The Hide bonus increases to +12 in swampy or forested areas.

Spell-like Abilities (Sp): At will - *animate plants*, *bark skin*, *command plants*, *control plants*, *entangle*, *plant growth*, *repel wood*, *wall of thorns*, 3/day - *dominate monster* (DC 28), *imprisonment* (DC 28), *mass hold monster* (DC 28), *power word kill*, *shapechange*; 1/day - *mass frog* (DC 29), *verdigris* (DC 29), 1/week - *verdigris tsunami* (DC 29). Caster Level 59th; Save DC 27 + spell level.

Spells (Sp): Oidium cast spells as 27th-level Druids (half their Hit Dice rounded down). Caster level 59th. The save DCs are Wisdom-based.

Typical *Druid Spells Prepared* (6/9/8/8/8/8/6/6/6/6); save DC 23 + spell level): **0** - *detect magic* (2), *flare*, *guidance*, *read magic* (2); **1st** - *charm animal*, *hide from animals*, *longstrider*, *magic fang*, *obscuring mist* (2), *pass without trace* (2), *summon natures ally* I; **2nd** - *bear's endurance*, *bull's strength*, *cat's grace*, *fog cloud*, *heat metal*, *owl's wisdom*, *spider climb*, *tree shape*; **3rd** - *call lightning*, *contagion*, *dominate animal*, *poison* (2), *snares* (2), *spike growth*; **4th** - *air walk*, *blight*, *dispel magic* (3), *rusting grasp*, *scrying*, *spike stones*; **5th** - *animal growth*, *baleful polymorph* (2), *commune with nature*, *insect plague* (2), *transmute mud*

to rock, unhallow; **6th** - *anti-life shell*, *greater dispel magic* (2), *move earth*, *transport via plants* (2); **7th** - *control weather*, *creeping doom* (2), *greater scrying*, *summon natures ally* VII, *wind walk*; **8th** - *earthquake*, *finger of death*, *horrid willing*, *reverse gravity*, *summon natures ally* VIII, *word of recall*; **9th** - *elemental swarm*, *foresight*, *shambler*, *storm of vengeance*, *summon natures ally* IX, *sympathy*.

Epic Spells per day: (8); save DC 37.

Epic spells known: *crown of vermin*, *enslave*, *greater ruin*, *mass frog*, *summon mu-spore*, *superb dispelling*, *verdigris*.

Summon Mu-Spore (Sp): The odium can summon a mu-spore (see Chapter 5 of the Epic Level Handbook) once per day. Duration 20 rounds. This is the equivalent of a 15th-level spell. Epic spell DC 82.

Swallow Whole (Ex): An odium can attempt to swallow a grabbed opponent of up to two size categories smaller than itself by making a successful grapple check. Once inside the opponent takes 1d8+11 crushing damage and in addition is subjected to the odium's breath weapon. A swallowed creature can cut its way out using a slashing or piercing weapon to deal 66 points of damage to the gizzard (AC 28). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *foresight*, *longstrider*, *summon mu-spore*, *shambler* and *wind walk*.

In the opening rounds the odium tries to subjugate opponents, then it will try to kill them, finally it will resort to escape behind a screen of summoned creatures.

Round 1: *Greater dispel magic* (*quicken*) covering as many opponents as possible, use *mass hold monster* spell-like ability. Shamblers will ferry held targets to the odium who will make a puppet of them.

Round 2: *Greater dispel magic* (*quicken*) if there are still flying opponents. Full attack if any opponents are within range.

Round 3: At this point the odium will forego capture and simply try to kill any remaining opponents - *reverse gravity* (*quicken*) on a non-flying warrior type opponent, use breath weapon or full attack - whichever will affect the most targets.

Round 4: *Finger of death* (*quicken*). Cast *verdigris tsunami* (unless opponents are all flying in which case use *mass frog*)

Round 5: The odium will attempt to flee after this round, but will summon more creatures to cover its escape - (*air*) *elemental swarm* (*quicken*), cast *crown of vermin*.

Round 6: Escape either using its *wind walk* or a *transport via plants* (*quicken*) or *word of recall* (*quicken*) spell.

ADVENTURE IDEAS

Low Epic: Evil hierophant agents of an odium are seeking to capture powerful individuals that their master can enslave as one of its puppets.

Mid-epic: The expansion of an odium's slave nation has been checked by the rise of the Red Empire, ruled by evil dragons.

High Epic: A galactic war between odium and neh-thallgu erupts as the two forces and their mighty slave empires collide.

Abomination, Sadim

Greedy One

Medium Outsider (Abomination, Construct, Evil, Extraplanar)

Hit Dice: 35d10+30+35 (405 hp)

Initiative: +26 (+14 Dex, +4 divine, +8 Improved/Superior Initiative)

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

Armor Class: 70 (+11 bracers of epic armor, +12 deflection, +14 Dex, +4 divine, +19 natural), touch 40, flat-footed 70

Base Attack/Grapple: +35/+55

Attack: Claw +59 melee (1d8+20 plus gold rot)

Full Attack: 6 claws +59 melee (1d8+20 plus gold rot) and bite +54 melee (2d6+10 plus gold rot)

Space/Reach: 5 ft./5 ft.

Special Attacks: Breath weapon, divine sneak attack (+9d6), gold rot, improved grab, spell-like abilities, strangle, summon red dragon

Special Qualities: Abomination traits, construct traits, damage reduction 15/gift, embarrassment of riches, fire immunity, hardness 5, metal and mineral detection, regeneration 15, rogue abilities, spell resistance 49

Saves: Fort +30, Ref +44, Will +33

Abilities: Str 50, Dex 38, Con -, Int 17 (27 with headband of epic intellect +10), Wis 16, Cha 34

Skills: Appraise +50, Balance +60, Climb +54, Disable Device +50, Escape Artist +56, Hide +86, Jump +70, Knowledge (arcana) +50, Knowledge (the planes) +50, Listen +45, Move Silently +86, Search +50, Sleight of Hand +56, Spellcraft +54, Spot +45, Tumble +60, Use Magic Device +54

Feats: Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Mobility, Run, Spring Attack

Epic Feats: Blinding Speed, Epic Dodge, Self Concealment (x2), Superior Initiative

Environment: Any lower plane or the Elemental Plane of Fire

Organization: Solitary or gang (2-5)

Challenge Rating: 36

Treasure: See possessions

Alignment: Always neutral evil

Advancement: 36-45 HD (Medium), 46-54 HD (Large)

Level Adjustment: +19

[A sadim's appearance is often a twisted maniacal parody of the deity whose treasure hoard it sprang from, although they have eight limbs. The following description assumes its parent was humanoid.] This figure resembles a skinny, six-armed humanoid with long bony fingers ending in razor sharp nails. Its skin is lustrous as if the creature were cast of pure gold. Its face wears a broad grin and its eyes are wide and wild, giving it a manic demeanor. The creature is bedecked in regal finery, including crowns, numerous rings and other items of jewellery. In motion it is quick and sinuous, but it stops and starts in an unnerving staccato manner, one moment as still as a statue, the next a blur of activity.

While the more nefarious deities of thievery require no invitation to consort with fiends of all types, sadim are not born of the pleasures of the flesh, but rather the gratification that is gleaned from pure greed. Only the most miserly and greedy god can sire a sadim. These wicked beings arise from the vast treasure hoards possessed by such covetous immortals.

Most sadim are like skulking children, cowardly hiding in deep, dark places from those who birthed them, occasionally venturing forth to feed. Sadim feed on wealth of all kinds, though they favor the lustre of precious metals such as gold and platinum. However, they do not eat magic items, but instead hoard them.

Sadim share an affinity for fire based creatures, in particular efreeti and red dragons. However while such beings are willing to work with sadim on occasion, they never truly trust one another.

Cults worshipping the sadim are rare. The most well known and established are the Order of the Golden Fist; a motley collection of monk/rogues who establish hidden, mountain monasteries and are in league with red dragons. Junior cultists wear golden gloves, with the more senior members becoming progressively more decked in golden garments. It



is rumored that those proficient in the way of the golden fist can breathe fire, have skin like metal and that their blows will also pick a targets pockets.

Sadim are roughly the same size and shape as the deity whose treasure hoard they sprang from. Those of humanoid size weigh slightly more than 1.4 tons (2800 pounds).

COMBAT

Sadim shy away from direct combat, seeking to strike from the shadows. For them, murder, is only the means to an end, that being the procurement of greater wealth. They generally favor hit and run tactics, infecting as many targets as possible with gold rot and then fleeing to safety.

A sadim's natural weapons, as well as any weapons it wields are treated as epic and evil-aligned for the purpose of overcoming damage reduction.

Abomination Traits:

- **Divine Traits:** Abominations are effectively quasi-deities and as such add a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Immunities:** Abominations are immune to enchantment, illusionist and transmutation magic. They are not subject to energy drain, ability damage or drain.

- **Special Qualities:** Abominations are not subject to death from massive damage and have maximum hit points per Hit Die.

- **Telepathy:** Abominations can communicate telepathically with any creature within 1000 feet that has a language.

- **Virtual Size Category:** Most abominations have at least 15 points of strength beyond the average for creatures of that size and as such gain a Virtual Size Category. It should be noted that sadim have a total of 2 Virtual Size Categories due to their solid gold construction.

A: ABOMINATION, SADIM

Breath Weapon (Su): The sadim can breathe a cone of sparkling gold dust once every 1d4 rounds. The cone is 30 ft. long, anyone caught within its effect suffers 1d20 points of damage for each level of effective PC wealth they possess. A Reflex save (DC 43) can be made for half damage. The save DC is Charisma-based.

For brevity the GM can use the PCs character level, or half an NPC's character level (for standard NPC wealth) to calculate the damage.

Construct Traits: Immune to mind-affecting effects and to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, any effect that requires a fortitude save unless it also works on objects. Cannot heal damage (though can be repaired). Not subject to critical hits, nonlethal 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 60ft.

Damage Reduction (Su): Acts of charity are anathema to sadim. A sadim's damage reduction can be penetrated only by weapons that were given as genuine gifts to the character.

Divine Sneak Attack (Ex): Half of a sadim's sneak attack damage should be treated as divine damage, this portion of the damage affecting even those otherwise immune to critical hits.

Embarrassment of Riches (Su): A sadim can gain the benefits from wearing two magic items in each equipment slot except rings, of which it can wear four. Most sadim are adorned with multiple crowns, necklaces and rings.

Gold Rot (Su): Sadim are carriers of a disease known as gold rot, though it affects all wealth (including coins and gems) not just gold. Anyone struck by one of the sadim's attacks must make a Fortitude save (DC 43) or contract gold rot. Those affected suffer no damage but instead the wealth they own at the time of contraction begins to atrophy at a rate of one level of PC wealth per day. Random objects of wealth (up to the value indicated) simply crumble into dust. This can include art objects, coinage, gems, magic items, properties. Anything with an intrinsic monetary value can be affected.

The only way to stop gold rot is by destroying the particular sadim which infected you, although a *miracle* or *wish* spell can delay its effects for 1 day per level of the caster, while a *limited wish* can delay its effects for 1 day. The save DC is Charisma-based.

Hardness (Ex): The sadim is made of gold which has a hardness of 5. This does not stack, but instead overlaps with the creatures damage reduction.

Improved Grab (Ex): To use this ability, the sadim must hit with a claw attack. It can then attempt to grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can begin to strangle.

Legendary Dexterity (Ex): The sadim's amazing agility is renowned. Their dexterity score is twice that of other abominations their size.

Metal and Mineral Detection (Su): Sadim can detect metal and minerals at will as if using a charge from a rod of metal and mineral detection. This ability has a range of 275 feet and is always active.

Outsider Traits: Sadim have darkvision (60 foot range). They cannot be raised or resurrected.

Regeneration (Su): A sadim takes normal damage from magic items given as a gift, and from spells or effects with the good descriptor.

Rogue Abilities (Ex): Sadim are master thieves and possess rogue abilities of a level equivalent to half their Hit Dice (rounded down).

- **Crippling Strike (Ex):** Any opponent damaged by one of the sadim's sneak attacks suffers an additional 2 points of strength damage.
- **Defensive Roll (Ex):** Once per day, when it would be reduced to 0 or fewer hit points by an attack, the sadim can attempt a Reflex save against the attacks damage, success meaning the blow only deals half damage.
- **Improved Evasion (Ex):** Should the sadim make a successful Reflex save against an attack that normally deals half damage on a successful save, it instead takes no damage or only half damage on a failed save.
- **Improved Uncanny Dodge (Ex):** A sadim can only be flanked by a character with at least four more Rogue levels than half its Hit Dice.
- **Sneak Attack (Ex):** The sadim deals +9d6 damage upon a successful sneak attack.
- **Trapfinding (Ex):** The sadim can use its Search skill to locate traps

with a DC of 20 or higher.

- **Trap Sense (Ex):** Sadim gain a +5 bonus on Reflex saves and +5 Dodge bonus to AC against traps.

Spell-like Abilities (Sp): At will - *confusion* (DC 31), *dimension door*, *disguise self*, *incendiary cloud* (DC 34), *mislead*, *non-detection*, *true strike*, *screen*; 3/day - *dominate monster* (DC 35), *foresight*, *gate*, *moment of prescience*, *power word kill*, *summon monster IX (efreet)*; 1/day - *ruin* (DC 36). Caster Level 39th; Save DC 26 + spell level. The spell DCs are Charisma-based.

Strangle (Ex): If the sadim strikes the same target with two claw attacks it can attempt a strangle, provided the target is no more than one size category larger than the sadim. This is akin to drowning although the initial Fortitude save (DC 39) increases by 1 each round the sadim tightens its grip. The victim also suffers 4d6+36 points of damage per round.

Summon Adult Red Dragon (Sp): The sadim can summon an adult red dragon 1/week. Duration 20 rounds. This is the equivalent of a 13th-level spell. Epic spell DC 68 (akin to the *dragon knight* spell, without the mitigating factors).

(Sample) Possessions: Bracers of epic armor +11, cloak of epic resistance +11, efreeti bottle, headband of epic intellect +10, mantle of great stealth, ring of blinking, ring of elemental command (fire), ring of three wishes, ring of weaponbreaking, rod of epic splendor.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *foresight*, *moment of prescience*, *non-detection*, *summon adult red dragon* as a diversion, cast *true strike* and loose the genie from the bottle.

Round 1: Attempt a sneak attack (as the additional attack from the blinding speed feat) on the wealthiest looking target, then full attack as well.

Round 2: Full attack/strangle if only facing a single target, otherwise use breath weapon against multiple foes.

Round 3: Full attack nearest foe (with an additional claw attack), or cast *ruin* if no opponent is within immediate reach.

Round 4: If it believes it has the upper hand stay and fight. If it believes its position is threatened cast *incendiary cloud* to cover its escape.

Round 5: Press the attack, or *dimension door* to safety carrying off any loot.

ADVENTURE IDEAS

Sub-epic: The hideout of a recently destroyed sadim has been uncovered, but none sent to investigate it have since returned. The underground cavern in question is heavily booby-trapped as well as home to some of the sadim's allies and underlings. Rival groups are also interested in acquiring the sadim's wealth.

Low Epic: The Order of the Golden Fist has delivered an ultimatum to neighbouring countries demanding half of all wealth or be destroyed. Outskirt villages and towns are said to have been beset by a flight of red dragons ridden by golden clad figures.

Mid-epic: A gang of sadim plot the crime of the century but they need someone to frame for the robbery.

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Shadowfigh

Undeath taken beyond the cadaverous, beyond even the bone, when all that remains are the baubles of yesteryear empowered by the spirits of its unfortunate victims. Akaliches, or more commonly shadowliches, are demiliches so ancient, that any remnants of skull and bone have long since eroded to dust. Only their soul gems remain, empowered by malevolent will and captured immortal spirits. These cosmic terrors prey on immortals as it is their spirits that sustain it.

The macabre processes of becoming an akalich require the being to have existed as a demilich for at least ten thousand years.

Akaliches are the same height they were in life.

SAMPLE AKALICH

The creature resembles an ephemeral humanoid silhouette of utter darkness, pierced only by motes of light where its eyes and teeth might otherwise be. Upon closer inspection these lights are precious stones set like tiny stars against a lonely night sky. What may once have been robes now drape like dark shadowy tendrils. Swiftly and silently it streaks towards you, like some deadly dark missile, seemingly devouring the light in its presence, an ominous sense of foreboding chills you to your very soul...

This example uses a male human 41st-level wizard as the base creature.

Nimrod, Akalich Human Wizard 41

Medium Undead (Incorporeal)

Hit Dice: 41d20 (820 hp)

Initiative: +7 (+7 Dex)

Speed: Fly 900 ft. (perfect) (180 squares)

Armor Class: 89 (+7 Dex, +37 deflection, +24 insight, +11 bracers of epic armor), touch 89, flat-footed 82

Base Attack/Grapple: +21/-

Attack: Incorporeal touch +28 (82d20+37 plus *temporal stasis*)

Full Attack: Incorporeal touch attack +28 (82d20+37 plus *temporal stasis*)

Space/Reach: 5 ft./5 ft.

Special Attacks: Dread aura, overshadow, spell-like abilities, spells, stasis touch, trap the soul

Special Qualities: Damage reduction 40/-, immunity to magic, incorporeal traits, phylacteric transference, turn resistance +100, undead traits

Saves: Fort +16, Ref +23, Will +46

Abilities: Str -, Dex 13 (24 with gloves +11), Con -, Int 83 (94 with headband +11), Wis 58, Cha 73 (84 with cloak +11)

Skills: Omniscipotent - 44 + ability score in all skills

Feats: Empower Spell, Enlarge Spell, Eschew Materials, Extend Spell, Greater Spell Penetration, Heighten Spell, Improved Counterspell, Maximize Spell, Quicken Spell, Scribe Scroll^B, Silent Spell, Spell Penetration, Still Spell^B, Widen Spell

Epic Feats: Automatic Metamagic Capacity* (x10), Epic Spell Penetration, Epic Spellcasting, Ignore Material Components, Metamagic Freedom*

*New epic feats - see page 3

Environment: Negative energy or negative quasi-elemental plane

Organization: Solitary

Challenge Rating: 67 (+2/3 per level of strongest opponent)

Treasure: See possessions (includes Robes of the Almighty)

Alignment: Lawful evil

Advancement: By class level

Level Adjustment: +60

Nimrod was once a powerful wizard-king who challenged the supremacy of the gods themselves. He possessed an almighty artifact that even the gods feared, and as such they dared not openly attack him. Nimrod planned to build a great city that would reach into the very heavens, a platform from which he would launch the assault on the gods and become their ruler. As his power waxed the people began to worship Nimrod and cast down the old gods.



However with mighty epic magics the gods cursed their former worshippers with a spell that prevented them from being able to understand one another. After which the construction of the city and the worship of Nimrod halted. With his plans in tatters Nimrod's shaky mental health collapsed. Disorientated and debilitated, the gods chose to strike *en masse*. Initially catching Nimrod off guard and almost defeating him. But Nimrod's power was immense and lesser deities crumbled beneath his wrath. But the gods sacrifice was not in vain and Nimrod was blasted from the mortal plane into a realm of nothingness, from whence it was hoped he would never return.

COMBAT

Nimrod is one of the most ancient of beings, possessing of vast mental attributes that eclipse most deities. A truly lethal opponent, fully capable of snuffing even immortal life forces.

Nimrod's natural weapons, as well as any weapons he wields ignore all forms of damage reduction.

Dread Aura (Su): Nimrod is shrouded in an aura of death and weakness. Any creature within a 510 foot radius is affected as if by a *symbol of death* and a *symbol of weakness*, however there is no hit point limit for these effects. All targets must make a Fortitude save (DC 67) every round they are within the area of effect. The save DC is Charisma-based.

Immunity to Magic (Ex): Nimrod is immune to all spells, spell-like abilities and supernatural effects except as follows:

A *dispel evil* spell deals 1 point of damage per spell level.

Holy smite affects him normally.

A *shatter* spell affects Nimrod as if he were a crystalline creature, but deals only half normal damage (then apply sonic resistance).

Overshadow (Su): As a standard action, Nimrod can sacrifice one of his captured immortal spirits to wrap a shroud of death around one opponent. This attack deals 820 damage (no save) and has a range of 510 feet.

Phylacteric Transference (Su): Any items kept within 41 feet of his

A: AKALICH

phylactery transfer all their benefits to the Nimrod regardless of the distance between him and his phylactery. Standard limits on types of items apply.

Rejuvenation (Ex): If Nimrod is destroyed, he immediately rejuvenates to full hit points, by sacrificing one of the immortal spirits trapped within its soul gems. Nimrod will have 2d4 captured immortal spirits within his soul gems when encountered. Only the spirits of true immortals (demi-deities and above) can rejuvenate Nimrod in this way.

Spell-like Abilities: At will - *alter self, animate dead, astral projection, create greater undead, death knell, destruction* (DC 54), *enervation* (DC 51), *greater dispel magic, greater teleport, harm* (DC 53), *planeshift, slay living* (DC 51), *telekinesis*; 3/day - *wail of the banshee* (DC 56), *wish*; 1/day - *ruin* (DC 58) 1/week - *momento mori* (DC 67). The save DCs are Charisma-based.

Spells: As a 41st-level Wizard. The save DCs are Intelligence-based.

Typical Wizard Spells Prepared (4/15/15/14/14/14/14/13/13/18; save DC 52 + spell level): **0th**—*acid splash, ray of frost, touch of fatigue*; **1st**—*burning hands, charm person, chill touch, color spray, floating disk, hypnotism, mage armor, magic missile, ray of enfeeblement, reduce person, shield, shocking grasp, sleep, summon monster I, true strike*; **2nd**—*acid arrow, blindness/deafness, blur, daze monster, flaming sphere, ghoul touch, gust of wind, hideous laughter, hypnotic pattern, mirror image, scare, scorching ray, shatter, summon monster II*; **3rd**—*deep slumber, dispel magic, displacement, fireball, haste, hold person, lightning bolt, ray of exhaustion, slow, stinking cloud, suggestion, summon monster III, vampiric touch, wind wall*; **4th**—*bestow curse, black tentacles, charm monster, confusion, contagion, crushing despair, enervation, fear, ice storm, phantasmal killer, rainbow pattern, shadow conjuration, shout, summon monster IV*; **5th**—*baleful polymorph, blight, cloudkill, cone of cold, dominate person, feeblemind, hold monster, interposing hand, mind fog, nightmare, shadow evocation, summon monster V, wall of force, waves of fatigue*; **6th**—*acid fog, antimagic field, chain lightning, contingency, disintegrate, eyebite, flesh to stone, freezing sphere, greater dispel magic, mass suggestion, repulsion, summon monster VI, transformation, wall of iron*; **7th**—*delayed blast fireball, finger of death, forcecage, grasping hand, greater shadow conjuration, mage's sword, mass hold person, insanity, power word blind, prismatic spray, reverse gravity, summon monster VII, waves of exhaustion*; **8th**—*clenched fist, greater shadow evocation, greater shout, incendiary cloud, horrid wilting, mass charm monster, maze, polar ray, power word stun, prismatic wall, summon monster VIII, sunburst*; **9th**—*dominate monster (x2), energy drain (x3), mage's disjunction (x3), mass hold monster (x2), meteor swarm (x3), summon monster IX (x3), wail of the banshee (x2).*

Epic spells per day: (4)

Epic spells known: *Animus blizzard, damnation, demise unseen, eidolon, hellball, kinetic control, memento mori, safe time, summon behemoth, time duplicate.*

Stasis Touch (Su): As temporal stasis except a supernatural ability. Any creature touched by Nimrod must make a Fortitude save (DC 67) or be placed in suspended animation. The save DC is Charisma-based.

Trap the Soul (Su): Nimrod can trap even immortal spirits. To use this power he selects any target within 1500 feet. The target is allowed a Fortitude save (DC 67). If the target makes its save half its levels are drained. If the target fails its save, its spirit is trapped within one of the akaliches' 8 soul gems. The akalich can only capture eight spirits or souls at any given time, one per soul gem. Mortal souls or spirits weaker than demi-deity are devoured within a single day. Those of captured immortals of demi-deity or above are used to fuel the akaliches' overshadow and rejuvenation abilities.

Possessions: Bracers of epic armor +11, cloak of epic charisma +11, gloves of epic dexterity +11, headband of epic intellect +11, 2 rings of epic wizardry IX, and Robes of the Almighty.

ROBES OF THE ALMIGHTY (MAJOR ARTIFACT)

These double-ropes of gold and silver were created for the first mortals from the echoes of the word of God.

Powers: These robes bestow the powers of authority and supremacy over all things. Firstly the voice of the wearer acts like a rod of epic rulership.

Secondly the wearer gains power akin to any single opponent it faces, in addition to its own power. This manifests as a morale bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like

abilities, spells); initiative, saving throws and spell resistance equal to a single opponents Hit Dice/Levels. The wearer also gains a hit point bonus equal to ten times the opponent's Hit Dice/Levels. Lastly the wearer adds a morale bonus to their ability scores equal to the same opponents ability scores.

eg. If Nimrod was attacked by a 30th-level Fighter with Str 35, Dex 20, Con 24, Int 14, Wis 12 and Cha 18, he would gain a +30 morale bonus to all of the above rolls, +300 hit points, +20 Dex, +14 Int, +12 Wis, +18 Cha. He would not gain a Strength or Constitution bonus since he has no such abilities.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *haste* (extended x10), *shocking grasp* (empowered x3, and enhanced), *spectral hand* (enlarged x10) and *true strike*. Cast *summon monster IX* (heightened x10: CR = x1.5 spell level: 1d4+1 nightcrawlers) if expecting immortal opposition.

Round 1: Cast *greater dispel magic* (heightened x6 and quickened), then use trap the soul ability on one immortal.

Round 2: Cast *horrid wilting* (empowered x3 and quickened), then make a touch attack.

Round 3: Cast *meteor swarm* (empowered x3 and quickened), then use trap the soul ability on one immortal.

Round 4: Cast *horrid wilting* (empowered x3 and quickened), then use overshadow ability.

CREATING AN AKALICH

"Akalich" is a template that can be added to any character, lich or demilich, overlapping with those previous templates rather than adding to them (though it is assumed any such character has been a lich for centuries and a demilich for millennia before becoming an akalich).

All that remains of an akaliches' form are its soul gems bound by the evil that is the creature's unholy will, and the shadowy manifestation of its hatred.

Size and Type: An akalich is the same size it was in life. It gains the incorporeal subtype traits.

Hit Dice: An akalich uses d20s for Hit Dice and has maximum hit points per die.

Speed: An akalich can fly at 900 ft. with perfect maneuverability.

Armor Class: An akalich loses any natural armor bonuses, but gains a deflection bonus equal to its Charisma modifier and an insight bonus equal to its Wisdom modifier.

Damage: The akaliches' touch attack uses negative energy to deal 2d20 points of damage for every Hit Dice of the akalich. The akalich adds its Charisma bonus to the damage.

Special Attacks:

- Dread Aura (Su):** Akaliches are shrouded in an aura of death and weakness. Any creature within a radius equal to 100 feet + 10 feet/Hit Dice, is affected as if by a *symbol of death* and a *symbol of weakness*, however there is no hit point limit for these effects. All targets must make a Fortitude save (DC 10 + 1/2 Hit Dice + Charisma modifier) every round they are within the area to avoid the effect.

- Overshadow (Su):** As a standard action, the akalich can sacrifice one of its captured immortal spirits to wrap a shroud of death around a single opponent. This attack deals damage equal to the akaliches' own full hit point total (no save) and has a range of 100 feet + 10 feet/Hit Dice.

- Spells:** Same as the character.

- Spell-like Abilities:** At will - *alter self, animate dead, astral projection, create greater undead, death knell, destruction, enervation, greater dispel magic, greater teleport, harm, planeshift, slay living, telekinesis*; 3/day - *wail of the banshee, wish*; 1/day - *ruin*; 1/week - *momento mori*. The save DCs are Charisma based.

- Stasis Touch (Su):** As temporal stasis except a supernatural ability. Any creature touched by the akalich must make a Fortitude save (DC 10 + 1/2 Hit Dice + its Charisma modifier) or be placed in suspended animation.

- Trap the Soul (Su):** An akalich can trap even immortal spirits. To use this power it selects any target within 1500 feet. The target is allowed a Fortitude save (DC 10 + 1/2 Hit Dice + its Charisma modifier). If the target makes its save half its levels are drained. If the target fails its save, its spirit

is trapped within one of the akalich's 8 soul gems. The akalich can only capture eight spirits or souls at any given time, one per soul gem. Mortal souls or spirits weaker than demi-deity are devoured within a single day. Those of captured immortals of demi-deity rank or above are used to fuel the akalich's overshadow and rejuvenation abilities.

Special Qualities:

- **Damage Reduction (Ex):** An akalich gains damage reduction equal to its Hit Dice (rounded down to the nearest multiple of 5).

- **Immunities (Ex):** Akaliches are immune to acid, cold, electricity and fire damage.

- **Immunity to Magic (Ex):** An akalich is immune to all spells, spell-like abilities and supernatural effects except as follows:

A *dispel evil* spell inflicts 1 point of damage per spell level.

Holy *smite* affects an akalich normally.

A *shatter* spell affects an akalich as if it were a crystalline creature, but deals only half normal damage (then apply sonic resistance).

- **Incorporeal Traits:** Can be harmed only by other incorporeal creatures, or magic weapons, with a 50% chance to ignore damage from any corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

- **Omnicompetent (Ex):** An akalich knows all skills and has maximum ranks in all skills.

- **Phylacteric Transference (Su):** Any items kept in close proximity (within 1 foot per Hit Dice) to an akalich's phylactery transfer all their benefits to the akalich regardless of the distance between the akalich and its phylactery. Standard limits on types of items apply.

- **Rejuvenation (Ex):** When an akalich is destroyed, it immediately rejuvenates to full hit points, by sacrificing one of the immortal spirits trapped within its soul gems. Typically, an akalich will have 2d4 captured immortal spirits within its soul gems when encountered. Only the spirits of true immortals (demi-deities and above) can bestow the ability to rejuvenate upon the akalich.

- **Sonic Resistance (Ex):** An akalich has sonic resistance 100.

- **Turn Resistance (Ex):** An akalich has turn resistance +100.

- **Undead Traits:** Immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind affecting effects, and any effect requiring a fortitude save that doesn't unless it also works on objects. Not subject to critical hits, nonlethal damage, ability drain or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity and Constitution), as well as to fatigue and exhaustion effects. Healed by negative energy. 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.

Saves: Same as the base creature.

Abilities: An akalich gains +50 to Intelligence, Wisdom and Charisma.

Skills: Akaliches receive a +100 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive and Spot checks.

Feats: An akalich gains the Still Spell metamagic feat for free.

Epic Feats: Same as the base creature.

Environment: Negative energy or negative quasi-elemental plane.

Organization: Solitary.

Challenge Rating: Same as base creature +40.

Treasure: Quadruple standard.

Alignment: Any evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +60.

ADVENTURE IDEAS

Low Epic: A demiplane of crystal caves is really the phylactery of Necross the Silent populated by the creatures from its own subconscious mind such as dream larvae.

Mid-epic. The akalich Nestril requires an artifact called the Key of Faded Memories to unlock his prison on the Plane of Shadow.

High Epic: A pact of four akaliches converge to cast an epic ritual spell called Army of Darkness which can slay and animate entire nations. Once conquered this will become their throne world, the first of many death planets under their command.

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Colossal Aberration (Chaotic, Extraplanar)

Hit Dice: 51d20+765 (1785 hp)

Initiative: +23

Speed: Fly 720 ft. (144 squares)

Armor Class: 68 (-8 size, +7 Dex, +12 deflection, +8 insight, +39 natural), touch 29, flat-footed 61

Base Attack/Grapple: +38/+93

Attack: Bite +70 melee (8d6+46/19-20)

Full Attack: Bite +70 melee (8d6+46/19-20)

Space/Reach: 200ft./Panversal (30ft./Panversal if using core space/reach rules)

Special Attacks: Breath weapon, improved grab, spell-like abilities, swallow whole

Special Qualities: Adaption, cold immunity, damage reduction 25/epic, lawful and mindless, divine toughness, electricity immunity, immunity to mind affecting effects, insight, panversal, regeneration 25, spell resistance 69

Saves: Fort +40, Ref +38, Will +48

Abilities: Str 73, Dex 25, Con 40, Int 10, Wis 36, Cha 35

Skills: Hide +59, Listen +77, Move Silently +53, Search +62, Spot +77

Feats: Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (bite)

Epic Feats: Blinding Speed (x2), Devastating Critical (bite), Epic Reflexes, Overwhelming Critical (bite), Superior Initiative

Environment: Astral Plane or outer space

Organization: Solitary or with 1d3 ghost servants

Challenge Rating: 40

Treasure: None

Alignment: Always chaotic neutral

Advancement: 52-63 HD (Colossal), 64-127 HD (Titanic)

Level Adjustment: +9

This impossibly long creature resembles a massive, jet black eel, the body, or tail of which seems to stretch on to infinity. Its head is arrayed with a truly horrid snapping maw of needle-like teeth, behind which the interior of its mouth is a sickly yellow color. It has no eyes, though sunken recesses exist where perhaps eyes once sat. A single antennae arcs from the top of its head bathing the immediate area in an eerie and sombre glow. Tiny tentacles, or perhaps tonsils, grow from the creatures back, creating a squirming spine of fronds akin to a row of beckoning fingers. The beast seems to spiral and weave through space with an almost mesmerizing fluidity and grace.

The akishra, or astral worms are the severed, semi-sentient tentacles of a cogent. Once detached from the brain of the cogent, these appendages become self aware, turning themselves inside out in some bizarre reincarnation of the flesh.

Akishra are most often encountered upon the astral plane, where they feast upon the husks of dead gods. This perforation of the divine corpses creates caverns and caves that are often settled by the natives of that plane.

Akishra are effectively 200 feet long, however their tails appear to extend to infinity. They weigh approximately 896 tons (1,792,000 pounds.)

COMBAT

Akishra are limited though nevertheless daunting opponents, they are unpredictable in who and where they attack.

The akishra's natural attacks are considered chaotic-aligned and epic for the purposes of overcoming damage reduction.

Adaption (Ex): Akishra are fully capable of adapting to any natural environment, including outer space.

Breath Weapon (Su): An akishra can breath a cone of divine electricity with a range of 70 feet, every 1d4 rounds. This attack deals 51d20 points of divine electricity damage (average 535). A DC 58 Reflex save can be made for half damage. The save DC is Constitution-based. An akishra fuels this breath weapon by feasting on deceased deities.

A: AKISHRA

Damage Reduction (Su): The akishra's damage reduction stops non-epic and natural attacks from sentient creatures or intelligent manufactured weapons.

Divine Toughness (Ex): Akishra use d20's for Hit Dice and have maximum hit points per die.

Ghostly Glow (Su): Targets within 60 feet of the akishra's head, in effect anyone bathed in the light shed by its antennae, are drained 1d4 points of Wisdom per round. Anyone drained to 0 Wisdom becomes a ghost thrall of the akishra.

Improved Grab (Ex): To use this ability, the akishra must hit with its bite attack. It can then attempt to grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can then swallow the target if it so wishes.

Insight: Akishra add a +8 insight bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Panversal (Su): An akishra can warp space around it to reach any opponent regardless of range. The akishra does not travel the distance itself, but rather, the space between it and the opponent is bent. The akishra cannot attack across planar or dimensional boundaries, but it can attack any opponent that would be effectively within *teleport* range. This ability enables the akishra to make up to 8 attacks of opportunity per round. Anyone attacked by the akishra in this manner will themselves gain an attack of opportunity against the astral worm.

Persuasion (Su): The akishra's spine acts as a *symbol of persuasion* (except that it works upon targets with less hit points than the akishra's full hit points) to anyone within 60 feet of the creature. Targets must make a Will save (DC 55) each round or become charmed by the astral worm.

Regeneration (Su): Akishras takes normal damage from weapons both epic and lawful-aligned, and spells or effects with the lawful descriptor.

Swallow Whole (Ex): An akishra can attempt to swallow a grabbed opponent of up to two size categories smaller than itself by making a successful grapple check. Once inside the opponent is *teleported* to a random location on that plane, 1d10,000 miles away.

ADVENTURE IDEAS

Low Epic: The frost giant archmage Glacius (Enchanter 22) has created a pair of gloves from the finger spine of an akishra.

Mid-epic: A pair of akishra have been depositing swallowed prey on an unnamed world from which no one can escape (magical travel does not seem to function there). New inmates must deal with the warden (pseudonatural great wyrm green dragon) and guards (pseudonatural trolls) and find out the secret of this prison planet before they can escape.

High Epic: An epic ritual hoping to open a transversal conduit has instead created an eight-headed akishra (astral hydra) with 115 HD.



Feats: Alertness, Blind-fight, Combat Reflexes, Dodge, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Focus (bite)

Epic Feats: Blinding Speed (x2), Devastating Critical (bite), Epic Potency* (x21), Epic Reflexes, Overwhelming Critical (bite), Superior Initiative
*New epic feat - see page 3

Environment: Astral Plane or outer space

Organization: Solitary or with 1d3 ghost servants.

Challenge Rating: 68

Treasure: None

Alignment: Always chaotic neutral

Advancement: 116-127 HD (Titanic), 128-255 (Macro-Fine)

Level Adjustment: -13

[Similar to the akishra except...] This monster has eight long, intertwined, snaking bodies making up its whole.

The astral hydra is the same as the akishra except for the following:

Breath Weapon (Su): Each head of the astral hydra can breath a cone of divine electricity with a range of 70 feet, once every 1d4 rounds. This attack deals 40d20 points of divine electricity damage (average 420). A DC 92 Reflex save can me made for half damage.

Ghostly Glow (Su): Targets within 60 feet of any of the astral hydra's head, in effect anyone bathed in the light shed by its antennae, are drained 1d2 points of Wisdom per round. Anyone drained to 0 Wisdom becomes a ghost thrall of the astral hydra.

Panversal (Su): This ability enables the astral hydra to make up to 64 attacks of opportunity per round, though only a maximum of 8 against a single opponent. Anyone attacked by the astral hydra in this manner will themselves gain an attack of opportunity against it.

Persuasion (Su): The astral hydra's spine acts as a *symbol of persuasion* (except that it works upon targets with less hit points than the astral hydras maximum total hit points) to anyone within 60 feet of the creature. Targets must make a Will save (DC 87) each round or become charmed by the astral hydra. The save DC is Charisma based.

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Titanic Aberration (Chaotic, Extraplanar)

Hit Dice: 115d20+1955 (4255 hp)

Initiative: +22

Speed: Fly 1440 ft. (288 squares)

Armor Class: 97 (-16 size, +6 Dex, +12 deflection, +8 insight, +77 natural), touch 20, flat-footed 91

Base Attack/Grapple: +86/+146

Attack: Bite +115 melee (8d8+78/19-20)

Full Attack: 8 Bites +115 melee (8d8+78/19-20)

Space/Reach: 200 ft./Panversal (40 ft./Panversal if using core space/reach rules)

Special Attacks: Breath weapon, improved grab, spell-like abilities, swallow whole

Special Qualities: Adaption, cold immunity, damage reduction 55/epic, lawful and mindless, divine toughness, electricity immunity, immunity to mind affecting effects, insight, panversal, regeneration 55, spell resistance 133

Saves: Fort +63, Ref +52, Will +80

Abilities: Str 83, Dex 23, Con 44, Int 10, Wis 36, Cha 35

Skills: Hide +112, Listen +139, Move Silently +112, Search +126, Spot +139

Amidah

Ultimate One

The Amidah, ultimate one, paragon of paragons is a power which can only be held by a single being from that universe at any given time.

SAMPLE AMIDAH

The figure before you resembles a tall, pale-skinned, almost ghostly humanoid with long white hair. His face is handsome and demure, in stark contrast to his feral red eyes which give the impression he could explode into action at a moments notice. Garbed all in white his apparel seems merely an extension of his perfect, porcelain flesh. Six swords accompany the figure, who perhaps fancies himself as a warrior.

This example uses a 117th-level human vampire fighter as the character.

Alabaster

Medium Undead

Hit Dice: 117d100 (11,700 hp)

Initiative: +150 (acts first with Steel Hydra)

Speed: 300 ft. (60 squares)

Armor Class: 206 (+60 Dex, +45 deflection, +60 luck, +31 natural), touch 175, flat-footed 146

Base Attack/Grapple: +69/+189

Attack: Steel Hydra: +230 melee (1d8+216 plus 3d6 sonic/17-20)

Full Attack: Dark Nemesis: special - see text; Godsend: +307/+302/+297/+292 melee (10d10+198/17-20); Steel Hydra: +295/+295/+290/+290/+285/+285/+280/+280 melee (1d8+216 +3d6 sonic/17-20); Sword of a Thousand Names: +353/+348/+343/+338 melee (1d8+244/15-20); The Undersword: +157/+152/+147/+142 melee touch (78 points of permanent damage/17-20, x10); The Were-sword: 4 attacks only misses on a '1' (1d8+203/17-20)

Space/Reach: 5ft./5ft.

Special Attacks: Blood drain, children of the night, create spawn, dominate, energy drain, spell-like abilities

Special Qualities: Alternate form, damage reduction 150/cursed and epic, darkvision 60 ft., evil eye, electricity resistance 10, fast healing 150, gaseous form, immunity to cold and fire, luck, spell resistance 187, spider climb, undead traits, vampire weaknesses

Saves: Fort +99, Ref +161, Will +162

Abilities: Str 131 (+60), Dex 131 (+60), Con -, Int 95, Wis 94, Cha 100

Skills: Omniscient - 180 + ability score bonus in all skills

Feats: Alertness^B, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes^B, Dodge^B, Great Cleave, Greater Two-Weapon Fighting, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Disarm, Improved Feint, Improved Initiative^B, Improved Sunder, Improved Two-Weapon Fighting, Lightning Reflexes^B, Mobility, Perfect Two-weapon Fighting, Power Attack, Quick Draw, Spring Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack

Epic Feats: Armor Skin (x13), Blinding Speed, Devastating Critical (longsword), Dire Charge, Epic Prowess (x15), Epic Reflexes, Epic Weapon Focus (longsword), Epic Weapon Specialization (longsword), Fast Healing (x15), Great Dexterity (x15), Greater Three-Weapon Fighting*, Great Strength (x15), Improved Combat Reflexes, Improved Three-Weapon Fighting*, Improved Whirlwind Attack, Overwhelming Critical (longsword), Perfect Three-weapon Fighting*, Supreme Initiative, Three-Weapon Fighting*, Two-Weapon Rend

*New epic feats - see page 3

Environment: Any

Organization: Solitary

Challenge Rating: 163 (Challenge Rating is 2/3rds ECL)

Treasure: See possessions (six major artifact longswords)

Alignment: Neutral (with chaotic evil tendencies)

Advancement: By class level

Level Adjustment: +128



Alabaster was the greatest warrior of his generation, perhaps of any generation. A paragon human, raised as a gladiator, seduced by a vampire queen who made him her champion, and consort for a time. They led an unholy crusade that eventually even embroiled several deities; Alabasters first taste for god-slaying. But his love was herself slain, and in despair he abandoned his lust for blood, seeking only the company of steel.

Alabaster dwells in a citadel of steel at the center of a demiplane known as the graveyard of swords. Many champions, even gods of war, have journeyed there to test themselves against Alabasters prowess, and just as many now lie buried here, for he has never known defeat.

COMBAT

Alabaster may well be the greatest warrior in the known universe. He has mastered the three-weapon fighting style and, when wielding three additional everdancing weapons, fights with six swords simultaneously.

Alabaster's natural weapons, or any weapons he wields are treated as cursed and epic for the purpose of overcoming damage reduction.

Damage Reduction (Ex): Alabaster has DR 150/cursed and epic.

Evil Eye (Ex): Alabaster's opponents suffer a -12 luck penalty to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); damage rolls; difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws; spell resistance and turn resistance (if applicable). This has a radius of 5080 feet with no save.

Immunities (Ex): Alabaster is immune to cold and fire-based damage.

Luck (Ex): Alabaster adds a +60 luck bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); damage rolls; difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws, spell resistance and turn resistance.

Omniscient (Ex): Alabaster knows all skills and has maximum ranks in all skills.

Spell-like Abilities: Wish - at will (caster level 177th).

Possessions: Alabaster wields six unique swords detailed following:

DARK NEMESIS (MAJOR ARTIFACT)

Description: This cosmic sword has a black blade that twinkles like the night sky with a hilt made from bones of death knights.

Powers: This weapon duplicates the powers and abilities of an opponents weapon. It also has the power to *summon* the greatest foe ever faced by the opponent (DM's choice), from beyond the grave if necessary, to fight for the bearer for 13 rounds. Only one such nemesis can be summoned at any one time, and only one per opponent per day.

A: AMIDAH

GODSEND (MAJOR ARTIFACT)

Description: This unassuming, coppery blade is permanently stained with the blood of its creator. While the name of this great deity has long been forgotten, their suicide as the final component of its tragic creation is still remembered by immortals today, as that act birthed a weapon that has been responsible for slaying more deities than probably any other.

Powers: This +100 longsword is made from pure orichalcum and deals a base 10d10 damage. It deals an extra 1d20 damage for every point of divine bonus possessed by the target. On scoring a critical hit against any deity the sword will sunder their divinity, creating an appropriately sized quintessence elemental (see pages 78-79 for more details on quintessence elementals) under the control of the bearer.

STEEL HYDRA (MAJOR ARTIFACT)

Description: This polished longsword has a pommel shaped like a serpent biting its own tail. The blade is a constant blur of motion.

Powers: This weapon is a +88 everdancing, sonic blast longsword. It always acts first in combat. It doubles the number of attacks the wielder makes (with that weapon only). Upon scoring a critical hit the weapon will steal the next attack from the opponent (the opponent loses one attack and the bearer gains one attack).

THE WERE-SWORD (MAJOR ARTIFACT)

Description: This weapon has two appearances, the first (witnessed by day) is a glasstealed longsword, the second (witnessed only after dark), is a demonic looking red blade.

Powers: This weapon changes its properties depending on the time of day, although it always retains its +75 enchantment bonus and everdancing ability in either state.

By day, the weapon seeks to protect the bearer at all costs. The bearer can only be struck on a natural '20'. When an opponent strikes the bearer, the opponent suffers an amount of damage equal to half the damage they just dealt. The wielder can also sacrifice attacks using this weapon to automatically block a like number of attacks from their opponent.

By night, the blade thirsts for blood, both the opponent's and the wielder's. In this state the weapon only misses on a natural roll of '1'. When it scores a hit upon an opponent, it heals the wielder for half that amount of damage. The wielder can also choose to sacrifice an amount of hit points no greater than 1/Total Hit Dice or Levels. This sacrifice increases the damage by one point for every hit point expended.

The version used in Alabaster's statistics assumes that it is after dark.

THE UNDERSWORD (MAJOR ARTIFACT)

Description: The unsheathable blade of ebon finality. Its black blade is a small crack in the dimension of entropy. This weapon is known as the undersword because it has put so many of its owners in their graves.

Powers: This cursed -50 everdancing weapon deals no base damage. However, in the eyes of Alabaster, its positives far outweigh any negatives. This weapon requires only a touch attack to hit, and deals permanent damage (see page 81 for details of permanent damage) which ignores all damage reduction and hardness. It also nullifies the most powerful special property possessed by an opponent's weapon. It can critical hit any type of opponent and its critical damage multiplier is x10.

Any wielder who does not deal a positive amount of damage with this weapon suffers an amount of permanent damage equal to the negative penalty.

eg. If wielder had strength 70 (+30 bonus) they would suffer 20 points of permanent damage each time they attacked with it.

THE SWORD OF A THOUSAND NAMES (MAJOR ARTIFACT)

Description: The sword of a thousand names...and all of them spell death, or so the legend tells. The blade of this weapon seems to writhe and change to match the mood of the bearer; the more agitated the bearer becomes the more threatening the weapon looks.

Powers: This longsword carries an enchantment bonus of +158. However, it can manifest any weapon special ability known to the wielder

by sacrificing 2 points of enchantment bonus for every 1 point of special ability manifested.

The version used in Alabaster's stats has the weapon manifest the vorpal and keen abilities (reducing the blades by +10 and +2 respectively) and retaining +146 of its enchantment bonus.

CREATING AN AMIDAH

"Amidah" is a template that can be added to any paragon or immortal creature (referred to hereafter as the base creature). The amidah template overlaps with the paragon template instead of stacking.

An amidah, or more correctly, the amidah, as there can be only one, is a paragon of paragons.

The base creature's type remains unchanged. The amidah uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase all current and future Hit Dice to d100s if not already. The amidah always has maximum hit points per Hit Die.

Speed: The amidah's speed increases tenfold, for all movement types.

Armor Class: The amidah gains a deflection bonus equal to its Charisma modifier. The amidah also gains a +60 luck bonus to their Armor Class (as per its luck special quality).

Special Attacks:

- *Spell-like Abilities: At will - wish.* The caster level is equal to total Hit Dice/Levels +60 (luck bonus). The save DCs are Charisma based.

Special Qualities:

- *Damage Reduction (Ex):* The amidah gains damage reduction 150/cursed and epic. Only weapons that are both cursed and epic can penetrate its damage reduction.

- *Evil Eye (Ex):* Opponents of the amidah suffer a -12 luck penalty to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); damage rolls; difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws; spell resistance and turn resistance (if applicable). This effect has a range of 400 ft. + 40 ft./Hit Dice with no save.

- *Fast Healing (Ex):* The amidah gains fast healing 100.

- *Immunities (Ex):* The amidah is immune to cold and fire-based damage.

- *Luck (Ex):* Amidah add a +60 luck bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); damage rolls; difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws; spell resistance and turn resistance (if applicable).

- *Omniscient (Ex):* The amidah knows all skill and has maximum ranks in all skills.

- *Spell Resistance (Ex):* The amidah gains spell resistance equal to 10 + its Hit Dice/Levels (plus its luck bonus).

Saves: The amidah gains a +60 luck bonus to saves (as per its luck special quality).

Abilities: The amidah gains a +75 bonus to all ability scores.

Skills: The amidah gains a +60 luck bonus to skill checks (as per its luck special quality)

Feats: Gains 10 bonus feats (these can be epic feats).

Epic Feats: Same as the base creature.

Environment: Any.

Organization: Solitary.

Challenge Rating: Same as base creature +80.

Treasure: Quadruple standard.

Alignment: Any.

Advancement: By character class.

Level Adjustment: Same as the base creature +120.

ADVENTURE IDEAS

High Epic: Alabaster holds a tournament of martial arts featuring the greatest combatants from every plane. The prize at stake, the very power of the amidah itself.

Low Cosmic: In one of his more bloodthirsty moods, Alabaster leads a force of one hundred thralls (1d20+20 level vampire paragons) against your pantheon.

Mid-cosmic: Alabaster learns of an ultra-powerful blade called the world sword and attempts to acquire the item. Unbeknownst to him is that the blade is actually a semi-sentient time lord called Xiphoid.

ANGEL

Deva

The divine hand. Angels, sometimes known as devas, are the dimensional guardians of Atziluth, the spirit realm or outer planes. Before the dimensional barriers were breached, the angels were the only type of being that existed in the outer planes. However, after the dimensional gulf was traversed, the various realms began to bleed into each other, with devastating consequences. Some existing angels were too quick to embrace the flood of new ideas such as free will (imported from Assiah, the prime material plane), sin (aspects of Briah, the dimension of matter) and madness (from the Far Place). The initial effects of this were that fully one third of the angels fell from grace and many others were destroyed before they resolved to take up arms to defend themselves.

heçhatøth {ʌnʒefic hɪeɪfɪçy}

The hechaloth, or angelic hierarchy, is divided into choirs, with each being broken down to its component groups, and having their own responsibilities and leaders.

Table A-3: The Angelic Hierarchy, makes suggestions as to the number of angels in existence. It should be noted that these figures are **not** the cosmically localised numbers.

TABLE A-3: THE ANGELIC HIERARCHY

Choir	Type	Numbers
-	GOD	1
Over Choir (Hyperachii)	Aeons Aeons	Virtually Infinite
First Choir (Egkosmioi)	Qodeshim Seraphim Cherubim	Per Reality 1 (Dimension) 7 (Planes) 24 (Layers)
Second Choir (Arch-angeloi)	Ophanim Kyriotates Malakim Elohim	1 7 24 168
Third Choir (Mercurians)	Solars Planetars Astral Deva Monadic Deva Movanic Deva	1920 19,200 614,400 19,200,000 614,400,000

SUPREME BEING

At the top of the pyramid, figuratively speaking, sits the esoteric supreme being. However, such an entity is so far removed from its subjects that it has become detached and almost inconsequential.

OVER-CHOIR (HYPERACHII)

In descending order of power and responsibility, directly below the divine figurehead is the over-choir, or hyperachii (super-celestials). Comprised of demiurgic beings otherwise known as time lords, extra-cosmic citizens who are themselves sentient universes. As with the supreme being their power is so great that they are unlikely to factor in even events of cosmic significance.

FIRST CHOIR (EGKOSMIOI)

The first choir, the egkosmioi (intercosmic gods), comprises three groups of beings who not only personify the upper planes but in effect 'are' the upper planes. Seemingly hibernating, or possibly imprisoned, these literal embodiments of good itself sacrificed their freedom to stalemate the rising tide of cosmic evil that threatened to overwhelm all life millions of years ago.

Prior to this self-imposed exile, the upper planes were governed by the qodeshim (judgement angel) known as Metatron, the voice of god. The seraphim acted as cosmic champions, bringing virtue to the wicked, while the cherubim fulfilled the role of dimensional defenders.

Angelic Traits (First Choir):

- Hit Dice change to d100's. Maximum hit points per die. Total hit points always doubled (regardless of where they are).
- *Clairaudience/clairvoyance* over the entire layer. As well as darkvision and low-light vision.
- Immunity to ability damage or drain, acid, cold, disease, electricity, energy drain, fire, paralysis, petrification, poison, sleep, stunning and death from massive damage. They are immune to non-epic magic and all abjuration, conjuration, enchantment, illusion, necromantic and transmutation magic.
- *Omnicompetent (Ex)*: Angels of the first choir know all skills and have maximum ranks in each.
- *Protective Aura (Su)*: This aura acts as an octuple strength *magic circle against evil* (+16 deflection and +16 resistance bonuses) and a *anti-magic field* that doesn't impede their magic for anyone within its area of effect. Both effects have a radius of 400 ft. + 40 ft./Hit Dice of the angel (caster level equals the angel's Hit Dice plus its divine bonus). This aura can be dispelled (by epic magic), but the angel can create it again as a free action on its next turn.
- *Spell-like Abilities (Sp)*: At will - *astral travel, etherealness, greater teleport, plane shift, shapechange*.

SECOND CHOIR (ARCH-ANGELOI)

The second choir, the arch-angeloi (archangels), are the celestial commanders, champions and senators, headed by the enthroned Sandalphon, arch-deva and commander-in-chief of the entire upper planes. While the third choir is preoccupied by mortals, these beings primarily deal with immortals and events of epic consequence.

Seven kyriotates each preside over one of the upper planes, the twenty-four malakim are based throughout the various layers of the upper planes, although their missions usually take them far from home. The great generals of the angelic armies are the elohim.

The relationship between the second and third choirs is akin to that of various chess pieces. Sandalphon represents the king/queen. The kyriotates are akin to the bishops. The malakim represent the knights and the elohim rooks. In this capacity the third choir are pawns.

Angelic Traits (Second Choir):

- Hit Dice change to d20's. Maximum hit points per die. Total hit points doubled while on the upper planes.
- Darkvision out to 1 mile and low-light vision.
- *Immunities*: Ability damage or drain, acid, cold, disease, energy drain, paralysis, petrification, poison, sleep and stunning. They are immune to mind-affecting effects and death from massive damage.
- Resistance to electricity and fire equal to their Hit Dice (rounded down to the nearest multiple of 5).
- *Protective Aura (Su)*: This aura acts as a quadruple strength *magic circle against evil* (+8 deflection and +8 resistance bonuses) and a *globe of invulnerability* for anyone within its area of effect. Both effects have a radius of 100 ft. + 10 ft./Hit Dice of the angel (caster level equals angel's Hit Dice plus divine bonus). This aura can be dispelled, but the angel can recreate it as a free action on its next turn.
- *Spell-like Abilities (Sp)*: At will - *greater teleport, tongues*.

THIRD CHOIR (MERCURIANS)

The third choir, the mercurians (friends of man), are those celestial spirits who interact with mortals on the prime material plane (Assiah). In fact few mortals will be aware of angels beyond the mercurians, which leads many to erroneously believe solars to be the most powerful of devas.

Supposedly, a single solar is assigned to watch over each inhabited solar system, one planetar to each inhabited planet, one astral deva to each nation, one monadic deva to each cleric and one movanic deva to each individual. (Of course this could just be fanciful conjecture.)

Angelic Traits (Third Choir):

- Darkvision out to 60 feet and low-light vision.
- Immunity to acid, cold and petrification.
- Resistance to electricity 10 and fire 10.
- +4 racial bonus on saves against poison.
- *Protective Aura (Su):* Acts as a double strength *magic circle against evil* (+4 deflection and +4 resistance bonuses) and a *lesser globe of invulnerability* for anyone within its area of effect. Both effects have a radius of 25 ft. + 5ft./2 Hit Dice of the angel (caster level equals angel's Hit Dice plus divine bonus, if any). This aura can be dispelled, but the angel can create it again as a free action on its next turn.
 - *Spell-like Abilities (Sp):* At will - *tongues*.

Chaylīm {ʎaŋʒetɪç ʎalɪmɪəs}

There are 192 angelic armies, 168 great hosts (known as Chaylim) under the generalship of the elohim and the 24 covert celestial teams under the command of the malakim (known as the Koph Nia).

Each chaylim is comprised of a total of 333,333 troops. While in the past the role of the Chaylim was highly pro-active, now their role is primarily defensive.

TABLE A-4: ANGELIC ARMY

Type	Role	Numbers
Elohim	General	1
Solar	Colonel	1
Planetar	Captain	10
Astral Deva	Lieutenant	320
Monadic Deva	Sergeant	10,000
Movanic Deva	Footsoldier	320,000
Auxiliaries	Variable	3001
Total		333,333

AUXILIARIES

Auxiliaries can be any good aligned creatures that inhabit the upper planes. Though generally the bulk of the auxiliaries is comprised of archons, fey or guardians, depending upon which plane the host is located upon. Often dragons allied to the angels allow themselves to be used as steeds for the commanders. In such cases the elohim ride platinum dragons, solars ride gold dragons and planetars ride silver dragons (age category 1d4+4).

Idimɛŋstɔnat ʎalɪmɔny

The angels share the multiverse with equally powerful neighbors:

Angels (Devas): Internal rebellions and revolts have happened before and probably will again. This is of course not something angels are proud of, or indeed vocal about. However, angels are no longer new to the ideas accompanying the other dimensions and as such, future rebellions are likely to happen on a much smaller scale than before.

Elementals (Elementars): The sleeping giant. The pre-eminence of evil rulers amongst elementals (no doubt influenced by the dreams of the eldest elemental, he who slumbers) is seen by the angels as an unwelcome sign of things to come. The angels try to keep a low profile in the elemental planes working through intermediaries such as djinni nobles and the few good-aligned elemental princes.

Inevitables (Technites): The fair-weather friends. Probably the closest thing to an ally amongst their dimensional neighbors. Angels respect both their power and integrity, but are wary of their machine-like mentality and detachment. Sandalphon, the king of angels, has a particular distrust of inevitables who have in the past interfered in his transtemporal tampering.

Intelligibles (Empyreans): The unsettling enigma. Angels feel uneasy around these ephemeral antibodies, perhaps insecure as to how to deal with beings purportedly closer to the nature of the universe than themselves. However, clashes between the two are generally a thing of the past, as intelligibles seek to preserve the cosmic balance which currently weighs slightly in favor of evil.

Mortals (Star Daemons): The lost children. Angels see mortals as infants who need the proper guidance, namely theirs. Though angels are amazed that the light of these short-lived creatures burns so bright. Unfortunately angels first encounters with mortals (see the entry for Grigori) did not fare so well, and since then the angels have taken a more aloof and esoteric approach when dealing with mortals.

Pseudonaturals (Zoas) The recurring headache. Angels battle infrequently against the incursions of chaos wherever they find them. They believe the random machinations of these aberrations to be mindless and have as yet detected no pattern or logic behind their assaults. Leading angels to believe the threat level is minimal, though likely persistent.

Sinistrals (Stygians) The poison brethren. Initially all sinistrals were fallen angels, but after the initial dimensional bleeding and the subsequent rebellions that followed, the outer planes divided itself amongst the various alignments.

Umbrals (Qlippoth) The eventual enemy. Angels have recently surmised that the destruction of spirits (outsiders) gives birth to umbrals, or at least gives the entropic beings the ability to manifest within the other dimensions. As such, large scale purges of the lower planes have been curtailed indefinitely. The unfortunate side-effect of this passive stance seems to play into the hands of evil outsiders however, whose power and influence continues to wax.

Koph Nia {Sɛçɛt ʎlɔty fɔɪçɛ}

The Koph Nia are twenty four teams of very powerful individuals, each led directly by one of the malakim. The composition of each team is unique although they are always seven strong (six plus the Malakim itself) and all members will be very powerful (CR 1d20+20).

The role of the Koph Nia is one of aggressive defense. They actively seek out and destroy evil targets sanctioned by Sandalphon himself. Possible targets could be rampaging abominations, evil deities, fallen angels, ancient undead, or even the most powerful of mortals. Each team is specialised for different environments and their inhabitants. So there will be one team that operates in the Abyss and specialises in demonslaying, another that is geared towards the elemental plane of fire, one that deals with events on the prime material plane, etc.

The Koph Nia like to keep a low profile and generally leave no witnesses although its possible that good aligned beings that get caught in the crossfire will only have their memories of the event erased.

SAMPLE KOPH NIA

The most infamous of the Koph Nia teams is number thirteen, referred to collectively as Demondeath. This team is led by the malakim known only as Nu. The current team line up includes:

- The Archimandrite (Human, Cleric 10/Wizard 10/Mystic Theurge 10, AL NG). Once a ruler of a great coastal theocracy utterly destroyed by forces of Demogorgon.
- Mr. Nameless (Human, Psion 35, AL N). A mysterious figure of unknown origins who never speaks, though sometimes communicates through telepathy. May have once been demon possessed.
- Bolder (Ghost, Paladin 19/Cavalier 10, AL LG). This paladin, together with his horse Astrid, were slain by Orcus himself, who cursed them to ghost form but couldn't destroy their inherent goodness. Now they plan to have that decision haunt the demon monarch.
- Thunderfoot (Centaur, Monk 30th, AL LN). A powerful mercenary for hire, likes to kill demons.
- Lady Tadra (Advanced 29 HD Marilith, AL LG), A former demon princess of the Abyss, tricked into donning a helm of opposite alignment by the demon king Choronzon. She was then forced to flee the Abyss and her territory was usurped by the monarch.
- Summer Eyes (Great Wyrm Gold Dragon, 41 HD, AL LG). A vengeful mother who was forced to watch her babies eaten by a polychromatic dragon in league with demons.

ANGEL, CHERUBIM

Cosmic Custodians, Supra-Galactic Deys

Macro-Fine Outsider (Angel, Extraplanar, Good)

Hit Dice: 133d100+3724 (34,048 hp)

Initiative: +45

Speed: 1020 ft. (204 squares), fly 4080 ft. (perfect)

Armor Class: 117 (-32 size, +33 deflection, +13 Dex, +24 divine, +60 natural), touch 42, flat-footed 86

Base Attack/Grapple: +133/+224

Attack: Claw +193 melee (30d10+67 plus 30d10 divine fire/19-20, x3)

Full Attack: Bite +190 melee (40d10+33 plus 40d10 divine fire, x3), 2 claws +193 melee (30d10+67 plus 30d10 divine fire/19-20, x3), 6 wing slaps +190 melee (15d10+33 plus 15d10 divine fire, x3)

Space/Reach: 170 ft./115 ft. (60 ft./40 ft. if using core space/reach rules)

Special Attacks: Anaretic, divine fire, prismatic visage, re-echoing roar, spell-like abilities, spells

Special Qualities: Angelic traits (first choir), cosmic string, damage reduction 65/-, divine traits (elder one), regeneration 65, spell resistance 167

Saves: Fort +120, Ref +105, Will +125

Abilities: Str 145 (+67), Dex 36, Con 66, Int 64, Wis 76, Cha 76

Skills: Omniscipotent - All skills 160 + ability bonus

Feats: Awesome Blow, Combat Reflexes, Cleave, Empower Spell, Enlarge Spell, Extend Spell, Great Cleave, Heighten Spell, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Natural Attack (bite, claw and wing slap), Maximise Spell, Multiattack, Power Attack, Quicken Spell, Silent Spell, Weapon Focus (claw), Widen Spell

Epic Feats: Automatic Metamagic Capacity* (x16), Blinding Speed, Devastating Critical (claw), Dire Charge, Enhance Spell, Epic Spellcasting, Metamagic Freedom*, Overwhelming Critical (claw), Superior Initiative

*New epic feats - see page 3

Environment: Upper Planes

Organization: Solitary

Challenge Rating: 126

Treasure: Double Crown of Cosmic Intervention

Alignment: Always good (lawful, chaotic or neutral, dependant upon the plane)

Advancement: 134-176 HD (Cherubim: Macro-Fine), 177-255 HD (Seraphim: Macro-Fine), 256-265 HD (Seraphim: Macro-Diminutive)

Level Adjustment: +56

At first, this creature resembles a great inferno of golden flame, not unlike a miniature sun. Yet as you strain against the blinding light you can discern at the center of the radiance a towering creature akin to a massive, muscular lion, but with a bull's flanks and a bearded humanoid face replacing leonine features, upon whose head rests a double crown of gold and silver. Six gigantic feathered wings arch from its back catch the light and shimmer like righteous rainbows. Its countenance, at once both frightening and noble, exudes an aura of strength and confidence the likes of which you have never before witnessed.

The mighty cherubim were once the guardians of Eden (a more common name for Atziluth; the upper planes). These protectors of paradise were born of the demiurge when the universe was in its infancy. Lowest ranked of the first choir, these angelic elder gods are the angels of power, strength and the earth. But more importantly they represent the fundamental essence of the demiurge, and are one of the cosmic powers to form the primary pattern upon which existence is based. While the seraphim encompass the seven virtues themselves, each of the twenty-four cherubic angels are identified with a lesser aspect of good.

When it became clear that if fought to a conclusion, the first cosmic war would destroy the universe entire. The angel's final solution was to remove all the cosmic pieces from the celestial chessboard and surrender the future to a new cycle of divinity, immortals. The angels hoped the next generation could find the answers where the sidereals had failed, or at the very least that the wrath of the immortals would not be so great as to threaten the very fabric of the universe. The epic rituals that followed wove

all cosmic entities into the tapestry of the planes themselves, in effect returning them to the supernal womb of the demiurge. The first ones became one with the dimensions, old ones merged with the planes, and each of the elder ones became inextricably linked to the various planar layers. Some weaker entities, caught in the spell's wake became trapped in demiplanes. There they remain until freed; the power required to do so is immense. However, occasionally, stellar conjunctions, dimensional breaches, sidereal artifacts or groups of immortals conspire to free a cosmic prisoner and one is able to slip its celestial shackles and re-enter reality. In past occurrences even whole pantheons have been crushed before the threat has been dealt with.

It is rumored that the archangel Sandalphon knows of a ritual spell that can awaken one of the cherubim, but is likely only to call upon such epic magics in the most dire of circumstances.

Fallen cherubim become jet black and lose their masculinity. It is thought that these female forms gave rise to the legend of the sphinx.

Cherubim are 173 feet in length, approximately 115 feet at the shoulder. They weigh close to 2,097,152 tons (4,194,300,000 pounds).

COMBAT

Only the most powerful scions of evil merit the cherubim's full attention and stir the zealous defender to action. The very presence of a cherubim is often enough to destroy weaker opponents, with its re-echoing roar likely making short work of all but the most potent immortal opposition. Unholy foes face an almost unassailable adversary. The cherubim can if need be, call upon a host of angels to aid it, though such measures would likely only arise against cosmic threats.

A cherubim's natural weapons and any weapons it wields are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Anaretic (Su): As the angels of strength, when cherubim score a critical hit, half the extra damage should be treated as divine damage which can affect even those otherwise immune to critical hits (including anyone wearing armor of fortification).

Angelic Traits (First Choir):

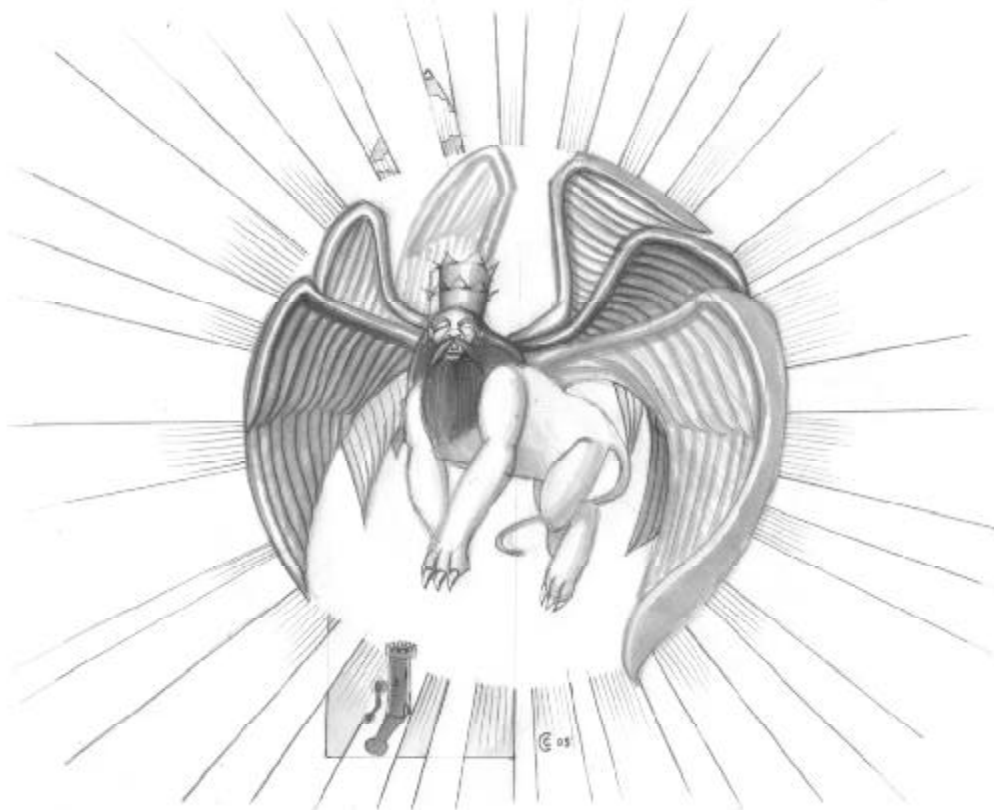
- **Hit Dice** change to d100's. Maximum hit points per die. Total hit points always doubled (regardless of where they are).
- **Clairaudience/clairvoyance** over the entire layer. As well as darkvision and low-light vision.
- **Immunities:** Ability damage or drain, acid, cold, disease, electricity, energy drain, fire, paralysis, petrification, poison, sleep, stunning and death from massive damage. They are immune to non-epic magic and all abjuration, conjuration, enchantment, illusion, necromantic and transmutation magic from beings of equal or lesser power to themselves.
- **Omniscipotent (Ex):** Angels of the first choir know all skills and have maximum ranks in each.
- **Protective Aura (Su):** This aura acts as an octuple strength *magic circle against evil* (+16 deflection and +16 resistance bonuses) and a *anti-magic field* (that doesn't impede its magic) for anyone within its area of effect. Both effects have a radius of 5720 ft. (caster level equals angel's Hit Dice). This aura can be dispelled (by epic magic), but the angel can create it again as a free action on its next turn.
- **Spell-like Abilities (Sp):** At will - *astral projection, etherealness, greater teleport, plane shift, shapechange*. Caster Level 157th. The save DCs are Charisma-based.

Cosmic String (Ex): Cherubim can only be permanently destroyed by a being of equal or greater stature to themselves. Otherwise they rejuvenate within 1d10 minutes of destruction.

Divine Fire (Su): Cherubim are wreathed in a brilliant white flame tinged with gold. This energy, also known as quintessence, or the fifth element deals divine fire damage. Anyone grappling with, or being struck by one of the cherubim's natural weapons suffers an additional amount of divine fire damage equal to the base damage dice of the attack. If the cherubim scores a critical hit with its natural weaponry this damage is also doubled.

Divine Traits (Ex): Cherubim are effectively elder ones and as such add a +24 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and

A: ANGEL, CHERUBIM



spell resistance.

Prismatic Visage (Su): In addition to its protective aura, a cherubim radiates a spectacular rainbow of color. Anyone within a 5720 ft. radius of the cherubim suffers the effects similar to being hit by a *prismatic spray* spell. The save DC is 133. The save DCs are Charisma-based.

Re-echoing Roar (Su): As a standard action, a cherubim can bellow a cone of divine sonic damage with a range of 240 ft. Targets blasted by the attack suffer 66d100 (average 3333) damage and again every round thereafter until a *miracle* or *wish* spell is used to counter the effect. A *limited wish* spell will delay the repeating damage for 1 round/caster level. The cherubim can use this attack once every 1d2 rounds. Targets can make a Reflex save (DC 128) for half damage. If the save is failed the repeated damage cannot be saved against. The save DC is Constitution-based.

Regeneration (Su): A cherubim takes normal damage from evil-aligned artifacts, and from epic spells or effects with the evil descriptor.

Spell-like Abilities: At will - *big crushing hand*, *meteor swarm* (DC 68), *miracle*; 3/day - *living fireball** (DC 69), *rain of fire* (DC 69), 2/week - *vengeful gaze of god* (DC 69). Caster Level 159th. The save DC is Charisma-based.

*As *living lightning* except fire instead of electrical damage.

Spells: As 66th-level Clerics (Caster Level 157th) with access to two of the following domains: Good, Strength and Sun. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/15/14/14/14/14/12/12/12/12); save DC 43 + spell level): Duplicates any 0-8th level divine spell or 0-7th level arcane spell using its *miracle* spell-like ability. **9th** - *gate* (2), *implosion*, *mass heal* (4), *storm of vengeance*, *summon monster IX* (2), *true resurrection* (2).

Epic spells per day: (13)

Epic spells known: *contingent resurrection*, *epic counterspell*, *epic mage armor*, *epic repulsion*, *epic spell reflection*, *greater ruin*, *kinetic control*, *let go of me*, *living fireball*, *mass frog*, *nailed to the sky*, *peripety*, *rain of fire*, *raise island*, *soul dominion*, *soul scry*, *spell worm*, *superb dispelling*.

Possessions Cherubim wear great *double crowns of cosmic intervention*.

**DOUBLE CROWN OF COSMIC INTERVENTION
(MINOR ARTIFACT)**

Description: These artifacts are fashioned from the orichalcum tears shed by solar dragons.

Powers: These potent items automatically block the first two spells

(including epic spells) used against the wearer each round. In addition, if the wearer so wishes these blocked spells are reflected upon every enemy within the spells range.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *epic mage armor*, *kinetic control*, *living fireball* (x3), *peripety* and *summon monster IX* (*heightened x16: kyriotates*).

Round 1: Cast *meteor swarm* (*empowered x6 and quickened: 224d6 damage: average 784; 196 bludgeoning and 588 fire*). (Dire) Charge the most powerful foe within range and full attack (extra claw attack using blinding speed epic feat).

Round 2: Cast another *meteor swarm* as per the first round unless the target of the meteor swarm appears immune to fire in which case cast *blade barrier* (*empowered x7 and quickened: 120d6 damage; average 420*). Use the re-echoing roar ability if still facing multiple opponents, otherwise continue to full attack, power attacking for 20 points assuming at least six successful hits in the first round.

Round 3: If notably injured (less than half hp) cast four *quickened mass heal* spells (recovering 1000 hit points) otherwise cast an attacking spell as per the first and second rounds. Full attack again, increasing power attack to 40 points assuming at least six successful hits in the previous round.

Rounds 4 and 5: Repeat using the tactics for rounds 1 and 2, or round 3 if injured.

ADVENTURE IDEAS

Mid-epic: The great Sphinx (248 HD construct), the memorial to a fallen cherubim, is animated by the Rod of Atrocities. This artifact, listing all the cherubim's crimes, is now in the possession of the deity Sebek.

High Epic: Legend tells that one of the cherubim of Arcadia wielded a god slaying sword now needed to destroy a cosmic menace known only as the Obsidian God. But can the cherubim be convinced to relinquish its blade and will it do so without testing the worth of would-be champions?

Low Cosmic: A great chariot appears seemingly pulled by two cherubim, one white, the other black. The rider in the chariot is a powerful armored conqueror from another universe in search of a mysterious knowledge.

ANGEL, ELOHIM

Defenders of Heaven, Steffal Deva

Large Outsider (Angel, Extraplanar, Good, Lawful)

Hit Dice: 33d20+495 (1155 hp), 2310 hp if encountered on the Upper Planes

Initiative: +16

Speed: 120 ft. (24 squares), fly 360 ft. (perfect)

Armor Class: 95 (-1 size, +8 deflection, +6 Dex, +6 divine, +14 natural, +29 +21 acid warding, glittering full platemail of heavy fortification, +23 +21 animated, bashing, exceptional arrow deflection, great reflection shield), touch 37, flat-footed 89

Base Attack/Grapple: +33/+50

Attack: Huge +17 defending, holy power, keen, vorpal greatsword of wounding +69 melee (4d6+36/17-20 plus 3d6 fire)

Full Attack: Huge +17 defending, holy power, keen, vorpal greatsword of wounding +69/+64/+59/+54 (4d6+36/17-20 plus 3d6 fire) and 4 wings +51 melee (1d8+6)

Space/Reach: 10 ft./10 ft. (15 ft./15 ft. if using core space/reach rules)

Special Attacks: Hand of god, helm of epic brilliance, smite, spell-like abilities, spells, summon angel

Special Qualities: Angelic traits (second choir), blinding visage, damage reduction 15/epic and evil, divine traits (demigod), exalt, regeneration 15, savior, spell resistance 49, vanguard fortitude

Saves: Fort +44, Ref +41, Will +45

Abilities: Str 37, Dex 22, Con 40, Int 24, Wis 28, Cha 27

Skills: Concentration +57, Craft or Knowledge (any four) +49, Diplomacy +54, Escape Artist +48, Hide +8, Listen +50, Move Silently +48, Search +49, Sense Motive +50, Spellcraft +49, Spot +50, Survival +50, Use Rope +48

Feats: Cleave, Combat Expertise, Great Cleave, Improved Initiative, Improved Natural Armor, Power Attack, Weapon Focus (greatsword)

Epic Feats: Dire Charge, Great Smiting, Holy Strike, Light Armor Mastery*, Medium Armor Mastery*

*New epic feats - see page 3

Environment: Upper Planes

Organization: Solitary

Challenge Rating: 42

Treasure: See possessions

Alignment: Always lawful good

Advancement: 33-43 HD (Large), 44-65 HD (Malakim: Huge)

Level Adjustment: +30

Standing at the center of a blinding bright light this giant humanoid is clad head to toe in glittering argent armour of ancient design. Its face is covered by a plumed helm, itself covered in gemstones that catch the light and illuminates its head like a halo. [Should it remove its helmet: Its noble and mild mannered countenance belies its grim determination and steely resolve.] A pair of feathered double wings of bronze coloration sweep majestically from its back. It defiantly grips a flaming broad-bladed greatsword while a large, circular silver shield hovers overhead. The creature moves with an unearthly speed and grace, its footfalls barely seeming to impact the ground despite its heavy armor.

These stoic angels, sometimes known as exusiai or spirits of form, fulfil the role of celestial paladins and protectors of the upper planes. An elohim is one of a powerful spirit group, numbering no fewer than one-hundred and sixty-eight individuals. Each of these holy demigods commands a host of over 300,000 troops known as a Chaylim, based within mighty fortresses situated at key locations throughout the upper planes.

Elohim seek to protect heaven from the onslaught of evil by strengthening planar borders. Some are even in favor of a process of isolationism which would divorce the upper planes from the rest entirely. They are ever wary of strangers, and are slow to put their trust in anything new.

Elohim stand just over 14 feet tall and weigh approximately 4.1 tons (8200 pounds), not including their full plate mail.

COMBAT

Elohim are cautious and defensively minded, but nevertheless stalwart opponents and solid, dependable allies...once their trust has been gained. Elohim are likely to engage the most powerful opponents in melee after precasting several defensive spells.

An elohim's natural weapons, as well as any weapons it wields are treated as both good and lawful-aligned **and** epic for the purpose of overcoming damage reduction.

Angelic Traits (Second Choir):

- Hit Dice change to d20's. Maximum hit points per die. Total hit points doubled while on the upper planes.

- Darkvision out to 1 mile and low-light vision.

- Immunity to ability damage or drain, acid, cold, disease, energy drain, paralysis, petrification, poison, sleep and stunning. They are immune to mind-affecting effects and death from massive damage.

- Resistance to electricity 30 and fire 30.

- **Protective Aura (Su):** This aura acts as a quadruple strength *magic circle against evil* (+8 deflection and +8 resistance bonuses) and a *globe of invulnerability* for anyone within its area of effect. Both effects have a radius of 430 ft. (caster level 39th). This aura can be dispelled, but the angel can create it again as a free action on its next turn.

- **Spell-like Abilities (Sp):** At will - *greater teleport, tongues*.

- **Blinding Visage (Su):** In addition to its protective aura, an elohim shines with a brilliance that seems especially blinding to those who seek it harm. All hostile targets within a 430 foot radius of the elohim must make a Reflex save (DC 41) each round or be permanently blinded. The save DC is Charisma-based.

- **Divine Traits (Ex):** Elohim are effectively demigods and as such add a +6 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Exalt (Su):** Allies of the elohim within 430 feet of its presence are treated as if under the effects of a *greater heroism* spell (+4 bonus to morale, attacks, saves and skills; immunity to fear; bonus hit points equal to the elohim's Hit Dice +33 hp).

- **Hand of God (Su):** An elohim can make a touch attack dealing 66d20 fire damage (average 693), half of the damage should be treated as divine energy. The elohim can only use this ability on a given individual once per day, although it can use the ability on any number of different opponents.

- **Paladin Abilities (Ex):** Elohim possess paladin abilities of a level equivalent to half their Hit Dice (rounded down).

- **Aura of Courage (Ex):** Elohim are immune to fear. Any allies within a 10 foot radius gain a +4 morale bonus against fear effects.

- **Divine Grace (Ex):** Elohim add their Charisma modifier to their saving throws.

- **Divine Health (Ex):** Elohim are immune to all diseases.

- **Lay on Hands (Ex):** Elohim can heal up to 128 hit points per day by touch.

- **Remove Disease (Sp):** Elohim can remove disease 4/week.

- **Smite Evil (Su):** Elohim smite evil 7/day and deal double their Hit Dice total when smiting (+66 damage) due to their Great Smiting feat.

- **Spells:** As 16th-level Paladin (Caster Level 39th).

The save DCs are Wisdom-based.

Typical Paladin Spells Prepared (4/4/3/3); save DC 25 + spell level: 1st - divine favor (3), resistance; 2nd - bull's strength, eagle's splendor, owl's wisdom, zone of truth 3rd - discern lies, remove blindness/deafness, remove curse; 4th - break enchantment, dispel evil, mark of justice.

- **Turn Undead (Ex):** Elohim turn undead as 19th-level clerics.

- **Regeneration (Su):** An elohim takes normal damage from weapons that are both epic **and** evil-aligned, and from spells or effects with the evil descriptor.

- **Savior (Su):** An elohim can choose to take half the damage on behalf of any ally within a 430 foot radius. It can activate and deactivate this power as a free action.

- **Spell-like Abilities:** At will - *aid, anti-magic field, blade barrier* (DC 30), *detect evil, detect magic, dispel evil, fire shield, flame strike* (DC 29), *greater*



dispel magic, heat metal (DC 26), *holy word* (DC 31), *light, mind blank, protection from energy, sanctuary, searing light, spell immunity, sunbeam* (DC 31), *sunburst* (DC 32); 3/day - *meteor swarm* (DC 33), *miracle, prismatic sphere* (DC 33); 1/day - *peripety*; 1/week - *epic repulsion*. Caster Level 39th. The save DCs are Charisma-based.

Summon Solar (Sp): Once per week an elohim can summon a solar. This is the equivalent of a 14th-level spell. Epic spell DC 76.

Vanguard Fortitude (Su): Allies within 430 feet of the elohim can choose to use its Fortitude saving throw instead of their own.

Possessions Elohim wield a huge +17 *defending, holy power, keen, vorpal mithral greatsword of wounding* a +21 *animating, bashing, exceptional arrow deflection, great reflection large mithral shield, wear +21 acid warding, glittering mithral full platemail of heavy fortification* and a *helm of epic brilliance*.

NEW EPIC ARMOR/SHIELD SPECIAL ABILITY

Glittering A suit of armor or shield with this ability always have a polished mirror like quality to them. Anyone attacking bearer always acts last in a given round.

Strong Abjuration; CL 21st; Craft Epic Arms & Armor, *sunburst*; Price +6 bonus.

NEW EPIC WONDROUS ITEM

Helm of Epic Brilliance: These mithral helms, much like their non-epic counterparts are set with one hundred gems: ten diamonds, twenty rubies, thirty fire opals and forty opals.

- Diamond: *Prismatic Sphere* (save DC 29)
- Ruby: *Fire Storm* (DC 28)
- Fire Opal: *Meteor Swarm* (Reflex DC 29)
- Opal: *Sunburst* (DC 28)

The helm may be used once per round as a free action. Although each gem can only function once, the elohim can recharge gems by using its *miracle* spell-like ability.

- It emanates bluish light when undead are within 100 feet. This light causes 4d12 points of damage per round to all undead within that range.
- The wearer may command any weapon he wields to become a fiery

blast weapon (See the Epic Level Handbook, page 131).

- The helm makes the wearer immune to fire.

Strong varied; CL 21st; Craft Epic Wondrous Item, *detect undead, fire storm, flame blade, meteor swarm, prismatic sphere, protection from fire, sunburst, wish*; Price 2,040,000 gp; Weight 15 lb.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *bull's strength, dispel evil, divine favor* (only damage bonus is gained), *eagle's splendor, peripety* and *owl's wisdom*. Any allies will stay within 430 feet of the elohim if possible.

Each round: The elohim has the option of using one of the powers of the helm of epic brilliance as a free action.

Round 1: (Dire) Charge and full attack the most threatening opponent within range. If none are within range cast *meteor swarm*, preferably on a group of opponents.

Round 2: Full attack, power attacking for 10 points if at least 3 weapon attacks hit in the first round.

Round 3: If allies are taking heavy damage (either less than 50% hit points) cast *mass heal*, otherwise continue to full attack. Increase power attack to 20 points if at least three weapon attacks hit in the previous round, or stop power attacking if they didn't.

Round 4: Evaluate the situation: if the balance is in favor of the elohim and its allies press on the attack. Otherwise allow allies make a tactical withdrawal and return with forces capable of dealing with the threat while the elohim stays and defends its post.

ADVENTURE IDEAS

Sub-epic: The elohim seeks a renowned mortal smith to repair its armor, damaged in battle with an unelemental.

Low Epic: An elohim has been commanded by a kyriotates (really an intermediate deity of trickery in disguise) to have its army attack another Chaylim suspected of plotting rebellion.

Mid-epic: An entire Chaylim long thought lost battling forces of the Far Place has returned but they are not quite the same (apply the pseudonatural template to the entire force).

ANGEL, FLAGA

Guardian Angel

Only the most noble and just champions of good will be blessed by a guardian angel. Even then, they must also have some important destiny, crucial to the balance of good against evil. Only Sandalphon, the king of heaven can decide who is worthy, it is he who dreams the future and he alone who bestows the gift. Though it is reputed that some other greater deities of good also know the epic magic which can bind angelic spirit with mortal host.

Should the forces of evil uncover the identity of a flaga they will conspire to destroy the being utterly, typically using antimagic to prevent magical escape. However in cases where flaga have been killed they have become martyrs and fulfilled their destinies posthumously.

SAMPLE FLAGA

This handsome giant has a muscular humanoid build and rugged, noble features. His skin is milky white tinged with blue and it has long silvery white hair. The area perpetually behind the giants head seems to glow with a golden radiance, as if the sun were hiding behind a cloud. He wears silvery blue chainmail and wields a pair of hammers that although seemingly small when held in its mighty hands convey a certain sense of gravitas.

This example uses a 13th-level cloud giant ranger as the character.

Argento Giantstalker

Huge Outsider (Air, Augmented Giant, Extraplanar, Good)

Hit Dice: 17d8+170 and 13d8+130 (540 hp)

Initiative: +5

Speed: 120 ft. (24 squares)

Armor Class: 46 (-2 size, +4 Dex, +6 deflection, +7 insight, +12 natural, +9 +5 mithral chain shirt), touch 25, flat-footed 42

Base Attack/Grapple: +30/+54

Attack: Hammer of Thunderbolts +54 melee (4d6+27/19-20) **or** Hammer of Thunderbolts +60 ranged (4d6+27/19-20)

Full Attack: Hammer of Thunderbolts +52/+47/+42/+37 melee (4d6+27/19-20) primary hand and Hammer of Thunderbolts +52/+47/+42 melee (4d6+16/19-20) secondary hand **or** Hammer of Thunderbolts +60 ranged (4d6+27/19-20)

Space/Reach: 15 ft./20 ft.

Special Attacks: Rock throwing, spell-like abilities

Special Qualities: Abatement, damage reduction 15/epic and evil, immunity to acid, cold and petrification, low light vision, resistance to electricity 10 and fire resistance 10, rock catching, scent, spell resistance 40, spirited away

Saves: Fort +38, Ref +33, Will +32

Abilities: Str 47 (53 with girdle of giant strength +6), Dex 21, Con 31, Int 20, Wis 24, Cha 23

Skills: Climb +54, Craft (armorsmithing, blacksmithing, and weaponsmithing) +38, Diplomacy +43, Intimidate +39, Jump +57, Listen +40, Perform (harp) +39, Sense Motive +40, Spot +40, Swim +54

Feats: Awesome Blow, Cleave, Endurance^B, Great Cleave, Greater Two-Weapon Fighting^B, Improved Bull Rush, Improved Critical (warhammer), Improved Overrun, Improved Two-Weapon Fighting^B, Iron Will, Power Attack, Track^B, Two-Weapon Fighting^B, Weapon Focus (warhammer)

Epic Feats: Dire Charge, Epic Weapon Focus (warhammer), Two-Weapon Rend

Environment: Temperate mountains

Organization: Solitary

Challenge Rating: 34 (Challenge Rating is 2/3rds ECL)

Treasure: See possessions

Alignment: Neutral good

Advancement: By class level

Level Adjustment: +22

Argento Giantstalker is a messiah figure amongst giantish circles, prophesied to one day make all cloud giants turn from the path of evil



and embrace the cause of good. Argentos family were once cloud giant nobility, but treachery from a scheming uncle and his sorcerous ways led to a massacre of epic proportions as the uncle and his daemonic allies brought doom to all giants of good character in the kingdom. Argento, a young infant at the time, was spared this fate by a djinni noble bound to protect the child. Now coming of age, the young prince is at last ready to reclaim his birthright.

Argento is a charismatic young giant who has honed his skills fighting the giantish bounty hunters, daemons and undead his uncle has sent to slay him. Although confident, he is level-headed enough to know that he will need allies to break his evil uncles grip on the throne.

When his destiny is fulfilled Argento, if he still lives, may likely be drafted into one of the Koph Nia teams replacing those who have fallen in the line of duty.

Argento stands 20 feet tall, and weighs approximately 12,000 pounds.

COMBAT

Argento will charge into melee, attacking evil giants in favor of other foes, crushing his opponents with his devastating physical assaults. Argento has a reputation as a courageous fighter and never retreats.

Argento's natural weapons, as well as any weapons he wields are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Abatement (Su): Argento ignores the first attack **or** first spell cast against him each and every round.

Immunities (Ex): Argento is immune to acid, cold and petrification.

Protective Aura (Su): This aura acts as a double strength *magic circle against evil* (+4 deflection and +4 resistance bonuses) and a *lesser globe of invulnerability* for anyone within its area of effect. Both effects have a radius of 95 ft. (caster level equals Hit Dice/Levels). This aura can be dispelled, but Argento can create it again as a free action on its next turn.

Ranger Abilities:

- **Camouflage (Ex):** Argento can use the Hide skill in any sort of normal terrain, even if the terrain doesn't grant cover or concealment.

- **Evasion (Ex):** If Argento makes a Reflex save against an attack that normally deals half damage then he takes no damage.

A: ANGEL, FLAGA

- **Favored Enemy (Ex):** Argento gains a bonus on Bluff, Listen, Sense Motive, Spot and Survival checks and a bonus to weapon damage against the following creatures: giants (+6 bonus); evil outsiders (+2 bonus) and undead (+2 bonus)

- **Spells:** As 13th-level Ranger (Caster Level 30th).

The save DCs are Wisdom-based.

Typical Ranger Spells Prepared (-/1/1/1); save DC 17 + spell level: 1st - pass without trace; 2nd - protection from energy; 3rd - neutralise poison.

- **Swift Tracker (Ex):** Argento can move at normal speed while following tracks without penalty. He only suffers a -10 penalty when following tracks and moving at twice normal speed.

- **Wild Empathy (Ex):** Argento can use his Diplomacy skill on animals to improve their attitudes towards him.

- **Woodland Stride (Ex):** Argento can move through any sort of natural undergrowth at normal speed without taking any kind of damage or suffering any other impairment. However supernatural undergrowth still impedes him.

Resistances (Ex): Resistance to electricity 10 and fire 10.

Rock Throwing (Ex): The range increment is 320 feet for Argentos thrown rocks; damage 2d8+16.

Spell-like Abilities: At will - *aid, blade barrier* (DC 22), *dispel evil, divine favor, holy smite, holy word, prayer*; 3/day - *greater planar ally (planetary), levitate (self plus 2000 pounds), obscuring mist*; 1/day - *fog cloud*; 1/week - *contingent resurrection*. Caster Level 30th. The save DCs are Charisma-based.

Spirited Away (Su): A split second before being struck by a blow or affected by a spell which would end his life, Argento is automatically *gated* back to the upper planes (Happy Hunting Grounds).

Possessions: Cloak of resistance +5, gauntlets of ogre power, girdle of giant strength +6, hammer of thunderbolts (2), mithral shirt +5, ring of djinni calling.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *aid, dispel evil, divine favor, greater planar ally* and *prayer*.

Round 1: Dire charge into melee and full attack, power attacking for 10 points of damage **or** hurl on of his hammers at one opponent if none are within charging distance.

Round 2 or more: Press the attack by the most expedient means possible.

CREATING A FLAGA

“Flaga” or guardian angel, is a template that can be added to any good-aligned creature.

Size and Type: The base creatures type changes to Outsider and gains the Extraplanar subtype. Size is unchanged.

Hit Dice: Flaga have maximum hit points.

Speed: The base creature’s speed doubles.

Armor Class: The flaga receives an insight bonus equal to its Wisdom bonus and a deflection bonus equal to its Charisma bonus to its armor class.

Special Attacks:

- **Spell-like Abilities:** At will - *aid, blade barrier, dispel evil, divine favor, holy smite, holy word, prayer*; 3/day - *greater planar ally (planetary)*; 1/week - *contingent resurrection*. Caster Level equal to Hit Dice/Level. The save DCs are Charisma-based.

Special Qualities:

- **Abatement (Su):** The flaga ignores the first attack **or** spell cast against them each and every round.

- **Damage Reduction (Su):** A flaga gains damage reduction equal to half its Hit Dice (rounded up to the next multiple of 5). If the flaga has 20 total Hit Dice/Levels or less then the damage reduction will be DR x/evil and magic. If the flaga has greater than 20 total Hit Dice/Levels then the damage reduction will be DR x/epic and evil.

- **Immunities (Ex):** Flaga are immune to acid, cold, diseases, fear and petrification.

- **Protective Aura (Su):** This aura acts as a double strength *magic circle against evil* (+4 deflection and +4 resistance bonuses) and a *lesser globe of invulnerability* for anyone within its area of effect. Both effects have a radius

of 25 ft. + 5 ft./2 Hit Dice or Levels (caster level equals Hit Dice/Levels). This aura can be dispelled, but the flaga can create it again as a free action on its next turn.

- **Resistances (Ex):** Resistance to electricity 10 and fire 10.

- **Spell Resistance (Su):** Flaga have spell resistance equal to 10 plus the creatures Hit Dice/Levels.

- **Spirited Away (Su):** A split second before being struck by a blow or affected by a spell which would end their life, the flaga is automatically *gated* back to the upper planes.

Saves: Flaga gain a saving throw bonus equal to their Charisma bonus (this is the same as a Paladin’s Divine Grace ability).

Abilities: Flaga gain +12 to Strength, +10 to Charisma, and +8 to Constitution, Dexterity, Intelligence and Wisdom.

Skills: Same as the base creature.

Feats: Same as the base creature.

Environment: Upper Planes

Organization: Solitary

Challenge Rating: Same as the base creature +10

Treasure: Same as base creature.

Alignment: Any good

Advancement: By character class.

Level Adjustment: Same as the base creature +18

ADVENTURE IDEAS

Sub-epic: An aging priest defends a flaga child against a besieging flock of vulture demons. So far the priests’ summoned holy ground earth elementals have kept the demons at bay, but for how long?

Low Epic: The Commodores of Evil, who command a flotilla of ghost ships, are said to possess a magical map which shows the position of every flaga in the world.

Mid-epic: The Heresiarch (Fiendish Cleric 33) wishes to sacrifice a flaga as part of an epic spell ritual that could curse all good aligned creatures on the planet.

ANGEL, KYRIOTATES

Senators of Heaven, Celestial Deity

Gargantuan Outsider (Angel, Extraplanar, Good)

Hit Dice: 66d20+1056 (2376 hp), 4752 hp on the Upper Planes.

Initiative: +25

Speed: 160 ft. (32 squares), fly 480 ft. (perfect)

Armor Class: 65 (-4 size, +14 deflection, +9 dex, +12 divine, +24 natural), touch 41, flat-footed 56

Base Attack/Grapple: +66/+116

Attack: +44 *everdancing, holy power, shining nexus gargantuan longsword of speed* +144 melee (4d8+70 plus 25d6 positive energy)

Full Attack: +44 *everdancing, holy power, shining nexus gargantuan longsword of speed* +144/+144/+139/+134/+129 melee (4d8+70 plus 25d6 positive energy) and 4 wing slaps +95 melee (2d6+13)

Space/Reach: 25 ft./30 ft. (20 ft./20 ft. if using core space/reach rules)

Special Attacks: Authority, breath of god, sacrosanct, spell-like abilities, spells, stunning visage

Special Qualities: Angelic traits (second choir), divine traits (intermediate power), damage reduction 30/epic and evil, regeneration 30, spell resistance 88, summon angel, vanguard will

Saves: Fort +64, Ref +58, Will +69

Abilities: Str 62, Dex 30, Con 42, Int 33, Wis 51, Cha 39

Skills: Appraise +92, Concentration +97, Craft (any one) +92, Decipher Script +92, Diplomacy +103, Escape Artist +91, Gather Information +95, Heal +101, Knowledge (arcana) +92, Knowledge (history) +92, Knowledge (religion) +92, Knowledge (the planes) +92, Listen +101, Search +92, Sense Motive +101, Spellcraft +100, Spot +101, Survival +101, Use Magic Device +95

Feats: Augment Summoning, Empower Spell, Enlarge Spell, Greater Spell Penetration, Heighten Spell, Improved Initiative, Iron Will, Quicken Spell, Spell Penetration, Widen Spell

Epic Feats: Automatic Metamagic Capacity* (x8), Epic Skill Focus (Spellcraft), Epic Spellcasting, Epic Spell Penetration, Epic Will, Metamagic Freedom*

*New epic feats - see page 3

Environment: Any good aligned plane

Organization: Solitary or with 3 solars and 7 planetars

Challenge Rating: 84

Treasure: +44 *everdancing, holy power, shining nexus gargantuan longsword of speed*; a double rod of divine intervention; a triple crown of divine intervention and robes of the septenary.

Alignment: Always neutral good

Advancement: 67-87 HD (Gargantuan), 88-132 (Ophanim: Gargantuan)

Level Adjustment: +60

This celestial resembles a giant with electrum skin and a pair of crystalline double wings that are almost transparent. Its face is both welcoming and at the same time aloof. The being is draped in long white robes dominated by golden geometrical symbols. On its head it wears an ornate triple crown, in its left hand it wields a sword of brilliant radiance, while in its right it carries a double rod; all three items are polished and golden.

The kyriotes, or dominions, are the angels of wisdom, a group of mighty spirit beings who wield power akin to intermediate deities. These celestial senators are the key advisors to the king of heaven. Seven such beings exist, their names: Asinor, Boel, Dapnael, Kabura, Orphymel, Tascar and Tingra. Each governs one of the upper planes, commanding not only the angelic forces therein, but can also call upon the various spiritual hierarchies of good if necessary.

Kyriotes seek to forward the cause of good through diplomacy. As with the other angels of the second choir they primarily deal with immortals. Even amongst other angels, kyriotes are seen as deeply spiritual and contemplative beings. Many immortals will journey to seek an audience with them. Kyriotes are however notorious for answering questions with questions.

Kyriotes are 33 feet tall, and weigh approx. 156,000 pounds (148 tons).

COMBAT

Kyriotes rarely initiate hostile actions unless absolutely necessary. They prefer to avoid bloodshed, instead seeking a diplomatic solution, which may involve them resorting to their authority ability or some other method of coercing opponents into submission. Failing that they rely on their prodigious spellcasting talents, entering melee only as a last resort, and even then from under a blanket of protective spells.

A kyriote's natural weapons, as well as any weapons it wields are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Angelic Traits (Second Choir):

- Hit Dice change to d20's. Maximum hit points per die. Total hit points doubled while on the upper planes.

- Darkvision out to 1 mile and low-light vision.

- Immunity to ability damage or drain, acid, cold, disease, energy drain, paralysis, petrification, poison, sleep and stunning. They are immune to mind-affecting effects and death from massive damage.

- Resistance to electricity 65 and fire 65.

- *Protective Aura (Su):* This aura acts as a quadruple strength *magic circle against evil* (+8 deflection and +8 resistance bonuses) and a *globe of invulnerability* for anyone within its area of effect. Both effects have a radius of 760 ft. (caster level 78th). This aura can be dispelled, but the angel can create it again as a free action on its next turn.

- *Spell-like Abilities (Sp):* At will - *greater teleport, tongues*.

- **Authority (Su):** The voice of a kyriotes is the voice of all leaders. Anyone hearing it is affected by rulership (as per a rod of epic rulership). Up to 900 Hit Dice within a 760 feet radius can be affected. Those with an Intelligence of 17 or greater can make a Will saving throw (DC 69) to negate the effect. The save DC is Charisma-based.

- **Breath of God (Su):** A kyriotes can breathe a cone of divine fire, 60 feet, dealing 66d20 damage (average 693). The kyriotes can use this ability once every 1d3 rounds. Targets caught in the area of effect can make a Reflex save (DC 71) for half damage. The save DC is Constitution-based.

- **Divine Traits (Ex):** Kyriotes are effectively intermediate deities and as such add a +12 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

- **Sacrosanct (Su):** A kyriotes turns undead as a 45th-level cleric. However this ability works on all evil creatures, not just undead.

- **Regeneration (Su):** A kyriotes takes normal damage from epic, evil-aligned weapons, and from spells or effects with the evil descriptor.

- **Spell-like Abilities:** At will - *aid, calm emotions* (DC 38), *charm monster* (DC 41), *demand, detect evil, detect magic, detect poison, dispel evil, etherealness, geas/quest, greater dispel magic, heal, holy smite, holy word* (DC 55), *mass cure critical wounds, plane shift, regenerate, remove disease, remove fear, suggestion* (DC 39), *3/day - dominate monster* (DC 45), *mass heal, miracle, 1/day - contingent resurrection, enslave*. Caster Level 78th. The save DCs are Charisma-based.

- **Spells:** As 33rd-level Clerics (Caster Level 78th) with access to two of the following domains: Charm, Good and Healing. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/11/11/11/11/10/9/9/8); save DC 42 + spell level): **0th** - *create water, guidance, light, purify food and drink, read magic, virtue*; **1st** - *bless* (2), *bless water, command* (2), *cure light wounds* (2), *command, divine favor, entropic shield, shield of faith*; **2nd** - *aid, calm emotions, consecrate, cure moderate wounds* (2), *enthrall, owl's wisdom* (2), *remove paralysis, shield other, silence*; **3rd** - *cure serious wounds* (2), *daylight, dispel magic* (3), *glyph of warding, invisibility purge, prayer* (2); **4th** - *cure critical wounds, dimensional anchor* (2), *dismissal, divination, divine power, lesser planar ally (movanic deva), neutralise poison, restoration; sending* **5th** - *break enchantment, dispel evil, disrupting weapon, greater command, hallow, mark of justice, mass cure light wounds, planeshift, righteous might, scrying*; **6th** - *banishment* (2), *blade barrier* (2), *forbiddance, mass owl's wisdom, planar ally (astral deva), symbol of persuasion, word of recall*; **7th** - *greater restoration* (2), *greater scrying* (2), *refuge, repulsion, resurrection* (2), *symbol of stunning*; **8th** - *anti-magic field, dimensional lock* (2), *discern location, earthquake, fire storm, greater planar ally (planetar), greater spell immunity* (2); **9th** - *gate* (2), *mass heal* (2), *miracle*



(2), storm of vengeance, true resurrection (2).

Epic spells per day: (6)

Epic spells known: epic counterspell, epic mage armor, epic repulsion, let go of me, nailed to the sky, peripety, soul dominion, soul scry, superb dispelling.

Stunning Visage (Su): In addition to its protective aura, a kyriotate's appearance can paralyze those who see them. All hostile targets within 760 ft. radius of the kyriotate must make a Will save (DC 69) each round or be paralyzed. The paralysis lasts until the victim leaves the area of effect. The save DC is Charisma-based.

Summon Malakim (Sp): Once per week a kyriotate can summon a malakim. Duration 20 rounds. This is equivalent to an 18th-level spell. Epic spell DC 118.

Vanguard Will (Su): Allies within 760 feet of the kyriotate can choose to use its Will saving throw instead of their own.

Possessions Kyriotate carry a +44 everdancing, holy power, shining nexus gargantuan longsword of speed; a double rod of divine intervention, and wear a triple crown of divine intervention and robes of the septenary.

NEW EPIC WEAPON SPECIAL ABILITY

Shining Nexus: These weapons are gateways to the positive energy plane. They also deal an additional 25d6 positive energy damage (average 87) to anyone struck by one of their blows. Undead suffer double this amount of damage (50d6; average 175). These weapons are so radiant they act as if they have a permanent *sunburst* spell in effect with a radius of 80 feet. All targets within this radius are blinded and suffer 6d6 points of damage (Reflex DC 18 + weapons enchantment bonus* to avoid blindness and reduce damage to half) per round. A creature to which light is harmful takes double damage (12d6), while undead take 25d6 damage.

*DC 62 for the Kyriotate's weapon (DC 74 counting its Divine bonus). Very strong divination; CL 75th; Craft Magic Arms and Armor; gate, sunburst, wish; Price +25 bonus.

TRIPLE CROWN OF DIVINE INTERVENTION (MINOR ARTIFACT)

Description: These baroque golden crowns look like three crowns stacked on top of one another. They are smelted from the holy symbols of the most pious, epic clerics, never to have transgressed in their beliefs.

Powers: These potent defensive items automatically block the first three spells (including epic spells) used against the wearer each round.

ROBES OF THE SEPTENARY (MINOR ARTIFACT)

Description: These long simple robes are so white they almost appear to be glowing. Upon their breast, in gold stitching, is the outline of a square within which is a hollow triangle, representing the holy septenary.

Powers: The wearer of these robes cannot be physically injured unless they have already committed a sin, or hostile action that day.

DOUBLE ROD OF DIVINE INTERVENTION (MINOR ARTIFACT)

Description: These golden crosses are forged from the armor and shields of epic paladins and celestial champions.

Powers: When used defensively these rods automatically block the first two attacks against the bearer. In addition these artifacts act as rods of paradise (see the Epic Level Handbook, Chapter 4).

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *epic mage armor*, *peripety*, *repulsion* (if the type of foe is known) and *summon malakim*.

Round 1: Cast a *quicken greater dispel magic* then a *quicken holy word* and then use its sacrosanct ability.

Round 2: Cast two *quicken dominate monster* spells (on warrior types if possible) and then use the authority ability.

Round 3: Cast two *quicken blade barrier* spells (on spellcaster types) and then use the breath of god ability on as many foes as possible.

Round 4: Cast a *quicken mass heal* if necessary and a *quicken greater dispel magic* followed by the *enslave* spell.

ADVENTURE IDEAS

Low Epic: A kyriotate's crown has been stolen by a demigod of thieves in a daring raid.

Mid-epic: One of the kyriotate has been corrupted by Thanatos and plots to assassinate his brethren.

High Epic: Various angels have been kidnapped by a cabal of sidereal gamblers and forced to be pieces in a cosmic game of chess.

ANGEL, MALAKIM

Punishers of Heaven, Nebulous Deity

Huge Outsider (Angel, Chaotic, Extraplanar, Good)
Hit Dice: 44d20+440 (1320 hp), 2640 hp on the upper planes.
Initiative: +28
Speed: 120 ft. (24 squares), fly 360 ft. (perfect)
Armor Class: 96 (-2 size, +11 deflection, +14 Dex, +8 divine, +16 natural, +39+37 acid warding, exceptional arrow deflection, great reflection, infinite arrow deflection shield of heavy fortification), touch 51, flat-footed 53
Base Attack/Grapple: +44/+69
Attack: +26 adamantine chaotic power, holy power, icy blast, axe-spears of sharpness +94 melee (4d6+51/18-20)
Full Attack: +26 adamantine chaotic power, holy power, icy blast, axe-spears of sharpness +94/+89/+84/+79 melee (4d6+51/18-20), +26 adamantine everdancing, holy power, icy blast, scimitars of sharpness +92/+87/+82/+77 melee (2d8+43/18-20), 4 wings +60 melee (1d8+8)
Space/Reach: 15 ft./15 ft.
Special Attacks: Spell-like abilities, spells, sword of god
Special Qualities: Angelic traits (second choir), awesome visage, damage reduction 20/epic and evil, divine traits (lesser power), nebulous, regeneration 30, spell resistance 54
Saves: Fort +42, Ref +46, Will +43
Abilities: Str 44, Dex 38, Con 30, Int 28, Wis 32, Cha 32
Skills: Balance +75, Concentration +65, Diplomacy +25, Escape Artist +69, Gather Information +66, Hide +61, Intimidate +66, Knowledge (arcana) +64, Knowledge (religion) +64, Knowledge (the planes) +64, Listen +66, Move Silently +69, Open Lock +69, Search +64, Sense Motive +66, Spellcraft +70, Spot +66, Tumble +69
Feats: Cleave, Combat Expertise, Great Cleave, Greater Two-Weapon Fighting, Improved Critical (axe-spear), Improved Disarm, Improved Initiative, Improved Two-Weapon Fighting, Multiattack, Power Attack, Two-Weapon Fighting, Weapon Focus (axe-spear)
Epic Feats: Devastating Critical (axe-spear), Overwhelming Critical (axe-spear), Superior Initiative
Environment: Any
Organization: Solitary or Koph Nia (Malakim + 6 Agents of 1d20+20 CR)
Challenge Rating: 56
Treasure: See possessions.
Alignment: Always chaotic good
Advancement: 45-65 HD (Huge), 66-87 HD (Kyriotes: Gargantuan)
Level Adjustment: +40

This nebulous figure is difficult to focus upon. Possibly celestial in origin, what you can see resembles a four-armed, pearl skinned muscular giant. A set of azure double wings arch threateningly from its back, seeking to further cloak its actions. Its face is hidden beneath the hooded cowl of a cloak which matches the brilliant blue color of its wings. It wields an assortment of armaments, an axe-spear, rod, scimitar and shield, all blue-black in coloration, possibly adamantine.

Malakim are the angelic assassins, dubbed by some as the shining shadows. These celestial killers are amongst the deadliest forces of the upper planes, fully capable of holding their own against archdevils and demon princes. Each of these powerful spirits, of which twenty-four are known to exist, command cells of agents who wreak havoc amidst immortal evil. Known as the Koph Nia, these secret holy forces are sanctioned by Sandalphon, and he alone, to eliminate significant threats the king of angels perceives are about to occur (his gaze extends into the future) that would destabilize the precarious balance of power in the outer planes.

The malakim are based in hidden locations throughout the upper planes, though it is more likely that they will be encountered during one of their missions on the lower planes or in some other godforsaken place where evil rears its ugly head. In many ways the champions of the upper planes, it is the malakim who are inevitably called upon to do heaven's dirty work, a job they approach with cold efficiency.

Malakim are 19 feet tall and weigh over 8 tons (16,000 pounds).

COMBAT

The malakim the angels of punishment, executioners of evil gods. Unlike the elohim who are bound by honor, the malakim are unfettered by such ideals and are permitted to use any and all means to fulfil their holy missions. These awesome fighters give no quarter to evil and attacking from the shadows and are swift and ruthless in plying their trade.

A Malakim's natural weapons, as well as any weapons it wields are treated as both chaotic and good-aligned and epic for the purpose of overcoming damage reduction.

Angelic Traits (Second Choir):

- Hit Dice change to d20's. Maximum hit points per die. Total hit points doubled while on the upper planes.
- Darkvision out to 1 mile and low-light vision.
- Immunity to ability damage or drain, acid, cold, disease, energy drain, paralysis, petrification, poison, sleep and stunning. They are immune to mind-affecting effects and death from massive damage.
- Resistance to electricity 40 and fire 40.
- *Protective Aura (Su):* This aura acts as a quadruple strength *magic circle against evil* (+8 deflection and +8 resistance bonuses) and a *globe of invulnerability* for anyone within its area of effect. Both effects have a radius of 540 ft. (caster level 52nd). This aura can be dispelled, but the angel can create it again as a free action on its next turn.

Spell-like Abilities (Sp): At will - greater teleport, tongues.

Awesome Visage (Su): In addition to its protective aura, a malakim radiates an aura that will render mute those who seek it harm. All hostile targets within 540 ft. radius of the malakim must make a Will save (DC 51) each round or be unable to speak. The save DC is Charisma-based.

Divine Traits (Ex): Malakim are effectively lesser deities and as such add a +8 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Legendary Warrior (Ex): The attacks of these heavenly champions are so skilful that they need only require touch an opponent to deal damage. Malakim use an opponents touch Armor Class when determining whether or not their attacks are successful.

Nebulous (Su): Malakim appear intangible as if their very being is eternally seeking to regress back into the shadows. Attacks against malakim have a 50% miss chance.

Regeneration (Su): A malakim takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

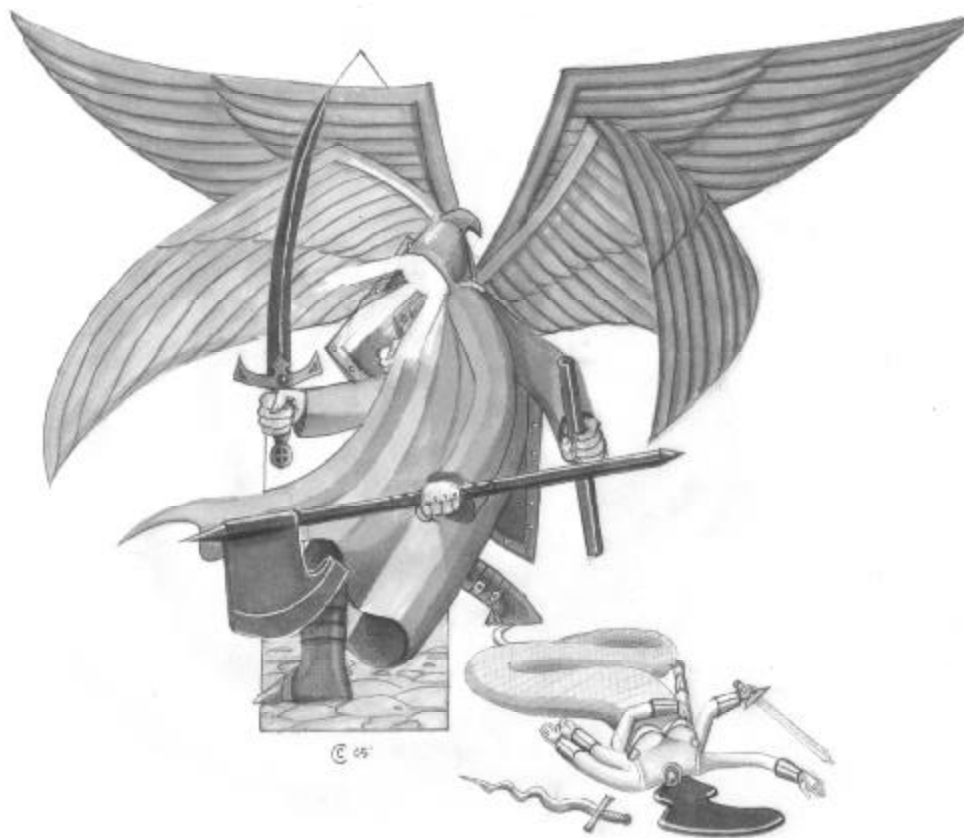
Rogue Abilities (Ex): Malakim are master thieves and possess rogue abilities of a level equivalent to half their Hit Dice (rounded down).

- *Crippling Strike (Ex):* Any opponent damaged by one of the malakim's sneak attacks suffers an additional 2 points of strength damage.
- *Defensive Roll (Ex):* Once per day the malakim can attempt a Reflex saving throw against an attacks damage, success meaning the blow only deals half damage.
- *Improved Evasion (Ex):* Should the malakim make a successful Reflex save against an attack that normally deals half damage on a successful save, it instead takes no damage or only half damage on a failed save.
- *Improved Uncanny Dodge (Ex):* A malakim can only be flanked by a character with at least four more Rogue levels than it has Hit Dice.
- *Sneak Attack (Ex):* The malakim deals +11d6 damage upon a successful sneak attack.
- *Trapfinding (Ex):* The malakim can use its Search skill to locate traps with a DC of 20 or higher.
- *Trap Sense (Ex):* Malakim gain a +7 bonus on Reflex saves and +7 Dodge bonus to AC against traps.

Spell-like Abilities: At will - *aid, bestow curse* (DC 32), *divine favor, disintegrate* (DC 35), *dispel evil, harm, holy smite, plane shift, power word stun*; 3/day - *implosion* (DC 38), *miracle, power word kill, summon monster IX*; 1/day - *greater ruin* (DC 39); 1/week - *momento mori* (DC 39). Caster Level 52nd. The save DCs are Charisma-based.

Summon Elohim (Sp): Once per week a malakim can summon an elohim. This is equivalent to a 16th-level spell. Epic spell DC 96.

Sword of God (Su): Malakim can shoot a ray of divine fire dealing 44d20 damage (average 462) out to a range of 1080 feet. Half the effect is fire, the



other half divine energy. They must succeed at a ranged touch attack to hit.

Vanguard Reflexes (Su): Allies within 540 ft. of the malakim can choose to use its Reflex saving throw instead of their own.

Possessions: Malakim carry +26 chaotic power, holy power, icy blast, axe-spears of sharpness, a rod of divine intervention, +26 everdancing, holy power, icy blast, scimitars of sharpness and carry a +37 acid warding, exceptional arrow deflection, great reflection, infinite arrow deflection shield of heavy fortification. All the above items are fashioned from adamantine.

NEW WEAPON SPECIAL ABILITY

Sharpness: Any weapon with this ability striking on a natural '20' severs one of the opponents appendages. Roll randomly to determine which appendage is severed. For humanoids roll a d12: 1-2 head, 3-4 left arm, 5-6 right arm, 7-8 torso, 9-10 left leg, 11-12 right leg. Creatures with multiple heads, multiple limbs, tails or wings may add extra variables.

Strong necromancy and transmutation; CL 12th; Craft Magic Arms and Armor, circle of death, keen edge; Price +4 bonus.

ROD OF DIVINE INTERVENTION (MINOR ARTIFACT)

Description: This grandiosely titled magical item is fashioned from hundreds of fragments of pure adamantine taken from the armor and shields of the greatest celestial champions and epic paladins.

Powers: When held defensively it can automatically block the first attack from every weapon used against the bearer. In addition these artifacts act as rods of epic might (see the Epic Level Handbook page 137-8). If the wearer attacks with this rod it forfeits its defensive protection.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *greater invisibility*, *silence (on self)*

Round 1: (Dire) Charge into melee (from hiding), allow sword to dance, attempt two sneak attacks (one normal, one with everdancing weapon) as part of a full attack. Both weapons gain the benefits of an additional attack

from the blinding speed feat. Power attack for 20 points with all attacks.

Round 2: Continue to full attack. If there are no foes within melee range then use the divine blast ability.

Round 3: Repeat until target has been sanctioned.

ADVENTURE IDEAS

Low Epic: A dozen evil disciples hunt the malakim who slew their god.

Mid-epic: A great armored demon warrior (an infernal) challenges a malakim to a duel. The stakes, the lives of captured survivors of the malakim's own Koph Nia team. However, the demon warrior plans to cheat and has an ambush planned; the malakim suspects this and needs reinforcements.

High Epic: Two of the Koph Nia teams have been trapped within the great pyramid of Set and are besieged by Hunefer and other servants of the deity.

NB. The following epic weapon special abilities are used on pages 38-39.

NEW EPIC WEAPON SPECIAL ABILITY

Holy Scion: Weapons with this ability deal +15d8 damage when used against evil targets, who also gain five negative levels (Fortitude DC 19 + the weapons enchantment bonus). These effects are multiplied by the weapons critical hit multiplier.

Very strong divination; CL 75th; Craft Magic Arms and Armor, holy word, miracle; Price +25 bonus.

NEW EPIC WEAPON SPECIAL ABILITY

Unerring: Weapons with this ability only ever miss on a natural roll of '1', regardless of the opponents armor class. As such the wielder can power attack for their full base attack bonus (and epic attack bonus).

Very strong divination; CL 75th; Craft Magic Arms and Armor, moment of prescience, wish; Price +25 bonus.

ANGEL, Ophanim

Archanget Sandalphon - King of Heaven,

Gargantuan Deva

Gargantuan Outsider (Angel, Extraplanar, Good)

Hit Dice: 100d20+2000 (4000 hp), 8000 hp in the Upper Planes.

Initiative: +38

Speed: 240 ft. (48 squares), fly 720 ft. (perfect)

Armor Class: 95 (-4 size, +25 deflection, +14 Dex, +16 divine, +34 natural), touch 61, flat-footed 81

Base Attack/Grapple: +100/+142

Attack: *Ace of Swords* +67 *everdancing*, *ghost touch*, *holy scion*, *keen*, *unerring mithral greatsword of sharpness and speed*; only misses on '1' (8d8+112+100 power attack plus sharpness/17-20)

Full Attack: *Ace of Swords* +67 *everdancing*, *ghost touch*, *holy scion*, *keen*, *unerring mithral greatsword of sharpness and speed*; only misses on '1'; 10 attacks (8d8+112+100 power attack plus sharpness/17-20) and 4 wing slaps +140 melee (2d6+15)

Space/Reach: 35 ft./45 ft. (20 ft./20 ft. if using core space/reach rules)

Special Attacks: Androgynous ray, beatific visage, summon angel, wrath of god

Special Qualities: Angelic traits (second choir), damage reduction 40/epic and evil, divine traits (greater deity), holy messiah, infinity halo, regeneration 50, slipstream, spell resistance 126

Saves: Fort +88, Ref +82, Will +93

Abilities: Str 70, Dex 38, Con 50, Int 63, Wis 60, Cha 60

Skills: Omniscient - All skills 119 + ability bonus.

Feats: Combat Reflexes, Cleave, Empower Spell, Extend Spell, Great Cleave, Heighten Spell, Improved Critical (greatsword), Improved Initiative, Maximise Spell, Multiattack, Power Attack, Quicken Spell, Silent Spell, Still Spell, Weapon Focus (greatsword), Widen Spell

Epic Feats: Automatic Metamagic Capacity* (x12), Devastating Critical (greatsword), Dire Charge, Metamagic Freedom*, Overwhelming Critical (greatsword), Spectral Strike, Superior Initiative

*New epic feats - see page 3

Environment: Upper Planes

Organization: Solitary

Challenge Rating: 120

Treasure: See possessions

Alignment: Neutral Good

Advancement: 101-132 HD (Ophanim: Gargantuan); 133-176 HD (Macro-Fine: Cherubim), 177-255 HD (Seraphim: Macro-Fine)

Level Adjustment: +80

This celestial being resembles a tall giant of indeterminate sex with brilliant golden skin and four platinum wings arcing from its back. Its face is beautiful and radiant, a beacon of optimism, tempered by the burden of foresight. Hovering above the creatures head is a double halo of burning gold. In stark contrast to its shining brilliance are its robes, made from pure black energy, which are fastened about its waist by a belt which looks like a great green serpent biting its own tail. The creature carries a great silver sword.

Archangel Sandalphon, is the King of Heaven and ostensibly the ruler of all the outer planes. Though in fairness, even he would concede that only the upper planes are directly under his control. There he rules from his ram-headed throne, acting as more of a guide or parent to the angels, a figure of inspiration who stands at the crossways of paradise. The name Sandalphon means 'co-brother' and refers to his being an aspect of the cosmic angel Metatron. Sandalphon rules the immortal second choir just as Metatron presides over the first choir.

Sandalphon is also referred to as the angel of prayer, as it is he who hears the communion of the faithful.

At this point Sandalphon merely wishes to maintain the status quo within the planes and dimensions, any dreams of the forces of good reconquering the lower planes having long since faded from his mind, with the advent of the umbral threat.

Long ago hundreds of ophanim existed. Now only one ophanim remains, Sandalphon. Sandalphon is an advanced ophanim. Ophanim begin with 88 Hit Dice, and will likely have different equipment.

Sandalphon is 46 feet tall and weighs 358.4 tons (716,800 pounds).

COMBAT

Ostensibly a pacifist at heart, Sandalphon will only raise his mighty sword against a suitably worthy opponent. Sandalphon can cast six quickened spells and make two full attack actions each round!

Ophanim's natural weapons, as well as any weapons it wields are good-aligned and epic for the purpose of overcoming damage reduction.

Androgynous Ray (Su): Sandalphon can project a ray of light which will cause the target to permanently change sex. The ray has a range of sight and there is no save for this effect.

Angelic Traits (Second Choir):

- Hit Dice change to d20's. Maximum hit points per die. Total hit points doubled while on the upper planes.

- Darkvision out to 1 mile and low-light vision.

- Immunity to ability damage or drain, acid, cold, disease, energy drain, paralysis, petrification, poison, sleep and stunning. They are immune to mind-affecting effects and death from massive damage.

- Resistance to electricity 100 and fire 100.

- **Protective Aura (Su):** This aura acts as a quadruple strength *magic circle against evil* (+8 deflection and +8 resistance bonuses) and a *globe of invulnerability* for anyone within its area of effect. Both effects have a radius of 1100 ft. (caster level 116th). This aura can be dispelled, but the angel can create it again as a free action on its next turn.

- **Spell-like Abilities (Sp):** At will - *greater teleport, tongues*.

Bard Abilities (Ex): Sandalphon possesses 50th-level bard abilities, these abilities are equivalent to half his Hit Dice (rounded down).

- **Countersong (Ex):** 30 foot range.

- **Fascinate (Ex):** Range 90 feet, 16 creatures affected.

- **Inspire Competence (Ex):** +2 Competence bonus.

- **Inspire Courage (Ex):** +9 Morale bonus to saves vs. charm and fear, as well as attack and damage rolls.

- **Inspire Greatness (Ex):** 30 foot radius, 2d10 hit points, +2 Competence Bonus to attack rolls, +1 Competence bonus to Fortitude saves.

- **Inspire Heroics (Ex):** 30 foot range, +4 morale bonus to saves and AC.

- **Mass Suggestion (Ex):** Will save (DC 76)

- **Song of Freedom (Ex):** *Break enchantment* effect, 30 foot radius.

- **Spells:** As 50th-level Bard (Caster Level 116th).

The save DCs are Charisma-based.

Spells Per Day (4/11/10/10/10/10/9); save DC 51 + spell level (Sandalphon can choose spells from any list thanks to the Infinity Halo ability).

- **Suggestion (Ex):** Will save (DC 76)

Beatific Visage (Su): In addition to his protective aura, ophanim radiates an aura of beauty. All hostile targets within 1100 ft. radius of the angel must make a Will save (DC 106) each round or be charmed. The save DC is Charisma-based.

Divine Traits (Ex): Sandalphon, a greater deity, adds a +16 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Holy Messiah (Su): Sandalphon cannot be harmed, either willingly or unwillingly, by any being of good alignment unless it wields power akin to an elder one or above.

Infinity Halo (Su): This double halo of pure light represents the closed circle of energy. This allows Sandalphon to transcend the normal limitations of magic and as such can draw upon spells from any source, be they arcane, divine, druidic or even psionic.

Omniscient (Ex): Ophanim know all skills and have maximum ranks in each.

Regeneration (Su): An ophanim takes normal damage from epic, evil-aligned weapons, and from spells or effects with the evil descriptor.

Slipstream (Su): Ophanim cannot be affected by temporal magic unless they so wish, neither can they be undermined by time travel.

Spell-like Abilities: At will - *aid, astral projection, blade barrier (DC 57), clairaudience/clairvoyance, detect evil**, *detect magic**, *detect secret doors**, *detect*

A: ANGEL, OPHANIM



*thoughts**, *discern lies**, *discern location**, *dispel evil*, *etherealness*, *find the path**, *foresight**, *legend lore*, *plane shift*, *true seeing**; 3/day - *miracle*, *temporal stasis* (DC 59), *time stop*; 1/day - *safe time*, *time duplicate*. Caster Level 116th. The save DCs are Charisma-based.

*Always active.

Summon Angel (Sp): Once per week Sandalphon can summon a kyriotates. This is equivalent to a 23rd-level spell. Epic spell DC 162.

Wrath of God (Su): Should he so desire, Sandalphon's gaze can deal 50d20 divine fire damage (average 525) to any targets within a radius of 75 feet. Victims appear to spontaneously combust. This power can be raised or lowered as a free action.

Sandalphon can use this power as an attack action, which opponents may face up to 3 times per round, once on their own action, and twice on Sandalphon's action when coupled with his *Eternity Belt*.

Possessions Sandalphon wields the *Ace of Swords*, wears the *Eternity Belt* and *Robes of Redemption*. Typically sits upon the *Ram-Headed Throne*.

ACE OF SWORDS (MAJOR ARTIFACT)

Description: This fabled artifact was the first weapon created by the angels, forged from mithral tempered by the sacrifices of the thousands of angels who fell during the original dimensional bleeding. It is thought to have been the template for all holy devastator and holy avenger weapons.

Powers: The Ace of Swords is a +67 *everdancing*, *ghost touch*, *holy scion*, *keen*, *unerring mithral greatsword of sharpness and speed*, with inlays of orichalcum increasing its weight sixty-four fold (for double base damage); though requiring a minimum 40 strength to wield. The weapon changes its size to accommodate its current wielder.

NB. See page 37 for details of the holy scion and unerring abilities.

ETERNITY BELT (MINOR ARTIFACT)

Description: This jade belt resembles a great, green serpent biting its own tail was rumored to have been given to Sandalphon by the cometary dragon Ouroboros.

Powers: This belt bend allows the wearer to bend time to their will, and can take two rounds of actions worth of actions in any given round.

THE RAM-HEADED THRONE (MAJOR ARTIFACT)

Description: This unassuming marble throne has four ram-like heads carved into its frame. The throne hovers in the sky oblivious to the force of gravity and is said to be immovable. It is also said that this throne exists simultaneously on every plane in a slightly different guise, and that the head of each pantheon possesses such an artifact.

Powers: The master of the throne has all their ability scores doubled while on the same plane. You can only gain the power of the throne by defeating the current master. The throne may have other, more esoteric powers as yet unknown.

The effects of Sandalphon's proximity to the Ram-Headed Throne have not been added into his statistics...it is assumed no one would be so foolish to attack him on his home plane.

ROBES OF REDEMPTION (MINOR ARTIFACT)

Description: These once white robes are now as black as night. They absorb malice directed towards the King of Angels and have become progressively darker over the eons.

Powers: Attacks against the wearer of these robes results in it emitting black sparks which assault all enemies within 1100 feet for half the damage equal to that suffered by the wearer. Only the damage itself is revisited upon the enemies, special abilities of weapons, unless they themselves have inflicted damage upon the wearer are not counted.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *dispel evil*, *righteous might* and *summon kyriotates*.

Round 1: Activate gaze attack. Cast *time duplicate*. Cast two *quickened, empowered (x4) blade barrier* spells (45d6 damage: average 157). (Dire) Charge into melee and make four full attacks, or make four *wrath of god* attacks if no one enters melee.

Round 2: Disappears into the time stream (see *time duplicate*).

Round 3: Cast six *quickened* spells from spell list dependant upon the situation (*blade barrier* and for attack, *greater dispel magic* to reduce a foes power, *heal* for defense etc.) then make two full attacks or use the *wrath of god* gaze weapon if no opponents enter melee.

Round 4 or beyond: Repeat round 3.

ADVENTURE IDEAS

Mid-epic: Sandalphon sanctions a good aligned deity for termination, based on a premonition of future events.

High Epic: Following a battle with a nameless cosmic entity, Sandalphon is fractured into two beings, perhaps as a result of the sundering of his *Eternity Belt*. One half absorbed the physical pain and is known as the wounded god, the other bears the mental scars of the conflict and may be tainted by the bitter ordeal.

Low Cosmic: Seven black obelisks have appeared on the upper planes. Those who approach too closely have died and become umbrals and unelementals. The more who die the more the field of entropy expands.

ANGEL, SERAPHIM

Cosmic Champion, Universal Deity

Macro-Fine Outsider (Angel, Extrplanar, Good)

Hit Dice: 177d100+6195 (47,790 hp)

Initiative: +60

Speed: 1020 ft. (204 squares), fly 4080 ft. (perfect)

Armor Class: 256 (-32 size, +50 deflection, +20 Dex, +32 divine, +176 natural), touch 80, flat footed 236

Base Attack/Grapple: +177/+255

Attack: Bite +232 melee (20d10+54 plus 20d10 divine/19-20)

Full Attack: 4 bites +232 melee (20d10+54 plus 20d10 divine fire/19-20), 2 claws +229 melee (15d10+28 plus 15d10 divine fire), 6 wings +229 melee (10d10+27 plus 10d10 divine fire), and tail slap +229 melee (15d10+81 plus 15d10 divine fire)

Space/Reach: 505 ft./340 ft. (40 ft./30 ft. if using core space/reach rules)

Special Attacks: Divine fire, ray of redemption, spell-like abilities, spells, splendid visage, summon angel

Special Qualities: Angelic traits (first choir), damage reduction 85/-, divine traits (old one), regeneration 85, spell resistance 219

Saves: Fort +157, Ref +142, Will +166

Abilities: Str 119 (+54), Dex 51, Con 81, Int 82, Wis 98, Cha 111 (+50)

Skills: Omniscient - All skills 212 + ability bonus

Feats: Awesome Blow, Combat Reflexes, Cleave, Empower Spell,Enlarge Spell, Extend Spell, Great Cleave, Greater Spell Penetration, Heighten Spell, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite, claw, tail, wing), Maximise Spell, Multiattack, Power Attack, Quicken Spell, Silent Spell, Spell Penetration, Still Spell, Weapon Focus (bite), Widen Spell

Epic Feats: Automatic Metamagic Capacity* (x24), Blinding Speed, Devastating Critical (bite), Dire Charge, Enhance Spell, Epic Prowess, Epic Spellcasting, Great Smiting, Metamagic Freedom*, Overwhelming Critical (bite), Spectral Strike, Superior Initiative

*New epic feats - see page 3

Environment: Any

Organization: Solitary or Hebdomad (7)

Challenge Rating: 168

Treasure: Scroll of Divine Holy Knowledge

Alignment: Always good (chaotic, lawful or neutral, depending on the plane)

Advancement: 178-255 (Macro-Fine), 256-265 (Macro-Diminutive)

Level Adjustment: +75

[Assuming you do not die when you gaze upon it] *This creature resembles a vast golden serpent at the center of a miniature sun. The great beast has four long necks, each topped with a different face, be it angel, bull, eagle or lion. Its emotions are unreadable, as if simultaneously it can show antipathy and sympathy. Six dazzling wings bloom from its back, catching the light like perfectly polished mirrors. You have never witnessed a more beautiful creature, even its motion is majestic as if embroiled in some choreographed pavane. As it approaches you feel your heart almost explode with rapture and you sense that before this moment you failed to understand the true meaning of love.*

The seraphim, sometimes known as angels of love, are the manifestations of the upper planes of good. In eons past they fulfilled the role of cosmic champions, who sought out and battled evil overgods for the greater glory of good. Now their role is involved with maintaining the cosmic balance. Seven seraphim are known to exist, each, in effect, is one of the upper planes and as a consequence also represents one of the seven virtues. Their names are: Chamuel, Gabriel, Jophiel, Michael, Raphael, Uriel and Zadkiel. Only the angel of judgement, Metatron, is a more powerful force for good within the universe.

Like the cherubim, these cosmic forces exiled themselves from reality in a bid to prevent the destruction of the universe from the devastating wars fought between overpowers. The sacrifice of the cosmic angels was sufficient to imprison all sidereals who are now limited to shaping reality through their subconscious. As with all cosmic deities, seraphim cannot

be encountered unless they are first awakened from their eternal slumber. An event of such magnitude would require immense power, and such an action would likely dramatically destabilise the bonds holding its diametrically opposed cosmic cellmate.

Seraphim are some 508 feet long (including tail), and weigh 262,144 tons (524,280,000 pounds).

COMBAT

Seraphim were the cosmic champions of the first choir and as such are awesome combatants. Assuming the opponent makes it past the seraphim's splendid visage ability, each of their four heads can act independently to either attack, cast spells or use their breath weapon.

A seraphim's natural weapons, as well as any weapons it wields are treated as good-aligned and epic for the purpose of overcoming damage reduction.

Angelic Traits (First Choir):

- Hit Dice change to d100's. Maximum hit points per die. Total hit points always doubled (regardless of where they are).

- *Clairaudience/clairvoyance* over the entire layer, as well as darkvision and low-light vision.

- *Immunities:* Ability damage or drain, acid, cold, disease, electricity, energy drain, fire, paralysis, petrification, poison, sleep, stunning and death from massive damage. They are immune to non-epic magic and all abjuration, conjuration, enchantment, illusion, necromantic and transmutation magic.

- *Omniscient (Ex):* Angels of the first choir know all skills and have maximum ranks in each.

- *Protective Aura (Su):* This aura acts as an octuple strength *magic circle against evil* (+16 deflection and +16 resistance bonuses) and a *anti-magic field* (that doesn't impede your magic) for anyone within its area of effect. Both effects have a radius of 7480 ft. (caster level 209th). This aura can be dispelled (by epic magic), but the angel can create it again as a free action on its next turn.

- *Spell-like Abilities (Sp):* At will - *astral projection, etherealness, greater teleport, plane shift, shapechange*. Caster Level 177th. The save DCs are Charisma-based.

- *Breath of God (Su):* Each head of the seraphim can breath a line of divine fire dealing 88d100 damage (average 4444) up to a range of 480 feet. Targets can make a Reflex save (DC 165) for half damage. Each head can breathe every 1d2 rounds. The save DC is Constitution-based.

- *Cosmic String (Ex):* Seraphim can only be permanently destroyed by a being of equal or greater stature to themselves. Otherwise they rejuvenate within 1d10 rounds.

- *Divine Fire (Su):* Seraphim are wreathed in a brilliant white flame tinged with gold. This energy, also known as quintessence, or the fifth element deals divine fire damage. Anyone grappling with, or being struck by one of the seraphim's natural weapons suffers an additional amount of divine fire damage equal to the base damage dice of the attack. If the seraphim scores a critical hit with its natural weaponry this damage is also doubled.

- *Divine Traits (Ex):* Seraphim are effectively old ones and as such add a +32 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

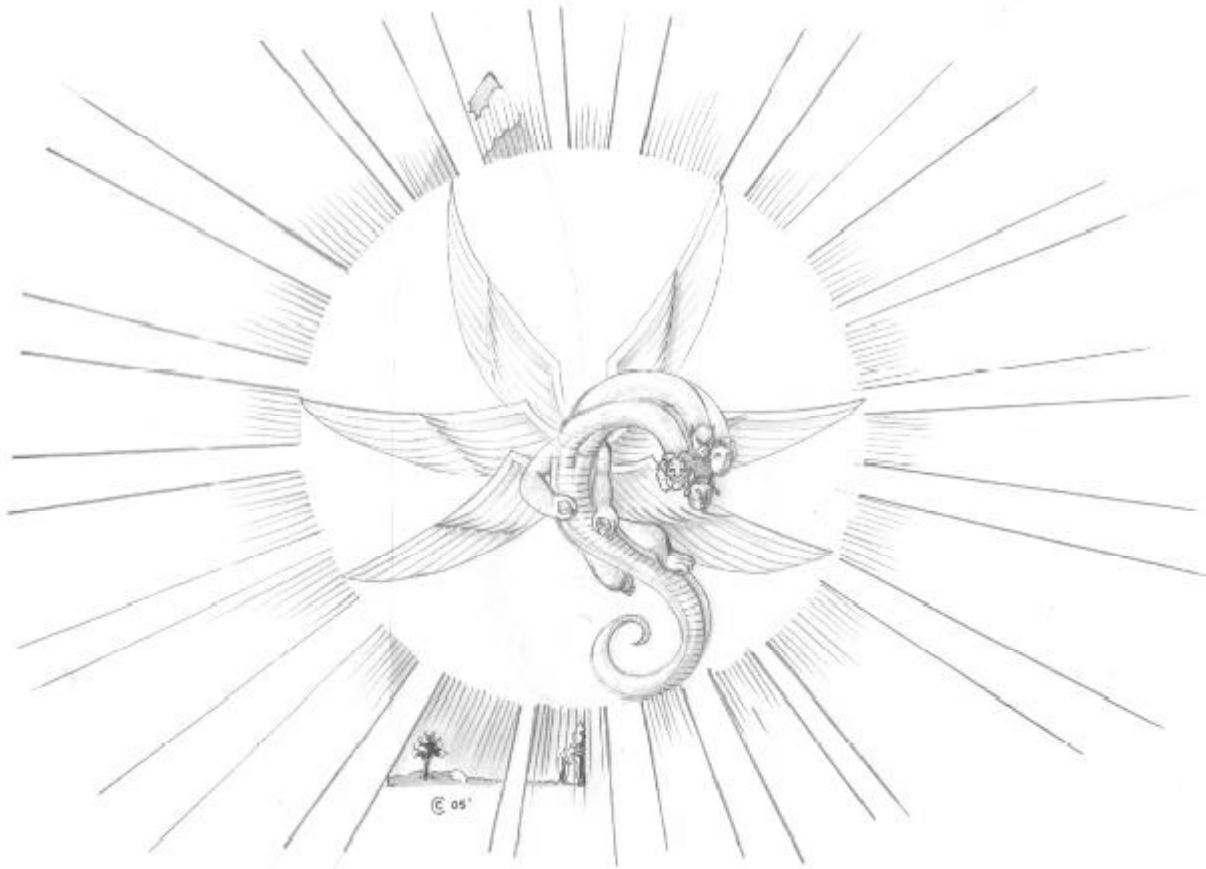
- *Ray of Redemption (Su):* The purpose of the seraphim is to convert the wicked to righteousness. To this end they can deliver a ranged touch attack with a range of 12,000 feet. Targets struck by this beam have their alignment changed to good. There is no save for this ability, however, those beyond morality, such as beings with the apostasy power are immune.

- *Regeneration (Su):* A seraphim takes normal damage from evil-aligned artifacts, and from epic spells or effects with the evil descriptor.

- *Spell-like Abilities:* At will - *meteor swarm* (DC 101), *miracle, prismatic sphere* (DC 101); 3/day - *living fireball** (DC 102), *rain of fire* (DC 102), 2/week - *vengeful gaze of god* (DC 102). Caster Level 209th. The save DC is Charisma-based.

*As living lightning except fire instead of electrical damage.

Spells: As 88th-level Clerics (Caster Level 209th) with access to two of



the following domains: Fire, Good and Sun. The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/17/17/17/17/16/15/15/15/14; save DC 86 + spell level): Duplicates any 0-8th level divine spell or 0-7th level arcane spell using its *miracle* spell-like ability. **9th** - *gate* (2), *implosion*, *mass heal* (6), *storm of vengeance*, *summon monster IX* (2), *true resurrection* (2).

Epic spells per day: (18)

Epic spells known: *contingent resurrection*, *dreamscape*, *eidolon*, *epic counterspell*, *epic mage armor*, *epic repulsion*, *epic spell reflection*, *greater ruin*, *kinetic control*, *let go of me*, *living fireball*, *mass frog*, *momento mori*, *nailed to the sky*, *peripety*, *rain of fire*, *raise island*, *safe time*, *soul dominion*, *soul scry*, *spell worm*, *superb dispelling*, *thrice holy*, *time duplicate*.

Splendrous Visage (Su): In addition to its protective aura, those who gaze upon a seraphim's majestic brilliance may be destroyed utterly. Not for nothing are the seraphim known as angels of love, for the very sight of them can overwhelm lesser opponents causing them to explode with rapture. Anyone within a 500 ft. radius of the seraphim is instantly obliterated unless they currently have 88 Hit Dice or more. There is no saving throw for this affect. The seraphim can block this effect by using four of its wings to cloak itself, each wing used in this manner reduces the effect by 22 Hit Dice.

Summon Angel (Sp): Once per day a seraphim can summon one of the cherubim or Sandalphon and all seven kyriotes.

Possessions Seraphim carry the Scrolls of Divine Holy Knowledge.

SCROLLS OF DIVINE HOLY KNOWLEDGE (MINOR ARTIFACT)

Description: These ancient scriptures hold the sum of all angelic knowledge since before time began. Two massive gem encrusted golden rods contain the knowledge which when pulled apart, glowing diagrams and sigils appear in the space between the rods as if the symbols were written upon invisible vellum.

Powers: Any being opening the scroll, requiring two hands, knows the abilities, powers and weaknesses of any opponent that has ever been encountered or interacted with in any way by an angel. In which case the holder of the scroll gains a +32 insight bonus on to its: armor class; attack

rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance equal to their Wisdom modifier. If the foe has never before been encountered by any angel then no insight bonus is gained until a subsequent meeting between the two takes place.

Should the seraphim choose to use the scroll, it cannot make any claw attacks. The effects of this artifact are not included in its stat block.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *epic mage armor*, *summon cherubim*.

Round 1: Cast four *quickened, empowered (x10) meteor swarms* (352d6 damage each, 88d6 bludgeoning and 264d6 fire; average 308 bludgeoning and 924 fire), head #1 casts *vengeful gaze of god*, head #2 uses its breath weapon, heads #3 and #4 make a full attack (only 3 bites from 2 heads using the *Blinding Speed* epic feat).

Round 2: Repeat Round 1.

ADVENTURE IDEAS

High Epic: A cosmic lighthouse, said to be powered by the egg of a sun dragon, wards against a region of space where the bonds of reality are weak and cosmic nightmares prey on those who venture too close. Now the egg has begun to hatch....

Low Cosmic: One of the most powerful artifacts in existence, the *Wheel of Fortune* (capable of spinning the axis of the outer planes, and changing the alignment of all the spirits native to those planes) has been found by the mad bicorporeal being known as Tarmak-Din that is both greater deity and servant (90th-level Cleric/50th-level Cleric). He inverts the planar alignments, reversing the alignments of all natives on their home plane at the time.

Mid-cosmic: The seven seraphim have been awakened prematurely to fight at the battle of armageddon, sensing the temporal anomaly the zodiacal elders of the inevitables warp into space to prevent the end of the universe.

Atata

Time-Tortured

The atata, or time-tortured, is a creature that has come to know an eternity of suffering. Often they are created as a by-product of the most unspeakable tortures that are experienced over and over again by the victim. However, sometimes those toying with temporal magics beyond their comprehension can fall foul of the magical backlash and be transformed. Either way, an endless cycle of pain can unhinge even the most resolute wills and inevitably leads to insanity. The name atata, derives from the exclamation of anguish beyond articulation that the creature utters when it is reborn into the universe.

Time tortured creatures resemble a kicking and screaming, frenzied version of the original creature. Its skin cracks, leaking not blood, but time itself. Its face is permanently torn with anguish, its eyes begin to bleed. Any sanity the creature once portrayed has long since departed. It becomes a being of pure rage, writhing and twitching in the aftershock of pain immemorial.

SAMPLE ATATA

The creature resembles a powerful winged primate, its body wreathed in flame. Its skin is cracked, and seems to leak echoes of the ether. Its features are wracked with pain and its veins throb and pulsate, as if fit to burst. It howls in rage as it sees you and attacks.

This example uses a balor as the base creature.

Belias

Large Outsider (Chaotic, Demon, Extraplanar, Evil)

Hit Dice: 20d8+520 (610 hp)

Initiative: +28

Speed: 80 ft. (16 squares), fly 180 ft. (good)

Armor Class: 47 (-1 size, +20 Dex, +8 deflection, +10 natural), touch 37, flat-footed 27

Base Attack/Grapple: +20/+54

Attack: Slam +50 melee (2d10+30 plus *temporal stasis*)

Full Attack: 2 slams +50 melee (2d10+30 plus *temporal stasis*)

Space/Reach: 10 ft./10 ft.

Special Attacks: Death throes, pain gaze, temporal stasis

Special Qualities: Damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immune to electricity, enchantment effects, fire and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., temporal displacement, true seeing

Saves: Fort +38, Ref +32, Will +12

Abilities: Str 70, Dex 50, Con 62, Int 6, Wis 11, Cha 26

Skills: Listen +31, Spot +31

Feats: Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-like Ability (*telekinesis*), Two-Weapon Fighting, Weapon Focus (longsword).

Epic Feats: Superior Initiative^B.

Environment: Infinite Layers of the Abyss

Organization: Solitary

Challenge Rating: 29

Treasure: None

Alignment: Chaotic evil

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

Level Adjustment: +24

Belias was once a general in the army of Orcus, a rising star among demon lords. However, it never pays in the Abyss to rise too far, too fast. Belias was betrayed by jealous rivals in Orcus camp. Led into a trap and captured by the forces of Demogorgon whose malice for the balor was great, for he had slain one of Demogorgon's own sons. As such, mere oblivion was too good for him. Such an affront required rather a special punishment.

Belias stands 13 feet tall and weighs 287,744 pounds (143 tons) due to extreme muscular density.

COMBAT

Any brief respite from its anguish seems to come from the infliction of pain and suffering upon others that they might share of its agony. All the atata's abilities are instinctual and automatic.

Belias natural weapons are treated as chaotic-aligned and evil-aligned for the purpose of overcoming damage reduction.

Death Throes (Su): When killed, Belias explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 46 half). The save DC is Constitution-based.

Flaming Body (Su): The body of Belias is wreathed in flame, anyone grappling with the balor suffers 6d6 points of fire damage each round.

Pain Gaze (Su): As *symbol of pain*, 60 feet, Fortitude save (DC 28) negates. Targets affected are wracked with pains imposing a -4 penalty on attack rolls, skill checks and ability checks. These effects last for 1 hour after the creature leaves the area of effect.

Temporal Displacement (Su): This ability is superficially similar to the *blur* spell, however the subject is shifting back and forth through time as opposed to the ethereal plane. Opponents have a 50% miss chance against the atata, while the atata itself has a 20% miss chance versus opponents. Individually targeted spells are 50% likely to fail. The atata also takes half damage from area attack spells, gains a +2 bonus on attack rolls and opponents are denied their dexterity bonus against the atata's attacks.

Temporal Stasis (Su): Anyone striking the atata in melee or being struck by one of its natural weapons must make a Fortitude save (DC 28) or be placed in suspended animation similar to a *temporal stasis* spell.

True Seeing (Su): Balors have a continuous true seeing ability, as the spell (caster level 20th).

Wail of Destruction (Su): Anyone within 40 feet of Belias can hear his constant howls of torment and must make a Fortitude save (DC 28) or be killed. Those who successfully save suffer 10d6 choral sonic damage (half the effect is choral damage the other half sonic damage).

Skills: Balors have a +8 racial bonus on Listen and Spot checks.

CREATING AN ATATA

"Atata" is an acquired template that can be added to any intelligent creature with a Constitution score that does not age. Most fey, immortals and outsiders fall into this category. This creature is hereafter referred to as the base creature.

Size and Type: The creature's size and type are unchanged.

Hit Dice: The creature's Hit Dice remains the same.

Speed: The creature's speed is doubled.

Attack: An atata abandons any manufactured weapons the base creature wielded, instead it will attack using its natural weaponry alone.

Damage: By having its Strength score doubled the atata is likely to gain some Virtual Size Categories.

eg. The atata balor has three Virtual Size Categories, one inherent to being a balor (large size, 35 strength), and 2 more from having its Strength raised to 70 (gained at Strength 50 and Strength 65 respectively).

Special Attacks:

- Pain Gaze (Su):** As *symbol of pain*, 60 feet, Fortitude save (DC 10 + 1/2 base creatures Hit Dice + its Charisma modifier) negates. Targets affected are wracked with pains imposing a -4 penalty on attack rolls, skill checks and ability checks. These effects last for 1 hour after the creature leaves the area of effect.

- Temporal Stasis (Su):** Anyone striking the atata in melee or being struck by one of its natural weapons must make a Fortitude save (DC 10 + 1/2 base creatures Hit Dice + its Charisma modifier) or be placed in suspended animation similar to a *temporal stasis* spell.

- Wail of Destruction (Su):** Anyone within 40 feet of the atata can hear its constant deadly scream and must make a Fortitude save (DC 10 + 1/2 the creatures Hit Dice + its Charisma modifier) or be killed. Those who successfully save suffer 10d6 choral sonic damage (half the effect is choral damage the other half sonic damage).

Special Qualities:

- Immunity to Enchantment:** The tortured psyche of an atata is unaffected by mind-affecting effects.



- **Spell-like Abilities:** Any spell-like abilities are lost unless they were always active.

- **Temporal Displacement (Su):** This ability is superficially similar to the *blur* spell, however the subject is shifting back and forth through time as opposed to the ethereal plane. Opponents have a 50% miss chance against the atata, while the atata itself has a 20% miss chance versus opponents. Individually targeted spells are 50% likely to fail. The atata also takes half damage from area attack spells, gains a +2 bonus on attack rolls and opponents are denied their dexterity bonus against the atata's attacks.

Abilities: The creature's physical ability scores (Strength, Dexterity and Constitution) are all doubled. The creature's Intelligence drops to 6 while its Wisdom becomes 11.

Skills: The creature loses all skills except Listen and Spot, becoming in effect little more than a wild animal.

Feats: The creature gains Improved Initiative and Superior Initiative as bonus feats if it did not already possess them.

Organisation: Solitary

Challenge Rating: Same as the base creature +13 (minus 1/5 per level of spellcasting ability lost, if any).

Treasure: None

Alignment: Always chaotic evil

Level Adjustment: Same as the base creature +20 (minus 1/3 per level of spellcasting ability lost, if any)

ADVENTURE IDEAS

Low Epic: A captured atata balor is a gladiatorial attraction in the demonic colosseum of Demogorgon.

Mid-epic: A deity of stoicism once thought lost, returns from its temporal penance with its mental faculties seemingly intact...but for how long?

High Epic: The time-quake from the death of a cometary dragon releases dozens of atata into the world.

BROOD

Brood are the denizens of Limbo, spirits that embrace chaos above all else. The fresh souls of chaotic neutral mortals, those with no patron deity that is, become brood-spawn, which then evolve over time into more and more powerful incarnations of chaos.

Brood Hierarchy

The brood have a very loose hierarchy, wherein the stronger bully the weaker into doing their bidding. However this precarious chain of command generally only lasts while individual brood are in the presence of their immediate superiors. Left to their own devices, brood tend to be easily distracted and follow their own agenda.

Brood advancement can involve many methods, with murder being the simplest and most obvious, though the way its achieved differs with every type of brood. As with other planar hierarchies such power plays only take place between beings who differ by one rank.

Table B-1: The Spawn of Chaos, proffers speculative numbers for the brood. It should also be noted that all the numbers presented relate to the known kosmically localised areas. The actual layers themselves are infinite and there may well be other populated regions ruled by different lords of chaos which are simply so far away that the two have not yet encountered each other. Each prime material world, in effect, has its own Limbo, should travellers from one world encounter another, it is assumed the inhabitants of their respective Limbos also meet.

TABLE B-1: THE SPAWN OF CHAOS

Rank	Dominates	Power	Numbers
Brood Queen	Plane	Intermediate	1
Brood Lord	Multiple Layers	Lesser Deity	1
Brood Lord	Layer	Demi-deity	4
Brood Bully	Territory	Quasi-deity	55
Death Brood	Vicinity	Hero-deity	555
Primary Brood	-	10-14 HD	17,760
Secondary Brood	-	5-9 HD	555,000
Broodspawn	-	1-4 HD	17,760,000

SSENIZARC, BROOD QUEEN

This great golden brood is the personification of the madness inherent within the plane. While she is generally regarded as the greatest of her kind, she is more often than not, lost to insane musings. Unlike other brood lords, neither Ssenizarc, nor her golden castle ever leave the fifth layer of Limbo, and more importantly its proximity to the Spawning Stone.

BROOD LORD (ANARCH)

The greatest powers amongst the brood are referred to as brood lords, or sometimes simply as anarchs. These mighty lords of chaos do not rule the layers of Limbo as other spiritual hierarchies hold sway over similar territories. Instead the brood lords are wanderers, who travel the layers of the plane, dominating their immediate vicinity. The more powerful of these, have mobile fortresses which travel with them. Whereas the weaker travel by less ostentatious means.

Each brood lord wields a power akin to either a demideity or lesser deity respectively. Each has a different portfolio, which generally taints and tempers one of the dimensions with chaos. While idealistically similar, each brood lord seeks more power for itself and to further the cause of chaos, though each has a different agenda for achieving these goals. Also each brood lord is identified more closely with one type of brood, and such creatures feature heavily amongst the brood lords retinue.

Some of the brood lords will have isolated pockets of mortal worshippers while others may have powerful lone individuals, usually arcane spellcasters, who either venerate them or serve them in some capacity, perhaps as agents in the mortal realm. It should be noted that many of these individuals are quite mad.

Despite the chaotic nature of the plane only five brood lords can exist at any given time, unless of course a force from Limbo were invade,

capture and dominate one of the layers of an adjacent plane.

TABLE B-2: BROOD LORDS AND QUEEN

Name	Portfolios	Power	HD	Commands
Ssendam*	Chaos and Thought	Intermediate	62	All
Ygorl*	Chaos and Entropy	Lesser Deity	55	Death
Chourst*	Chaos and Matter	Demi-deity	37	Red
Egnihnu	Chaos and Spirit	Demi-deity	35	Gray
Renbuu*	Chaos and Fate	Demi-deity	33	Green
Szygy	Chaos and Time	Demi-deity	30	Blue

*Not their most common names.

BROOD BULLY (CHAOTARCH)

Eventually when all the color drains from a death brood that has known its share of death, it will become a white brood or brood bully. Their role is to round up as many brood into serving its brood lord master. After a century or more as a white brood, ostensibly a servile role, subordinate to brood lords, white brood mutate into black brood. These are fiercer, tougher, more aggressive strains of brood who will seek to amass power for themselves and challenge the various brood lords for power as only five can exist at one time. Thus ensuring the survival of the fittest. For a black brood to ultimately become a lord of chaos it must first eliminate one of the existing brood lords. Ytinasi often aids black brood indirectly, to weaken the other lords.

In the absence of one of the brood lords, a black brood will dominate the surrounding territory. Usually migrating from one area to the next rather than settling in one location. Black brood do not court worship, but there may be small cults devoted to enterprising black brood who find themselves stranded on the mortal plane.

DEATH BROOD (EXITARCH)

Those gray brood who partake of the second spawning are reborn as death brood, pale gray enforcers and murderers. These morose brood assassins are set target quotas of kills, usually involving at least one of each major type of creature. Brood thinking is that to understand the greater mysteries of life you must first come to know death, both internal and external. Death brood are the first step on the path to this enlightenment.

STANDING ARMY

If not already travelling with a large retinue, brood lords can gather a large force of brood together. It takes 1d6 days to group and deploy the entire force.

TABLE B-3: HORDES OF CHAOS

Rank	Numbers*	Type
Brood Bullies	1d6	White
Death Brood	10d6	Death
Primary Brood	d6 x 320	Gray
Secondary Brood	d6 x 10,000	Green (10%), Blue (20%), Red (30%), Brown (40%)
Tertiary Brood	d6 x 320,000	Broodspawn
Auxiliaries	d6 x 2000	

*Double the number for types identified with that brood lord

OTHERS

Anomalies: The ever-changing nature of chaos gives birth to many anomalies amongst the brood. Over time, enough similarly different brood will evolve to become regarded as a new species. Relatively recent additions include the anachronistic silver brood, the perilously poisonous striped brood and the truly bizarre prismatic pudding.

Spawnstone Golem: These ancient totemic constructs are idolised by the brood. It is rumored that brood cannot be permanently destroyed while in the presence of a spawn-stone golem which probably accounts for their importance. Their origins are unknown, but certainly predate the current crop of brood lords. If Ssenizarc knows the secret of their creation she certainly isn't telling.

BROOD, SYZYGY

Brood Lord of Time

Huge Outsider (Brood, Chaotic, Extraplanar)

Hit Dice: 30d20+324 (924 hp), 1848 hp when encountered in Limbo.

Initiative: +14

Speed: 70 ft. (14 squares)

Armor Class: 57 (-2 size, +7 deflection, +4 Dex, +6 divine, +1 dodge, +15 natural, +20 epic mage armor) touch 23, flat footed 47.

Base Attack/Grapple: +30/+56

Attack: +16 defender, ghost touch, keen, lawful power, vorpal adamantite greataxe +72 melee (2d8+36 plus 3d6 fire/19-20)

Full Attack: +16 defender, ghost touch, keen, lawful power, vorpal adamantite greataxe +72/+67/+62/+57 melee (2d8+36 plus 3d6 fire/19-20), 5 claws +55 melee (2d8+20 plus 3d6 fire/19-20) and 2 bites +50 melee touch (4d6+9 plus 3d6 fire/19-20)

Space/Reach: 15 ft./15 ft.

Special Attacks: Confusion croak, spell-like abilities, spells, stun, summon brood, warmonger

Special Qualities: Asport, brood traits, damage reduction 15/epic and lawful, divine toughness, divine traits (demideity), fast healing 15, mercurial, outsider traits, quickness, spell resistance 46

Saves: Fort +33, Ref +27, Will +28

Abilities: Str 47, Dex 19, Con 31, Int 25, Wis 21, Cha 25

Skills: Climb +57, Concentration +49, Hide +35, Intimidate +46, Knowledge (arcana) +46, Knowledge (the planes) +46, Listen +44, Move Silently +43, Search +46, Spellcraft +50, Spot +44, Survival +44, Use Magic Device +46

Feats: Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Critical^B (all weapons), Improved Initiative, Improved Natural Attack (claw), Power Attack, Weapon Focus^B (all weapons), Weapon Specialization^B (all weapons)

Epic Feats: Dire Charge, Epic Prowess

Environment: Ever-changing Chaos of Limbo

Organization: Solitary or with bodyguard 10d4 blue brood and 1d4 white brood

Challenge Rating: 36

Treasure: Standard plus Mantok (Intelligent +16 defender, ghost touch, keen, lawful power, vorpal adamantite greataxe), the Invisible Armor of Maldeb and the Wreath of Forgotten Flame

Alignment: Chaotic neutral

Advancement: 31-39 HD (Huge), 40-59 HD (Brood Lord: Gargantuan)

Level Adjustment: +24

This bizarre creature resembles two toad-like humanoids sharing the same head, with the second body sprouting upside-down from the top of the first. Its dark blue mass is illuminated by a shroud of frozen flame covering its entire figure. Its twin bodies share the one pair of eyes, but each has its own distinct powerful jaws. The creature's confounding appearance is further enhanced by the weird glowing tattoos which cover its body. Even more surreal is its cartwheeling movement and unearthly quickness.

Syzygy is the brood lord of time tainted by chaos. A brutish, mutated warlord who rose through the ranks of brood bullies and supplanted the previous brood lord. This lord of chaos commands an army of brood which marches across the various layers of Limbo. Of course, even this loose regimentation does not sit well with the brood themselves, but few would incur the wrath of Syzygy as deserters face torture and oblivion. Blue brood dominate his retinue, although the upper echelons of power are held by white and death brood naturally.

Ostensibly the least powerful of the brood lords, a position he has held for less than a hundred years. Syzygy generally steers clear of areas the other lords are suspected to be occupying at the time. However, a more obvious threat is likely to come from black brood, challenging his position.

Syzygy has some worshippers amongst the more barbaric tribes of humanoid races and also a few archmages are known to pay him fealty in return for brood soldiers. Clerics of Syzygy, of which there are very few,



have access to two of the following domains: Chaos, Time and War. Syzygy's symbol is a fiery eight-spoked wheel.

Syzygy is 20 feet tall and weighs 6000 pounds (3 tons).

COMBAT

This brood lord is a powerful combatant attacking with its intelligent greataxe, five clawed appendages (three arms and two of his four legs) and also by biting. He favors concentrating upon a single target cartwheeling round them continually accelerating becoming a blur of strikes. Many have likened his assaults to being run over by a giant flaming wheel.

Syzygy's natural weapons, as well as any weapons he wields are treated as chaotic-aligned and epic for the purpose of overcoming damage reduction.

Asport (Su): Syzygy can summon an opponents weapons right out of their grasp. This is a free action, though it does and has a range of 100 feet. Those failing a Reflex save (DC 33) have their weapons teleported out of their very grasp. The save DC is Charisma-based.

Syzygy may decide to wield an enemies weapon in place of one of his claw attacks.

Brood traits: Syzygy has acid, cold, electricity, fire and sonic resistance 30.

Confusion Croak (Su): Syzygy can croak every 1d4 rounds as a standard action. Any non-brood within a 60 foot radius will hear the croak and must make a Will save (DC 38) or become confused for 30 rounds. The save DC is Charisma based.

Divine Toughness (Ex): Syzygy uses d20's for Hit Dice and have maximum hit points per die.

Divine Traits (Ex): Syzygy is effectively a demideity and as such adds a +6 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Mercurial (Su): Syzygy is the brood lord of time tainted by chaos. Each

round spent attacking the same opponent, his assault accelerates granting him a cumulative additional attack. So on the first round he gains one additional attack, on the second round two additional attacks, as well as increasing the attack, dodge and Reflex bonuses by +1 each round also. If Syzygy attacks a different opponent the distraction resets the number of additional attacks to simply one.

Outsider Traits: Syzygy has darkvision (60 foot range). He cannot be raised or resurrected.

Quickness (Su): Syzygy is treated as if always *hasted* (see also the mercurial ability). This gives him a +1 attack bonus, a +1 dodge bonus to his AC and a +1 Reflex save bonus, as well as giving him an additional attack when making a full attack.

Spell-like Abilities: At will - *animate objects*, *blade barrier* (DC 29), *cat's grace*, *chaos hammer* (DC 27), *cloak of chaos*, *detect law*, *detect magic*, *dispel law* (DC 28), *divine power*, *flame strike* (DC 28), *foresight*, *greater dispel magic*, *greater teleport*, *magic circle against law*, *power word blind*, *power word stun*, *shatter* (DC 25), *temporal stasis* (DC 31), *tongues*, *true strike*, *word of chaos* (DC 30); 3/day - *power word kill*, *time stop*, *wish*; 1/day - *peripety*; 1/week - *mass frog* (DC 33). Caster Level 30th. The save DCs are Charisma-based.

Stun (Ex) Syzygy can make a stun attack (as if it had the Stunning Fist feat) fifteen times per day. Opponents struck can make a Fortitude save (DC 36) or be stunned. Syzygy can stun with his claws and his tongues. The save DC is Wisdom-based.

Summon Brood (Sp): Three times per day Syzygy can attempt to summon 6-10 blue brood (01-10 fails, 11-100 succeeds), or 1-2 white brood (01-50 fails, 51-100 succeeds). This is the equivalent of a 9th-level spell.

Warmonger (Ex) Syzygy receives the benefit of Weapon Focus, Weapon Specialization and Improved Critical feats with any weapon (including natural weapons) he wields.

Possessions Syzygy wields Mantok; the Herald of Justice and wears both the Invisible Armor of Maldeb and the Wreath of Forgotten Fire.

MANTOK, HERALD OF JUSTICE: (MAJOR ARTIFACT)

Description: This adamantine greataxe has a blade, one half of which is shaped like a crescent moon and the other like a sun. If studied closely one notices that the face on the crescent moon half of the blade seems alive.

Powers: This intelligent weapon is a +16 *defender*, *ghost touch*, *keen*, *lawful power*, *vorpal adamantine greataxe*; AL LN; Int 19, Wis 10, Cha 19, Speech, 120 ft. darkvision, blindsense and hearing; Ego score 54.

- **Lesser Powers:** *Deathwatch* (always active), *detect magic* (at will), *hold person* 3/day, *zone of truth* 3/day.

- **Greater Powers:** *Dimensional anchor* 1/day, *magic circle against chaos* (at will), *slow* 3/day,

- **Personality:** Mantok was once the property of a minor demi-power of law and order, the axe succumbed to Syzygy's confusion croak and was subsequently summoned from the demipowers grasp, the god, bereft of its weapon, fled the battlefield rather than fight to the finish. The axe is somehow convinced that Syzygy is lawful and gives him full access to its abilities. How exactly this happened is unknown, but Syzygy is happy with his new prize the threat of which keeps his subordinates in line.

INVISIBLE ARMOR OF MALDEB (MINOR ARTIFACT)

Description: This magical silvery ink was created from the liquified scales of platinum dragons. Syzygy was given it as a gift from the epic sorcerer Maldeb (who is really a polychromatic dragon).

Powers: Anyone wearing the tattoos is treated as if having a permanent *epic mage armor* spell cast upon them, granting a +20 armor bonus to its armor class.

WREATH OF FORGOTTEN FLAME (MAJOR ARTIFACT)

Description: This golden necklace is a simple golden chain adorned with, what seem to be, a dozen small fiery flowers, but are in fact, small exploding spheres, frozen in time a split second after they detonated.

Powers: Anyone wearing this necklace is shrouded in a conflagration of frozen flame which bestows the following properties:

- **Fiery Blast (Su):** Any weapon (including natural weapons) wielded by the wearer are treated as if having the flaming burst weapon special ability, dealing an additional 3d6 points of fire damage. This damage is multiplied on a critical hit, depending on the weapons critical hit multiplier.

- **Fire Absorption (Su):** The target is healed by fire damage.

- **Meteor Swarm (Su):** 3/day the wearer can cause an effect similar to a meteor swarm centred on them. This effect deals 24d6 fire damage to any targets within a 40 foot radius. Those caught in the blast can make a Reflex save (DC 20) for half damage. The wearer of the necklace suffers 8d6 damage from the meteors themselves but is healed 24d6 hit points from the fire (a net effect of 16d6 hit points healed).

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *cloak of chaos*, *divine power*, *foresight*, *peripety* and *summon brood* (blue brood if facing numerous weaker foes, white brood if facing a small number of powerful opponents).

Round 1: (Dire) Charge and full attack against the strongest opponent within range. If none are within range cast *power word stun* on a random opponent.

Round 2: Concentrate on the same opponent accelerating the number of attacks. If 5 or more attacks hit in the first round power attack for 5 points this round. If less than 4 attacks hit in the first round instead cast *word of chaos*.

Round 3: Cast *mass frog* if engaged in melee with multiple opponents. Or if one opponent is causing the most problems, use the asport ability to take its weapon, use the fiery breath ability instead if the opponent either does not wield a weapon or if the weapon itself is not so potent.

Round 4: Continue to fight (as per rounds 1-3) if gaining the upper hand. If the fight hangs in the balance cast *timetop* and *summon* more white brood. If the fight is going badly, *greater teleport* to safety.

ADVENTURE IDEAS

Sub-epic: Forces of Syzygy seek the components for the construction of his mobile fortress.

Low Epic: The ruler of the Brutish Empire, a barbaric race of warrior peoples, known only as the Sun King (Barbarian 13/Druid 17) is rumored to be the son of a brood lord.

Mid-epic: Syzygy marshals a large force of brood in preparation for the invasion of an adjacent plane.

COGENT

World Flayer

Titanic Aberration**Hit Dice:** 101d20+1818 (3838 hp)**Initiative:** +29**Speed:** Fly 1440 ft. (perfect) (288 squares)**Armor Class:** 110 (-16 size, Dex +5, +25 deflection, +16 insight, +70 natural), touch 40, flat footed 105**Base Attack/Grapple:** +75/+154**Attack:** Bite +114 melee (4d6+39 plus 4d6 divine electricity plus mind rot/19-20)**Full Attack:** 40 bites +114 melee (4d6+39 plus 4d6 divine electricity plus mind rot/19-20)**Space/Reach:** 100 ft./200 ft.**Special Attacks:** Divine electricity, mind bending, mind pulse, mind rot, spell-like abilities, spells**Special Qualities:** Adaption, birthquake, damage reduction 50/epic, lawful and mindless, divine toughness, fast healing 50, immunity to cold, electricity and mind-affecting effects, insight, mind boggling, mind's eye, spell resistance 127**Saves:** Fort +83, Ref +70, Will +99**Abilities:** Str 88, Dex 20, Con 46, Int 50, Wis 61, Cha 60**Skills:** Omniscipotent: all skills 120 + ability bonus**Feats:** Cleave, Empower Spell, Enlarge Spell, Extend Spell, Great Cleave, Heighten Spell, Iron Will, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Maximise Spell, Quicken Spell, Power Attack, Spell Penetration, Widen Spell**Epic Feats:** Automatic Metamagic Capacity* (x12), Enhance Spell, Epic Spellcasting, Epic Will, Metamagic Freedom*, Spell Knowledge (x2), Superior Initiative

*New epic feats - see page 3

Environment: Outer space, or the Far Place.**Organization:** Solitary or mob (Cogent plus 1-3 Akishra and 2-5 Krangar)**Challenge Rating:** 80**Treasure:** None**Alignment:** Always chaotic neutral**Advancement:** 102-127 HD (Titanic), 128-255 (Macro-Fine)**Level Adjustment:** +19

This vast creature resembles a massive floating brain with dozens of green tentacles extending from its central mass. Each of its tentacles ends in a hideous gulping maw. Electrical impulses course over its surface, perhaps ushering commands to the probing and writhing tendrils which seem to cavort and flail by some mad design. The whole mass seems to glide effortlessly and must surely be buoyed by supernatural means.

The cogent, or world flayers, are insanely powerful beings that occasionally escape from the Far Place. While their exact origins are unknown, sages speculate that they are the disembodied brains of elder gods now in the thrall of the mad proto-deity Limbus. While normally only found in the Far Place, cogent sometimes find their way to other planes via dimensional bleeding and tears. Most often they will be encountered in the depths of space, throughout which they travel seeking planets to sunder. Wherever they appear, they seek to inflict maximum madness and chaos upon all sentient targets.

These dreaded beings are rightfully feared throughout the kosmos. Alone they can be devastating, in numbers their power is awesome. Wherever they appear groups of immortals often intervene to dispatch them as quickly as possible. Some immortal councils even recruit special teams of deities to engage these Far Place menaces.

Cogent are approximately 100 ft. in diameter (1 ft./Hit Die) with tentacled maws that extend twice as far again. They weigh approximately 224,000 tons (448,000,000 pounds.)

COMBAT

Cogent attack with great gusto, seeking to confound and overwhelm its opponents with a multitude of spells and tentacle attacks. They usually seek to first dominate, then stun or confuse and then devour opponents.

The cogent's natural attacks are considered chaotic-aligned and epic for the purposes of overcoming damage reduction.

Adaption (Ex): Cogent are fully capable of adapting to any natural environment, including outer space. They take no damage from any natural environment.

Birthquake (Su): Should one of the cogent's tentacles become severed while the cogent itself still lives, the thing takes on a life of its own becoming an akishra (astral worm). The cogent can detach the tentacles itself however it takes a day for the tentacle to grow back.

Damage Reduction (Su): The cogent's damage reduction protects it against natural attacks from sentient creatures or intelligent manufactured weapons.

Divine Electricity (Su): The cogent's vast psynaptic responses carry with it a heavy electrical charge. Anyone grappling with, or being struck by one of the cogent's natural weapons suffers an additional amount of divine electricity damage equal to the base damage dice of the attack. Half of this damage is divine energy. If the cogent scores a critical hit with its natural weaponry this damage is also doubled.

Divine Toughness (Ex): Cogent use d20's for Hit Dice and have maximum hit points per die.

Immunities: Cogent are immune to cold, electricity and mind-affecting effects.

Insight: Cogent add a +16 insight bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Mind Pulse (Su): As a standard action the cogent can unleash a wave of ectenic force that extends out to a radius of 480 feet. Anyone caught by this mental attack must succeed on a Will save (DC 85) or be stunned for 1d6 rounds. The save DC is Charisma-based. This is a mind-affecting effect.

Mind Bending (Su): Prolonged exposure to the stuff of chaos can have a detrimental effect on the psyche. Every round battling a cogent forces a Will save to be made or the subject becomes permanently insane (as insanity). The DC for this begins at 11 and increases by 1 each round to an eventual maximum of 85. This is a mind-affecting effect.

Mind Boggling (Su): The cogent can somehow contort or warp space enabling it to use all its tentacles against a single opponent of any size each round.

Mind Rot (Su): Every slam permanently drains 1 point of Wisdom from the target, or 2 points on a critical hit. The cogent heals 5 hit points for every point drained.

Mind's Eye (Su): Those viewing the cogent must make a Will save DC 85 or see not the cogent but the most terrifying sight they can imagine. Those affected become panicked and attempt to flee. This effect lasts as long as the cogent is within sight. The save DC is Charisma based. This is a mind-affecting effect.

Omniscipotent (Ex): Cogent know all skills and have maximum ranks in each.

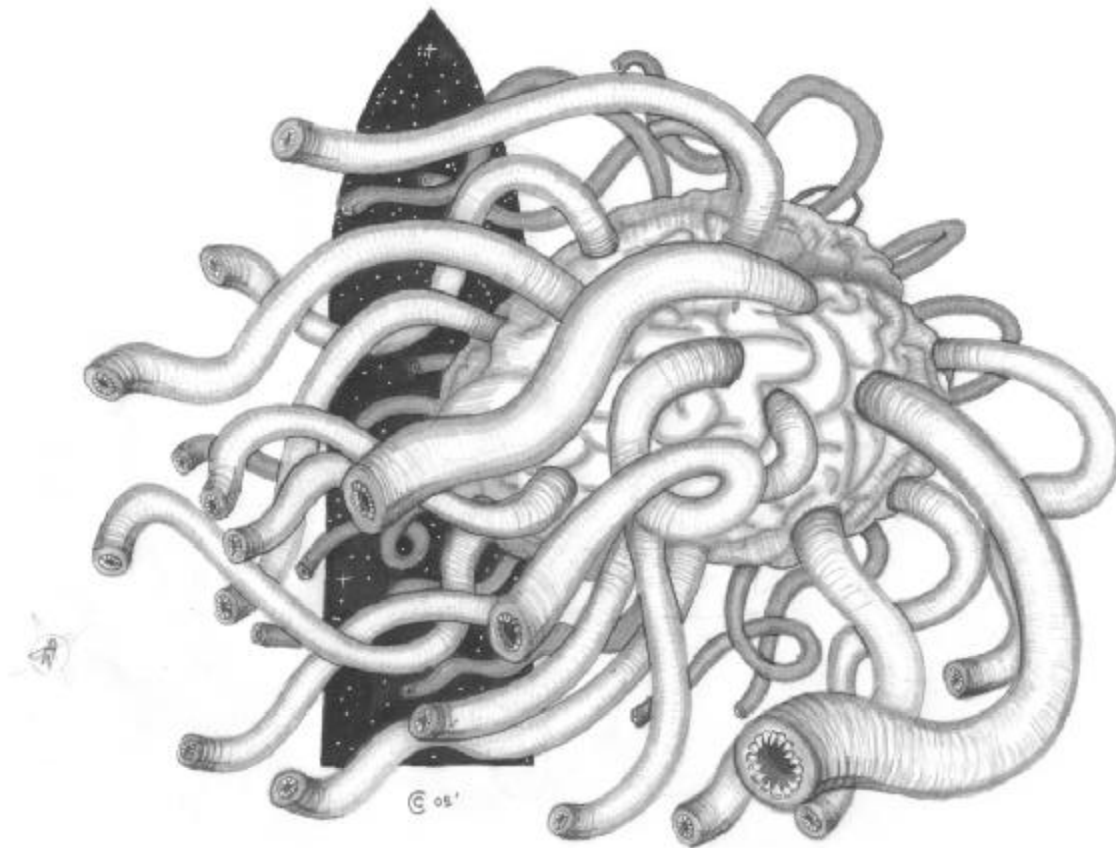
Spell-like Abilities (Sp): At will - animate objects, antipathy, astral projection, calm emotions, charm monster, clairaudience/clairvoyance, cloak of chaos, demand, detect law, detect magic, detect thoughts, dimension door, dispel law, etherealness, geas/quest, greater dispel magic, greater teleport, insanity, lightning bolt (DC 38), mind blank, mind fog, modify memory, plane shift, suggestion, word of chaos (DC 42); 3/day - dominate monster (DC 44), foresight, wish; 1/day - enslave (DC 45); 1/week - living lightning (DC 45). Caster Level 101st; Save DC 35 + spell level. The save DC is Charisma-based.

Spells: As 50th-level Sorcerer (Caster Level 101st).

Sorcerer spells per day (6/13/12/12/12/11/11/11/11).

The save DCs are Charisma-based.

Sorcerer spells known (9/5/5/4/4/4/3/3/7); save DC 35 + spell level: 0 - dancing lights, daze, detect magic, flare, ghost sound, message, read magic, resistance, touch of fatigue; 1st - charm person, hypnotism, protection from law, sleep, true strike; 2nd - blur, daze monster, invisibility, resist energy, touch of idiocy; 3rd - displacement, hold person, major image, suggestion; 4th - charm



monster, confusion, greater invisibility, phantasmal killer; **5th** - dominate person, mind fog, nightmare, telekinesis; **6th** - chain lightning, greater dispel magic, mass suggestion; **7th** - greater teleport, insanity, power word blind; **8th** - dimensional lock, maze, power word stun; **9th** - astral projection, dominate monster, gate, mass hold monster, meteor swarm, power word kill, wish.

Epic spells per day: (10)

Epic spells known: *brainstorm*, *dreamscape*, *enslave*, *epic counterspell*, *epic mage armor*, *epic repulsion*, *epic spell reflection*, *living lightning*, *spell worm*, *superb dispelling*.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *displacement*, *epic mage armor*, *foresight*, *living lightning* and *resist energy (fire)*.

Round 1: Head for the greatest concentration of foes. Cast three *greater dispel magic* spells (all *quicken*) on the nearest opponents then use the mind pulse attack.

Round 2: Cast three *dominate monster* spells (all *quicken*), then make a full attack.

Round 3: Cast a *chain lightning* (*empowered x4* and *quicken*), 60d6 damage: average 210) and make a full attack.

Round 4: Repeat round 3.

ADVENTURE IDEAS

Mid-epic: Entire coastal regions have been afflicted with madness, could a cogent be the legendary monster trapped within ancient sunken ruins?

High Epic: A cogent seems to be powering some infernal machinery within the citadel-laboratory of long dead technomancers. The cogent is trapped within, but controls all aspects of the citadel itself including its machine guardians.

Low Cosmic: Multiple cogent are gnawing at the reality of your plane creating a permanent breach through which a tide of pseudonatural creatures are flooding.

BRAINSTORM (NEW EPIC SPELL)

Conjuration (Summoning)

Spellcraft DC: 116

Components: V, S.

Casting Time: 1 action

Range: 3000 ft.

Area: Forty 10 foot cubes.

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 1,044,000 gp; 21 days; 41,760 XP; Seed: afflict (DC 14). Factors: 1-action casting time (+20 DC), increase effect to 1d10 (+18 DC), increase range to 3000 feet (+18 DC), change area to four 10 foot cubes (+10 DC), increase area to forty 10 foot cubes (+36).

This spell creates a storm of psynaptic disturbance, which manifests as an electrical storm. Those caught within its grasp must make a Will save or suffer 3d6 Intelligence damage. Anyone reduced to 0 Intelligence by the damage is rendered unconscious.

This is the equivalent of an 18th-level spell.

DAEMON

Daemons are the group of neutral evil spirits that dominate the lower planes of Gehenna, Hades and Tarterus. They begin as larvae, but evolve into ever more powerful manifestations of evil.

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The hierarchy of the daemons is similar to that of a musty old school, with: governors (the Four Horsemen); headmasters and house masters (Overmasters), teachers (Masters) and prefects (Undermasters), with the daemons themselves taking the role of unruly pupils. Each bullies their immediate subordinates into servitude.

The primary method of advancement amongst daemons is assassination. Thus a secret war takes place amidst the cloisters and corridors of daemonic power, a place rife with paranoia. Trust is a word used little in daemonic circles, each daemon plots against its peers and immediate superiors. There is rarely any benefit in murdering weaker daemons, though that is sometimes done for amusement.

Table D-1: Daemonic Hierarchy, outlines the kosmically localised numbers. Each individual world has its own hierarchy of neutral evil spirits. Should inhabitants from one world have contact with another for the first time, its assumed their spiritual counterparts likewise meet for the first time. In the case of neutral evil spirits this is likely to begin with a cold war of assassinations eventually escalating to full blown conflict.

TABLE D-1: DAEMONIC HIERARCHY

Rank	Commands	Power	Numbers
Nether Emperor	Multiple Planes	Greater	1
Horseman	Plane	Intermediate	3
Overmaster	Multiple Layers	Lesser Deity	1
Overmaster	Layer	Demi-deity	7
Daemon Master	-	Quasi-deity	88
Undermaster	-	Hero-deity	888
High Daemon	-	10-14 HD	28,416
Low Daemon	-	5-9 HD	888,000
Lowest Daemon	-	1-4 HD	28,416,000

NETHER EMPEROR

The title of nether emperor applies to any evil being that commands multiple lower planes of existence. Currently the title belongs to Thanatos, the grim reaper, true ruler of daemonkind, and perhaps the most powerful force of evil active in the lower planes. Though doubtless such a claim would be contested by certain evil pantheon leaders, or by the progenitors of evil racial dynasties who may be of similar personal power. However, Thanatos directly commands three planes and has far greater resources to draw upon, ruling not only the daemons, but also barghests and demodands as well. The nether emperor is the evil counterpart of the king of heaven.

HORSEMEN OF THE APOCALYPSE

The Four Horsemen of the Apocalypse, led by Thanatos himself, represent perhaps the greatest of the sinistrals (evil outsiders). Table D-2: Four Horsemen of the Apocalypse provides a brief summary of the daemonic rulers who are dealt with in Volume 2 of this Bestiary.

TABLE D-2: FOUR HORSEMEN OF THE APOCALYPSE

Name	Portfolios	Planes ruled	Commands
Eris	Evil, War	Gehenna*	Nycadaemons
Hypnos	Evil, Pestilence	Hades*	Arcanadaemons
Oizys	Evil, Famine	Tarterus*	Ultradaemons
Thanatos	Death, Evil	All the above	Necrodaemons

*Ruled under Thanatos.

OVERMASTER (OINODAEMON)

Overmasters, sometimes referred to as overdaemons or oinodaemons, are disease ridden daemon gods. Eight of these powerful beings are known to exist: two in Gehenna (under Eris), three in Hades (under Hypnos) and another three in Tarterus (under Oizys), with all ultimately answering to Thanatos of course. All overdaemons are afflicted by some terrible wasting malady, a by-product of the tampering done by the night hags, who draw upon the power of the plane of Hades to fuel their foul rituals.

Most overmasters wield power akin to that of a demideity, however one amongst their numbers is favored by Thanatos and elevated to the power of a lesser deity, and acts as a figurehead for the race, while the Horsemen pull strings from behind the scenes of course. This boon generally lasts until the being errs in the face of the nether emperor, who does not tolerate failure lightly and will demote it to the weakest of the eight, or even destroy it utterly for more serious transgressions.

DAEMON MASTER (ALTRADAEMON)

Each of these mighty daemons were altered by the night hags for a specific purpose. Eighty-eight of these foul beings inhabit the lower planes: twenty-two in Gehenna, thirty-three in Hades and another thirty-three in Tarterus. Each altradaemon is not only a master in terms of its position within the daemon hierarchy, but in some other aspect also. Most have been modified to combat a specific type of threat the daemons have faced, or infiltrate the camp of a particular foe.

UNDERMASTER (ULTRADAEMON)

Undermasters, or sometimes daemon prefects (a term corrupted to 'perfect daemon' and subsequently ultradaemon) are the weakest of the daemon divine. Some eight hundred and eighty-eight of these beings are known to exist. A position of importance as it bridges the gap between the mortal and immortal circles, with these beings representing the generals of one, and the footsoldiers of the other.

These daemons rarely have any worshippers, although some small cults may exist if the undermaster has found itself on the mortal plane for any extended amount of time.

STANDING ARMY

Thanatos is the only being who can command and deploy the entire forces of Gehenna, Hades and Tarterus. However each overmaster commands a large force of daemons. It takes 1 day to regroup and deploy the entire force. The forces of those overdaemons who dwell in Gehenna or Tarterus have half their composition made up from barghests (Gehenna), or deodands (Tarterus). Table D-3: Hosts of Hades, outlines the approximate number of subordinate daemons commanded by a typical overmaster.

TABLE D-3: HOSTS OF HADES

Rank	Numbers
Daemon Masters	1d6
Undermasters	10d6
High Daemons	320 x d6
Low Daemons	10,000 x d6
Lowest Daemons	320,000 x d6
Auxiliaries	d6 x 2000

OTHERS

Baernadaemon (Bornless Ones): Very rarely, an angel will fail to fully embrace their fall from grace, such spirits become twisted, neither one thing or the other. While respected for their power, these enigmatic beings have become pariahs in daemonic society.

Necrodaemon: Many of these neutral evil infernals serve Thanatos (thirteen are reputed to serve him as bodyguards). However, because they are not true daemons, they have no official status within the hierarchy of daemonkind.

DAEMON, CICATRIX

Daem̄on M̄aster of Scars

Large Outsider (Daemon, Evil, Extraplanar)

Hit Dice: 27d8+270 (486 hp)

Initiative: +12

Speed: 80 ft. (16 squares)

Armor Class: 36 (-1 size, +6 deflection, +4 Dex, +4 divine, +13 natural), touch 23, flat footed 32

Base Attack/Grapple: +27/+38

Attack: Large +10 ghost touch, keen, speed, bitterness, adamantine kukri +43 melee (1d6+17 plus 1d6 wounding/15-20)

Full Attack: Large +10 ghost touch, keen, speed, bitterness, adamantine kukri +43/+43/+38/+33/+28 melee (1d6+17 plus 1d6 wounding/15-20)

Space/Reach: 10 ft./10 ft.

Special Attacks: Scarsoul, spell-like abilities, spells, wound empathy, wounding

Special Qualities: Daemon traits, damage reduction 10/epic and evil, divine traits (quasi-deity), fast healing 10, outsider traits, spell resistance 41

Saves: Fort +58, Ref +52, Will +53

Abilities: Str 24, Dex 18, Con 30, Int 20, Wis 20, Cha 23

Skills: Bluff +40, Concentration +44, Diplomacy +18, Gather Information +40, Hide +34, Intimidate +44, Knowledge (arcana) +39, Knowledge (the planes) +39, Listen +39, Move Silently +38, Sense Motive +39, Spellcraft +43, Spot +39, Use Magic Device +40

Feats: Blind-Fight, Cleave, Combat Expertise, Great Cleave, Improved Initiative, Improved Sunder, Power Attack

Epic Feats: Dire Charge, Spellcasting Harrier

Environment: The Gloms of Hades

Organization: Solitary or with bodyguard (Cicatrix plus 1-3 Ultraemons)

Challenge Rating: 28

Treasure: Double standard plus Banerobe, cloak of epic resistance +29, and "Tormentor" (+10 ghost touch, keen, speed, bitterness, adamantine kukri)

Alignment: Neutral evil

Advancement: 28-29 HD (Large), 30-39 HD (Overmaster: Huge)

Level Adjustment: +32

You bear witness to a tall, gaunt humanoid missing its right arm. The creature's head resembles that of a horse, its pale skin crisscrossed with sores and wounds. Indeed, the parts of it not covered by its robes are visibly marked, some injuries seemingly fresh. Its face too is heavily scarred and the creature is missing its right eye, victim to a particularly deep cut. The figure is clad in patchwork robes seemingly stitched together from the flesh of many different beings, most of which are alien to you. It carries a wicked looking two-pronged shortsword, that resembles a dagger in the hands of this mighty being. The creature moves with unearthly speed accompanied by the sound of galloping hooves.

Cicatrix (pronounced *See-ka-trice*), the master of scars is renowned as one of the most accomplished torturers of the lower planes. One of the thirty-three daemon masters of Hades, in many ways Cicatrix fulfills the role of inquisitor-general. He is typically called upon to extract information from those immune to magical coercion.

A dozen or more floors of the Wasting Tower double as his domain and torture chamber. These grim halls and corridors are decked with every conceivable instrument of torture. Here all manner of daemons toil in his service, many disfigured in some way. Those who fall out of favor become test subjects for newly devised excruciating pains.

Cicatrix can be tactless and blunt in all matters save torture. On this he can wax lyrical for hours especially with his victims with whom he enjoys chatting. So great is his knowledge of pain that he has supposedly devised torture methods that even work upon intelligent constructs and undead.

Worship of Cicatrix is incredibly rare, however some torture sects exist, notably amongst fomorian giants and mongrelmen. Cicatrix' symbol is a face (usually of the worshipping race) with a long, deep scar down one half. Clerics of Cicatrix can access the following domains: Disease, Evil

and Suffering.

Cicatrix stands 9 feet tall and weighs 500 pounds.

COMBAT

The master of scars is no great warrior but revels in the pain and suffering caused to those who would dare to attack him. As such Cicatrix invites his foes to fight with him, especially those unaware of his wound empathy ability. He will melee with one or two opponents but will resort to spells if outnumbered.

Cicatrix' natural weapons, as well as any weapons he wields are treated as evil-aligned and epic for the purpose of overcoming damage reduction.

Daemon Traits: Cicatrix can communicate telepathically with any creature within 100 feet that has a language. He is immune to acid, electricity and poison and he has cold resistance 25 and fire resistance 25.

Divine Traits (Ex): Cicatrix is effectively a quasi-deity and as such adds a +4 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Fear Aura (Su): Cicatrix radiates a 30-foot radius fear aura as a free action. Creatures within this area must succeed at a Will save (DC 29) or be affected as if by a *fear* spell. A creature that successfully saves cannot be affected again for 24 hours. The save DC is Charisma-based.

Outsider Traits: Cicatrix has darkvision (60 foot range). He cannot be raised or resurrected.

Scarsoul (Su): Wounds inflicted by Cicatrix (including any damage from the wound empathy ability), cannot be healed except within the area of a *consecrate* or *hallow* spell.

Spell-like Abilities: At will - *bestow curse* (DC 24), *darkness*, *eyebite* (DC 26), *greater teleport*, *harm*, *horrid wilting* (DC 28), *symbol of pain* (DC 25), *vampiric touch*, *waves of exhaustion*; 3/day - *energy drain* (DC 29), *implosion* (DC 29), *imprisonment* (DC 29), *wail of the banshee* (DC 29). Caster level 27th; Save DC 20 + spell level. The save DCs are Charisma-based.

Spells: As a 13th-level sorcerer (Caster Level 31st).

Sorcerer spells per day (6/8/8/7/7/5).

The save DCs are Charisma-based.

Sorcerer spells known (9/5/5/4/4/3/2); *save DC 16 + spell level*: **0** - *acid splash*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *message*, *ray of frost*, *read magic*, *touch of fatigue*; **1st** - *cause fear*, *chill touch*, *protection from good*, *ray of enfeeblement*, *reduce person*; **2nd** - *acid arrow*, *blindness/deafness*, *ghoul touch*, *spectral hand*, *spider climb*; **3rd** - *dispel magic*, *fly*, *magic circle against good*, *ray of exhaustion*; **4th** - *black tentacles*, *crushing despair*, *dimensional anchor*, *enervation*; **5th** - *break enchantment*, *magic jar*, *wave of fatigue*; **6th** - *circle of death*, *create undead*.

Summon Daemon (Sp): Once per day Cicatrix can summon an Ultradaemon. Duration 20 rounds. Epic Spell DC 66, this is the equivalent of a 13th-level spell.

Wound Empathy (Su): Anyone directly causing damage to Cicatrix from any source (special ability, spell, weapon etc.) suffers damage equal to half the amount they dealt upon the daemon master.

Wounding (Su): Any weapon wielded by Cicatrix causes a bleeding wound when it hits delivering an additional 1d6 damage. This additional damage is repeated every round thereafter until a successful heal check is made or any curing spell is cast upon the victim. This effect is cumulative, so someone who suffers two attacks will be taking 2d6 points of damage each round until the bleeding can be stopped.

Possessions: Cicatrix has three magical items: a Bane Robe, a cloak of epic resistance +29, and a +10 ghost touch, keen, speed, bitterness, adamantine kukri (sized for Large-sized creatures) which Cicatrix refers to as "Tormentor".

BANE ROBE (MINOR ARTIFACT)

Description: These dreaded robes are pieced together from the hides of victims that have been skinned alive. The eclectic nature of the robes many patches serves to encompass as many races as possible. The robe is only effective against races used as components in its creation.

Powers: The wearer of the robe gains a +2 bonus to hit and deals +2d6



damage versus any race used in the robes creation.

Each robe typically has a patchwork of 1d10+10 different races. Cicatrix robe has pieces of aberration, animal, dragon, dwarf, elf, fey, giant, goblinoid, human, outsider (evil), outsider (good), shapechanger, undead and vermin.

NEW WEAPON SPECIAL ABILITY

Bitterness: A weapon with this special ability has its enhancement bonus increase by +1 with each successful strike upon the same individual target. Once a different opponent is struck the bonus resets to zero and begins again.

Strong enchantment; CL 15th; Craft Magic Arms & Armor, *antipathy*; Price +5 bonus.

eg. Cicatrix attacks the fighter Klashar. In the first round Cicatrix scores three hits. After the first successful hit the +5 sword becomes effectively +6 against Klashar. After the second successful hit it becomes +7, and after the third it becomes +8. In the second round Cicatrix kills Klashar with his next attack. But then attacks Klashar's rogue colleague Simian. For the first attack against Simian the sword reverts to +5.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *create undead (mohrg)*, *fly*, *protection from good spectral hand* and *summon daemon (ultradaemon)*.

Round 1: Dire Charge and full attack against nearest opponent. Or if none are within range use *harm* in conjunction with *spectral hand*. Have the mohrg and ultradaemon harry opponents who sit back and cast spells.

Round 2: Full attack against a lone opponent, or cast *horrid wilting* upon a group of three or more opponents.

Round 3: Full attack action against a lone opponent (if the previous rounds full attack scored three or more hits) otherwise use *harm*, or cast *wail of the banshee* upon a group of three or more opponents.

Round 4: As round 3 unless hit points are low. Cast *vampiric touch* if hit points are less than 50%. Cast *greater teleport* to safety if hit points are less than 25%.

ADVENTURE IDEAS

Sub-epic: A group of malformed blackguards known as the Thirteen pledge allegiance to Cicatrix, marking their territory by scarring the local populace. They are led by a former paladin called Skartan (17th-level Blackguard).

Low Epic: The missing right arm of Cicatrix has been grafted onto a flesh golem which subsequently went berserk. The powers imparted by the arm are unknown. Its creator seeks its capture, not destruction, as do agents of Cicatrix.

Mid-epic: Cicatrix has fled to the prime material world to avoid assassination by rival daemon masters.

DEMON

Those birthed in the Abyss, spirits of chaos and evil are referred to as demons. These start as manes, evolving over time to gradually rise through the ranks becoming ever more mighty embodiments of evil.

The Demonium

The demonium, or demon hierarchy, is based on a combination of strength and intelligence. However, demons are independent creatures and not only try and shirk responsibility whenever possible, but also continually plot the downfall of their immediate superiors. The glue holding everything in place and preventing total anarchy is the great power wielded by the demon princes.

Advancement in the Abyss often boils down to violence. The nobles are constantly at war, the only ever difference is the scale of the war in progress. Virtually all demon nobles fall either directly or indirectly into the camps of one of the monarchs. This prevents one monarch from simply gobbling up the territory held by a lowly demon lord, who in all likelihood has pledged allegiance to a demon prince who in turn is beholden to a demon monarch. As a consequence, wars generally only happen between beings of relatively equal status. Of course all aspire to ruling the Abyss themselves and the promised allegiances of one minute will be broken if any advantage can be gained from it. However the realms of the various princes and lords act as buffers between the great capitals of the monarchs, so demon lords are overthrown far more regularly than demon monarchs. In addition, if one monarch gained too much power its virtually certain two or more others would ally against them.

Table D-4: The Demonium, makes suggestions as to the number of demons in the Abyss. These numbers relate to the kosmically localised areas. Each individual world has its own demonic hierarchy. Should inhabitants from one world have contact with another for the first time, its assumed their demonic counterparts likewise meet for the first time. Almost certainly with violent consequences.

TABLE D-4: THE DEMONIUM

Rank	Rules	Power	Numbers
Demon Emperor	Plane*	Intermediate	1
Demon Monarch	10d6 Layers	Lesser Power	6
Demon Prince	1d6 Layers	Demideity	60
Demon Lord	Part of a Layer	Quasi-deity	666
Demon Champion	Stronghold	Hero-deity	6,666
Major Demon	-	10-14 HD	2,133,120
Minor Demon	-	5-9 HD	66,660,000
Sub-demon	-	1-4 HD	2,133,120,000

*In actuality 10 Layers.

LILITH, MOTHER OF DEMONS

The greatest recognised demon is Lilith, mother of demons. However she has retreated almost completely from the constant power struggles and wars between those who seek to rule the abyss and now primarily concerns herself with expanding her influence over mortal realms where she has millions of worshippers, mainly amongst the dark elves. Other demons give her realm a wide berth.

DEMON PRINCES

There are sixty-six demon princes, the six greatest are sometimes referred to as demon monarchs. Each prince rules one or more layers of the Abyss, while demon monarchs will hold sway over ten times that many, and incorporate the realms of subordinate demon princes within their total.

Many demon princes have mortal worshippers, although the majority will be restricted to small, isolated pockets totalling perhaps at best a few thousand followers. Civilisation tends to outlaw demon worship forcing it underground, both figuratively and sometimes literally.

Demons as a rule, are not subtle creatures, and almost exclusively any portfolios they adopt will be subjectively based (a chaotic evil race, type

of monster, or even a threatening animal). The six demon monarchs each preside over either one of the four cardinal elements, life (more accurately lust) or death.

In addition, many of the most powerful demon princes and monarchs style themselves as masters of one particular type of demon. Each of the monarchs claims lordship over one of the races of true demons, while many princes are patron to lesser types. Such demons will feature strongly within the nobles retinue.

TABLE D-5: DEMON MONARCHS

Name	Portfolios**	Command
Choronz'zon*	Beauty, Lust	Marilith
Demogorgon	Sea, Strength	Hezrou
Far-Zul'hur*	Fire, Knowledge	Balor
Orcus	Death, Wisdom	Nalfeshnee
Pazuzu	Skill, Sky	Vrock
Tsuggothia* (F)	Earth, Stoicism	Glabrezu

*Choronz zon-Graz zt, Far-Zul hur-Fraz-Urb luu, Tsuggothia-Zuggtmoy.

**Demon domains are chaos, evil and their portfolios.

DEMON LORD

These demonic quasi-deities dominate part of a single layer. Most serve one of the princes directly, for each pays at least token homage to their immediate superiors for fear of incurring their wrath.

Demon lords can have perhaps as many as a few hundred worshippers, but most have none as they are forced to devote their time and energy towards local matters, due to their realms being located within contested territories.

DEMONIC CHAMPION

The lowest rung of demonic nobility are the champions, those with just enough power and presence to bully sufficient forces into submission and gain a foothold in the hierarchy of the demonium.

The turnover in demonic champions is fairly high as their realms, usually just a single tower or similar structure, are generally located on the front lines of demonic battlefields.

STANDING ARMY

Each demon ruler maintains a large army of demons as shown in Table D-6: Armies of the Abyss. If a monarch (for example) initially has 3 subordinate demon princes then the total army is still listed under one monarch. You do not add the forces of one monarch and three princes. Of course if new princes or lords pledge their allegiances they will bring new troops to the fold. It takes 1 day to regroup and deploy the entire force.

TABLE D-6: ARMIES OF THE ABYSS

Rank	Monarch	Ruler Prince	Lord
Demon Monarch	1	-	-
Demon Prince	1d6	1	-
Demon Lord	10d6	1d6	1
Demon Champion	100 x d6	10d6	1d6
Major Demon	3,200 x d6	320 x d6	32 x d6
Minor Demon	100,000 x d6	10,000 x d6	1,000 x d6
Sub-demon	3,200,000 x d6	320,000 x d6	32,000 x d6
Auxiliaries	d6 x 20,000	d6 x 2000	d6 x 200

OTHERS

Lelirium: The chaotic evil infernals can sometimes be mistaken for great balors. Occasionally one might be found working for the most powerful of demon princes or monarchs. The inherently racist nature of demons prevents these half-fiends from carving out their own territories. This often forces them to prime material worlds

Proto-demons The first children of Lilith, progenitors of the various demon races. Few of these paragon demons remain.

DEMON, KABIRI

Demon Prince of Secrets

Medium Outsider (Chaotic, Demon, Evil, Extraplanar)

Hit Dice: 35d20+105 (805 hp), 1610 hp within his Abyssal Realm

Initiative: +15

Speed: 60 ft. (12 squares), fly 120 ft. (perfect)

Armor Class: 83 (+9 deflection, +5 Dex, +6 divine, +8 natural armor, +51 bracers of epic armor), touch 30, flat footed 78

Base Attack/Grapple: +35/+44

Attack: +18 keen, prismatic, unholy power adamantite longsword of wounding +71 melee (2d6+27 plus prismatic effect/15-20)

Full Attack: +18 keen, prismatic, unholy power adamantite longsword of wounding +71/+66/+61/+56 melee (2d6+27 plus prismatic effect/15-20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Harbinger of doom, spell-like abilities, spells, summon demon, summon shadows

Special Qualities: Create spawn, damage reduction 15/epic and good, demon traits, divine toughness, divine traits (demideity), outsider traits, regeneration 15, six shadows, spell resistance 51

Saves: Fort +36, Ref +32, Will +36

Abilities: Str 28, Dex 21, Con 28, Int 35, Wis 21, Cha 28

Skills: Balance +49, Bluff +53, Concentration +53, Diplomacy +53, Disguise +53, Forgery +56, Gather Information +56, Hide +49, Intimidate +53, Knowledge (arcana) +56, Knowledge (religion) +56, Knowledge (the planes) +56, Listen +49, Move Silently +49, Sense Motive +49, Spellcraft +56, Spot +49, Tumble +49, Use Magic Device +53

Feats: Combat Expertise, Combat Reflexes, Dodge, Improved Critical (longsword), Improved Disarm, Improved Initiative, Iron Will, Power Attack, Quicken Spell-like Ability (*greater dispel magic*)

Epic Feats: Epic Prowess, Epic Will, Improved Combat Reflexes

Environment: 49th-layer of the Abyss

Organization: Solitary or with Shroud (Kabiri plus 7 greater shadows and 14 shadow demons)

Challenge Rating: 39

Treasure: Standard plus bracers of epic armor +51, the Broken Crown and a +18 keen, prismatic, unholy power adamantite longsword of wounding

Alignment: Chaotic evil

Advancement: 36-39 HD (Medium: Demon Prince), 40-59 HD (Demon Monarch: Large), 60-79 HD (Demon Emperor: Huge)

Level Adjustment: +24

The dark figure before you resembles a tall, winged humanoid. Other than a pair of baleful glowing white eyes, its exact features are blurred and impossible to discern. Less nebulous however, is its equipment. It carries a luminous multi-hued blade with seven serrations, and wears a golden crown with seven of ten stems ending in eyeballs; the other three apparently broken. As the creature moves, six shadowy echoes appear to trail behind it, one after the other, each slightly dimmer and more faded than the last.

Kabiri, sometimes spelt Cabiri or even Qabiri, is the demon prince of secrets, but more often referred to as the prince of the six shadows. Kabiri is also the master of shadows, and most shadow demons are in his service. It is rumored that even those shadow demons in the thrall of other nobles whisper their secrets to Kabiri, although this could just be clever propaganda on the part of the demon prince.

Kabiri's dark realm on the 49th layer of the Abyss has no name, and is said to cast shadows upon adjacent layers. Those who have visited it and returned speak of a bleak landscape of perpetual twilight, at the center of which sits a tall foreboding obsidian tower orbited by a bleached sun on the cusp of the horizon. Nightshades and all types of shadow creatures dwell here in addition to Kabiri's demonic servants, primarily shadow demons and nabasu.

Kabiri is an accomplished blackmailer and purportedly knows secrets regarding virtually every demon of noble rank and many other powerful individuals outside the Abyss too, for his reach is far and wide. The prince

of obscurity is forever searching for forgotten knowledge and his dark tower is said to contain libraries that most mortal sages would give their soul to peruse... and many have indeed done just that.

Politically, Kabiri is in the camp of Tsuggothia, though he is more likely to provide information than armed forces as he has an accomplished network of spies who can infiltrate all but the most secure strongholds. Kabiri is also a dedicated foe of Orcus who he views as a crude neanderthal and often mocks his claims to regency over undead...though not to Orcus face it must be said.

Kabiri has isolated pockets of worshippers and is favored by some rogues and sorcerers. His symbol is a black skull wearing a seven-pointed crown. Clerics of Kabiri have access to the following domains: Chaos, Darkness, Evil and Trickery.

Kabiri stands 7 feet tall and weighs 343 pounds.

COMBAT

Kabiri is a most elusive foe, and likely to operate through intermediaries rather than soil his hands with riff raff. However, if pressed into action he will seek to exploit any secrets he knows of his opponent.

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

Create Spawn (Su): Anyone slain by Kabiri rises as a greater shadow within 1d4 rounds.

Demon Traits: Kabiri can communicate telepathically with any creature within 100 feet that has a language. He is immune to electricity and poison and he has cold resistance 35 and fire resistance 35.

Divine Toughness (Ex) Kabiri uses d20's for Hit Dice and has maximum hit points per die.

Divine Traits (Ex) Kabiri is effectively a demideity and as such adds a +6 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Harbinger of Doom (Su): Kabiri can see into a beings history and cause it to revisit its most harrowing memories by a mere touch. The target recalls the greatest pain it ever suffered. This may have been the breath of a great wyrn dragon, or the bite of a tarasque. Only the damage itself is re-experienced. For brevity treat the attack as if dealing 50% of the targets full hit point total, opponents can only be affected by this power once per day. Those touched can make a Will save (DC 42) for half damage. The save DC is Charisma-based.

Outsider Traits: Kabiri has darkvision (60 foot range). He cannot be raised or resurrected.

Regeneration (Su): Kabiri takes normal damage from weapons that are both epic and good-aligned, and from spells or effects with the good descriptors.

Six Shadows (Su): Kabiri's multiple shadows act as six permanent mirror images. If destroyed, these shadows reform at the beginning of the next round. These shadows are extensions of Kabiri himself and are not illusions and thus are not bypassed with true seeing or similar divination magic. They can only be disrupted by attacks specifically directed at them.

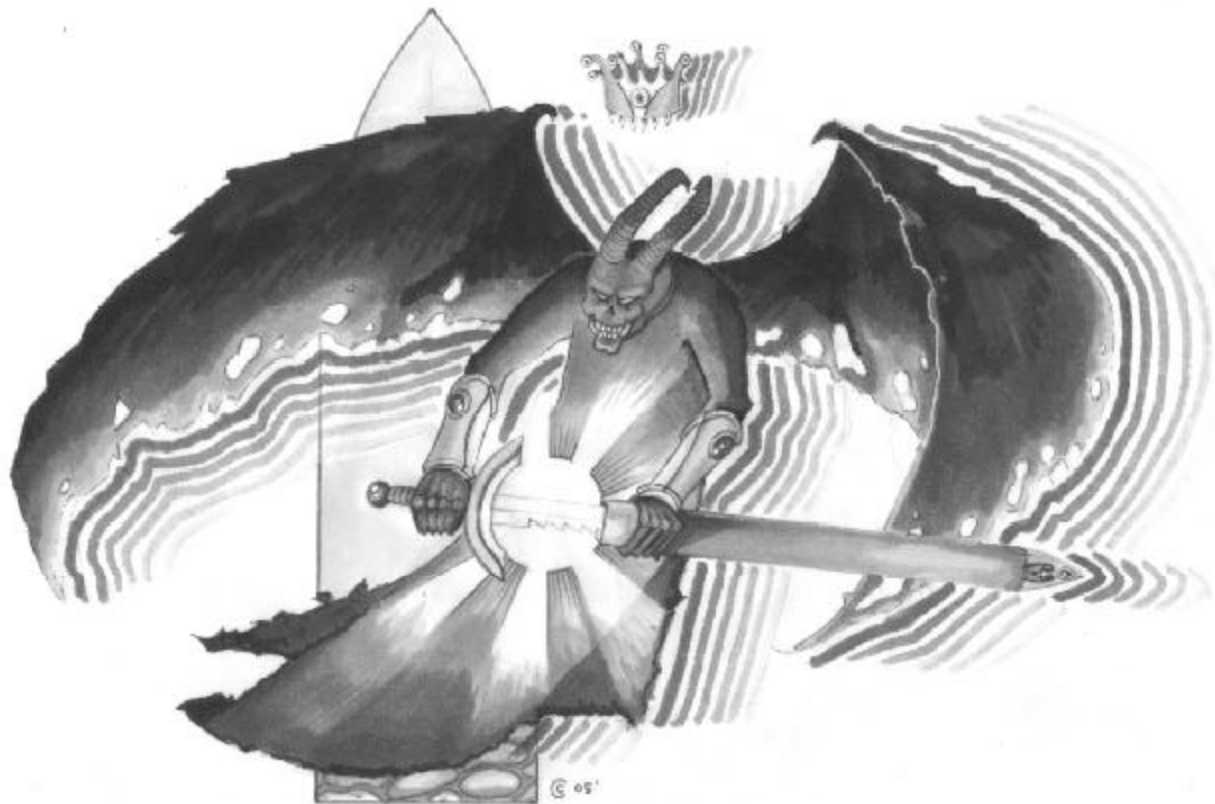
Spell-like Abilities: At will - blindness/deafness (DC 27), create greater undead, detect good, detect law, detect magic, detect secret doors, disguise self, enervation (DC 29), false vision, greater dispel magic, greater shadow evocation (DC 29), greater teleport, invisibility, magic circle against good, mislead, nondetection, nightmare (DC 30), obscuring mist, power word blind, prying eyes, screen, shadow walk, unhallow; 3/day - power word kill, shades, wish; 1/day - eclipse; 1/week - demise unseen. Caster Level 41st. The save DCs are Charisma-based.

Spells: As a 17th-level sorcerer (Caster Level 41st).

Sorcerer spells per day: (6/9/8/8/8/8/7/7/5).

The save DCs are Charisma-based.

Sorcerer spells known: (9/5/5/4/4/4/3/3/2); save DC 25 + spell level): 0 - acid splash, detect magic, detect poison, disrupt undead, ghost sound, message, read magic, resistance, touch of fatigue; 1st - chill touch, identify, protection from good, ray of enfeeblement, true strike; 2nd - darkness, detect thoughts, false life, misdirection, spectral hand; 3rd - clairaudience/clairvoyance, protection from



energy, ray of exhaustion, vampiric touch; **4th** - bestow curse, detect scrying, scrying, waves of fatigue; **5th** - cone of cold, magic jar, mirage arcana, passwall; **6th** - circle of death, create undead, true seeing; **7th** - banishment, finger of death, waves of exhaustion; **8th** - horrid wilting, moment of prescience.

Summon Demons (Sp): Three times per day Kabiri can summon 4d4+4 shadow demons. This is the equivalent of a 9th-level spell.

Summon Shadows (Sp): Three times per day Kabiri can summon 2d4+2 greater shadows. This is the equivalent of an 8th-level spell.

Possessions: Kabiri wears bracers of epic armor +51 and the Broken Crown. He also wields a +18 keen, prismatic, unholy power adamantite longsword of wounding.

NEW EPIC WEAPON SPECIAL ABILITY

Prismatic: Weapons with this enchantment deliver additional damage akin to one of the rays of a prismatic spray spell. Upon scoring a critical hit the weapon delivers the effect of two rays, or more depending upon the weapons critical multiplier. The DC for those effects that allow a save is 17 + the weapons enchantment bonus.

Strong transmutation; CL 21st; Craft Epic Arms & Armor, *prismatic spray*; Price +7 bonus.

THE BROKEN CROWN (MAJOR ARTIFACT)

Description: This ancient artifact is one of Kabiri's greatest trophies, stolen from a black mausoleum of a hunefer. The crown itself is golden and has ten points ending in eyes, three of which are broken. It also has a central eye.

Powers: The Broken Crown bestows upon the wielder seven ray attacks, which can be used in addition to the wearers normal attacks. Each ray has a range of 150 feet and a save DC of 42. The save DCs are Charisma-based.

- *Charm Monster:* Will save.
- *Disintegrate:* Fortitude save.
- *Finger of Death:* Fortitude save or be slain, 3d6+25 damage on a successful save.
- *Flesh to Stone:* Fortitude save.
- *Inflict Moderate Wounds:* 2d8+10 damage (Will save for half).

- *Slow:* Will save.
- *Telekinesis:* Will save (325 pound limit).

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *false vision*, *magic circle against good*, *moment of prescience*, *spectral hand*, *summon demons*, *summon shadows* and *true seeing*.

Every round: *Quickened greater dispel magic* on nearest foe. Use the powers of the Broken Crown where applicable, concentrating Will save effects upon fighters and Fortitude save effects upon spellcaster types. Summoned shadow demons will attack spellcasters while the greater shadows will remain with Kabiri and assault opponents who melee with him.

Round 1: Use the harbinger of doom ability on the first opponent to melee (once an opponent has suffered the harbinger of doom ability keep following up with full attacks until they are killed then use the harbinger of doom attack on the next opponent in melee and repeat this strategy) **or** cast *horrid wilting* upon a group of two or more opponents **or** *power word blind* on a single opponent.

Round 2: Full attack the recipient of the harbinger of doom attack in the previous round **or** cast *waves of exhaustion* on a group of two or more opponents **or** *power word blind* on a single opponent.

Round 3: Full attack the recipient of the harbinger of doom attack in the first round **or** cast *demise unseen* upon any arcane spellcaster or rogue (the same target to be hit by the quickened greater dispel magic at the start of that round).

Round 4: Retreat using *greater teleport* if the battle is going badly (hit points less than 50%). Otherwise keep full attacking an opponent who has previously suffered the harbinger of doom attack. If no opponents are in melee range use spells as appropriate.

ADVENTURE IDEAS

Sub-epic: Spies of Kabiri are rumored to be searching for a rod with seven parts.

Low Epic: A force of aberrations in league with a rival demon prince plot to reclaim the Broken Crown.

Mid-epic: Kabiri is planning to create a race of type seven demons by merging balor with vroock, glabrezu with nalfeshnee or possibly hezrou with marilith.

DEVIL

The lawful evil spirits that dominate the nine hells are known as devils. They begin as lemures and evolve over time into more and more monstrously powerful incarnations.

Hierarchy of the Hells

The hierarchy of the hells is akin to a feudal government with one nominal ruler, but power actually being divided amongst multiple land owners, or in this case, the ruler of each layer. Their commands are imposed upon dukes, who in turn boss knights and so forth down the strict chain of command.

The primary method of advancement amongst nobility is political assassination, potentially followed by assassination when applicable. Each link in the chain seeks to curry favor in the eyes of its superiors while at the same time making sure the similar goals of their peers fail. No devil would have a favored rival assassinated, but the same cannot be said for a rival disgraced in the eyes of their immediate masters.

Table D-7: Hierarchy of the Hells, outlines the likely number of devils within the kosmically localised region linked to your world. However the layers themselves are infinite in size and its likely other kings of Hell exist, linked to other worlds.

TABLE D-7: HIERARCHY OF THE HELLS

Rank	Rules	Power	Numbers
Emperor of Hell	Plane	Intermediate	1
Archduke	Multiple Layers*	Lesser Deity	3
Archduke	Layer	Demi-deity	6
Duke of Hell	Large Fiefdom	Quasi-deity	99
Knight of Hell	Small Fiefdom	Hero-deity	999
Greater Devil	-	10-14 HD	31,968
Lesser Devil	-	5-9 HD	999,000
Least Devil	-	1-4 HD	31,968,000

*In theory.

LUCIFER, FATHER OF DEVILKIND

The former ruler of Hell, Lucifer, was dethroned, ironically enough, by a rebellion. Imprisoned, as the archdukes possessed not the power to permanently destroy him, he now resides in the deepest, darkest most heavily guarded and warded prison in all the nine hells. His closest servants, the lucifuges, constantly seek for the ways and means to unbind their lord.

ARCHDUKE OF HELL

While collectively known as archdukes, Hells ruling class can be further divided into great kings and chiefest kings, lesser powers and demipowers respectively. While each archduke effectively controls one of the nine layers, the three great kings each command one of three factions comprising themselves and two chiefest kings. Baalzebul and Mephistopheles seek to supplant Asmodeus as the nominal ruler of Hell, with the other two members of their faction becoming great kings. Of course were one faction to dominate, paranoia would quickly erode the original alliance, fragmenting it into three factions and the same situation would surface, only with different beings holding the power.

While Asmodeus is the most powerful of the great kings, he cannot openly act against the other factions, though neither are in a position to try and wrest control from him. Any aggressive faction would almost certainly find the other two allying against them. This places an aggressors at a disadvantage and thus the status quo is maintained. Asmodeus is wary of outside interference upsetting this delicate balance and immortal interlopers are likely to incur his wrath.

Archdukes will rarely be encountered outside their realms and almost never be seen visiting prime material worlds. All archdukes have worshippers on the mortal plane, the chiefest kings will have probably a thousand or two, while the great kings will likely have ten times that figure. Each archduke is also seen as the recognized head of one type of

devil, such types are likely to feature prominently in their retinues.

TABLE D-8: GREAT KINGS OF HELL

Name	Portfolios*	Commands	Layers
Asmodeus	Beauty, Strength	Pit Fiend	9th (5th, 1st)
Baalzebul	Stoicism, Wisdom	Horned	7th (6th, 4th)
Mephistoph.	Knowledge, Skill	Ice	8th (3rd, 2nd)

TABLE D-9: CHIEFEST KINGS OF HELL

Name	Portfolios*	Commands	Faction	Layer
Belial	Beauty	Bone	Baalzebul	4th
Dispater	Knowledge	Erinyes	Mephisto	2nd
Geryon	Strength	Styx	Asmodeus	5th
Malphas	Wisdom	Dragon	Asmodeus	1st
Mammon	Stoicism	Chain	Mephisto	3rd
Moloch	Skill	Barbed	Baalzebul	6th

*Domains are evil, law and their portfolios.

DUKE OF HELL

The lawful evil counterparts of the daemon masters and demon lords. Ninety-nine of these powerful quasi-gods are known to exist. Usually eleven serve each archduke. Most hold positions of power either at court or within the military. Typically each archduke will have a consort, five generals and five other vassals (holding various titles such as: chancellor, constable, executioner, herald, inquisitor and so forth). Generals will likely maintain their own fiefs, whereas vassals will have residences within the capital. While there is rarely open conflict between the dukes (for fear of incurring the wrath of the archduke) there is a great deal of political manoeuvring within the ranks, as behind the scenes each jockey for position while subtly trying to discredit their rivals.

Dukes of hell are sometimes summoned to prime material worlds by followers of their master, acting in place of an avatar, but rarely, if ever, are allowed worshippers of their own.

KNIGHT OF HELL

These lesser aristocrats, who include the mightiest pit fiends, hold power akin to hero-deities. As with the dukes, their roles lie within either the court itself or the military.

STANDING ARMY

Each archduke commands a large army of devils typically nine legions strong. Each of the generals (dukes) commands one of those legions while any remainder are stationed at the capital.

Table D-10: Legions of Hell outlines the typical number of troops. However, the composition of the army differs for each archduke, as the lower layers of hell are home to the more powerful types of devils.

It takes one hour to regroup and deploy the entire force.

TABLE D-10: LEGIONS OF HELL

Rank	Archduke	Duke*	Knight
Archduke	1	-	-
Duke of Hell	11	1	-
Knight of Hell	111	11	1
Greater Devil	3552	352	32
Lesser Devil	100,000	10,000	1000
Least Devil	3,200,000	320,000	32,000
Auxiliaries	10,000	1000	100

OTHERS

Lucifuges: These lawful evil infernals were amongst the greatest servants of Lucifer. In conjunction with his imprisonment, most were assassinated, though, inevitably a few escaped. Those that remain conspire to free their master and return him to power.

Maskim (Ancient Ones): The former rulers of the hells, predating even the reign of Lucifer who was instrumental in deposing them. Seven of these ancient beings are known to exist, though their exact whereabouts are unknown.

DEVIL, MASKIM

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Large Outsider (Evil, Extraplanar, Lawful)

Hit Dice: 50d20+550 (1550 hp) 3100 hp in the Nine Hells

Initiative: +20

Speed: 80 ft. (16 squares)

Armor Class: 51 (-1 size, +12 deflection, +8 Dex, +8 divine, +14 natural), touch 34, flat footed 41

Base Attack/Grapple: +50/+68

Attack: Large +29 adamantine, ghost touch, lawful power, unholy power, opening, vorpal/+29 adamantine, ghost touch, lawful power, unholy power, opening, vorpal large double-sword +99 melee (2d8+43/13-20)

Full Attack: Large +29 adamantine, ghost touch, lawful power, unholy power, opening, vorpal/+29 adamantine, ghost touch, lawful power, unholy power, opening, vorpal large double-sword +99/+99/+94/+94/+89/+89/+84/+84 melee (2d8+43/13-20)

Space/Reach: 10 ft./50 ft.

Special Attacks: Death attack, divine sneak attack, spell-like abilities, spells, *summon gloom*, underhanded

Special Qualities: Assassin abilities, damage reduction 25/epic and (good or chaotic), devil traits, divine toughness, divine traits (lesser deity), elongated, glistening skin, outsider traits, regeneration 25, spell resistance 68

Saves: Fort +55, Ref +44, Will +64

Abilities: Str 38, Dex 26, Con 32, Int 36, Wis 27, Cha 35

Skills: Balance +75, Bluff +73, Climb +48, Concentration +72, Diplomacy +85, Disable Device +48, Disguise +73, Escape Artist +69, Forgery +74, Gather Information +73, Hide +65, Intimidate +79, Jump +48, Knowledge (arcana) +74, Knowledge (religion) +74, Knowledge (the planes) +74, Listen +69, Move Silently +69, Sense Motive +69, Spellcraft +80, Spot +69, Tumble +69, Use Magic Device +73

Feats: Cleave, Great Cleave, Greater Two-Weapon Fighting, Improved Critical (double-sword), Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Two-Weapon Fighting, Weapon Focus (double-sword)

Epic Feats: Blinding Speed, Devastating Critical (double-sword), Dire Charge, Killer Instinct*, Lingering Damage, Overwhelming Critical (double-sword), Perfect Two-Weapon Fighting, Sneak Attack of Opportunity

*New epic feat - see page 3

Environment: Shadowy corners of the Nine Hells

Organization: Solitary or squad (Maskim plus 1-4 Grooms)

Challenge Rating: 55

Treasure: Standard plus Dreadskull Necklace and large +29 ghost touch, lawful power, unholy power, vorpal adamantine double-sword of opening

Alignment: Always lawful evil

Advancement: 51-59 HD (Large), 60-79 HD (Emperor of Hell: Huge)

Level Adjustment: +33

These tall spindly giants have smooth black skin that appears to glisten against the light. Seemingly neither male nor female, these androgynous monsters are also bereft of eyes and nose. Its limbs seem elongated and stretched. Around its neck it wears a necklace of black skulls and it carries a curved double-sword of dark blue-black metal.

Maskim, or sometimes maskim xul, as they were once known, were the former rulers of Hell predating even the descent of Lucifer. In fact it was he who was instrumental in deposing their brand of tyranny for his own, consigning their kind to the bowels of the earth, where they now lie in wait, hoping to ambush those who stray too close. The maskim now dwell within the undercaverns between each hell-layer reaching out from the darkest shadows to snare the unwary.

Seven maskim are rumored to exist, their names recorded in ancient hell-texts as: Azabua, Azag, Huwawa, Ishiggareb, Kingu, Kutulu and Xashur. Of those Kingu is probably the best known for dealings with the polychromatic dragon queen Tiamat. But while kings they once were,



even the maskim answer to a higher power, in their case the half-umbral cosmic entity known as Sakkak, referred to as the guardian of the other side.

The maskim lost most of their worshippers in the centuries following their dethronement. The symbol of the maskim is a garland of black skulls. Clerics of the maskim have access to the following domains: Cavern, Darkness, Evil and Law.

A maskim stands 13 feet tall and weighs 7042 pounds (3.5212 tons).

COMBAT

Maskim are deadly assassin-warriors with an almost unprecedented number of ways to kill foes: devastating critical, dreadskull necklace, death attack and vorpal weapon capabilities. They always strike when least expected, concentrate on the primary target and then escape. Returning again and again to plague groups of opponents, picking them off individually one by one.

A maskim's natural weapons, as well as any weapons it wields are treated as epic and both evil-aligned and lawful-aligned for the purpose of overcoming damage reduction. Also the double swords of the maskim are forged from adamantine and ignore the first 20 points of material hardness.

Assassin Abilities (Variable): Maskim are skilful assassins and possess assassin abilities of a level equivalent to half their Hit Dice (rounded down).

- **Death Attack (Ex):** If the maskim makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (maskim's choice). If the victim of this attack fails a Fortitude save (DC 56) against the kill effect, they die. Against the paralysis effect, on a failed save the victim is rendered helpless for 1d6+25 rounds.

- **Hide in Plain Sight (Su):** Maskim can use the Hide skill even while being observed. As long as they are within 10 feet of some sort of shadow, they can hide from view in the open without having anything to hide

D: DEVIL, MASKIM

behind. They cannot, however, hide in their own shadow.

- *Improved Uncanny Dodge (Ex)*: Maskim can only be flanked by a character with at least four more rogue levels than it.
- *Sneak Attack (Ex)*: Maskim deal +13d6 damage upon a successful sneak attack.

Devil Traits: Maskim can communicate telepathically with any creature within 100 feet that has a language. They are immune to fire and poison and have acid resistance 50 and cold resistance 50.

Divine Sneak Attack (Ex): Half of a maskim's sneak attack damage should be treated as divine damage, this portion of the damage affecting even those immune to critical hits.

Divine Toughness (Ex): Maskim use d20's for Hit Dice and have maximum hit points per die.

Divine Traits (Ex): Maskim are effectively lesser deities and as such adds a +8 divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Elongated (Su): Maskim can stretch themselves out like chains and attack opponents up to 50 feet away.

Glistening Skin (Su): The bodies of the maskim are slick with the blood of its many victims. Anyone making a melee attack upon a maskim and failing to hit it, automatically loses their next iterative attack that round, the weapon adjudged to have skidded off the glistening skin of the monster and unbalanced the attacker.

Outsider Traits: Maskim have darkvision (60 foot range). They cannot be raised or resurrected.

Regeneration (Su): Damage from weapons that are either chaotic and epic, or epic and holy deal normal damage to a maskim, as do spells with the chaotic or good descriptors. If a maskim loses a body part, the missing part regenerates fully in one round unless his ability to regenerate is suppressed that round. This allows them to recover from otherwise lethal attacks (such as decapitation from a vorpal weapon).

Spell-like Abilities: *At will* - *blasphemy* (DC 37), *blindness/deafness* (DC 32), *darkness*, *detect chaos*, *detect good*, *detect magic*, *detect secret doors*, *dispel good*, *earthquake*, *find the path*, *greater dispel magic*, *greater teleport*, *magic circle against good*, *meld into stone*, *nightmare* (DC 35), *obscuring mist*, *passwall*, *planeshift*, *power word blind*, *prying eyes*, *shadow walk*, *unholy blight*; *3/day* - *imprisonment* (DC 39), *power word kill*, *wish*; *1/day* - *eclipse*; *1/week* - *hellball* (DC 40). Caster Level 58th. The save DCs are Charisma-based.

Spells: As a 25th-level assassin (Caster Level 58th).

Assassin spells per day: (7/6/6/6). The save DCs are Intelligence-based.

Assassin spells known: (4/4/4/4); *save DC 31 + spell level*: **1st** - *disguise self*, *ghost sound*, *sleep*, *true strike*; **2nd** - *alter self*, *cat's grace*, *invisibility*, *spider climb*; **3rd** - *deep slumber*, *deeper darkness*, *misdirection*, *nondetection*; **4th** - *greater invisibility*, *locate creature*, *modify memory*, *poison*.

Summon Gloom (Sp): Once per week the maskim can summon a gloom (See pages 200 -201 of the Epic Level Handbook for details). Duration 20 rounds. Epic Spell DC 90, this is the equivalent of a 17th-level spell.

Underhanded (Su): The maskim can stretch and contort their bodies to deliver a telling blow. Maskim can add their sneak attack damage to each melee attack.

They can also use their death attack in conjunction with this ability.

Possessions: Maskim wield large wicked looking curved double-swords made from adamantite, both sides are +29 *ghost touch*, *lawful power*, *unholy power*, *vorpal swords of opening*. They also wear Dreadskull Necklaces.

NEW EPIC WEAPON SPECIAL ABILITY

Opening: This property triples the threat range of a weapon. If the weapon normally threatens a critical hit on a 20 then it now threatens on an 18-20. If the threat range of the weapon is between 19-20 then it becomes 15-20. If the threat range is between 18-20 then it is now 12-20. This ability stacks with the Improved Critical Feat and the Superior Critical divine ability, but it only overlaps with the Keen/Impact weapon special abilities.

This ability is called **Striking** when used in conjunction with crushing weapons.

Caster Level: 21st; Prerequisites: Craft Epic Magic Arms and Armor, *keen edge*, *limited wish*; Market Price: +6 bonus.

DREADSKULL NECKLACE (MINOR ARTIFACT)

Description: This macabre necklace bears the grisly charred and blackened trophies of the maskim's past battles. Ostensibly a garland of black skulls, a closer look reveals that each skull is from a different race.

Powers: Any weapon wielded by the wearer of the necklace gains the dread weapon special ability (further +4 enchantment bonus, +4d6 damage, critical hit forces a fortitude save DC 27 or be destroyed), for every type of creature represented upon the necklace.

Each necklace has 1d6+6 skulls: the skulls themselves come from either deities or paragon creatures.

TACTICS ROUND-BY-ROUND

Prior to combat: Cast *greater invisibility*, *nondetection*, *passwall*, *shadow walk* and *summon gloom*. May also employ poison (Black Lotus Extract: DC 20, 3d6 Con./3d6 Con.) if targets are known to be susceptible to it (such as mortals).

Round 1: Strike from hiding, use blinding speed and dire charge epic feats. Full attack action against the primary target (preferably one of the races its dreadskull necklace works upon): 9 attacks, 2 of which are death/sneak attacks (one normal attempt, one using the underhanded ability). The gloom tries to assassinate one of the secondary targets.

Round 2: If the target has been neutralised, escape with its body if possible. Otherwise make another full attack: 9 attacks, one of which is a death/sneak attack (using the underhanded ability). If 7 or more attacks hit in the first round power attack for 10 points this round.

Round 3: Keep full attacking until the target is dead, after which escape with the body if possible, otherwise take the head. Escape if hit points are reduced below 50%.

Repeat these tactics later, always concentrating on one foe at a time.

ADVENTURE IDEAS

Low Epic: An ancient temple devoted to the maskim is uncovered, haunted by ghostly assassin-priests and worse.

Mid-epic: A maskim performs its one millionth assassination and wants to retire, turning to the forces of good for its asylum.

High Epic: Prophecy tells of the Long Night, one week every hundred years the maskim can stalk the prime material plane.

SUMMON GLOOM (NEW EPIC SPELL)

Conjuration (Summoning)

Spellcraft DC: 90

Components: V, S.

Casting Time: 1 action

Range: 75 ft.

Effect: Summoned Creature

Duration: 20 rounds

Saving Throw: Yes

Spell Resistance: Yes

To Develop: 810,000 gp; 17 days; 32,400 XP; Seed: summon (DC 14). Factors: Summon CR 25 creature (+46 DC), summon non-outsider (+10 DC), 1 action casting time (+20 DC).

You can summon a Gloom (See Chapter 5 of the Epic Level Handbook for details) to attack your enemies. It appears where you designate and acts immediately, on your turn. Summoned creatures act normally on the last round of the spell and disappear at the end of their turn.

This is the equivalent of a *summon monster XVI* spell (A *summon monster* spell heightened to 16th-level).

The relationship between maskim and glooms is unknown, though some believe that glooms may once have been the avatars of the maskim.

DIRE CREATURE

Dire creatures are larger, more aggressive strains of animal (or vermin) that naturally evolve either when there is a food surplus for that particular species over a protracted period. Or when the animals are forced to adapt to harsher environments, notably extreme cold, where greater mass acts as an insulator.

Of course not all dire animals are born. Some are created, both wittingly and unwittingly, by the experiments of spellcasters, notably transmuters.

CREATING A DIRE CREATURE

Basically creating a dire creature simply involves increasing the base creature size by one category.

Size: +1 size category.

Hit Dice: x2

Speed: x1.5

Armor Class: Natural armor x2 (also to add any natural armor bonuses for large size or above - see Table 1-4 on page 5).

Base Damage: x1.5

Abilities: Str +1, Dex -2* (Fine size), Str +2, Dex -2* (Diminutive size), Str +4, Dex -2* (Tiny size), Str +4, Con +2, Dex -2* (Small size), Str +10, Con +4, Dex -2* (Medium size or larger).

*Dexterity cannot be reduced below 10 by this modifier.

Challenge Rating: Fine to Small Animal 1/4 CR per extra HD, Medium or larger Animal +2 plus 1/4 CR per extra HD, Fine to Small Vermin +1 plus 1/6 CR per extra HD, Medium or larger Vermin +2 plus 1/6 CR per extra HD.

STACKING DIRE CREATURE TEMPLATES

As the dire creature template is simply a size increase, its possible to stack the template as much as you want.

+1 Size increase	=	Dire Template
+2 Size increases	=	Behemoth Template
+3 Size increases	=	Teratoid Template
+4 Size increases	=	Brobdingnagian Template
+10 Size increases	=	Macrobe Template

CREATING A BEHEMOTH CREATURE

A behemoth is basically a version of a creature two size categories larger.

Size: +2 size categories.

Hit Dice: x4

Speed: x2

Armor Class: Natural armor x4 (also to add any natural armor bonuses for large size or above - see Table 1-4 on page 5).

Base Damage: x2

Abilities: Str +3, Dex -4* (Fine size), Str +6, Dex -4* (Diminutive size), Str +8, Con +2, Dex -4* (Tiny size), Str +14, Con +6, Dex -4* (Small size), Str +20, Con +8, Dex -4* (Medium size or larger).

*Dexterity cannot be reduced below 10 by this modifier.

Challenge Rating: Fine or Diminutive Animal +1 plus 1/4 CR per extra HD, Tiny or Small Animal +2 plus 1/4 CR per extra HD, Medium or larger Animal +4 plus 1/4 CR per extra HD, Fine or Diminutive Vermin +1 plus 1/6 CR per extra HD, Tiny or Small Vermin +2 plus 1/6 CR per extra HD, Medium or larger Vermin +4 plus 1/6 CR per extra HD.

CREATING A TERATOID CREATURE

A teratoid is basically a version of a creature three size categories larger.

Size: +3 size categories.

Hit Dice: x8

Speed: x3

Armor Class: Natural armor x8 (also to add any natural armor bonuses for large size or above - see Table 1-4 on page 5).

Base Damage: x3

Abilities: Str +7, Dex -6 (Fine size), Str +10, Con +2, Dex -6* (Diminutive size), Str +18, Con +6, Dex -6* (Tiny size), Str +24, Con +10, Dex -6* (Small size), Str +30, Con +12, Dex -6* (Medium size or larger).

*Dexterity cannot be reduced below 10 by this modifier.

Challenge Rating: Fine or Diminutive Animal +3 plus 1/4 CR per extra HD, Tiny or Small Animal +4 plus 1/4 CR per extra HD, Medium or larger Animal +6 plus 1/4 CR per extra HD, Fine or Diminutive Vermin +3 plus 1/6 CR per extra HD, Tiny or Small Vermin +4 plus 1/6 CR per extra HD, Medium or larger Vermin +6 plus 1/6 CR per extra HD.

CREATING A BROBDINGNAGIAN CREATURE

A brobdingnagian is basically a version of a creature four size categories larger.

Size: +4 size categories.

Hit Dice: x16

Speed: x4

Armor Class: Natural armor x16 (also to add any natural armor bonuses for large size or above - see Table 1-4 on page 5).

Base Damage: x4

Abilities: Str +17, Con +2, Dex -8* (Fine size); Str +20, Con +6, Dex -8* (Diminutive size); Str +28, Con +10, Dex -8* (Tiny size); Str +34, Con +14, Dex -8* (Small size); Str +40, Con +16, Dex -8* (Medium size or larger)

*Dexterity cannot be reduced below 10 by this modifier.

Challenge Rating: Fine or Diminutive Animal +5 plus 1/4 CR per extra HD, Tiny or Small Animal +6 plus 1/4 CR per extra HD, Medium or larger Animal +8 plus 1/4 CR per extra HD, Fine or Diminutive Vermin +5 plus 1/6 CR per extra HD, Tiny or Small Vermin +6 plus 1/6 CR per extra HD, Medium or larger Vermin +8 plus 1/6 CR per extra HD.

CREATING A MACROBE CREATURE

A macrobe is basically a version of a creature ten size categories larger.

Size: +10 size categories.

Hit Dice: x1024

Speed: x32

Armor Class: Natural armor x1024 (also to add any natural armor bonuses for large size or above - see Table 1-4 on page 5).

Base Damage: x32

Abilities: Str +71, Con +26, Dex -20* (Fine size), Str +80, Con +30, Dex -20* (Diminutive size), Str +88, Con +34, Dex -20* (Tiny size), Str +94, Con +38, Dex -20* (Small size), Str +100, Con +40, Dex -20* (Medium size or larger)

*Dexterity cannot be reduced below 10 by this modifier.

Challenge Rating: Fine or Diminutive Animal +17 plus 1/4 CR per extra HD, Tiny or Small Animal +18 plus 1/4 CR per extra HD, Medium or larger Animal +20 plus 1/4 CR per extra HD, Fine or Diminutive Vermin +17 plus 1/6 CR per extra HD, Tiny or Small Vermin +18 plus 1/6 CR per extra HD, Medium or larger Vermin +20 plus 1/6 CR per extra HD.

Legendary Animals

Its also possible to create variants on the theme. For example, to create a legendary animal, you add the benefits of a behemoth animal template to the base creature, but do not increase the creatures size. Of course the increases are unnatural so creature type becomes outsider.

CREATING A LEGENDARY ANIMAL

Size: Same as base creature

Type: Change to outsider, subtype become extraplanar.

Hit Dice: x4

Speed: x2

Armor Class: Natural armor x4 (also to add any natural armor bonuses for large size or above - see Table 1-4 on page 5).

Base Damage: x2

Damage Reduction: Gains damage reduction equal to 1/2 HD (rounded down to nearest multiple of 5). If the creature has more than 20 Hit Dice then its damage reduction is epic, otherwise magic.

Spell Resistance: Gains spell resistance equal to 10 + Hit Dice.

Abilities: Str +3 (Fine size), Str +6 (Diminutive size), Str +8, Con +2 (Tiny size), Str +14, Con +6 (Small size), Str +20, Con +8 (Medium size or larger).

All sizes gain Int, Wis and Cha +6.

Challenge Rating: Fine or Diminutive Animal +1 plus 1/3 CR per extra HD, Tiny or Small Animal +3 plus 1/3 CR per extra HD, Medium or larger Animal +6 plus 1/3 CR per extra HD.

D: DIRE CREATURE

ADVENTURE IDEAS

Sub-epic: A wizards squirrel familiar unexpectedly grows to brobdingnagian proportions and runs amok.

Low-epic: A magical aura envelops a forest turning all the animals into aggressive teratoid versions.

Mid-epic: The fabled island of Gargantia is discovered, all the wildlife are brobdingnagian animals.

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Gargantuan Animal

Hit Dice: 36d8+252+324 (738 hp)

Initiative: +0

Speed: 60 ft. (12 squares)

Armor Class: 16 (-4 size, +10 natural), touch 6, flat-footed 16

Base Attack/Grapple: +27/+53

Attack: Bite +37 melee (4d6+21)

Full Attack: Bite +37 melee 4d6+21

Space/Reach: 60 ft./40 ft. (20 ft./15 ft. if using core space/reach rules)

Special Attacks: Improved grab, swallow whole

Special Qualities: Low light vision, scent

Saves: Fort +27, Ref +20, Will +14

Abilities: Str 38, Dex 10, Con 25, Int 2, Wis 15, Cha 10

Skills: Hide -12, Listen +21, Spot +22

Feats: Alertness, Improved Natural Attack (bite), Improved Toughness (x9), Run, Track

Environment: Warm plains

Organization: Solitary or Pair

Challenge Rating: 14

Treasure: None

Alignment: Always neutral

Advancement: 37-63 HD (Colossal), 64-127 HD (Titanic)

Level Adjustment: -15 (assuming intelligence/sentience)

This beast resembles a larger, tougher, meaner version of the tyrannosaurus.

COMBAT

A dire tyrannosaurus' tactics are limited to charging and biting.

Improved Grab (Ex): To use this ability the dire tyrannosaurus must hit an opponent up to one size category smaller with its bite attack. It can then attempt to start a grapple without provoking an attack of opportunity. If it wins the grapple check it establishes a hold and can attempt to swallow the foe in the following round.

Swallow Whole (Ex): A dire tyrannosaurus can attempt to swallow a grabbed opponent of up to two size categories smaller than itself by making a successful grapple check. Once inside the opponent takes 2d6+7 crushing damage and 2d6+3 acid damage each round. A swallowed creature can cut its way out using a slashing or piercing weapon to deal 43 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

Skills: Dire tyrannosauruses have a +2 racial bonus on Listen and Spot checks.

Behemoth Bear

Gargantuan Animal

Hit Dice: 24d8+192+96 (396 hp)

Initiative: +0

Speed: 80 ft. (16 squares)

Armor Class: 26 (-4 size, +20 natural), touch 6, flat-footed 26

Base Attack/Grapple: +18/+48

Attack: Claw +32 melee (2d8+21)

Full Attack: 2 claws +32 melee (2d8+18) and bite +27 melee (4d6+9)

Space/Reach: 35 ft./25 ft. (20 ft./15 ft. if using core space/reach rules)

Special Attacks: Improved grab

Special Qualities: Low light vision, scent

Saves: Fort +27, Ref +20, Will +14

Abilities: Str 47, Dex 10, Con 27, Int 2, Wis 12, Cha 6

Skills: Listen +10, Spot +10, Swim +22

Feats: Alertness, Endurance, Improved Natural Attack (bite), Improved Toughness (x4), Run, Track

Environment: Warm plains

Organization: Solitary or Pair

Challenge Rating: 12

Treasure: None

Alignment: Always neutral

Advancement: 25-31 HD (Gargantuan), 32-63 HD (Colossal)

Level Adjustment: -6 (assuming intelligence/sentience)

This lumbering behemoth is a great brown bear, larger than any you have seen before.

COMBAT

A behemoth bear attacks by charging and mauling the opponent.

Improved Grab (Ex): To use this ability a behemoth bear must hit an opponent up to one size category smaller with a claw attack. It can then attempt to start a grapple without provoking an attack of opportunity.

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Macro-Fine Vermin

Hit Dice: 128d8+1536 (2112 hp)

Initiative: +0

Speed: 240 ft. (48 squares), fly 720 ft. (Perfect)

Armor Class: 53 (-16 size, +59 natural), touch -6, flat-footed 53

Base Attack/Grapple: +96/+192

Attack: Claw +110 melee (8d6+30/x4)

Full Attack: 2 claws +111 melee (8d6+31/x4) and bite +109 melee (4d8+15)

Space/Reach: 165 ft./115 ft. (40 ft./30 ft. if using core space/reach rules)

Special Attacks: Improved grab, Trample 8d8+46

Special Qualities: Darkvision 320 ft., vermin traits

Saves: Fort +78, Ref +42, Will +42

Abilities: Str 72, Dex 10, Con 34, Int -, Wis 10, Cha 3

Environment: Any land

Organization: Solitary

Challenge Rating: 38

Treasure: None

Alignment: Always neutral

Advancement: 129-255 HD (Macro-Fine), 256-511 (Macro-Diminutive)

Level Adjustment: -71 (assuming intelligence/sentience)

This massive greenish-brown winged insectoid has spiny, scythelike forelegs.

COMBAT

A macrobe praying mantis attacks by either trampling opponents underfoot or biting and scything them with their claws.

Improved Grab (Ex): To use this ability the macrobe praying mantis must hit an opponent up to one size category smaller with a claw attack. It can then attempt to start a grapple without provoking an attack of opportunity.

Trample (Ex): Reflex half DC 105. The save DC is Strength-based.

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Legendary Elephant

Huge Outsider (Extraplanar)
Hit Dice: 44d8+360+352 (910 hp)
Initiative: +0
Speed: 80 ft. (16 squares)
Armor Class: 36 (-2 size, +28 natural), touch 8, flat-footed 36
Base Attack/Grapple: +44/-
Attack: Gore +51 melee (8d6+30)
Full Attack: Slam +51 melee (4d8+21) and 2 stumps +46 melee (4d8+10), or gore +46 melee (8d6+30)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trample 4d8+30
Special Qualities: Damage reduction 20/epic, low light vision, scent, spell resistance 54
Saves: Fort +33, Ref +14, Will +16
Abilities: Str 50, Dex 10, Con 29, Int 8, Wis 19, Cha 13
Skills: Listen +28, Spot +27
Feats: Alertness, Endurance, Improved Natural Attack (Slam, Stomp & Gore), Improved Toughness (x8), Iron Will, Skill Focus (Listen)
Environment: Swarga, Indra's godly realm on the plane of Limbo
Organization: Solitary or with herd (5-30 elephants)
Challenge Rating: 24 (25 if augmented)
Treasure: None
Alignment: Neutral
Advancement: 45-63 HD (Huge), 64-127 (Gargantuan)
Level Adjustment: -8 (-6 if augmented)

This great white elephant is adorned with regal finery.

Airavata, the divine elephant, is the steed of the Vedic god Indra. Airavata was born (along with seven brothers and eight sisters) from the egg of the bird-god Garuda. He is purportedly the progenitor of all earthly elephants.

COMBAT

Airavata attacks by first charging, goring, trampling and constricting opponents with its trunk.

Trample (Ex): Reflex half DC 52. The save DC is Strength-based.

AUGMENTING AIRAVATA

The above version of Airavata is simply a legendary elephant. However the mythology infers it has other abilities as well:

Beast of Burden (Ex): Airavata can carry twice as much as a creature of his size and strength. Light/medium/heavy loads: 45/90/135 tons.

Spell-like Abilities: At will - *air walk (always active), control weather, planeshift*. Caster Level 44th.

Behemoth Legendary Wolf

Huge Outsider (Evil, Extraplanar, Lawful)
Hit Dice: 32d8+320+160 (736 hp)
Initiative: +4
Speed: 200 ft. (40 squares)
Armor Class: 45 (-2 size, +37 natural), touch 8, flat-footed 45
Base Attack/Grapple: +32/+61
Attack: Bite +51 melee (4d8+31)
Full Attack: Bite +51 melee (4d8+31/19-20)
Space/Reach: 15 ft./10 ft.
Special Attacks: Trip
Special Qualities: Damage reduction 15/epic, low light vision, outsider traits, scent, spell resistance 42
Saves: Fort +28, Ref +18, Will +19
Abilities: Str 53, Dex 11, Con 31, Int 8, Wis 18, Cha 12
Skills: Hide -6, Listen +14, Move Silently +10, Spot +14, Survival +13
Feats: Alertness, Improved Critical (Bite), Improved Initiative, Improved Natural Attack (bite), Improved Toughness (x5), Run, Track
Environment: Helheim, Hel's realm on the plane of Hades
Organization: Solitary or with pack (2-20 dire wolves)
Challenge Rating: 20 (25 if augmented)
Treasure: None
Alignment: Lawful evil
Advancement: 33-63 HD (Huge), 64-127 HD (Gargantuan)
Level Adjustment: -2 (+6 if augmented)

This huge black wolf has four red eyes and its forequarters are drenched with blood. Its head seems overly large for its body emphasising its grim and menacing jaws.

Garm, the hel-hound, guards the entrance to Helheim, the land of the dishonored dead. There he serves Hel, the Norse goddess of death.

At Ragnarok, the twilight of the gods, Garm is slain by the god Tyr who himself dies shortly thereafter from grievous wounds sustained battling his monstrous nemesis.

COMBAT

Garm attacks by charging, biting and tripping opponents.

Trip (Ex): When Garm hits with a bite attack he can attempt to trip his opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails the opponent cannot react to trip him.

Skills: Garm has a +2 racial bonus on Hide, Listen, Move Silently and Spot checks and a +4 racial bonus on survival checks when tracking by scent.

AUGMENTING GARM

The above version of Garm is simply a legendary behemoth wolf and falls notably short of threatening an intermediate deity like Tyr.

Augmented Criticals: Garm scores a critical hit on a roll of 18-20 (15-20 with Bite) and deals x3 damage on a critical hit.

Bite: Bite damage becomes (8d6+21 plus 8d6 fire/15-20: x3).

Breath Weapon (Su): 40-foot cone, once every 2d4 rounds, damage 32d6 fire, Reflex save (DC 36) half. The save DC is Constitution-based.

Claws: Garm gains 2 claw attacks +37 melee (2d8+10/18-20: x3)

Fast Healing (Ex): Garm gains fast healing 15.

Fiery Bite (Su): Garm's bite deals an extra 8d6 fire damage.

Frightful Presence (Ex): Garm is such a terrible sight that any beings who look at him become terrified. Affected creatures must succeed at a Will save (DC 27) or become panicked. Creatures with 7 or more Hit Dice who fail their save become frightened instead. The save DC is Charisma based.

Savage (Ex): Any opponent tripped by Garm suffers an additional 8d6+31 +8d6 fire damage.

DRAGON

These mythical winged reptiles are believed to be the earliest sentient life to have evolved. However the mortal realms were not the first to witness nature's original success story. There exist dragons far beyond the power and prestige of their mortal cousins. Terrifying celestial serpents who make war with the gods themselves. Dimensional dragons that herald the coming of armageddon. Awesome reptilian nightmares which tear at the very fabric of reality.

Powers so great that many were afraid to speak of them...until now.

Ēpic/Neotīc Drafegon {hlīghbōīn}

Epic dragons, sometimes known as neotic ("highborn") dragons, are the draconic nobility. These divine dragons are rare, prompting many to erroneously believe them unique individuals. Their numbers are indeed few, as they mate but once every few millennia. In addition they are hunted by immortals, though many such deities will fall for every epic dragon that meets its end.

The relationship between immortals and such dragons stems from the origins of immortal life itself. Each pantheon seems to be plagued by a monstrous serpent in opposition to its ideals, a cosmic umbilical cord reminding them that, while long lived, true immortality is just a dream. The legendary dragons: Apep; Bahamut; Quetzalcoatl; Jormungand; Tiamat and Typhon, to name but a few, are all such creatures.

Epic dragons are distinguishable by one or more physical features not carried by their low born cousins such as: the spiral horn of the platinum dragon, the barbed tail of the polychromatic dragon or the snake legs of the serpentine dragon. Known epic dragons include: achromatic, diamond, force, platinum, polychromatic, prismatic, rune, serpentine, timber and titanium dragons, though there may well be others.

EPIC DRAGON TRAITS

Epic dragons share all the traits of true dragons except as follows:

- **Bonus Feat (Variable):** Epic dragons gain a bonus feat for each and every age category. The feat itself is inherent to the type of dragon (and therefore cannot be changed). Obviously only feats that stack with themselves are appropriate.

eg. The titanium dragon gains the Armor Skin feat as a bonus feat every age category, while the polychromatic dragon gains the benefits of the Improved Spell Resistance feat per age category.

- **Breath Delay:** Once an epic dragon breathes, it cannot use its breath weapon until 1d3 rounds later.
- **Damage Reduction (Su):** All epic dragons gain a second element to their damage reduction in addition to epic.

eg. The platinum dragon's damage reduction is both epic and evil.

- **Deflection (Su):** Epic dragons gain a deflection bonus to their armor

class equal to their charisma modifier.

- **Divine Traits:** Epic dragons gain a divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

The value of this divine bonus is equal to 3 plus 1/age category of the dragon.

eg. A wyrm timber dragon has a divine bonus of +14.

- **Hit Dice:** Epic dragon Hit Dice change to d20s.
- **Immunities (Ex):** Epic dragons are immune to poison, sleep, paralysis, stunning, disease, death effects, nonlethal damage, ability drain or energy drain. They are not at risk of death from massive damage.
- **Keen Senses (Ex):** Epic dragons see eight times as well as a human in shadowy illumination and four times as well in normal light. They also have darkvision out to 240 feet.
- **Maximum Hit Points:** All epic dragons have maximum hit points per Hit Die.
- **Scale Properties (Variable):** The scales of each epic dragon have some unusual properties.

eg. A force dragon is naturally invisible, while a polychromatic dragon can change the color of its scales.

- **Terrifying Presence (Ex):** The dragon's frightful presence extends to 120 feet per age category of the dragon. All creatures failing their saves become panicked for 8d6 rounds, those who successfully save are still treated as shaken, unless wholly immune to fear.

Adamic Drafegons {Fīst-bōīn}

The depths of space hide many wondrous and frightening mysteries, some of which perhaps deserve to be left unanswered. Once such enigma are the adamic dragons, sometimes known as the dimensional dragons. Born when the dimensions themselves were in their infancy, they rose from the primordial soup to birth the race immemorial.

As legend has it, the passing of these space dragons brings certain doom, even whole pantheons of immortals who stood against them have been erased for their affront. Fortunately their slumber can span millennia, sometimes even millions of years.

No species of adamic dragon has a single head, unless one or more heads have been lost in battle. Known adamic dragons include: the twin-headed cometary dragon, six-headed lunar dragon, three-headed planetary dragon, four-headed solar dragon, eight-headed stellar dragon and the sinister headless void dragon.

ADAMIC DRAGON TRAITS

Adamic dragons have all the traits of epic dragons except as follows:

- **Adaption (Ex):** Adamic dragons are fully capable of adapting to any natural environment, including outer space. They take no damage from any natural environment. Adamic dragons are sometimes also referred to

TABLE D-11: DRAGON AGES

Category	True	Epic/Neotic	Adamic	Nehashimic
1 Wyrmling	0-5	0-500	0-50,000	0-5,000,000
2 Very Young	5-10	500-1000	50,000-100,000	5,000,000-10,000,000
3 Young	10-20	1000-2000	100,000-200,000	10,000,000-20,000,000
4 Juvenile	20-40	2000-4000	200,000-400,000	20,000,000-40,000,000
5 Young Adult	40-80	4000-8000	400,000-800,000	40,000,000-80,000,000
6 Adult	80-160	8000-16,000	800,000-1,600,000	80,000,000-160,000,000
7 Mature Adult	160-320	16,000-32,000	1,600,000-3,200,000	160,000,000-320,000,000
8 Old	320-640	32,000-64,000	3,200,000-6,400,000	320,000,000-640,000,000
9 Very Old	640-1280	64,000-128,000	6,400,000-12,800,000	640,000,000-1,280,000,000
10 Ancient	1280-2560	128,000-256,000	12,800,000-25,600,000	1,280,000,000-2,560,000,000
11 Wyrm	2560-5120	256,000-512,000	25,600,000-51,200,000	2,560,000,000-5,120,000,000
12 Great Wyrm	5120-10,240	512,000-1,024,000	51,200,000-102,400,000	5,120,000,000-10,240,000,000

as space dragons.

- **Bonus Divine Ability (Variable):** Adamic dragons gain a bonus divine ability for each and every age category (in place of the bonus feat gained by epic dragons). The same ability is gained each time, and must stack.

- **Breath Delay (Ex):** Once an adamic dragon breathes, it cannot use its breath weapon until 1d2 rounds later.

- **Cosmic String (Ex):** Adamic dragons are intrinsic to the very nature of the universe. They can only be permanently destroyed by beings as powerful as themselves (equal or greater Hit Dice/levels), otherwise they are reborn 1d10 hours later.

- **Cosmic Traits:** Adamic dragons gain a bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

The type of bonus gained is different for each species of adamic dragon. Cometary dragons gain a foresight bonus; lunar dragons gain an insight bonus, planetary dragons gain a gravitic mastery bonus, solar dragons gain a divine bonus, stellar dragons gain a luck bonus, while void dragons radiate a null penalty (its unknowing ability).

The value of this bonus (or penalty in the case of the void dragon) is equal to 12 plus 4/age category of the dragon.

- **Damage Reduction (Ex)** Adamic dragon damage reduction cannot be penetrated by any type of weapon.

- **Energy Absorption (Su):** Adamic dragons can absorb one type of energy.

eg. Cometary dragons are healed by cold and solar dragons are healed by fire.

- **Hit Dice:** Adamic dragon Hit Dice change to d100s.
- **Immunities (Ex):** Adamic dragons are also immune to conjuration, enchantment, illusion, necromantic and transmutation magic.
- **Keen Senses (Ex):** Adamic dragons see forty times as well as a human in shadowy illumination and twenty times as well in normal light. They also have darkvision out to 1200 feet.
- **Omnicompetent (Ex):** Adamic dragons know all skills and have maximum ranks in each.
- **Overwhelming Presence (Ex):** The dragon's terrifying presence extends to 640 feet per age category. All creatures failing their saves die of fright, those who successfully save are treated as shaken (but with a -4 morale penalty to rolls) unless wholly immune to fear.
- **Spell-like Abilities (Su):** At will - *astral projection, etherealness, greater teleport, plane shift and shapechange.*

Dragons). The same ability is gained each time, and must stack.

- **Breath Delay (Ex):** Nehaschismic dragons can use their breath weapons each and every round.

- **Damage Reduction (Ex)** Each of the three known types of Nehaschismic dragon have a different form of damage reduction.

eg. Nexus dragon's damage reduction can only be penetrated by cursed weaponry.

- **Extra-dimensional (Ex)** Starting after the first round they are encountered, nexus dragons begin to expand to fill the opponents perception of the universe. This bestows upon the nexus dragon an additional Virtual Size Category each round.

- **Energy Absorption (Su):** Nehaschismic dragons can absorb one type of energy.

- **Energy Immunity (Su):** Nehaschismic dragons are immune to one type of energy.

- **Energy Reflection (Su):** Nehaschismic dragons reflect one type of energy.

- **Hit Dice:** Nehaschismic dragon Hit Dice change to d1000s.

- **Immunities (Ex):** Nehaschismic dragons are also immune to all non-epic magic, as well as epic spells of the following schools: conjuration, enchantment, illusion, necromantic and transmutation magic.

- **Keen Senses (Ex):** Nehaschismic dragon sight extends infinitely, though it is limited to the plane they currently occupy. They see in the dark just as well as they see in the light.

- **Omnicompetent (Ex):** Nehaschismic dragons know all skills and have maximum ranks in each.

- **Mind Warp (Ex)** A nehasschismic dragon's reality-shattering presence extends to 2560 feet (half a mile) per age category. All creatures failing their saves go permanently insane.

- **Superluminal (Ex)** A nehasschismic dragon travels at the speed of light. This gives them a fly speed of 5,901,426,338 feet, roughly equal to 1,117,460 miles per round or 186,262 miles per second.

- **Transcendental Traits:** Nehaschismic dragons gain two bonuses to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

The type of bonuses gained are different for each species of nehasschismic dragon. Nexus dragons gain a luck bonus and a null penalty; quasar dragons gain foresight and insight bonuses, while singularity dragons gain both a divine bonus and a gravitic mastery bonus.

The value of this bonus is equal to 48 plus 16/age category of the dragon.

Nehaschismic Dragons {Unborn}

Eclipsing even the power of the adamic dragons, forgotten perhaps by all but the most ancient immortals. The nehasschismic dragons are nightmarish interdimensional creatures extraneous to the universe itself. Such dragons act like transdimensional tapeworms writhing within the body of the demiurge, a surreal symbiosis of reality and unreality.

There are three known nehasschismic dragons: the nexus or worm hole dragon, the quasar or white hole dragon and the singularity dragon also referred to as the black hole dragon.

NEHASCHIMIC DRAGON TRAITS

Nehasschismic dragons have all the traits of epic and adamic dragons except as follows:

- **Alter Reality (Su):** Nehasschismic dragons are anathema to the fabric of reality. Once per round as a free action they can duplicate any spell of a level equal to 9 + number of automatic metamagic capacity feats. This ability can also duplicate any epic spells of a DC equal to the dragon's spellcraft check +20.

- **Bonus Cosmic Ability (Variable):** Nehasschismic dragons gain a bonus cosmic ability for each and every age category (in place of the bonus feat gained by epic dragons or the bonus divine ability gained by Adamic

D: DRAGON

Creatiŋg your own dragons

The following guidelines can be utilised to create your own dragons, however it should be noted that the results generated do deviate slightly from core rule continuity.

HIT DICE

True dragon wyrmlings can have anywhere between 3-8 HD, increasing by 3 HD per age category. Epic dragon wyrmlings will begin with between 20-32 HD (20, 23, 26, 29 or 32), increasing by 6 HD per age category. Adamic dragon wyrmlings have from between 80-128 HD (80, 92, 104, 116 or 128), increasing by 12 HD per age category. Nehaschimic dragon wyrmlings have between 320-512 HD (320, 416 or 512), increasing by 24 HD per age category.

ABILITY SCORES

Standard dragons gain a total of +6 ability score points for every age category. Epic dragons gain +12, adamic dragons +24 and nehaschimic dragons +48.

Table D-12: Typical Dragon Ability Score Increases per Age, shows the classic breakdown for each dragon type. The division of individual ability score increases can be changed, though it is recommended that you retain the overall total and keep at least +1 point for each ability score (other than dexterity).

TABLE D-12: TYPICAL DRAGON ABILITY SCORE INCREASE BY AGE

Dragon Type	Str	Dex	Con	Int	Wis	Cha
True	+2	-	+1	+1	+1	+1
Epic	+4	-	+2	+2	+2	+2
Adamic	+8	-	+4	+4	+4	+4
Nehaschimic	+16	-	+8	+8	+8	+8

eg. The titanium epic dragon gains +6 Str, +3 Con, +1 Int, +1 Wis and +1 Cha per age category.

BREATH WEAPON

TABLE D-13: TRUE DRAGON BREATH WEAPON RANGE

Dragon Size	Line* (Length)	Cone** (Length)
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	120 ft.	60 ft.
Gargantuan	160 ft.	80 ft.
Colossal	240 ft.	120 ft.
Titanic	320 ft.	160 ft.
Macro-Fine	480 ft.	240 ft.
Macro-Diminutive	640 ft.	320 ft.
Macro-Tiny	960 ft.	480 ft.

*A line is always 5 feet high and 5 feet wide.

**A cone is as high and wide as its length.

TABLE D-15: DRAGON SPACE/REACH, ATTACKS AND BASE DAMAGE

Size	Space/Reach	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Swallow Whole*
Tiny	2 1/2 ft./0 ft. (5 ft. with bite)	1d4	1d2	-	-	-	-	-
Small	5 ft./5 ft.	1d6	1d3	-	-	-	-	-
Medium	5 ft./5 ft.	1d8	1d4	1d3	-	-	-	-
Large	10 ft./5 ft. (10 ft. with bite)	2d6	1d6	1d4	1d6	-	-	-
Huge	20 ft./15 ft. (20 ft. with bite)	2d8	1d8	1d6	1d8	4d6	-	-
Gargantuan	40 ft./30 ft. (40 ft. with bite)	4d6	2d6	1d8	2d6	4d8	1d8	-
Colossal	80 ft./60 ft. (80 ft. with bite)	4d8	2d8	2d6	2d8	8d6	2d6	Yes
Titanic	160 ft./120 ft. (160 ft. with bite)	8d6	4d6	2d8	4d6	8d8	2d8	Yes
Macro-Fine	320 ft./240 ft. (320 ft. with bite)	8d8	4d8	4d6	4d8	10d10	4d6	Yes
Macro-Diminutive	640 ft./480 ft. (640 ft. with bite)	10d10	8d6	4d8	8d6	15d10	4d8	Yes
Macro-Tiny	1280 ft./960 ft. (1280 ft. with bite)	15d10	8d8	8d6	8d8	20d10	8d6	Yes

*Opponent must be four size categories smaller.

While Table D-13: True Dragon Breath Weapon Range notes the breath weapon ranges for true dragons. Epic dragon breath weapon range is doubled this figure, adamic breath weapon range is ten times this figure and nehaschimic dragon breath weapon range one hundred times greater.

A dragons breath is often its most potent weapon. The number of dice a dragon can breathe is often equal to its Hit Dice. However the type of dice is determined by the relative power of its effect. Table D-14: Breath Weapon Dice Type, outlines the most common breath weapons for true, epic and adamic dragons.

TABLE D-14: BREATH WEAPON DICE TYPE

Breath	Dice	Available to
Ability Drain	1 point/2 HD	True Dragons
Aligned	d8/HD	True Dragons
Bane	d12/HD	True Dragons
Cosmic	d100/2 HD	Adamic Dragons
Cosmic Energy	d100/HD	Adamic Dragons
Disease	d3/HD	True Dragons
Divine	d12/HD	Epic Dragons
Divine Energy	d20/HD	Epic Dragons
Energy	d6/HD	True Dragons
Energy Drain	1 point/4 HD	True Dragons
Force	d4/HD	True Dragons
Poison	1 point/HD	True Dragons
Transcendental	d1000/2 HD	Nehaschimic Dragons

DAMAGE REDUCTION

Dragons typically have damage reduction equal to half their Hit Dice rounded down to the nearest multiple of 5. True dragon damage reduction is penetrated by magic weapons and is only gained at young adult age. Epic dragon damage reduction is penetrated by epic weapons. Adamic dragon damage reduction cannot be penetrated.

INTEGRATED CLASS LEVELS

Most, but not all, dragons have integrated spellcaster levels equal to half their Hit Dice (rounded down).

eg. A very young polychromatic dragon (26 HD) has the spellcasting ability of a 13th-level sorcerer.

SPELL-LIKE ABILITIES

Dragons should gain one spell-like ability for every two age categories. The maximum spell level for this ability should always be equal to half the dragon's Hit Dice (rounded down) based on the point by which the ability is gained.

SPELL RESISTANCE

Dragons typically have spell resistance equal to 10 plus their Hit Dice, plus divine bonus (if applicable).

True dragons do not gain spell resistance until young adult age.

COMETARY DRAGON

Time Dragon

Dragon (Extraplanar, Lawful)

Environment: Any

Organization: Solitary

Challenge Rating: Wyrmling 116, very young 128, young 140, juvenile 152, young adult 164, adult 176, mature adult 188, old 200, very old 212, ancient 224, wyrm 236, great wyrm 248

Treasure: Triple Standard

Alignment: Always lawful neutral

Advancement: Wyrmling 117-127 HD (Titanic), very young 129-139 HD (Macro-Fine), young 141-151 HD (Macro-Fine), juvenile 153-163 HD (Macro-Fine), young adult 165-175 HD (Macro-Fine), adult 177-187 HD (Macro-Fine), mature adult 189-199 HD (Macro-Fine), old 201-211 HD (Macro-Fine), very old 213-223 HD (Macro-Fine), ancient 225-235 HD (Macro-Fine), wyrm 237-247 HD (Macro-Fine), great wyrm 249-255 HD (Macro-Fine), great, great wyrm 256-259 (Macro-Diminutive)

Level Adjustment: Wyrmling +58, very young +64, young +70, juvenile +76, young adult +82, adult +88, mature adult +94, old +100, very old +106, ancient +112, wyrm +118, great wyrm +124

This twin headed dragon glows with an unearthly hued radiance. The creature itself is pure white, but for the jet black ridge of spines on its back which twinkle as if some gaping window to the night sky. The dragon has no wings yet nonetheless its long, sinuous body snakes its way through the sky. The creature also has no tail, having instead a second head located at its hindquarters. Each horned head has four eyes that if gazed upon from a certain angle seem to be a confusing composite of two faces.

Cometary dragons, or time dragons, are cosmic travellers who explore the universe. Often they are encountered at the vicinity of temporal disturbances, the ripples of which they can sense.

Cometary dragons are white at birth and their color never changes. What does change is the blur of neon that accompanies its movements, this begins red at wyrmling and gradually progresses through the spectrum as they age. By the time they reach great wyrm age, their actions are mimicked by a blaze of violet hued light.

Cometary dragons do not make lairs, however they can sleep for centuries while drifting in space, accumulating ice which builds up around them. As these glaciers hurtle through space they can become home to other, space dwelling creatures.

While adamic dragons require no sustenance, cometary dragons do feast on those who believe themselves beyond the grasp of time, like immortals. They are attracted to places and beings with temporal magics.

COMBAT

Cometary dragons can assault opponents with a barrage of quickened spells, make a full attack and have one of their heads breathe (instead of a single bite attack, of which it can already make more than one thanks to its time folding ability) all in the same round. Their seventh sense ability allows them to see into the future and erase past mistakes.

Breath Weapon (Su): Each of the cometary dragon's twin heads can breathe a cone of temporal stasis that freezes all targets who fail a Reflex save (DC 10 + 1/2 Hit Dice + Constitution modifier + Foresight bonus) for a number of rounds equal to the dragon's age category. Targets who successfully save are treated as if slowed for the same number of rounds. Opponents frozen in this manner can still be attacked normally by the cometary dragon, however, once affected by this breath weapon an opponent is immune to subsequent breath attacks until the initial effect wears off.

eg. If an opponent successfully saved against the breath weapon of a juvenile cometary dragon it would be slowed for four rounds. But it would be immune to that particular cometary dragon's breath weapon until those four rounds have elapsed.

Chronal Displacement (Su): The scales of the cometary dragon give off a bioluminescence which acts exactly like a displacement effect. However this seeming radiation is actually the absorption of the local time by the cometary dragon. Anyone grappling with, or being struck by one of the cometary dragon's natural weapons suffers an additional amount of chronal cold damage equal to the base damage dice of the attack. Half of this damage is chronal based, the other half cold based. If the cometary dragon scores a critical hit with its natural weaponry this damage is also doubled.

Energy Absorption (Su): Healed by fire-based attacks.

TABLE D-16: COMETARY DRAGONS BY AGE

Age	Hit Dice Size (hit points)	AC	Base Attack/ Grap.	Fort Attack	Ref Save	Will Save	Breath Weap. DC	Over. Pres. DC
Wyrmling	T 116d100+1508 (13,108 hp)	155 (-16 size, +29 deflection, +1 dodge, +16 foresight, +115 natural)	+116/ +181	+146	+89	+76	+105 +97	+113
Very Young	Ma-F 128d100+1920 (14,720 hp)	160 (-32 size, +32 deflection, +1 Dex, +2 dodge, +20 foresight, +127 natural)	+128/ +203	+149	+101	+87	+117 +109	+126
Young	Ma-F 140d100+2380 (16,380 hp)	181 (-32 size, +35 deflection, +2 Dex, +3 dodge, +24 foresight, +139 natural)	+140/ +221	+168	+113	+101	+129 +121	+139
Juvenile	Ma-F 152d100+2888 (18,088 hp)	202 (-32 size, +38 deflection, +3 Dex, +4 dodge, +28 foresight, +151 natural)	+152/ +239	+187	+125	+113	+141 +133	+152
Young Adult	Ma-F 164d100+3444 (19,844 hp)	223 (-32 size, +41 deflection, +4 Dex, +5 dodge, +32 foresight, +163 natural)	+164/ +257	+206	+137	+125	+153 +145	+165
Adult	Ma-F 176d100+4048 (21,648 hp)	244 (-32 size, +44 deflection, +5 Dex, +6 dodge, +36 foresight, +175 natural)	+176/ +275	+225	+149	+137	+165 +157	+178
Mature Adult	Ma-F 188d12+4700 (23,500 hp)	265 (-32 size, +47 deflection, +6 Dex, +7 dodge, +40 foresight, +187 natural)	+188/ +293	+244	+161	+149	+177 +169	+191
Old	Ma-F 200d12+5400 (25,400 hp)	286 (-32 size, +50 deflection, +7 Dex, +8 dodge, +44 foresight, +199 natural)	+200/ +311	+263	+173	+161	+189 +181	+204
Very Old	Ma-F 212d12+6148 (27,348 hp)	307 (-32 size, +53 deflection, +8 Dex, +9 dodge, +48 foresight, +211 natural)	+212/ +325	+282	+185	+173	+201 +193	+217
Ancient	Ma-F 224d12+6944 (29,344 hp)	328 (-32 size, +56 deflection, +9 Dex, +10 dodge, +52 foresight, +223 natural)	+224/ +347	+301	+197	+185	+213 +205	+230
Wyrm	Ma-F 236d12+7788 (31,388 hp)	349 (-32 size, +59 deflection, +10 Dex, +11 dodge, +56 foresight, +235 natural)	+236/ +365	+320	+209	+197	+225 +217	+243
Great Wyrm	Ma-F 248d12+8680 (33,480 hp)	370 (-32 size, +62 deflection, +11 Dex, +12 dodge, +60 foresight, +247 natural)	+248/ +383	+339	+221	+209	+237 +229	+256

D: DRAGON, COMETARY

Energy Immunity (Ex) Immune to cold-based effects.

Slipstream (Ex) Cometary dragons are immune to time-based effects and cannot be undermined by time travelling opponents.

Seventh Sense (Ex) A cometary dragon's senses extend one round into the future. It can never be caught flat-footed or surprised and gains its dexterity bonus against foes it cannot perceive. To adjudicate this, allow the dragon to replay the round again with the knowledge of what is going to happen next. The dragon can replay a number of rounds each day equal to its age category, beyond that, the time stream becomes too muddled for it to perceive until time once again is allowed to take its natural course.

Time Folding (Su): When making a full attack the cometary dragon gains an additional attack for every age category. This is akin to the *haste* spell, however the effect stacks with itself. This also grants a +1 bonus to attack rolls; armor class (dodge bonus) and Reflex saves per age category.

eg. A very old cometary dragon gains a +9 attack bonus, +9 dodge bonus to AC and Reflex saves and 9 extra attacks when full attacking.

Juvenile Cometary Dragon: CR 152, Macro-Fine Dragon (Extraplanar, Lawful), HD 152d100+2888 (18,088 hp); Init +39; Spd 4400 ft. Fly 10,800 ft. (good), Swim 220 ft.; AC 202 (-32 size, +38 deflection, +3 Dex, +4 dodge, +28 foresight, +151 natural), touch 51, flat footed 195; Base Atk +152; Grp +239; Atk +187 melee (10d10+35 plus 10d10 choral cold, bite); Full Atk +187 melee (10d10+35 plus 10d10 choral cold, 6 bites), +185 melee (8d6+17 plus 8d6 choral cold, 4 claws); Space/Reach 320 ft./240 ft. (bite 320 ft.); SA breath weapon, spell-like abilities, spells; SQ absorb cold, darkvision 1200 ft., displacement, immunity to cold, fire, paralysis and sleep based attacks, low-light vision, seventh sense, slipstream, time folding; AL LN; SV Fort +125, Ref +113, Will +141; Str 81, Dex 16, Con 48, Int 80, Wis 81, Cha 80.

Skills and Feats: Omniscipotent - all skills 183 + ability modifier; Automatic Metamagic Capacity* (x21), Blind-Fight, Cleave, Empower Spell, Enhance Spell, Enlarge Spell, Epic Spellcasting, Extend Spell, Flyby Attack, Great Cleave, Heighten Spell, Hover, Improved Initiative, Improved Natural Attack (bite, claw), Improved Sunder, Maximise Spell, Metamagic Freedom*, Multiattack, Power Attack, Quicken Spell, Silent Spell, Snatch, Spell Knowledge (x5), Still Spell, Supreme Initiative, Widen Spell.

*New epic feats - see page 3

Breath Weapon (Su): 2400-ft. cone, temporal stasis effect (4 round duration), Reflex DC 133 to only be slowed 4 rounds.

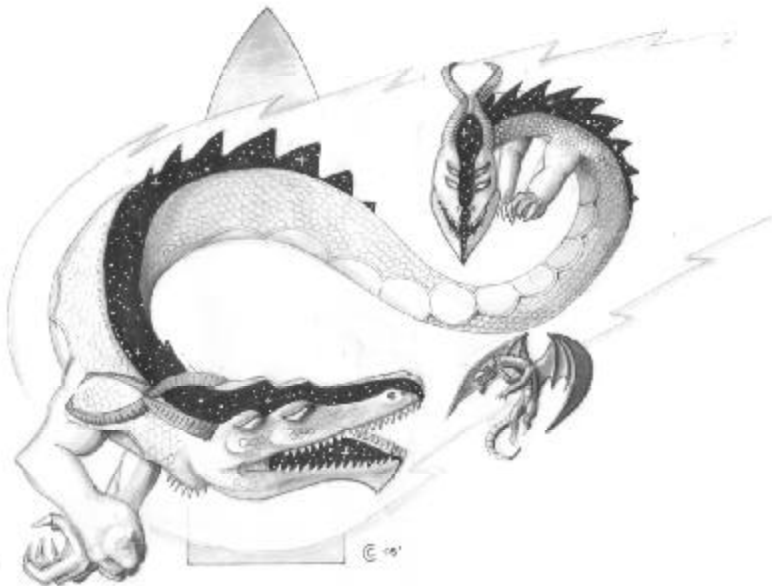
Spell-like Abilities: At will - *temporal stasis* (DC 81) and *time stop*.

Spells: As 76th-level Sorcerer (Caster Level 104th).

Sorcerer spells per day: 6/16/16/15/15/15/15/14/14/14.

The save DCs are Charisma-based.

Sorcerer Spells Known (9/5/5/4/4/4/3/3/3/3); *save DC 73 + spell level*): 0 - *dancing lights, detect magic, flare, ghost sound, light, message, ray of frost, read magic, resistance*; 1st - *chill touch, mage armor, magic missile, shield, summon monster I*; 2nd - *eagle's splendor, mirror image, shatter, scorching ray, summon monster II*; 3rd - *dispel magic, fireball, slow, summon monster III*; 4th -



dimension door, dimensional anchor, summon monster IV, wall of ice; 5th - *break enchantment, cone of cold, summon monster V, wall of force*; 6th - *chain lightning, greater dispel magic, legend lore, planar binding, summon monster VI*; 7th - *banishment, delayed blast fireball, forcecage, prismatic spray, summon monster VII*; 8th - *dimensional lock, maze, polar ray, summon monster VIII, sunburst, temporal stasis*; 9th - *gate, meteor swarm, prismatic sphere, summon monster IX, time stop, wish*.

Epic Spells per day: (15); save DC 83

Epic spells known: *enslave, epic counterspell, epic mage armor, epic repulsion, epic spell reflection, greater ruin, kinetic love, let go of me, living lightning, mass frog, nailed to the sky, peripety, safe time, soul scry, superb dispelling, time duplicate*.

ADVENTURE IDEAS

Sub-epic: A king who supposedly ate the flesh of a cometary dragon cannot stop hiccuping.

Low Epic: A cometary dragon decides it's time for it to die and chooses your planet as its graveyard, with temporal consequences.

Mid-epic: Astronomers have spotted a comet on a collision course with their planet. The impact may destroy all life on the planet (but would only serve to waken the sleeping cometary dragon).

High Epic: A pair of phane archmages seek to regress back into the womb of their cometary dragon parent, an act which may eliminate all of temporal magic from the universe.

Low Cosmic: The greatest of all time dragons, Ouroboros (a great, great, great wyrm) has allied with Sandalphon, the king of angels, as both seek to eliminate death from the universe by permanently isolating the dimension of nothingness from the others. But should they so disrupt the natural order?

TABLE D-17: COMETARY DRAGONS BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Damage Reduction	Sorcerer Level	SR
Wyrmling	2700 ft., fly 7500 ft. (good)	69	10	36	68	69	68	Absorb cold, displacement, cold/fire immunity, seventh sense, slipstream, time folding	55/-	58th	142
Very Young	3800 ft., fly 10,200 ft. (good)	73	12	40	72	73	74	Temporal Stasis - At will	60/-	64th	158
Young	4100 ft., fly 10,500 ft. (good)	77	14	44	76	77	80		70/-	70th	174
Juvenile	4400 ft., fly 10,800 ft. (good)	81	16	48	80	81	86	Time stop - At will	75/-	76th	190
Young Adult	4700 ft., fly 11,100 ft. (good)	85	18	52	84	85	92	Virtual Size Category	80/-	82nd	206
Adult	5000 ft., fly 11,400 ft. (good)	89	20	56	88	89	98	Safe time - 1/day	85/-	88th	222
Mature Adult	5300 ft., fly 11,700 ft. (good)	93	22	60	92	93	104		90/-	94th	238
Old	5600 ft., fly 12,000 ft. (good)	97	24	64	96	97	110	Time duplicate - 1/day	100/-	100th	254
Very Old	5900 ft., fly 12,300 ft. (good)	101	26	68	100	101	116	Virtual Size Category	105/-	106th	270
Ancient	6200 ft., fly 12,700 ft. (good)	105	28	72	104	105	122	Dire winter - 1/week	110/-	112th	286
Wyrm	6500 ft., fly 13,000 ft. (good)	109	30	76	108	109	128		115/-	118th	302
Great Wyrm	6800 ft., fly 13,300 ft. (good)	113	32	80	112	113	134	Time travel - 1/year	120/-	124th	318

NEXUS DRAGON

Welfin hlote Dragoon

Dragon (Extraplanar)

Environment: Any

Organization: Solitary

Challenge Rating: Wyrmling 416, very young 440, young 464, juvenile 488, young adult 512, adult 536, mature adult 560, old 584, very old 608, ancient 632, wyrm 656, great wyrm 680.

Treasure: None

Alignment: Always neutral

Advancement Range: Wyrmling 417-439 HD (Macro-Diminutive), very young 441-463 HD (Macro-Diminutive), young 465-487 HD (Macro-Diminutive), juvenile 489-511 HD (Macro-Diminutive), young adult 513-535 HD (Macro-Tiny), adult 537-559 HD (Macro-Tiny), mature adult 561-583 HD (Macro-Tiny), old 585-607 HD (Macro-Tiny), very old 609-631 HD (Macro-Tiny), ancient 633-655 HD (Macro-Tiny), wyrm 657-679 HD (Macro-Tiny), great wyrm 681-703 HD (Macro-Tiny), great, great wyrm 705-727 HD (Macro-Tiny).

Level Adjustment: Wyrmling +208, very young +220, young +232, juvenile +244, young adult +256, adult +268, mature adult +280, old +292, very old +304, ancient +316, wyrm +328, great wyrm +340.

At first glance it appears a vast, hexagonal scaled, grey serpent stretches before you. With six translucent wings made of light that seem to pass through each other and a pulsating spiral maw. However, as seconds tick over it seems to expand to encompass the periphery of your vision, as if growing geometrically with each passing moment. But the more you gaze at the creature the less defined its appearance becomes, until the image in front of you cracks like a broken mirror in one sanity shattering moment and you realise that the incomprehensible vision before you was never meant to be seen by eyes such as yours.

Nexus dragons exist between space and entropy, a surreal duality of life and unlfe. Interdimensional monstrosities who prey on the laws of physics. Most of the time they prowl the unreality that exists between dimensions, but occasionally events of cataclysmic proportions can weaken the fabric of the universe enough to grant them access. Nexus dragons occasionally find themselves at odds with time lords, but usually

steer clear of such beings.

COMBAT

Nexus dragons attack foes with simultaneous magical and physical assaults, following up with their eradicating breath. As battles progress, nexus dragons appear to grow larger until opponents seemingly find themselves fighting from within the serpent that now encompasses their reality.

Alter Reality (Su): Nexus dragons are anathema to the fabric of reality. Once per round as a free action they can duplicate any spell of a level equal to 9 + number of automatic metamagic capacity feats. This ability even duplicates any epic spells of a DC equal to the nexus dragon's spellcraft skill +20.

Breath Weapon (Su): The breath weapon of the nexus dragon shunts opponents into alternate universes, erasing them from ever having existed at all. Those caught within the area of effect have a percentage chance (listed in Table D-18: Nexus Dragon by Age) of being eradicated from their known reality. Its possible that beings eradicated by the same use of the breath weapon will find themselves shunted to the same alternate universe.

Extra-dimensional (Ex) Starting after the first round they are encountered, nexus dragons begin to expand to fill the opponents perception of the universe. This bestows upon the nexus dragon an additional Virtual Size Category each round.

Energy Absorption (Ex): Nexus dragons are healed by electricity-based attacks.

Energy Immunity (Ex): Nexus dragons are immune to cold effects.

Energy Reflection (Ex): Nexus dragons reflect sonic-based attacks.

Interdimensional (Ex): The interdimensional scales of the nexus dragon are very difficult for three-dimensional beings to accurately gauge their exact position. When targeted with an attack or spell, the nexus dragon has a base 50% chance of avoiding the attack. This ability increases with every age category using the same percentage as the nexus dragon's breath weapon has of eradicating an opponent.

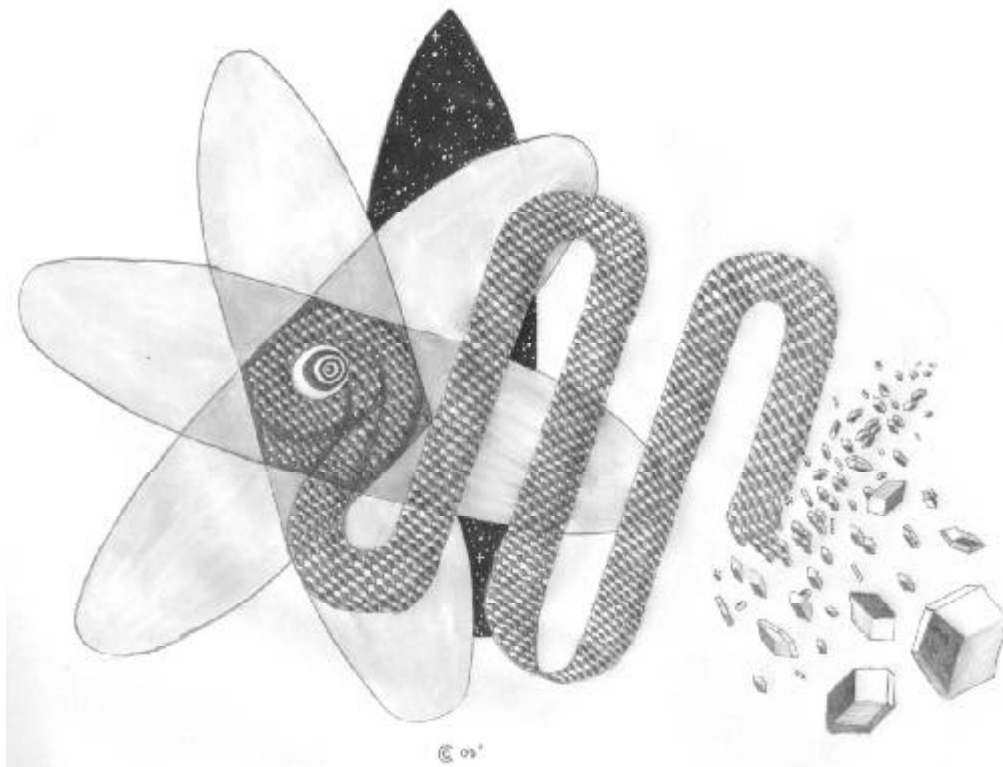
Luck (Ex): Nexus dragons exist partially outside the laws of probability and as such gain a luck bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

The value of this bonus is equal to 48 + 16/age category of the dragon.

TABLE D-18: NEXUS DRAGONS BY AGE

Age	Size	Hit Dice (hit points)	AC	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon %	Mind Warp DC
Wyrmling	Ma-D	416d1000+6240 (422,240 hp)	529 (-64 size, +104 deflection, +64 luck, +415 natural) touch 114, flat-footed 529	+416/ +546	+454	n/a	+274	n/a	50	+382
Very Young	Ma-D	440d1000+9240 (449,240 hp)	576 (-64 size, +111 deflection, +80 luck, +439 natural) touch 137, flat-footed 576	+440/ +590	+498	n/a	+298	n/a	66	+414
Young	Ma-D	464d1000+12,528 (476,528 hp)	623 (-64 size, +118 deflection, +96 luck, +463 natural) touch 160, flat-footed 623	+464/ +634	+542	n/a	+322	n/a	75	+446
Juvenile	Ma-D	488d1000+16,104 (504,104 hp)	670 (-64 size, +125 deflection, +112 luck, +487 natural) touch 183, flat-footed 670	+488/ +678	+586	n/a	+346	n/a	80	+478
Young Adult	Ma-T	512d1000+19,968 (531,968 hp)	653 (-128 size, +132 deflection, +128 luck, +511 natural) touch 142, flat-footed 653	+512/ +726	+566	n/a	+370	n/a	83	+510
Adult	Ma-T	536d1000+24,120 (560,120 hp)	700 (-128 size, +139 deflection, +144 luck, +536 natural) touch 165, flat-footed 700	+536/ +770	+610	n/a	+394	n/a	85	+542
Mature Adult	Ma-T	560d1000+28,560 (588,560 hp)	747 (-128 size, +146 deflection, +160 luck, +559 natural) touch 188, flat-footed 747	+560/ +814	+654	n/a	+418	n/a	87	+574
Old	Ma-T	584d1000+33,288 (617,288 hp)	794 (-128 size, +153 deflection, +176 luck, +584 natural) touch 211, flat-footed 794	+584/ +858	+698	n/a	+442	n/a	88	+606
Very Old	Ma-T	608d1000+38,304 (646,304 hp)	841 (-128 size, +160 deflection, +192 luck, +608 natural) touch 234, flat-footed 841	+608/ +902	+742	n/a	+466	n/a	89	+638
Ancient	Ma-T	632d1000+43,608 (675,608 hp)	888 (-128 size, +167 deflection, +208 luck, +632 natural) touch 257, flat-footed 888	+632/ +946	+786	n/a	+490	n/a	90	+670
Wyrm	Ma-T	656d1000+49,200 (705,200 hp)	911 (-128 size, +174 deflection, +224 luck, +656 natural) touch 280, flat-footed 911	+656/ +990	+830	n/a	+514	n/a	91	+702
Great Wyrm	Ma-T	680d1000+55,080 (735,080 hp)	982 (-128 size, +181 deflection, +240 luck, +680 natural) touch 303, flat-footed 982	+680/ +1034	+874	n/a	+538	n/a	92	+734

D: DRAGON, NEXUS



Mind Warp (Ex): The nexus dragon's reality altering presence extends to 2560 feet. All creatures failing their Will saves go permanently insane.

Transdimensional Fortitude & Will (Ex) These beings exist between the dimensions of entropy and space. Nexus dragons never fail Fortitude or Will saving throws.

Unknowing (Su): Nexus dragons temporarily nullify a number of Hit Dice/Levels equal to 48 + 16/age category of the dragon. This ability extends to a range of 1600 ft. + 160 ft./Hit Dice. Beings with Hit Dice/Levels less than or equal to the dragon's null penalty are killed. Treat this nullification as a penalty on all opponent rolls.

Wyrmling Nexus Dragon: CR 416, Macro-Diminutive Dragon (Extraplanar), HD 416d1000+6240 (416,000 hp); Init +72; Spd Superluminal Fly 5,901,426,338 ft. (perfect) (1,180,285,267 squares); AC 529 (-64 size, +104 deflection, +64 luck, +415 natural), touch 114, flat footed 529; Base Atk +416; Grp +546; Atk +454 melee (10d10+35, bite); Full Atk +454 melee (10d10+39, bite), +452 melee (10d10+19, 6 wings), +454 melee (8d8+58, tail); Space/Reach 640 ft./480 ft. (bite 640 ft.); SA alter reality, breath weapon, spells; SQ absorb electricity, alter reality, darkvision (any distance), extra-dimensional, immunity to cold, fire, paralysis and sleep based attacks, interdimensional, low-light vision, luck, mind warp, transdimensional fortitude and will, unknowing, SR 490; AL N; SV Fort n/a, Ref +274, Will n/a; Str 86, Dex 10, Con 40, Int 218, Wis 219, Cha 218.

Skills and Feats: Omniscient - all skills 483 ranks + ability modifier; Automatic Metamagic Capacity* (x113), Blind-Fight, Cleave, Empower Spell, Enhance Spell, Enlarge Spell, Epic Spellcasting, Extend Spell, Flyby Attack, Great Cleave, Heighten Spell, Hover, Improved Initiative, Improved Natural Attack (bite, tail, wing), Improved Sunder, Maximise Spell, Metamagic Freedom*, Multiattack, Power Attack, Quicken Spell, Silent Spell, Snatch, Still Spell, Supreme Initiative, Widen Spell.

*New epic feats - see page 3

Breath Weapon (Su): 32,000-ft. cone, 50% chance of eradication.

Alter Reality (Su): Once per round as a free action duplicate any 122nd-level spell or epic spell of DC 419 or lower.

ADVENTURE IDEAS

Sub-Cosmic: Half a city and some of its inhabitants have been erased thru contact with a nexus dragon. Those few who miraculously were left untouched by the devastation are resented by those who lost family and friends. However before this trouble can boil over, the survivors start to manifest strange abilities (treat as paragons).

Mid-cosmic: A mysterious stranger appears claiming to be the brother of one of the PCs who was banished from this universe in a battle with a nexus dragon - however, no one remembers him. Is he to be believed, or is he an imposter?

High Cosmic: Gargillian, a macrobe human (3036 Hit Dice) from another universe who wields a nexus dragon like a whip, leads an army of macrobes against your reality.

TABLE D-19: NEXUS DRAGONS BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Damage Reduction	Caster Level	SR
Wyrmling	Superluminal	86	10	40	218	219	218	Alter reality, extradimensional, luck, interdimensional, mind warp, unknowing	415/cursed	272nd	490
Very Young	Superluminal	94	10	52	226	231	226		440/cursed	300th	530
Young	Superluminal	102	10	64	234	243	234	Virtual Size Category	460/cursed	328th	570
Juvenile	Superluminal	110	10	76	242	255	242	Virtual Size Category	485/cursed	356th	610
Young Adult	Superluminal	118	10	88	250	267	250		510/cursed	384th	650
Adult	Superluminal	126	10	100	258	279	258		535/cursed	412th	690
Mature Adult	Superluminal	134	10	112	266	291	266		560/cursed	440th	730
Old	Superluminal	142	10	124	274	303	274	Virtual Size Category	580/cursed	468th	770
Very Old	Superluminal	150	10	136	282	315	282	Virtual Size Category	605/cursed	496th	810
Ancient	Superluminal	158	10	148	290	327	290		630/cursed	524th	850
Wyrm	Superluminal	166	10	160	298	339	298	Virtual Size Category	655/cursed	552nd	890
Great Wyrm	Superluminal	174	10	172	306	351	306		680/cursed	580th	930

PLATINUM DRAGON

Ḍřaḡo-pataḏiḡ

Dragon (Extraplanar, Good, Lawful)

Environment: Any

Organization: Solitary

Challenge Rating: Wyrmling 29, very young 35, young 41, juvenile 47, young adult 53, adult 59, mature adult 65, old 71, very old 77, ancient 83, wyrm 89, great wyrm 95.

Treasure: Triple Standard, no magic items.

Alignment: Always lawful good

Advancement Range: Wyrmling 30-31 HD (Gargantuan), 32-34 HD (Colossal), very young 36-40 HD (Colossal), young 42-46 HD (Colossal), juvenile 48-52 HD (Colossal), young adult 54-58 HD (Colossal), adult 60-63 HD (Colossal), 64 HD (Titanic), mature adult 66-70 HD (Titanic), old 72-76 HD (Titanic), very old 78-82 HD (Titanic), ancient 84-88 HD (Titanic), wyrm 90-94 HD (Titanic), great wyrm 96-100 HD (Titanic), great, great wyrm 102-106 HD (Titanic).

Level Adjustment: Wyrmling +14, very young +17, young +20, juvenile +23, young adult +26, adult +29, mature adult +32, old +35, very old +38, ancient +41, wyrm +44, great wyrm +47.

This silvery white creature resembles a cross between a dragon and a unicorn.

Just champions of good, these creatures are the moral crusaders of dragonkind, argent ambassadors for their races more noble traits. In this manner they represent the polar opposite of the polychromatic dragon, giving rise to much enmity between the two.

Their scales are like tarnished silvery white at birth but become more and more polished as they age. When they reach great wyrm their scales are like perfect mirrors. The horns of platinum dragons are status symbols among their kind. Most are straight, although some such dragons who perhaps lean more towards neutral are curved. The number of twists in the horn itself denotes its age category.

They make their lairs in great shining citadels on the upper planes of Arcadia and the Seven Heavens. These bastions against evil are home to many creatures of good.

Platinum dragons can eat anything but consider coins, especially

platinum, a delicacy. Most see this as ridding the world of the temptation of greed.

COMBAT

Platinum dragons are valiant and courageous and charge into combat seeking the strongest opponents. They prefer to engage opponents in melee after precasting their strongest defensive spells.

Breath Weapon (Su): Platinum dragons have two breath weapons. The first is a cone of divine sonic damage. This deals d20 points of divine sonic damage for every Hit Dice of the dragon. The second breath weapon is a cone of iatric (healing) vapours, which the dragon can choose to inhale if it so wishes. This heals 10 points of damage per Hit Dice of the dragon.

Fast Healing (Ex): Platinum Dragons gain a bonus Fast Healing epic feat, granting an additional fast healing 3 for each and every age category.

Horn (Su): All platinum dragons have a spiral horn which can replace their bite attack (dealing the same amount of damage). The dragon also smites evil with every horn attack. Giving it an attack bonus equal to its Charisma modifier and a damage bonus equal to its Hit Dice.

Immunities: Platinum dragons are immune to cold and all diseases.

Powerful Charge (Ex): When a platinum dragon charges and hits with its gore attack it deals double base damage and adds 1 1/2 times its strength modifier.

Shining Scales (Su): Anyone attacking a platinum dragon will act last unless they make a Fortitude save (DC 10 + 1/2 Hit Dice + Charisma modifier). Those who successfully save are still treated as if dazzled.

Old Platinum Dragon: CR 71, Titanic Dragon (Extraplanar, Good, Lawful), HD 71d20+994 (2414 hp); Init +15; Spd 480 ft. Fly 1440 ft. (poor), swim 240 ft.; AC 89 (-16 size, +14 deflection, +11 divine, +70 natural), touch 19, flat footed 89; Base Atk +71; Grp +135; Atk +99 melee (8d6+33, horn); Full Atk +99 melee (8d6+33, horn), +94 melee (4d6+16, 2 claws), +94 melee (2d8+16, 2 wings), +94 melee (4d6+49, tail slap); Space/Reach 160 ft./120 ft. (bite 160 ft.); SA breath weapon, horn, spell-like abilities, spells; SQ darkvision 240 ft., fast healing 24, glistening scales, immunity to cold, disease, paralysis, sleep based attacks, low-light vision, SR 99; AL LN; SV Fort +51, Ref +37, Will +55; Str 77, Dex 10, Con 39, Int 31, Wis 46, Cha 38.

Skills and Feats: Concentration +99, Diplomacy +107, Escape Artist +85, Heal +103, Intimidate +99, Jump +123, Knowledge (nobility and royalty) +95, Knowledge (the planes) +95, Knowledge (religion) +95, Listen +103,

TABLE D-20: PLATINUM DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
Wyrmling	G	29d20+203 (783 hp)	45 (-4 size, +7 deflection, +4 divine, +28 natural) touch 17, flat-footed 45	+29/+64	+48	+27	+20	+27	35	35
Very Young	C	35d20+280 (980 hp)	49 (-8 size, +8 deflection, +5 divine, +34 natural) touch 15, flat-footed 49	+35/+77	+53	+32	+24	+33	40	40
Young	C	41d20+369 (1189 hp)	57 (-8 size, +9 deflection, +6 divine, +40 natural) touch 17, flat-footed 57	+41/+86	+62	+37	+28	+38	45	45
Juvenile	C	47d20+470 (1410 hp)	65 (-8 size, +10 deflection, +7 divine, +46 natural) touch 19, flat-footed 65	+47/+95	+71	+42	+32	+44	50	50
Young Adult	C	53d20+583 (1643 hp)	73 (-8 size, +11 deflection, +8 divine, +52 natural) touch 21, flat-footed 73	+53/+104	+80	+47	+36	+49	55	55
Adult	C	59d20+708 (1888 hp)	81 (-8 size, +12 deflection, +9 divine, +58 natural) touch 23, flat-footed 81	+59/+113	+89	+52	+40	+55	60	60
Mature Adult	T	65d20+845 (2145 hp)	81 (-16 size, +13 deflection, +10 divine, +64 natural) touch 17, flat-footed 81	+65/+126	+90	+57	+44	+60	65	65
Old	T	71d20+994 (2414 hp)	89 (-16 size, +14 deflection, +11 divine, +70 natural) touch 19, flat-footed 89	+71/+135	+99	+62	+48	+66	70	70
Very Old	T	77d20+1155 (2695 hp)	97 (-16 size, +15 deflection, +12 divine, +76 natural) touch 21, flat-footed 97	+77/+144	+108	+67	+52	+71	75	75
Ancient	T	83d20+1328 (2988 hp)	105 (-16 size, +16 deflection, +13 divine, +82 natural) touch 23, flat-footed 105	+83/+153	+117	+72	+56	+77	80	80
Wurm	T	89d20+1513 (3293 hp)	113 (-16 size, +17 deflection, +14 divine, +88 natural) touch 25, flat-footed 113	+89/+162	+126	+77	+60	+82	85	85
Great Wurm	T	95d20+1710 (3610 hp)	121 (-16 size, +18 deflection, +15 divine, +94 natural) touch 27, flat-footed 121	+95/+171	+135	+82	+64	+88	90	90

D: DRAGON, PLATINUM

Search +95, Sense Motive +103, Spellcraft +95, Spot +105, Swim +123, Use Magic Device +99; Automatic Metamagic Capacity* (x8), Blind-Fight, Cleave, Empower Spell, Epic Spellcasting, Fast Healing^b (x8), Flyby Attack, Great Smiting, Heighten Spell, Holy Strike, Hover, Improved Initiative, Improved Sunder, Metamagic Freedom*, Power Attack, Quicken Spell, Snatch, Widen Spell.

*New epic feats - see page 3

Breath Weapon (Su): 320-ft. cone, 71d20 divine sonic damage (average 745) or heals 710 points of damage. Reflex DC 70 half.

Spell-like Abilities: At will - holy aura (constant), holy word (DC 46); 3/day - mass heal, true resurrection.

Spells: As 35th-level Clerics (Caster Level 46th) with access to two of the following domains: Good, Healing, Law and Protection.

The save DCs are Wisdom-based.

Typical Cleric Spells Prepared (6/11/11/10/10/10/9/8/8/8); save DC 39 + spell level): **0th** - create water, guidance, light, purify food and drink, read magic, virtue; **1st** - bless (2), bless water, command, cure light wounds (2), command, divine favor, entropic shield, sanctuary, shield of faith; **2nd** - aid, calm emotions, consecrate, cure moderate wounds (2), enthral, owl's wisdom (2), remove paralysis, shield other, silence; **3rd** - cure serious wounds (2), daylight, dispel magic (2), glyph of warding, invisibility purge, prayer, protection from energy, searing light; **4th** - cure critical wounds, dimensional anchor (2), dismissal, divination, divine power, lesser planar ally (movanic deva), neutralise poison, restoration; spell immunity; **5th** - break enchantment, dispel evil, disrupting weapon, greater command, hallow, mark of justice, mass cure light wounds, planeshift, righteous might, scrying; **6th** - anti-magic field, banishment, blade barrier, greater dispel magic, heal, mass bear's endurance, planar ally (astral deva), summon monster VI, word of recall; **7th** - dictum, ethereal jaunt, holy word, greater restoration, regenerate, repulsion, resurrection; **8th** - anti-magic field, dimensional lock, discern location, greater planar ally (planetar), greater scrying, holy aura, mass cure critical wounds, mind blank; **9th** - astral projection, etherealness, gate, mass heal, miracle (2), prismatic sphere, summon monster IX.

Epic spells per day: (7); save DC 49

Epic spells known: contingent resurrection, epic counterspell, epic mage armor, epic repulsion, let go of me, nailed to the sky, peripety, superb dispelling.

ADVENTURE IDEAS

Sub-epic: The ogre general Hulsk (Fighter 15) wields the severed and corrupted horn of a platinum dragon, allowing him to smite with every attack.

Low Epic: The soul of an epic paladin is bestowed the honor of being



allowed to journey to the afterlife on the back of a platinum dragon.

Mid-epic: The polished scales of a platinum dragon have merged with a gate spell, the dragon becoming a walking portal to the plane of mirrors.

High Epic: A flight of platinum dragons seek to invade the Abyss, however the demons know they are coming and have made preparations to deal with them.

Low Cosmic: Bahamut, a great, great, great wyrm platinum dragon has been trapped beneath the cosmic entity Mahisha, which has itself been trapped underneath a great ruby mountain.

TABLE D-21: PLATINUM DRAGONS BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Damage Reduction*	Cleric Level	SR
Wyrmling	240 ft., fly 720 ft. (clumsy)	49	10	25	24	25	24	Fast healing 3, glittering scales, horn, immunity to cold and disease, powerful charge	10	14th	43
Very Young	320 ft., fly 960 ft. (clumsy)	53	10	27	25	28	26	Fast healing 6, holy word - at will	15	17th	50
Young	320 ft., fly 960 ft. (clumsy)	57	10	29	26	31	28	Fast healing 9	15	20th	57
Juvenile	320 ft., fly 960 ft. (clumsy)	61	10	31	27	34	30	Fast healing 12, holy aura - constant	20	23rd	64
Young Adult	320 ft., fly 960 ft. (clumsy)	65	10	33	28	37	32	Fast healing 15, Virtual Size Category	25	26th	71
Adult	320 ft., fly 960 ft. (clumsy)	69	10	35	29	40	34	Fast healing 18, mass heal - 3/day	25	29th	78
Mature Adult	480 ft., fly 1440 ft. (clumsy)	73	10	37	30	43	36	Fast healing 21	30	32nd	85
Old	480 ft., fly 1440 ft. (clumsy)	77	10	39	31	46	38	Fast healing 24, true resurrection - 3/day	30	35th	92
Very Old	480 ft., fly 1440 ft. (clumsy)	81	10	41	32	49	40	Fast healing 27	35	38th	99
Ancient	480 ft., fly 1440 ft. (clumsy)	85	10	43	33	52	42	Fast healing 30, contingent resurrection - 1/day	40	41st	106
Wyrm	480 ft., fly 1440 ft. (clumsy)	89	10	45	34	55	44	Fast healing 33	40	44th	113
Great Wyrm	480 ft., fly 1440 ft. (clumsy)	93	10	47	35	58	46	Fast healing 36, vengeful gaze of god - 1/month, Virtual Size Category	45	47th	120

*Epic and Evil.

POLYCHROMATIC DRAGON

Ḏlfaçə-şelçeləf

Dragon (Chaotic, Evil, Extraplanar)

Environment: Any

Organization: Solitary

Challenge Rating: Wyrmling 20, very young 26, young 32, juvenile 38, young adult 44, adult 50, mature adult 56, old 62, very old 68, ancient 74, wyrm 80, great wyrm 86.

Treasure: Quadruple standard

Alignment: Always chaotic evil

Advancement Range: Wyrmling 21-25 HD (Gargantuan), very young 27-31 HD (Gargantuan), young 33-37 HD (Colossal), juvenile 39-43 HD (Colossal), young adult 45-49 HD (Colossal), adult 51-55 HD (Colossal), mature adult 57-61 HD (Colossal), old 63 HD (Colossal), 64-67 HD (Titanic), very old 69-73 HD (Titanic), ancient 75-79 HD (Titanic), wyrm 81-85 HD (Titanic), great wyrm 87-91 HD (Titanic), great, great wyrm 92-97 HD (Titanic).

Level Adjustment: Wyrmling +10, very young +13, young +16, juvenile +19, young adult +22, adult +25, mature adult +28, old +31, very old +34, ancient +37, wyrm +40, great wyrm +43.

[Read the description for the chromatic dragon currently being mimicked.]

Polychromatic dragons are base villains who epitomise the worst traits of dragonkind, most notably greed. These wicked creatures covet power and wealth above all else and use the most expeditious means within their capabilities to garner both.

Such dragons are born with the ability to change the color of their scales. They use this power to mimic the appearance of chromatic dragons, lulling unsuspecting assassins into a false sense of security.

Adult polychromatic dragons make their lairs in the outer planes of the Abyss, Pandemonium and Tarterus, where they contest with the natives of those realms. There they fashion underground networks of tunnels where they house their vast treasure hoards.

Females who produce offspring evict any children older than wyrmling. Very young polychromatic dragons must leave the lair of their mother, or else they are consumed, seemingly their maternal instincts only extend so far. Many enter the service of demon princes or similar spirit beings, although such relationships have a tendency to end violently when the dragon outgrows its welcome and the threatens to usurp power. Others travel to the prime material plane where they carve out territories in the guise of chromatic dragons.

Polychromatic dragons eat anything, but consider the eggs of metallic dragons a delicacy.

COMBAT

Unless wholly assured of victory polychromatic dragons prefer to attack through underlings, spell and as a last resort melee, in that order. When facing multiple foes they concentrate on the weaker opponents, first seeking to dominate, then, if that fails, destroy.

A polychromatic dragon's natural weapons, as well as any weapons it wields are treated as chaotic-aligned, epic and evil-aligned for the purpose of overcoming damage reduction.

Alter Self (Su): The polychromatic dragon can change the color of its scales and the shape of its body to mimic the appropriate evil dragon type. However the dragon's disguise is not perfect as it still retains its tail barb.

Breath Weapon (Su): Polychromatic dragons can mimic the breath weapons of any chromatic dragon, though the damage dealt is always d20 points per Hit Dice of the dragon. Half of this damage is divine energy and the other half either: acid, cold, electricity or fire.

Improved Spell Resistance (Su): Polychromatic dragons gain the benefits of an Improved Spell Resistance feat with every age category.

Energy Immunity (Ex): Polychromatic dragons are immune to acid, cold, electricity, and fire-based attacks.

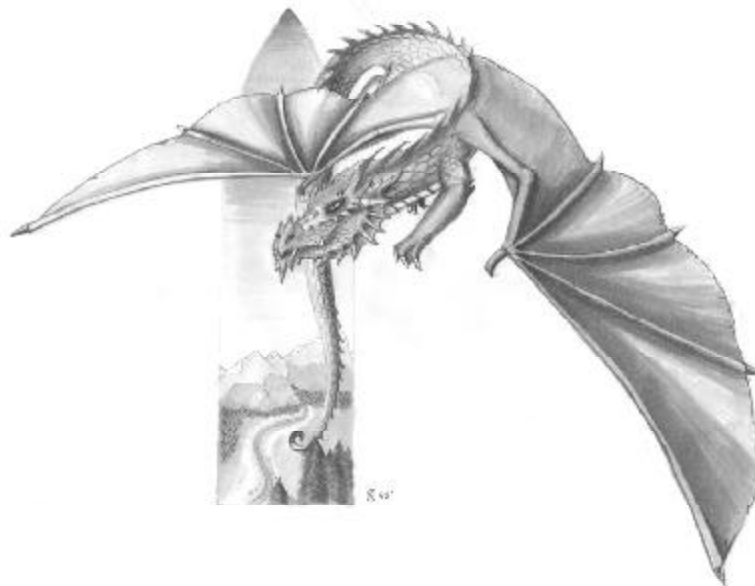
Tail Sting (Ex): Instead of a tail slap the polychromatic dragon can deliver a poison tail sting. Creatures hit by this attack take 3d6 (primary and secondary) Constitution damage unless they make their Fortitude saves (DC 10 + 1/2 dragon's Hit Dice + Constitution modifier).

Great Wyrmling Polychromatic Dragon: CR 86, Titanic Dragon (Chaotic, Evil, Extraplanar), HD 86d20+1462 (3182 hp); Init +19; Spd 480 ft. Fly 1440 ft. (poor), swim 240 ft.; AC 115 (-16 size, +21 deflection, +15 divine, +85 natural), touch 105, flat footed 77; Base Atk +86; Grp +154; Atk +118 melee

TABLE D-22: POLYCHROMATIC DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
Wyrmling	G	20d20+120 (520 hp)	34 (-4 size, +5 deflection, +4 divine, +19 natural) touch 15, flat-footed 34	+20/+52	+36	+22	+16	+21	30	29
Very Young	G	26d20+182 (702 hp)	42 (-4 size, +6 deflection, +5 divine, +25 natural) touch 17, flat-footed 42	+26/+61	+45	+27	+20	+26	35	34
Young	C	32d20+256 (896 hp)	47 (-8 size, +8 deflection, +6 divine, +31 natural) touch 16, flat-footed 47	+32/+73	+49	+32	+24	+31	40	40
Juvenile	C	38d20+342 (1102 hp)	55 (-8 size, +9 deflection, +7 divine, +37 natural) touch 18, flat-footed 55	+38/+82	+58	+37	+28	+36	45	45
Young Adult	C	44d20+440 (1320 hp)	64 (-8 size, +11 deflection, +8 divine, +43 natural) touch 21, flat-footed 64	+44/+90	+66	+42	+32	+41	50	51
Adult	C	50d20+550 (1550 hp)	72 (-8 size, +12 deflection, +9 divine, +49 natural) touch 23, flat-footed 72	+50/+99	+75	+47	+36	+46	55	56
Mature Adult	C	56d20+672 (1792 hp)	81 (-8 size, +14 deflection, +10 divine, +55 natural) touch 26, flat-footed 81	+56/+107	+83	+52	+40	+51	60	62
Old	C	62d20+806 (2046 hp)	89 (-8 size, +15 deflection, +11 divine, +61 natural) touch 28, flat-footed 89	+62/+116	+92	+57	+44	+56	65	67
Very Old	T	68d20+952 (2312 hp)	90 (-16 size, +17 deflection, +12 divine, +67 natural) touch 23, flat-footed 90	+68/+128	+92	+62	+48	+61	70	73
Ancient	T	74d20+1110 (2590 hp)	98 (-16 size, +18 deflection, +13 divine, +73 natural) touch 25, flat-footed 98	+74/+137	+101	+67	+52	+66	75	78
Wyrmling	T	80d20+1280 (2880 hp)	107 (-16 size, +20 deflection, +14 divine, +79 natural) touch 28, flat-footed 107	+80/+145	+109	+72	+56	+71	80	84
Great Wyrmling	T	86d20+1462 (3182 hp)	115 (-16 size, +21 deflection, +15 divine, +85 natural) touch 30, flat-footed 117	+86/+154	+118	+77	+60	+76	85	89

D: DRAGON, POLYCHROMATIC



(8d6+33, bite); Full Atk +118 melee (8d8+33, bite), +113 melee (4d8+16, 2 claws), +113 melee (4d6+16, 2 wings), +113 melee (4d8+49, tail slap); Space/Reach 160 ft./120 ft. (bite 160 ft.); SA breath weapon, spell-like abilities, spells, tail sting; SQ alternate form, darkvision 240 ft., immunity to acid, cold, electricity, fire, paralysis and sleep based attacks, improved spell resistance, low-light vision, SR 135; AL CE; SV Fort +77, Ref +60, Will +76; Str 76, Dex 10, Con 45, Int 42, Wis 43, Cha 53.

Skills and Feats: Appraise +119, Bluff +124, Concentration +120, Diplomacy +124, Escape Artist +104, Gather Information +124, Heal +119, Hide +84, Intimidate +124, Jump +137, Knowledge (arcana) +119, Knowledge (the planes) +119, Knowledge (religion) +119, Listen +119, Move Silently +104, Search +119, Sense Motive +119, Spellcraft +119, Spot +119, Survival +119, Swim +137, Use Magic Device +124; Automatic Metamagic Capacity* (x9), Blind-Fight, Cleave, Empower Spell, Epic Spellcasting, Epic Spell Penetration, Flyby Attack, Greater Spell Penetration, Heighten Spell, Hover, Improved Initiative, Improved Spell Resistance^B (x12), Maximise Spell, Metamagic Freedom*, Power Attack, Quicken Spell, Silent Spell, Snatch, Spell Knowledge (x2), Spell Penetration, Widen Spell.

*New epic feats - see page 3

Breath Weapon (Su): 320-ft. cone (divine acid, divine cold or divine fire) or 320-ft. line (divine acid or divine electricity), 86d20 (average 903), Reflex DC 85 half.

Spell-like Abilities: At will - blasphemy (DC 53), limited wish; 3/day - disjunction, summon monster IX; 1/day - Spell Worm; Constant - Epic Spell Reflection.

Spells: As 43rd-level Sorcerer (Caster Level 101st).

Sorcerer spells per day: (6/12/11/11/11/11/10/10/10/10).

The save DCs are Charisma-based.

Sorcerer spells known: (9/5/5/4/4/4/3/3/4/6); save DC 46 + spell level: **0** - acid splash, dancing lights, detect magic, flare, ghost sound, message, ray of frost, read magic, resistance; **1st** - charm person, mage armor, magic missile, protection from good, shocking grasp; **2nd** - darkness, eagle's splendor, scorching ray, spectral hand, touch of idiocy; **3rd** - dispel magic, lightning bolt, suggestion, vampiric touch; **4th** - charm monster, confusion, crushing despair, greater invisibility; **5th** - break enchantment, cone of cold, dominate person, hold monster; **6th** - chain lightning, greater dispel magic, mass suggestion; **7th** - delayed blast fireball, mass hold person, power word blind; **8th** - horrid wilting, mass charm monster, polymorph any object, power word stun; **9th** - dominate monster, gate, mass hold monster, meteor swarm, power word kill, wish.

Epic Spells per day: (8); save DC 56

Epic spells known: damnation, dragon knight, eidolon, enslave, epic mage armor, epic counterspell, greater ruin, hellball, momento mori, superb dispelling.

ADVENTURE IDEAS

Sub-epic: The blood from a slain polychromatic dragon is said to be able to convey the chameleon-like properties.

Low Epic: A wyrmling polychromatic dragon is born unable to control its color changing abilities. An outcast among its own kind, it poses as a prismatic dragon.

Mid-epic: The prismatic shadow, divine half-dragon offspring of Tiamat and Kingu (one of the maskim) stalks the land.

High Epic: A flight of polychromatic dragons nest on the frame of an advanced (144 HD) xixecal abomination called Ymir.

Low Cosmic: Tiamat, a great, great, great wrym polychromatic dragon seeks to free her first husband, the dreaded elder god Apsu from his interdimensional prison.

TABLE D-23: POLYCHROMATIC DRAGONS BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Damage Reduction*	Sorcerer Level	SR
Wyrmling	240 ft., fly 720 ft. (clumsy)	43	10	23	20	21	20	Alter self, acid/cold/electricity /fire immunity, tail sting.	10	10th	36
Very Young	240 ft., fly 720 ft. (clumsy)	46	10	25	22	23	23	Blasphemy - at will	10	13th	45
Young	320 ft., fly 960 ft. (clumsy)	49	10	27	24	25	26		15	16th	54
Juvenile	320 ft., fly 960 ft. (clumsy)	52	10	29	26	27	29	Limited wish - at will	15	19th	63
Young Adult	320 ft., fly 960 ft. (clumsy)	55	10	31	28	29	32		20	22nd	72
Adult	320 ft., fly 960 ft. (clumsy)	58	10	33	30	31	35	Disjunction - 3/day	25	25th	81
Mature Adult	320 ft., fly 960 ft. (clumsy)	61	10	35	32	33	38		25	28th	90
Old	320 ft., fly 960 ft. (clumsy)	64	10	37	34	35	41	Summon monster IX - 3/day	30	31st	99
Very Old	480 ft., fly 1440 ft. (clumsy)	67	10	39	36	37	44		30	34th	108
Ancient	480 ft., fly 1440 ft. (clumsy)	70	10	41	38	39	47	Spell worm - 1/day	35	37th	117
Wrym	480 ft., fly 1440 ft. (clumsy)	73	10	43	40	41	50		35	40th	126
Great Wrym	480 ft., fly 1440 ft. (clumsy)	76	10	45	42	43	53	Epic spell reflection, VSC	40	43rd	135

*Epic and Good

TIMBER DRAGON

Dráçø-Drauid

Dragon (Extraplanar, Plant)

Environment: Any

Organization: Solitary

Challenge Rating: Wyrmling 26, very young 32, young 38, juvenile 44, young adult 50, adult 56, mature adult 62, old 68, very old 74, ancient 80, wyrm 86, great wyrm 92.

Treasure: Triple Standard.

Alignment: Always neutral

Advancement Range: Wyrmling 27-31 HD (Gargantuan), very young 33-37 HD (Colossal), young 39-43 HD (Colossal), juvenile 45-49 HD (Colossal), young adult 51-55 HD (Colossal), adult 57-61 HD (Colossal), mature adult 63 HD (Colossal), 64-67 HD (Titanic), old 69-73 HD (Titanic), very old 75-79 HD (Titanic), ancient 81-85 HD (Titanic), wyrm 87-91 HD (Titanic), great wyrm 92-97 HD (Titanic), great, great wyrm 99-103 (Titanic).

Level Adjustment: Wyrmling +13, very young +16, young +19 juvenile +22, young adult +25, adult +28, mature adult +31, old +34, very old +37, ancient +40, wyrm +43, great wyrm +46.

This mighty creature resembles a cross between a dragon and a tree.

These great guardians of the forests share many similarities to treants, and indeed sometimes timber dragons at rest can be mistaken for elder treants. However, timber dragons are more pragmatic than their erstwhile allies, and are more willing to look upon the destruction of a forest as a chance for a new one to grow, even if its the forest they are trying to protect at the time. In that respect they defend natures right to exist rather than the forests themselves.

Their scales resemble tree bark, light brown and supple at birth, darkening and hardening with age. Timber dragons always blend in with the local fauna to resemble the surrounding trees. Their great wings so closely mimic tree branches that timber dragons who dwell in areas of deciduous trees lose their natural ability to fly over the winter months.

Unlike most other epic dragons, timber dragons prefer to dwell on the prime material plane, where they act as the spiritual guardians watching

over the worlds greatest forests and jungles.

Timber dragons enjoy a diet of water and sunlight. Any timber dragons deprived of either for protracted periods begins to shrivel and gray, although they cannot die this way unless they choose to do so. Even though their life-spans are potentially infinite, many philosophical timber dragons embrace the idea of returning to natures womb and seeding new life in the process.

Timber dragons do not mate, but instead germinate, their death creates a seed which can grow into another timber dragon if left unmolested.

COMBAT

Timber dragons are only likely to appear to combat a significant threat to the forest such as mass deforestation, great fires, blights and so forth.

Breath Weapon (Su): Timber dragons can breathe a withering cone of desiccating death. This delivers d12 points of damage per Hit Dice of the dragon similar to a *horrid wilting* spell. The effect deals d20 damage per Hit Dice to plants and water based creatures.

Bleeding Wounds (Su): Wounds delivered by the thorned limbs of a timber dragon continue to bleed after the injury is inflicted. Each wound bleeds 1 point of damage per round thereafter. Multiple wounds result in a cumulative effect. The bleeding can only be stopped by a successful DC 15 Heal check or the application of any *cure* spell or other healing magic.

Crown of Vermin (Su): In combat a timber dragon is constantly protected by an effect similar to a *crown of vermin* spell, except that the damage is only 10d10 per round. This effect has a radius of 10 feet.

Improved Toughness (Ex): Timber dragons gain the benefits of an Improved Toughness feat each and every age category.

Plant Traits (Ex): Immune to poison, *sleep*, paralysis, stunning and polymorphing. Not subject to critical hits or mind-affecting effects.

Vulnerability to Fire (Ex): Timber dragons take 50% more damage from fire based effects.

Ancient Timber Dragon: CR 80, Titanic Dragon (Plant), HD 80d20+1600+800 (4000 hp); Init +17; Spd 480 ft. Fly 1440 ft. (poor), swim 120 ft.; AC 93 (-16 size, +7 deflection, +13 divine, +79 natural), touch 14, flat footed 93; Base Atk +80; Grp +149; Atk +113 melee (8d6+36, bite); Full Atk +113 melee (8d6+36, bite), +108 melee (4d6+18, 2 claws), +108 melee (2d8+18, 2 wings), +108 melee (4d6+54, tail slap); Space/Reach 160 ft./120

TABLE D-24: TIMBER DRAGONS BY AGE

Age	Size	Hit Dice (hit points)	AC	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
Wyrmling	G	26d20+182+26 (728 hp)	38 (-4 size, +3 deflection, +4 divine, +25 natural) touch 13, flat-footed 38	+26/+60	+44	+26	+19	+25	34	33
Very Young	C	32d20+256+64 (960 hp)	41 (-8 size, +3 deflection, +5 divine, +31 natural) touch 10, flat-footed 41	+32/+73	+49	+31	+23	+31	39	37
Young	C	38d20+380+114 (1254 hp)	49 (-8 size, +4 deflection, +6 divine, +37 natural) touch 12, flat-footed 49	+38/+82	+58	+37	+27	+36	45	42
Juvenile	C	44d20+484+176 (1540 hp)	56 (-8 size, +4 deflection, +7 divine, +43 natural) touch 13, flat-footed 56	+44/+91	+67	+42	+31	+42	50	46
Young Adult	C	50d20+650+250 (1900 hp)	64 (-8 size, +5 deflection, +8 divine, +49 natural) touch 15, flat-footed 64	+50/+100	+76	+48	+35	+47	56	51
Adult	C	56d20+784+336 (2240 hp)	71 (-8 size, +5 deflection, +9 divine, +55 natural) touch 16, flat-footed 71	+56/+109	+85	+53	+39	+53	61	55
Mature Adult	C	62d20+992+434 (2666 hp)	79 (-8 size, +6 deflection, +10 divine, +61 natural) touch 18, flat-footed 79	+62/+118	+94	+59	+43	+58	67	60
Old	T	68d20+1156+544 (3060 hp)	78 (-16 size, +6 deflection, +11 divine, +67 natural) touch 11, flat-footed 78	+68/+131	+95	+64	+47	+64	72	64
Very Old	T	74d20+1406+666 (3552 hp)	86 (-16 size, +7 deflection, +12 divine, +73 natural) touch 13, flat-footed 86	+74/+140	+104	+69	+51	+69	78	69
Ancient	T	80d20+1600+800 (4000 hp)	93 (-16 size, +7 deflection, +13 divine, +79 natural) touch 14, flat-footed 93	+80/+149	+113	+75	+55	+75	83	73
Wyrm	T	86d20+1892+946 (4558 hp)	101 (-16 size, +8 deflection, +14 divine, +85 natural) touch 16, flat-footed 101	+86/+158	+122	+80	+59	+80	89	78
Great Wyrm	T	92d20+2116+1104 (5060 hp)	108 (-16 size, +8 deflection, +15 divine, +91 natural) touch 17, flat-footed 108	+92/+167	+131	+86	+63	+86	94	82

D: DRAGON, TIMBER

ft. (bite 160 ft.); SA bleeding wounds, breath weapon, crown of vermin, spell-like abilities, spells; SQ darkvision 240 ft., immunity to cold, improved toughness, paralysis and sleep based attacks, low-light vision, plant traits, virtual size category, SR 103; AL N; SV Fort +75, Ref +55, Will +75; Str 83, Dex 10, Con 51, Int 31, Wis 50, Cha 31.

Skills and Feats: Concentration +116, Diplomacy +106, Disguise +106, Escape Artist +96, Heal +116, Hide +76, Intimidate +106, Jump +133, Knowledge (nature) +106, Knowledge (the planes) +106, Listen +116, Search +106, Sense Motive +116, Spellcraft +106, Spot +116, Survival +116, Swim +133, Use Magic Device +106; Automatic Metamagic Capacity* (x9), Cleave, Empower Spell, Epic Spellcasting, Extend Spell, Flyby Attack, Heighten Spell, Hover, Improved Initiative, Improved Natural Attack (bite, claw), Improved Toughness^B (x10), Maximise Spell, Metamagic Freedom*, Power Attack, Quicken Spell, Silent Spell, Snatch, Still Spell, Widen Spell.

*New epic feats - see page 3

Breath Weapon (Su): 320-ft. cone, damage 80d12 (average 520), Fortitude DC 83 half.

Spell-like Abilities: At will - animate plants, control plants, transmute metal to wood; 3/day - shambler; 1/day - verdigris.

Spells (Sp): As 40th-level Druids (Caster Level 93rd).

The save DCs are Wisdom-based.

Typical Druid Spells Prepared (6/10/10/10/9/8/8/8/7); save DC 43 + spell level): 0 - create water, detect magic, flare, guidance, know direction, read magic; 1st - charm animal, cure light wounds (2), entangle (2), hide from animals, magic fang, obscuring mist, pass without trace, summon natures ally I; 2nd - bear's endurance, bull's strength, chill metal, fog cloud, owl's wisdom, resist energy, soften earth and stone, tree shape, warp wood, wood shape; 3rd - call lightning, cure moderate wounds, dominate animal, greater magic fang, plant growth, protection from energy, snare (2), speak with plants, spike growth; 4th - command plants, dispel magic (3), giant vermin, reincarnate, rusting grasp (2), scrying, spike stones; 5th - awaken, baleful polymorph (2), call lightning storm, commune with nature, cure critical wounds, insect plague, tree stride, wall of thorns; 6th - anti-life shell, find the path, greater dispel magic (2), ironwood, liveoak, transport via plants (2); 7th - changestaff, control weather, creeping doom (2), greater scrying, summon natures ally VII, true seeing, wind walk; 8th - earthquake, finger of death, horrid wilting (2), mass cure serious wounds, reverse gravity, summon natures ally VIII, word of recall; 9th - elemental swarm (earth), foresight, regenerate, shapechange, storm of vengeance, summon natures ally IX, sympathy.

Epic Spells per day: (8); save DC 53

Epic spells known: crown of vermin, epic counterspell, epic mage armor, epic spell reflection, greater ruin, mass frog, raise island, superb dispelling, verdigris.



Mid-epic: An ancient timber dragon and an odium do battle.

High Epic: Deities of fire find themselves coming under attack from a flight of timber dragons.

Low Cosmic: Yggdrasil sends a force of timber dragons to attack the nether dragons constantly gnawing at its roots.

ADVENTURE IDEAS

Sub-epic: A timber dragon dies of old age and petrifies. Druids hold a vigil, but others want the body for magical components.

Low Epic: A young timber dragon seeks to crush those who would pollute the atmosphere with incendiary spells.

TABLE D-25: TIMBER DRAGONS BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Damage Reduction	Druid Level	SR
Wyrmling	240 ft., fly 720 ft. (clumsy)	47	10	24	22	23	22	Bleeding wounds, crown of vermin, plant traits	10/-	14th	40
Very Young	320 ft., fly 960 ft. (clumsy)	51	10	27	23	26	23	Animate plants - at will	15/-	17th	47
Young	320 ft., fly 960 ft. (clumsy)	55	10	30	24	29	24		20/-	20th	54
Juvenile	320 ft., fly 960 ft. (clumsy)	59	10	33	25	32	25	Control plants - at will	20/-	23rd	61
Young Adult	320 ft., fly 960 ft. (clumsy)	63	10	36	26	35	26		25/-	26th	68
Adult	320 ft., fly 960 ft. (clumsy)	67	10	39	27	38	27	Transmute metal to wood - at will, Virtual Size Category	25/-	29th	75
Mature Adult	320 ft., fly 960 ft. (clumsy)	71	10	42	28	41	28		30/-	32nd	82
Old	480 ft., fly 1440 ft. (clumsy)	75	10	45	29	44	29	Shambler - 3/day	35/-	35th	89
Very Old	480 ft., fly 1440 ft. (clumsy)	79	10	48	30	47	30		35/-	38th	96
Ancient	480 ft., fly 1440 ft. (clumsy)	83	10	51	31	50	31	Verdigris - 1/day,	40/-	41st	103
Wyrm	480 ft., fly 1440 ft. (clumsy)	87	10	54	32	53	32		40/-	44th	110
Great Wyrm	480 ft., fly 1440 ft. (clumsy)	91	10	57	33	56	33	Verdigris tsunami - 1/week, Virtual Size Category	45/-	47th	117

TITANIUM DRAGON

Dragon-Knight

Dragon (Extraplanar, Lawful)

Environment: Any

Organization: Solitary

Challenge Rating: Wyrmling 29, very young 35, young 41, juvenile 47, young adult 53, adult 59, mature adult 65, old 71, very old 77, ancient 83, wyrm 89, great wyrm 95.

Treasure: Triple Standard, no magic items.

Alignment: Always lawful neutral

Advancement Range: Wyrmling 30-31 HD (Gargantuan), 32-34 HD (Colossal), very young 36-40 HD (Colossal), young 42-46 HD (Colossal), juvenile 48-52 HD (Colossal), young adult 54-58 HD (Colossal), adult 60-63 HD (Colossal), 64 HD (Titanic), mature adult 66-70 HD (Titanic), old 72-76 HD (Titanic), very old 78-82 HD (Titanic), ancient 84-88 HD (Titanic), wyrm 90-94 HD (Titanic), great wyrm 96-100 HD (Titanic), great, great wyrm 102-106 HD (Titanic).

Level Adjustment: Wyrmling +14, very young +17, young +20, juvenile +23, young adult +26, adult +29, mature adult +32, old +35, very old +38, ancient +41, wyrm +44, great wyrm +47.

This powerful looking dragon is blue-black in color with scales so thick it could almost be mistaken for barding. Its tail ends in a solid looking club of bone.

Titanium dragons are bold, honorable and stoic dragon immortals. They enjoy all aspects of warcraft and fighting, in particular personal combat. On occasion, titanium dragons may work as mercenaries for hire, a few even serve the greatest of war gods, but all are unwilling to labour in any capacity for those they consider dishonorable.

Their scales are a dull blue-black at birth but become progressively more brilliant and polished as they age. The dragons take great pride in looking after their scales.

Many lair on the planes of Acheron, Arcadia and Nirvana, in great pentagonal metal fortresses where they house trophies of their greatest victories. Most titanium dragons prefer the more hostile and challenging environment of Acheron where they dwell at odds with the natives, most notably the orc dynasty and the rakshasa hierarchy.

Titanium dragons can eat anything but consider magic items, especially weapons, a delicacy. On rare occasions, after a great victory they may decide to keep a foe's weapon as a trophy, rather than simply devour it.

COMBAT

Titanium dragons are taught the art of war from birth. They are experts in not only single combat but also competent generals well versed in military tactics and manoeuvres. In combat, honor dictates they attack the strongest foe first, unless a formal challenge has already been issued from some other suitably worthy opponent.

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

Anti-Magic Field (Su): Titanium dragons generate an anti-magic field with a radius of 100 ft. This field prevents the functioning of any magic items or spells within its confines, but it does not impede the dragon's own innate supernatural abilities. The effect is otherwise the same as an antimagic field cast by a sorcerer of level equal to the dragon's Hit Dice.

Armor Skin (Ex): Titanium dragons gain a +2 natural armor bonus each and every age category.

Brutal Tail (Su): Should a titanium dragon score a natural 20 (and confirm the hit) with its tail attack, it crushes the opponent's skull, killing them. This ability is otherwise akin to a crushing version of the vorpal weapon special ability.

Breath Weapon (Su): Titanium dragons can breathe a line of telluric force dealing $d12$ points of damage per Hit Dice of the dragon. Targets can make a successful Reflex save (DC $10 + 1/2$ Hit Dice + Constitution modifier + divine bonus) for half damage. If the dragon's next breath attack hits the same target the damage is doubled ($2d12$ /Hit Dice), a third time and the damage is tripled ($3d12$ /Hit Dice) and so forth. Only targets struck by consecutive uses of the dragon's breath suffer the increased damage. Those not struck by the previous use of the telluric blast only take $1d12$ damage/Hit Dice. Telluric force resembles crackling jade lightning.

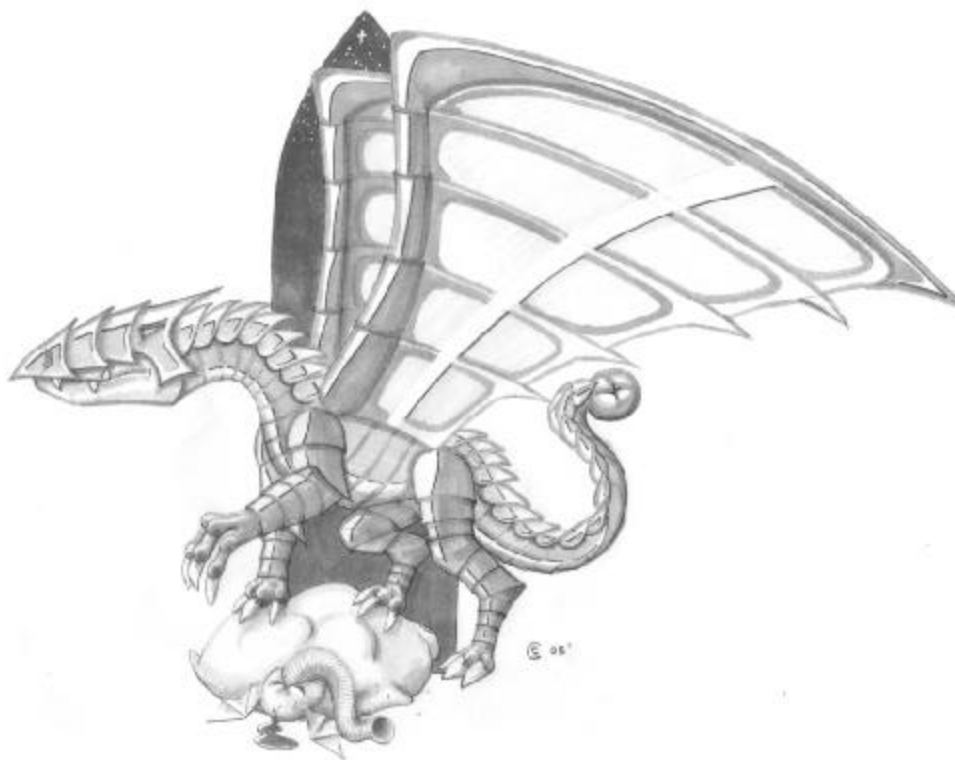
Sonic Immunity (Ex): Titanium dragons are immune to sonic based attacks.

Weaponbreaking (Su): Any weapon that successfully strikes the diamond hard scales of an titanium dragon must make a Fortitude save (DC $10 + 1/2$ the dragon's Hit Dice) or be shattered.

TABLE D-26: TITANIUM DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
Wyrmling	G	29d20+203 (783 hp)	47 (-4 size, +7 deflection, +4 divine, +30 natural) touch 17, flat-footed 47	+29/+64	+48	+27	+20	+27	35	35
Very Young	C	35d20+315 (1015 hp)	52 (-8 size, +7 deflection, +5 divine, +38 natural) touch 14, flat-footed 52	+35/+78	+54	+33	+24	+32	41	39
Young	C	41d20+410 (1230 hp)	62 (-8 size, +8 deflection, +6 divine, +46 natural) touch 16, flat-footed 62	+41/+88	+64	+38	+28	+36	46	44
Juvenile	C	47d20+564 (1504 hp)	71 (-8 size, +8 deflection, +7 divine, +54 natural) touch 17, flat-footed 71	+47/+98	+74	+44	+32	+41	52	48
Young Adult	C	53d20+689 (1749 hp)	81 (-8 size, +9 deflection, +8 divine, +62 natural) touch 19, flat-footed 81	+53/+108	+84	+49	+36	+45	57	53
Adult	C	59d20+885 (2065 hp)	90 (-8 size, +9 deflection, +9 divine, +70 natural) touch 20, flat-footed 90	+59/+118	+94	+55	+40	+50	63	57
Mature Adult	T	65d20+1040 (2340 hp)	92 (-16 size, +10 deflection, +10 divine, +78 natural) touch 14, flat-footed 92	+65/+132	+96	+60	+44	+54	68	62
Old	T	71d20+1278 (2698 hp)	101 (-16 size, +10 deflection, +11 divine, +86 natural) touch 15, flat-footed 101	+71/+142	+106	+66	+48	+59	74	66
Very Old	T	77d20+1463 (3003 hp)	111 (-16 size, +11 deflection, +12 divine, +94 natural) touch 17, flat-footed 111	+77/+152	+116	+71	+52	+63	79	71
Ancient	T	83d20+1743 (3403 hp)	120 (-16 size, +11 deflection, +13 divine, +102 natural) touch 18, flat-footed 126	+83/+162	+126	+77	+56	+68	85	75
Wyrm	T	89d20+1958 (3738 hp)	130 (-16 size, +12 deflection, +14 divine, +110 natural) touch 20, flat-footed 130	+89/+172	+136	+82	+60	+72	90	80
Great Wyrm	T	95d20+2280 (4180 hp)	139 (-16 size, +12 deflection, +15 divine, +118 natural) touch 21, flat-footed 139	+95/+182	+146	+88	+64	+77	96	84

D: DRAGON, TITANIUM



Adult Titanium Dragon: CR 59, Colossal Dragon (Extraplanar, Lawful), HD 59d20+885 (2065 hp); Init +4; Spd 320 ft. Fly 960 ft. (clumsy), swim 160 ft.; AC 90 (-8 size, +9 deflection, +9 divine, +70 natural), touch 20, flat footed 90; Base Atk +59; Grp +118; Atk +94 melee (8d8+34, bite/19-20); Full Atk +94 melee (8d8+34, bite/19-20), +92 melee (4d8+17, 2 claws), +92 melee (4d6+17, 2 wings), +92 melee (4d8+51, tail slap); Space/Reach 80 ft./55 ft. (bite 80 ft.); SA breath weapon, brutal tail, spell-like abilities; SQ anti-magic field, armor skin, darkvision 240 ft., immunity to paralysis, sleep and sonic based attacks, low-light vision, SR 78, weaponbreaking; AL LN; SV Fort +55, Ref +40, Will +50; Str 79, Dex 10, Con 40, Int 29, Wis 30, Cha 29.

Skills and Feats: Appraise +80, Bluff +80, Climb +105, Diplomacy +80, Escape Artist +71, Hide +55, Intimidate +80, Jump +105, Knowledge (the planes) +80, Listen +81, Search +80, Sense Motive +81, Spot +80, Survival +81, Swim +105; Armor Skin^B (x6), Blind-Fight, Cleave, Devastating Critical (bite), Dire Charge, Flyby Attack, Great Cleave, Hover, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite, claw, tail slap and wing slap), Improved Sunder, Multiattack, Overwhelming Critical (bite), Power Attack, Snatch, Weapon Focus (bite), Wingover.

Breath Weapon (Su): 480-ft. line, damage 59d12 telluric energy (average 383), Reflex DC 57 half.

Spell-like Abilities: At will - power word stun, repel metal and stone, reverse gravity (DC 35).

ADVENTURE IDEAS

Sub-epic: A merchant has a prized suit of armor crafted from titanium dragon scales stolen.

Low Epic: A stillborn titanium wyrmlings grave is plundered by a dwarven mining corporation; unless the proper respect is shown the mother may appear.

Mid-epic: A juvenile titanium dragon seeks to test itself against the best fighters in the world.

High Epic: In Acheron, the fortress of a great wyrm titanium dragon, said to contain an ancient artifact, is under siege by the forces of Ravana (78 HD Intermediate Power), the god of rakshasas.

Low Cosmic: A greater deity, known only as 'The Tamer', rides a great bone chariot pulled by the titanium dragons it has subdued in combat.

TABLE D-27: TITANIUM DRAGONS BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Damage Reduction	Caster Level	SR*
Wyrmling	240 ft., fly 720 ft. (clumsy)	49	10	25	24	25	24	Anti-magic, sonic immunity, vorpal tail, weaponbreaking	10/-	18th	43
Very Young	320 ft., fly 960 ft. (clumsy)	55	10	28	25	26	25	Repel Metal or Stone - at will	15/-	22nd	50
Young	320 ft., fly 960 ft. (clumsy)	61	10	31	26	27	26		20/-	26th	57
Juvenile	320 ft., fly 960 ft. (clumsy)	67	10	34	27	28	27	Reverse Gravity - at will, Virtual Size Category	20/-	30th	64
Young Adult	320 ft., fly 960 ft. (clumsy)	73	10	37	28	29	28		25/-	34th	71
Adult	320 ft., fly 960 ft. (clumsy)	79	10	40	29	30	29	Power Word Stun - 3/day	25/-	38th	78
Mature Adult	480 ft., fly 1440 ft. (clumsy)	85	10	43	30	31	30		30/-	42nd	85
Old	480 ft., fly 1440 ft. (clumsy)	91	10	46	31	32	31	Peripety - always active, Virtual Size Category	35/-	46th	92
Very Old	480 ft., fly 1440 ft. (clumsy)	97	10	49	32	33	32		35/-	50th	99
Ancient	480 ft., fly 1440 ft. (clumsy)	103	10	52	33	34	33	Epic Relusion - 1/day, Virtual Size Category	40/-	54th	106
Wyrm	480 ft., fly 1440 ft. (clumsy)	109	10	55	34	35	34	Virtual Size Category	40/-	58th	113
Great Wyrm	480 ft., fly 1440 ft. (clumsy)	115	10	58	35	36	35	Kinetic Control - 1/week	45/-	62nd	120

*See also Anti-Magic

VOID DRAGON

Night Dragon

Dragon (Extraplanar, Undead)**Environment:** Any (Outer Space)**Organization:** Solitary**Challenge Rating:** Wyrmling 128, very young 140, young 152, juvenile 164, young adult 176, adult 188, mature adult 200, old 212, very old 224, ancient 236, wyrm 248, great wyrm 260.**Treasure:** None**Alignment:** Always neutral**Advancement:** Wyrmling 129-139 HD (Macro-Fine), very young 141-151 HD (Macro-Fine), young 153-163 HD (Macro-Fine), juvenile 165-175 HD (Macro-Fine), young adult 177-187 HD (Macro-Fine), adult 189-199 HD (Macro-Fine), mature adult 201-211 HD (Macro-Fine), old 213-223 HD (Macro-Fine), very old 225-235 HD (Macro-Fine), ancient 237-247 HD (Macro-Fine), wyrm 249-255 HD (Macro-Fine), wyrm 256-259 (Macro-Diminutive), great wyrm 261-271 HD (Macro-Diminutive), great, great wyrm 272-283 HD (Macro-Diminutive).**Level Adjustment:** Wyrmling +64, very young +70, young +76, juvenile +82, young adult +88, adult +94, mature adult +100, old +106, very old +112, ancient +118, wyrm +124, great wyrm +130.

This creature resembles an unsettling, night black dragon with no head and virtually no body to speak of either. Simply a conjunction of two vast, menacing wings from which foreboding claws and tail extend.

Dragons of the void, emissaries of annihilation, these headless monsters are the bane of all existence, particularly dragonkind. Ironically the greatest of all dragonslayers is itself a dragon, albeit one cursed to unlfe.

At 'birth' void dragons are perfectly black, their features almost indiscernible. However as they age their outline becomes less distinct. Void dragons do not grow in the traditional sense, but rather the rent in space they occupy expands over time.

Void dragons have no lairs, instead they plough a furrow of death and destruction across the cosmos, waging wars against life itself, with which they seem to have a personal vendetta.

These cosmic cannibals do not require sustenance, but nonetheless

devour all life they encounter, pursuing dragons above all other targets.

COMBAT

Void dragons obliterate all in their path. They attack dragons in favor of all other beings. Most are capable of hurling multiple quickened spells each round in addition to their physical capabilities.

A void dragon's natural attacks need only touch opponents to deal damage, they overcome all damage reduction and ignore hardness.

Abrogate (Su): The void dragon negates the benefits of its enemies strongest ability. This can be either some personal power or simply the beings highest ability score, which no longer provides any bonus for the duration of the battle. This ability extends to a range of 400 ft. + 40 ft./Hit Dice. This ability affects intelligent magic items (including intelligent artifacts), treating them as separate enemies. However, it has no effect upon non-intelligent magic items.

Annihilation (Su): Void dragons have no heads but the hole in space the dragon occupies can create a cone shaped vortex of annihilation mimicking a dragon's breath weapon. This effect annihilates 8d6 + 1d6 Hit Dice or Levels per age category of the dragon. Annihilation permanently removes a creatures Hit Dice or Levels. Those immune to energy drain still suffer half this effect. A *miracle* or *wish* spell can restore one annihilated Hit Dice or Level. Targets can make a Reflex save (DC is 10 + 1/2 Hit Dice + Charisma modifier) to halve the effect.

Energy Absorption (Su): Void dragons are healed by acid based attacks.

Energy Immunity (Ex): Void dragons are immune to cold based effects.

Entropic Mastery (Ex): The void dragon's physical attacks cause permanent damage. A *limited wish* spell heals 1 hit point of permanent damage. A *miracle* or *wish* heals 1 point of permanent damage per level of the caster. Other magical forms of healing cannot restore permanent damage.

Those slain by a void dragon are brought closer to the true nature of death and as such cannot be raised. However, they can be resurrected, albeit suffering a loss of 2 levels (from *resurrection*) or a loss of one level (from *true resurrection*).

Void dragons destroy non-magical matter with a touch. Magical items must make a Fortitude save (DC is 10 + 1/2 Hit Dice) each time they touch, or are touched by a void dragon, or be destroyed.

Anyone grappling with, or striking the void dragon suffers permanent

TABLE D-28: VOID DRAGONS BY AGE

Age	Size	Hit Dice (hit points)	AC	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon DC	Frightful Presence DC
Wyrmling	Ma-F	128d100 (12,800 hp)	137 (-32 size, +32 deflection, +127 natural) touch 10, flat-footed 137	+128/ +182	+126	+66	+66	+98	+106	+106
Very Young	Ma-F	140d100 (14,000 hp)	152 (-32 size, +35 deflection, +139 natural) touch 13, flat-footed 152	+140/ +197	+141	+72	+72	+107	+115	+115
Young	Ma-F	152d100 (15,200 hp)	167 (-32 size, +38 deflection, +151 natural) touch 16, flat-footed 167	+152/ +212	+156	+78	+78	+116	+124	+124
Juvenile	Ma-F	164d100 (16,400 hp)	182 (-32 size, +41 deflection, +163 natural) touch 19, flat-footed 182	+164/ +227	+171	+84	+84	+125	+133	+133
Young Adult	Ma-F	176d100 (17,600 hp)	197 (-32 size, +44 deflection, +175 natural) touch 22, flat-footed 197	+176/ +242	+186	+90	+90	+134	+142	+142
Adult	Ma-F	188d100 (18,800 hp)	212 (-32 size, +47 deflection, +187 natural) touch 25, flat-footed 212	+188/ +257	+201	+96	+96	+143	+151	+151
Mature Adult	Ma-F	200d100 (20,000 hp)	227 (-32 size, +50 deflection, +199 natural) touch 28, flat-footed 227	+200/ +272	+216	+102	+102	+152	+160	+160
Old	Ma-F	212d100 (21,200 hp)	242 (-32 size, +53 deflection, +211 natural) touch 31, flat-footed 242	+212/ +287	+231	+108	+108	+161	+169	+169
Very Old	Ma-F	224d100 (22,400 hp)	257 (-32 size, +56 deflection, +223 natural) touch 34, flat-footed 257	+224/ +302	+246	+114	+114	+170	+178	+178
Ancient	Ma-F	236d100 (23,600 hp)	272 (-32 size, +59 deflection, +235 natural) touch 37, flat-footed 272	+236/ +317	+261	+120	+120	+179	+187	+187
Wyrm	Ma-F	248d100 (24,800 hp)	287 (-32 size, +62 deflection, +247 natural) touch 40, flat-footed 287	+248/ +332	+276	+126	+126	+188	+196	+196
Great Wyrm	Ma-D	260d100 (26,000 hp)	270 (-64 size, +65 deflection, +259 natural) touch 11, flat-footed 270	+260/ +351	+259	+132	+132	+197	+205	+205

D: DRAGON, VOID

damage equal to the base damage dice their attack would usually inflict.

Unknowing (Su): The void dragon temporarily nullifies a number of Hit Dice/Levels equal to 12 + 4/age category of the void dragon. This ability extends to a range of 400 ft. + 40 ft./Hit Dice. Beings with Hit Dice/Levels less than or equal to the dragon's null penalty are killed. Treat this nullification as a penalty on all opponent rolls including: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance.

Very Young Void Dragon: CR 140, Macro-Fine Dragon (Undead), HD 140d100 (14,000 hp); Init +0; Spd 3200 ft. Fly 9600 ft. (poor); AC 152 (-32 size, +35 deflection, +139 natural), touch 13, flat footed 152; Base Atk +140; Grp +197; Atk +141 melee touch (4d6+33, claw); Full Atk +141 melee touch (4d6+33, 2 claws), +139 melee touch (2d8+16, 2 wings) +139 melee touch (4d6+49, tail slap); Space/Reach 320 ft./240 ft; SA breath weapon, entropic mastery, spell-like abilities, spells; SQ abrogate (6000 ft. radius), acid absorption, darkvision 1200 ft., immunity to paralysis, sleep and cold based attacks, low-light vision, SR 150, undead traits; unknowing (6000 ft. radius); AL LN; SV Fort +72, Ref +72, Will +107; Str 77, Dex 10, Con -, Int 80, Wis 81, Cha 80.

Skills and Feats: Omniscient - all skills 143 + ability modifier; Automatic Metamagic Capacity* (x18), Blind-Fight, Cleave, Empower Spell, Enhance Spell, Enlarge Spell, Epic Spellcasting, Extend Spell, Flyby Attack, Great Cleave, Heighten Spell, Hover, Improved Initiative, Improved Natural Attack (x3: Claw, Tail Slap, Wing Slap), Improved Sunder, Maximise Spell, Metamagic Freedom*, Multiattack, Power Attack, Quicken Spell, Silent Spell, Snatch, Spell Knowledge (x3), Still Spell, Widen Spell.

*New epic feats - see page 3

Annihilation (Su): 2400-ft. cone, 10d6 Hit Dice/Levels annihilated, Reflex DC 115 half.

Spell-like Abilities: At will - *energy drain* (DC 54)

Spells: As 70th-level Sorcerer (Caster Level 140th).

Sorcerer spells per day: 6/15/15/15/14/14/14/14/13/13.

The save DCs are Charisma-based.

Sorcerer spells known (9/5/5/4/4/4/3/3/9); save DC 45 + spell level): 0 - *detect magic, ghost sound, message, read magic*; 1st - *chill touch, mage armor, magic missile, ray of enfeeblement, shield*; 2nd - *blindness/deafness, command undead, darkness, false life, spectral hand*; 3rd - *dispel magic, ray of exhaustion, summon monster III, vampiric touch*; 4th - *animate dead, bestow curse, black tentacles, wall of ice*; 5th - *break enchantment, cone of cold, hold monster, magic jar*; 6th - *circle of death, eyebite, greater dispel magic*; 7th - *control undead, finger of death, waves of exhaustion*; 8th - *create greater undead, horrid wilting, symbol of death*; 9th - *astral projection, disjunction, imprisonment, power word kill, soul bind, summon monster IX, wail of the banshee, wish*.

Epic Spells per day: (14); save DC 55



Epic spells known: *animus blizzard, damnation, demise unseen, eidolon, enslave, epic counterspell, epic mage armor, epic spell reflection, greater ruin, hellball, lord of nightmares, living lightning, momento mori, mummy dust, soul dominion, spell worm, superb dispelling.*

ADVENTURE IDEAS

Low Epic: An undead warrior-wizard called Nullax (Lich, Fighter 7/Blackguard 10/Wizard 11) carries a black crescent shield said to be made from a void dragon scale that negates an enemies greatest ability.

Mid-epic: The renowned sorcerer-sage Valharon, who postulated that umbral blots may be the unhatched eggs of void dragons is missing.

High Epic: It is rumored that should two void dragons fight each other, the universe could begin to unravel.

Low Cosmic: Atalia, perhaps greatest of all void dragons (great, great, great wyrm), appears during a solar eclipse, marking the world for death, when it returns with the next such eclipse.

Mid-cosmic: An immortal explorer returns claiming to have encountered a demiplane where the missing heads of void dragons sprout like trees, and threaten a crystal castle which holds the Gauntlet of Ghosts.

TABLE D-29: VOID DRAGONS BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Damage Reduction	Caster Level	SR
Wyrmling	3200 ft., fly 9600 ft. (clumsy)	71	10	-	74	75	74	Abiding, abrogate, acid absorption, acid/cold immunity, annihilation, unknowing	60/-	64th	138
Very Young	3200 ft., fly 9600 ft. (clumsy)	77	10	-	80	81	80	Energy drain - at will	70/-	70th	150
Young	3200 ft., fly 9600 ft. (clumsy)	83	10	-	86	87	86		75/-	76th	162
Juvenile	3200 ft., fly 9600 ft. (clumsy)	89	10	-	92	93	92	Wail of the banshee - at will, Virtual Size Category	80/-	82nd	174
Young Adult	3200 ft., fly 9600 ft. (clumsy)	95	10	-	98	99	98		85/-	88th	186
Adult	3200 ft., fly 9600 ft. (clumsy)	101	10	-	104	105	104	Eclipse - 3/day, Virtual Size Category	90/-	94th	198
Mature Adult	3200 ft., fly 9600 ft. (clumsy)	107	10	-	110	111	110		100/-	100th	210
Old	3200 ft., fly 9600 ft. (clumsy)	113	10	-	116	117	116	Greater ruin - 3/day	105/-	106th	222
Very Old	3200 ft., fly 9600 ft. (clumsy)	119	10	-	122	123	122	Virtual Size Category	115/-	112th	234
Ancient	3200 ft., fly 9600 ft. (clumsy)	125	10	-	128	129	128	Animus blizzard - 3/day	115/-	118th	246
Wyrm	3200 ft., fly 9600 ft. (clumsy)	131	10	-	134	135	134	Virtual Size Category	120/-	124th	258
Great Wyrm	4800 ft., fly 14,400 ft. (clumsy)	137	10	-	140	141	140	Momento mori - 3/day	130/-	130th	270

ELEMENTAL, QUINTESSENCE

Life Elemental

	Quintessence Elemental, Small Small Elemental	Quintessence Elemental, Medium Medium Elemental	Quintessence Elemental, Large Large Elemental
Hit Dice:	15d8+90 (210 hp)	20d8+160 (320 hp)	30d8+390 (630 hp)
Initiative:	+16	+18	+26
Speed:	40 ft. (8 squares)	60 ft. (12 squares)	80 ft. (16 squares)
Armor Class:	20 (+1 size, +9 Dex)	20 (+10 Dex)	25 (-1 size, +16 Dex)
Base Attack/Grapple:	+11/+15	+15/+22	+22/+39
Attack:	Slam +24 melee (7d6+4)	Slam +29 melee (10d6+7)	Slam +44 melee (15d6+13)
Full Attack:	3 slams +24 melee (7d6+4)	3 slams +29 melee (10d6+7)	3 slams +44 melee (15d6+13)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Soul mastery, spirit bomb, unbind	Soul mastery, spirit bomb, unbind	Soul mastery, spirit bomb, unbind
Special Qualities:	Damage reduction 5/-, elemental traits, quickness	Damage reduction 10/-, elemental traits, quickness	Damage reduction 15/-, elemental traits, quickness
Saves:	Fort +14, Ref +21, Will +10	Fort +18, Ref +26, Will +12	Fort +31, Ref +41, Will +18
Abilities:	Str 18, Dex 29, Con 22 Int 6, Wis 11, Cha 11	Str 25, Dex 30, Con 27 Int 6, Wis 11, Cha 11	Str 36, Dex 43, Con 36 Int 6, Wis 11, Cha 11
Skills:	Listen +14, Spot +14	Listen +18, Spot +17	Listen +25, Spot +24
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B	Alertness, Combat Reflexes, Dodge, Improved Initiative ^B , Iron Will, Mobility, Spring Attack, Weapon Finesse ^B , Weapon Focus (Slam)	Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative ^B , Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B , Weapon Focus (Slam)
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	10	13	20
Treasure:	None	None	None
Alignment:	Any	Any	Any
Advancement:	16-19 HD (Small)	21-29 HD (Medium)	31-39 HD (Large)
Level Adjustment:	+0	+0	+0
	Quintessence Elemental, Huge Huge Elemental	Quintessence Elemental, Greater Huge Elemental	Quintessence Elemental, Elder Huge Elemental
Hit Dice:	40d8+680 (1000 hp)	60d8+1440 (1920 hp)	80d8+2480 (3120 hp)
Initiative:	+38	+50	+61
Speed:	120 ft. (24 squares)	120 ft. (24 squares)	120 ft. (24 squares)
Armor Class:	30 (-2 size, +22 Dex)	38 (-2 size, +30 Dex)	45 (-2 size, +37 Dex)
Base Attack/Grapple:	+30/+56	+45/+78	+60/+100
Attack:	Slam +61 melee (20d6+18)	Slam +91 melee (30d6+25)	Slam +123 melee (40d6+32)
Full Attack:	3 slams +61 melee (20d6+18)	3 slams +91 melee (30d6+25)	3 slams +123 melee (40d6+32)
Space/Reach:	15 ft./15 ft.	20 ft./20 ft.	25 ft./25 ft.
Special Attacks:	Soul mastery, spirit bomb, unbind	Soul mastery, spirit bomb, unbind	Soul mastery, spirit bomb, unbind
Special Qualities:	Damage reduction 20/-, elemental traits, quickness	Damage reduction 30/-, elemental traits, quickness	Damage reduction 40/-, elemental traits, quickness
Saves:	Fort +40, Ref +54, Will +27	Fort +62, Ref +80, Will +38	Fort +79, Ref +101, Will +48
Abilities:	Str 46, Dex 55, Con 44 Int 6, Wis 11, Cha 11	Str 61, Dex 70, Con 58 Int 6, Wis 11, Cha 11	Str 75, Dex 85, Con 72 Int 6, Wis 11, Cha 11
Skills:	Listen +32, Spot +31	Listen +46, Spot +45	Listen +60, Spot +59
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative ^B , Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B , Weapon Focus (Slam)	Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative ^B , Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B , Weapon Focus (Slam)	Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative ^B , Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack, Weapon Finesse ^B , Weapon Focus (Slam)
Epic Feats:	Dire Charge, Epic Will, Superior Initiative	Dire Charge, Epic Fortitude, Epic Prowess (x5), Epic Reflexes, Epic Will, Superior Initiative	Dire Charge, Epic Fortitude, Epic Prowess (x11), Epic Reflexes, Epic Will, Superior Initiative
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	26	40	53
Treasure:	None	None	None
Alignment:	Any	Any	Any
Advancement:	41-59 HD (Huge)	61-79 HD (Huge)	81-119 HD (Huge)
Level Adjustment:	-1	+0	+0

Quintessence Elemental

This creature resembles a vaguely humanoid form immolated in a brilliant white fire tinged with gold. Its motions are incredibly fast, almost too quick for the eye to see.

Quintessence elementals, also known as soul or spirit elementals are the manifest power of a deity divorced from the gods physical being. Certain powerful creatures and epic spells are capable of creating a schism between the god and its divinity. This results in the deities power taking on a life of its own.

Quintessence elementals are sometimes confused with fire elementals, although the former are far more brilliant.

Quintessence elementals speak all languages, but rarely choose to talk. When one speaks it sounds like the booming proclamations of the almighty.

COMBAT

These elementals are incredibly fast, almost too quick for the eye to detect its motions. However, its tactics are simple and limited. It attacks the nearest concentration of immortal energy, feeding upon it.

Divine Traits: Quintessence elementals gain a divine bonus to: armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); initiative; saving throws and spell resistance, as per Table E-1: Quintessence Elemental Divine Bonus.

TABLE E-1: QUINTESSENCE ELEMENTAL DIVINE BONUS

Type	Sundered Deity	Divine Bonus
Small	Hero-deity	+3
Medium	Quasi-deity	+4
Large	Demideity	+6
Huge	Lesser Deity	+8
Greater	Intermediate Deity	+12
Elder	Greater Deity	+16

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

Quickness (Su): The quintessence elemental is supernaturally fast and should be treated as if constantly *hasted*.

Soul Mastery (Ex): Immortals lose any divine bonuses (from divine traits) when fighting against quintessence elementals.

Spirit Bomb (Su): When a quintessence elemental is destroyed, all immortals within 5 feet per 2 Hit Dice of the elemental must make a Will save (DC 10 + 1/2 Hit Dice + Charisma modifier + Divine Bonus) or have their divinity sundered. This creates an appropriately sized quintessence elemental.

Unbind (Su): Each blow struck by a quintessence elemental will disjoin one random item possessed by the opponent.



SCHISM (NEW EPIC SPELL)

Abjuration

Spellcraft DC: 100

Components: V, S.

Casting Time: 1 action

Range: 75 ft.

Effect: One immortal

Duration: Instantaneous

Saving Throw: Will negates

Spell Resistance: Yes

To Develop: 900,000 gp; 18 days; 36,000 XP; Seed: banish (DC 27). Factors: Banish 80 Hit Dice creature (+33 DC), banish elemental (+20 DC), 1 action casting time (+20 DC).

With this spell, sometimes known as god-scissors, you can sunder the link between an immortal and its divine power. This separation causes a quintessence elemental to appear, the size of which depends on the power of the deity. (See Table E-1: Quintessence Elemental Divine Traits).

A *miracle* or *wish* spell has a 1% chance per caster level of rejoining the sundered divinity with the gods manifestation.

This spell is a favorite of akaliches who use it to sunder a deities divinity and then use their trap the soul ability on the quintessence elemental.

ADVENTURE IDEAS

Sub-epic: A mighty weapon made of solid quintessence is really the sundered divinity of an intelligent artifact worshipped as a god.

Low Epic: A flight of schismatic dragons (treat as quintessence elementals with 7 attacks when full attacking) has found their way to the prime material plane and is preying on clerics and disciples or any other spiritual nourishment they encounter.

Mid-epic: Two deities, a demi-power and an intermediate power eventually reclaimed their sundered divinity only for each to reclaim the others power. Now the former demigod does not want to relinquish his new found might.

ELEMENTAL, UNELEMENTAL

Empty Elemental

	Unelemental, Small Small Elemental (Extraplanar)	Unelemental, Medium Medium Elemental (Extraplanar)	Unelemental, Large Large Elemental (Extraplanar)
Hit Dice:	15d8 (120 hp)	20d8 (160 hp)	30d8 (240 hp)
Initiative:	-1	-1	-1
Speed:	Fly 20 ft. (perfect) (4 squares)	Fly 30 ft. (perfect) (6 squares)	Fly 40 ft. (perfect) (8 squares)
Armor Class:	10 (+1 size, -1 Dex), touch 10, flat-feet 10	9 (-1 Dex), touch 9, flat-footed 9	8 (-1 size, -1 Dex), touch 8, flat-footed 8
Base Attack/Grapple:	+11/+10	+15/+20	+22/+37
Attack:	Slam +15 melee touch (2d8+3)	Slam +20 melee touch (4d6+5)	Slam +33 melee touch (4d8+11)
Full Attack:	2 slams +15 melee touch (2d8+3)	2 slams +20 melee touch (4d6+5)	2 slams +33 melee touch (4d8+11)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Entropic mastery, third death, void gaze	Entropic mastery, third death, void gaze	Entropic mastery, third death, void gaze
Special Qualities:	Damage reduction 5/-, elemental traits, undead traits	Damage reduction 10/-, elemental traits, undead traits	Damage reduction 15/-, elemental traits, undead traits
Saves:	Fort +9, Ref +4, Will +5	Fort +12, Ref +5, Will +6	Fort +17, Ref +9, Will +10
Abilities:	Str 16, Dex 8, Con - Int 6, Wis 11, Cha 11	Str 21, Dex 8, Con - Int 6, Wis 11, Cha 11	Str 33, Dex 8, Con - Int 6, Wis 11, Cha 11
Skills:	Listen +9, Spot +9	Listen +14, Spot +13	Listen +19, Spot +18
Feats:	Awesome Blow, Cleave, Great Cleave Improved Bull Rush, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave Great Cleave, Improved Bull Rush, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Slam)
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	10	13	20
Treasure:	None	None	None
Alignment:	Any	Any	Any
Advancement:	16-19 HD (Small)	21-29 HD (Medium)	31-39 HD (Large)
Level Adjustment:	+0	+0	+0

	Unelemental, Huge Huge Elemental (Extraplanar)	Unelemental, Greater Huge Elemental (Extraplanar)	Unelemental, Elder Huge Elemental (Extraplanar)
Hit Dice:	40d8 (320 hp)	60d8 (480 hp)	80d8 (640 hp)
Initiative:	-1	-1	-1
Speed:	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)	Fly 60 ft. (perfect) (12 squares)
Armor Class:	7 (-2 size, -1 Dex), touch 7, flat-footed 7	7 (-2 size, -1 Dex), touch 7, flat-footed 7	7 (-2 size, -1 Dex), touch 7, flat-footed 7
Base Attack/Grapple:	+30/+55	+45/+72	+60/+88
Attack:	Slam +45 melee touch (8d6+19)	Slam +62 melee touch (8d8+35)	Slam +78 melee touch (10d10+48)
Full Attack:	2 slams +45 melee touch (8d6+19)	2 slams +62 melee touch (8d8+35)	2 slams +78 melee touch (10d10+48)
Space/Reach:	15 ft./15 ft.	20 ft./20 ft.	25 ft./25 ft.
Special Attacks:	Entropic mastery, third death, void gaze	Entropic mastery, third death, void gaze	Entropic mastery, third death, void gaze
Special Qualities:	Damage reduction 20/-, elemental traits, undead traits	Damage reduction 30/-, elemental traits, undead traits	Damage reduction 40/-, elemental traits, undead traits
Saves:	Fort +22, Ref +12, Will +13	Fort +32, Ref +19, Will +20	Fort +42, Ref +25, Will +26
Abilities:	Str 45, Dex 8, Con - Int 6, Wis 11, Cha 11	Str 48, Dex 8, Con - Int 6, Wis 11, Cha 11	Str 51, Dex 8, Con - Int 6, Wis 11, Cha 11
Skills:	Listen +22, Spot +21	Listen +32, Spot +31	Listen +42, Spot +41
Feats:	Alertness, Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Slam)	Alertness, Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Slam)	Alertness, Awesome Blow, Cleave, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (Slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (Slam)
Epic Feats:	Devastating Critical (Slam), Epic Potency, Overwhelming Critical (Slam)	Devastating Critical (Slam), Epic Potency* (x8), Overwleming Critical (Slam)	Devastating Critical (Slam), Epic Potency* (x14), Overwleming Critical (Slam)
	<i>*New epic feat - see page 3</i>		
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	26	40	53
Treasure:	None	None	None
Alignment:	Any	Any	Any
Advancement:	41-59 HD (Huge)	61-79 HD (Huge)	81-119 HD (Huge)
Level Adjustment:	-1	+0	+0

Unelemental

This shadowy figure is vaguely humanoid, but otherwise virtually featureless. The outline of the creature is jagged and uneven, like ripped paper. Within this serrated frame lies a yawning chasm of darkness so deep and all encompassing that you feel as if you are teetering on the brink of a precipice.

Unelementals, or death elementals as they are sometimes known, are splinters of nothingness torn from the dimension of death by epic magics best forgotten. These semi-sentient holes in reality are created, or, more accurately, granted entry into reality, by the death of immortals.

COMBAT

The unelemental heads for the greatest concentration of living targets. Unelementals flay opponents with their appendages of annihilation.

An unelemental's natural attacks need only touch opponents to deal damage, they overcome all damage reduction and ignore hardness.

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

Entropic Mastery (Ex) The damage dealt by unelementals is permanent.

A *limited wish* spell will heal 1 hit point of permanent damage. A *miracle* or *wish* will heal 1 point of permanent damage per level of the caster.

Those slain by an unelemental are brought closer to the true nature of death and as such cannot be raised. However, they can be resurrected, albeit suffering a loss of 2 levels (from resurrection) or a loss of one level (from true resurrection).

Unelementals destroy non-magical matter with a touch. Magical items must make a Fortitude save (DC is 10 + 1/2 Hit Dice) each time they touch, or are touched by an unelemental, or be destroyed.

Anyone grappling with, or striking the unelemental suffers permanent damage equal to the base damage dice their attack would usually inflict.

eg. If a Monk were to land four blows upon an unelemental, each dealing 2d10+22 damage. Then they would suffer 8d10 permanent damage.

Flight: Unelementals do not fly; rather they are not subject to gravity in the same way other creatures are. They can move in any direction through any medium, disintegrating solid matter in their path.

Third Death (Su): If destroyed, an unelemental implodes in upon itself. All targets within the unelemental's reach must make a Reflex save (DC 10 + 1/2 the unelemental's Hit Dice) or be sucked into the void and lost forever. Occasionally, beings lost in this manner find a way to return but they are never the same creature they were before (see Nimrod, page 20) unless they are somehow protected against the dimension of entropy.

Void Gaze (Su): Any intelligent creature looking at the unelemental can become lost in the unrelenting depth of blackness. Intelligent creatures within 5 feet per 2 Hit Dice of the unelemental must make a Will save or become fascinated for 2d6 rounds. The save DC is 10 + 1/2 the unelemental's Hit Dice. This is a mind-affecting effect.

ADVENTURE IDEAS

Sub-epic: The evil champion Daedalus (Anti-paladin 14), scarred from his battle with an unelemental, seeks healing by whatever means necessary.

Low Epic: The Prince of Flesh (Mummy, Cleric 20) is rumored to possess a ring of unelemental command.

Mid-epic: A deranged group of fatalistic immortals believing their doom is predestined threaten a mass suicide. Their deaths could unleash a tidal wave of entropic beings.



GOLEMS

Golem Designs

Generally, the term golem is applied to humanoid shaped constructs of Large size. But golems come in a variety of sizes, each with their own traits and common enough to be identified under their own terminology.

Guardians: Golems of Medium size, typically used as bodyguards. Guardians have a number of abilities keyed to defending their current masters (as determined by whomever is in current possession of their 'hearts' - detachable amulets created in tandem with each guardian).

Sentinels: Golems of Huge size, the favored warriors of many magocracies. These constructs are always magically equipped for battle and are far more competent fighters than other golems.

Gargants: As their name suggests, these golems are Gargantuan sized. Their commonality is that they all sport eight arms.

Colossi: Colossal sized golems known to radiate an anti-magic field that does not interfere with their own supernatural abilities.

Leviathans: Titanic golems, which, upon their apparent destruction, instead become the next smallest incarnation of golem.

Constructing your own Golems

The following guidelines cover the basics of construct design and should help you piece together your own creations.

ABILITY SCORES

Most constructs have Dexterity 9, no Constitution, no Intelligence, Wisdom 11 and Charisma 1. Though there are occasional exceptions to this rule. However, to determine a constructs Strength score use the following formula:

Base 10 + Size Bonus + Material Strength Bonus (see pg. 7, Table 1-6)

eg. An iron golem would have a strength of 46: Base 10 + 10 (Large size) + 26 (Material Strength Bonus), whereas a diamond leviathan would have a Strength of 75: Base 10 + 50 (Titanic size) + 15 (Material Strength Bonus).

ARMOR CLASS

Most constructs have a Natural Armor Bonus equal to their Hit Dice, modified for both size and virtual size.

eg. A diamond golem has 16 Hit Dice, is Large size and has a single Virtual Size Category. That means it has a Natural Armor bonus of +21: 16 (Hit Dice) +2 (Large size) +3 (single Virtual Size Category means it also gains the bonus for being effectively Huge size).

BASE DAMAGE

Constructs deal typical damage for creatures their size (see page 6; Table 1-8), modified by the number of Virtual Size Categories they have as determined by their material density (see page 7, Table 1-7).

eg. An iron golem is Large and has one Virtual Size Category so treat as Huge size for the purpose of it dealing damage.

Constructs fitted with weapons deal more damage than those without. All golems in this Bestiary (with the exception of the Mercury Golem) deal damage as if they are **not** wielding weapons. If you wish to treat your golems as if wielding weapons simply double the base damage.

eg. A diamond golem (without built in weaponry) deals 1d8+12 damage. A diamond golem with weaponry would deal 2d8+12 damage.

As a general rule of thumb, increase the Challenge Rating of a golem with weaponry by +10% (and round down).



diamond leviathan

CONSTRUCTION COSTS

To determine golem costs subtract typical PC wealth equal to the golem's CR from typical PC wealth equal to the golem's CR +1. To determine the construction costs of golems of CR 40 or higher use the following formula:

CR (Even number) - 27 x 100,000

CR (Odd number) - 26 x 100,000

Price is always double the construction costs, while experience points cost is always 1/25th the price.

DAMAGE REDUCTION/HARDNESS

A golem's Damage Reduction should be based solely upon its material Hardness. Remember that adamantine weapons ignore the first 20 points of Hardness.

HIT DICE

Determine the Hit Dice of a Golem by using the following formula:

Base 9 Hit Dice + 1/2 Material Strength Modifier (see pg. 7, Table 1-6)

eg. Iron bestows an inherent Strength increase of +26 (+13 Strength Modifier). Therefore an iron golem should have 22 Hit Dice: Base 9 + 13.

To determine the Hit Dice for other golem designs:

Guardian = 1/2 Golem Hit Dice

Sentinel = x2 Golem Hit Dice

Gargant = x4 Golem Hit Dice

Colossus = x8 Golem Hit Dice

Leviathan = x16 Golem Hit Dice

Case Study: Golden Golem

Lets say we wanted to create a golem made of gold. Using the above guidelines we can determine the following:

Ability Scores: Str 60, Dex 9, Con -, Int -, Wis 11, Cha 1.

Armor Class : 42 (-1 size, -1 Dex, +34 natural), touch 8, flat-footed 42

Base Damage: 2d6+25 (unarmed), 4d6+25 (wielding weaponry)

Damage Reduction: Gold has Hardness 5

Hit Dice: 29 (Golem)

GOLEM, DIAMOND

	Diamond Guardian Medium Construct	Diamond Golem Large Construct	Diamond Sentinel Huge Construct
Hit Dice:	8d10+30 (74 hp)	16d10+40 (128 hp)	32d10+60 (236 hp)
Initiative:	-1	-1	-1
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	19 (-1 Dex, +10 natural) touch 9, flat-footed 19	29 (-1 size, -1 Dex, +21 natural) touch 8, flat-footed 29	48 (-2 size, -1 Dex, +41 natural) touch 7, flat-footed 48
Base Attack/Grapple:	+6/+13	+12/+28	+32/+57
Attack:	Slam +13 melee (1d6+7)	Slam +23 melee (1d8+12)	+5 vorpal greatsword +52 melee (4d6+36)
Full Attack:	2 slams +13 melee (1d6+7)	2 slams +23 melee (1d8+12)	+5 vorpal greatsword +52/+47/+42/+37 melee (4d6+36)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	20 ft./20 ft. (15 ft./15 ft. core space/reach)
Special Attacks:	Cascading slam, duplicate, hypnotic pattern	Cascading slam, duplicate, hypnotic pattern	Cascading slam, duplicate, hypnotic pattern, iterative attacks
Special Qualities:	Construct traits, damage reduction 30/- darkvision 60 ft., find master, fragile, guard, immunity to magic, low-light vision, <i>shield other, spell storing</i>	Construct traits, damage reduction 30/- darkvision 60 ft., fragile, immunity to magic, low-light vision	Construct traits, damage reduction 30/- darkvision 60 ft., fragile, immunity to magic, low-light vision
Saves:	Fort +2, Ref +1, Will +2	Fort +5, Ref +4, Will +5	Fort +10, Ref +9, Will +10
Abilities:	Str 25, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 35, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 45, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment:	Any	Any	Any
Organization:	Solitary	Solitary or gang	Solitary or gang
Challenge Rating:	6	10	19
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	9-11 HD (Medium), 12-24 HD (Large)	17-22 HD (Large), 26-48 HD (Huge)	33-45 HD (Huge), 46-128 HD (Gargantuan)
Level Adjustment:	+2 (assuming intelligence/sentience)	+2 (assuming intelligence/sentience)	+1 (assuming intelligence/sentience)

	Diamond Gargant Gargantuan Construct	Diamond Colossus Colossal Construct	Diamond Leviathan Titanic Construct
Hit Dice:	64d10+80 (432 hp)	128d10+120 (824 hp)	256d10+160 (1568 hp)
Initiative:	-1	-1	-1
Speed:	60 ft. (12 squares)	80 ft. (16 squares)	120 ft. (24 squares)
Armor Class:	83 (-4 size, -1 Dex, +78 natural) touch 5, flat-footed 83	149 (-8 size, -1 Dex, +148 natural) touch 1, flat-footed 149	276 (-16 size, -1 Dex, +283 natural) touch -7, flat-footed 276
Base Attack/Grapple:	+48/+82	+96/+139	+192/+244
Attack:	Slam +66 melee (2d8+22)	Slam +115 melee (4d6+27)	Slam +208 melee (4d8+32)
Full Attack:	8 slams +66 melee (2d8+22)	2 slams +115 melee (4d6+27)	2 slams +208 melee (4d8+32)
Space/Reach:	35 ft./45 ft. (20 ft./20 ft. core)	65 ft./90 ft. (30 ft./30 ft. core space/reach)	125 ft./180 ft. (40 ft./40 ft. core space/reach)
Special Attacks:	Cascading slam, duplicate, hypnotic pattern, rend 4d6+33	Anti-magic field, cascading slam, crush, duplicate, hypnotic pattern	Cascading slam, crush, duplicate, hypnotic pattern
Special Qualities:	Construct traits, damage reduction 30/-, darkvision 60 ft., fragile, immunity to magic, low-light vision	Construct traits, damage reduction 30/-, darkvision 60 ft., fragile, immunity to magic, low-light vision	Construct traits, damage reduction 30/-, darkvision 60 ft., fragile, immunity to magic, low-light vision, nesting
Saves:	Fort +21, Ref +20, Will +21	Fort +42, Ref +41, Will +42	Fort +85, Ref +84, Will +85
Abilities:	Str 55, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 65, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 75, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment:	Any	Any	Any
Organization:	Solitary or gang	Solitary or gang	Solitary or gang
Challenge Rating:	28	50	85
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	65-90 HD (Gargantuan), 91-192 HD (Colossal)	129-181 HD (Colossal), 182-384 (Titanic)	257-362 HD (Titanic), 363-768 HD (Macro-Fine)
Level Adjustment:	-14 (assuming intelligence/sentience)	+38 (assuming intelligence/sentience)	+103 (assuming intelligence/sentience)

DIAMOND GOLEM

This fabulous automaton resembles a glittering giant cut entirely from diamond. As it moves a cascade of light plays about its surface, bouncing off its facets creating a dazzling spectacle. As you stare at it in wonder you catch a glimpse of your reflection in its crystalline surface, however it is not your reflection you see but instead that of another diamond golem, aping your movements. No doubt a trick of the light...

These crystalline constructs are composed of solid diamond. Most will be encountered in the role of bodyguards. Many of these opulent automatons are commissioned by rulers of rich empires or created by gods of wealth as a sort of status symbol. As such they are far more likely to be visible, as part of an entourage rather than guarding some hidden treasure where they cannot be seen.

A diamond golem stands 11.5 feet tall and weighs 4,083 pounds (2.0415 tons). A diamond golem's high density gives it a Virtual Size Category.

Diamond golems cannot speak.

COMBAT

Diamond golems are very strong against multiple weaker foes. For every opponent that attacks it, the diamond golem creates a duplicate of itself to redress the balance.

Cascading Slam (Su): Those struck by the slams of the diamond golem have the damage revisited upon themselves for 2d6 rounds unless they make a Reflex save (DC 10 + 1/2 HD). Only one such saving throw is allowed each round. A successful save halts all current cascading damage. A successful dispel magic check (same DC) also halts the effect.

Damage Reduction (Ex): Diamond has a hardness of 30. Adamantine weapons reduce this figure by 20 points of hardness.

Duplicate (Su): If attacked by more than one opponent the diamond golem creates a temporary duplicate of itself. The duplicate appears adjacent to its attacker. These duplicates all share a single hit point total, but otherwise act independantly. This ability has a range of 100 ft. (equal to the golem's Reach x 10) from the initial golem. Only the initial golem has the duplicate ability, not the duplicates.

Fragile (Ex): Although incredibly hard, diamond is also inherently fragile. Constructs created from diamond are not immune to critical hits.

Hypnotic Pattern (Su): Any creatures within 30 ft. (equal to the golem's Space x3) of a diamond golem must make a Will save (DC 10 + 1/2 HD) or become fascinated. This effect lasts for 2d4 rounds.

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

Any sonic based attacks deal damage to a diamond golem, however the damage must first overcome the golem's hardness.

DIAMOND GUARDIAN

A diamond guardian stands 5.75 feet tall and weighs 510 pounds.

Find Master (Su): As long as the diamond guardian and the amulet are on the same plane, the guardian can find the amulet wearer.

Guard (Ex): All attacks against the amulet wearer are at -2 penalty when the diamond guardian is adjacent to its master.

Shield Other (Sp): The wearer of the amulet can activate this ability if within 40 feet of the guardian.

Spell Storing (Sp): A diamond guardian can store spells totalling 4 spell levels, cast into it by another creature. It casts this spell when commanded to do so or when a predefined situation arises.

DIAMOND SENTINEL

Diamond sentinels stand 23 feet tall and weigh 32,667 pounds (16.33 tons).

Iterative Attacks (Ex): The diamond sentinel attacks as a fighter.

Possessions: A diamond sentinel will either wield a two-handed weapon with an enchantment bonus of +10, or carry a single handed weapon and shield, both with an enchantment bonus of +7. These items can include any weapon special abilities as part of their bonuses. Typically the items retain half the total bonus for enchantment and half composed of special abilities.

DIAMOND GARGANT

A diamond gargant is 46 feet tall and weighs 261,333 pounds (130.66 tons).

Rend (Ex): If a diamond gargant hits an opponent with two slam attacks it seizes the opponent and attempts to break them in half. This attack deals an additional 4d6+33 damage.

DIAMOND COLOSSUS

Diamond colossi are 92 feet tall and weigh 2,090,667 pounds (1045.33 tons).

Anti-Magic Field (Su): A diamond colossus generates an anti-magic field with a radius of 800 ft. (equal to the colossi's reach x10). This field prevents the functioning of any magic items or spells within its confines, but it does not impede the colossus own supernatural abilities. The effect is otherwise the same as an *antimagic field* cast by a 128th-level caster.

Crush (Ex): Medium sized or smaller opponents standing on, or adjacent to a solid surface struck by the diamond colossus slams suffer 8d6+40 damage (instead of 4d6+27).

DIAMOND LEVIATHAN

Diamond leviathans are 184 feet tall and weigh 16,725,333 pounds (8,392.66 tons).

Crush (Ex): Large sized or smaller opponents standing on, or adjacent to a solid surface struck by the diamond leviathans slams suffer 8d8+48 damage (instead of 4d8+32).

Nesting (Su): Each time the construct is destroyed it is replaced by the next smallest type of diamond construct. If the diamond leviathan is destroyed a diamond colossus immediately appears in its wake. If that colossus is later destroyed it becomes a diamond gargant and so on.

CONSTRUCTION

A diamond golem's body is cut from solid stone, which is then polymorphed into diamond. Creating the body requires a successful Craft (sculpting or stonemasonry) check equal to the golem's Challenge Rating.

CL equal to Challenge Rating; Craft Construct, *geas/quest*, *hypnotic pattern*, *polymorph any object*, *wish*.

Guardian: Price 12,000 gp, Cost 6000 gp + 480 XP.

Golem: Price 34,000 gp, Cost 17,000 gp + 1,360 XP.

Sentinel: Price 360,000 gp, Cost 180,000 + 14,400 XP.

Gargant: Price 1,000,000 gp, Cost 500,000 + 40,000 XP.

Colossus: Price 5,000,000 gp, Cost 2,500,000 + 200,000 XP.

Leviathan: Price 11,800,000 gp, Cost 5,900,000 + 472,000 XP.

VARIANT DIAMONDS

There are many types of diamond beyond the standard white diamond, including: black, blue, champagne (orange), green, pink (violet) and yellow. Variant diamond golems have the following properties:

Black: Those made from black diamond have a hardness of 35.

Blue: Those struck by the slams of a blue diamond golem must make a Fortitude save (DC 10 + 1/2 HD) or be turned to stone.

Champagne (Orange): Those struck by the slams of a champagne diamond golem suffer additional acid damage equal to its base damage.

Green: Those struck by the slams of a green diamond golem must make a Fortitude save against poison (DC 10 + 1/2 HD) or die. Those that succeed take 1d6 points of Constitution damage instead.

Pink (Violet): Those struck by the slams of a pink diamond golem must make a Will save (DC 10 + 1/2 HD) or be sent to another plane.

Yellow: Those struck by the slams of a yellow diamond golem suffer additional electricity damage equal to its base damage.

ADVENTURE IDEAS

Sub-epic: A greedy king seeks to commission a diamond golem as a sign of prestige even if it bankrupts his nation.

Low Epic: An ancient palace, buried under the ice for millennia, has been uncovered by seismic activity in the frozen north. Its only inhabitants are reputed to be crystalline automatons.

Mid-epic: The world is invaded by an army of hollow diamond golems. Within each courses vile sentient vapors that could poison vast areas (Space x 100 ft.) if their armoured shell is cracked.

GOLEM, FORCE

	Force Guardian Medium Construct	Force Golem Large Construct	Force Sentinel Huge Construct
Hit Dice:	15d10+20 (102 hp)	30d10+30 (165 hp)	60d10+40 (370 hp)
Initiative:	-1	-1	-1
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	60 ft. (12 squares)
Armor Class:	14 (-1 Dex, +5 deflection) touch 14, flat-footed 14	18 (-1 size, -1 Dex, +10 deflection) touch 18, flat-footed 18	27 (-2 size, -1 Dex, +20 deflection) touch 27, flat-footed 27
Base Attack/Grapple:	+11/+19	+22/+45	+60/+101
Attack:	Slam +21 melee (1d4+10)	Slam +42 melee (1d6+20)	+30 <i>fading, keen greataxe of speed</i> +108 melee (4d6+50/19-20)
Full Attack:	2 slams +21 melee (1d4+10)	2 slams +42 melee (1d6+20)	+20 <i>fading, keen greataxe of speed</i> +108/ +108/+103/+98/+93 melee (4d6+60/19-20)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	20 ft./20 ft. (15 ft./15 ft. core space/reach)
Special Attacks:	Force wave	Force wave	Force wave, iterative attacks
Special Qualities:	Construct traits, damage reduction all/ enhancement, darkvision 60 ft., enhancement bonus, find master, guard, immunity to magic, low-light vision, natural invisibility, <i>shield other, spell storing</i>	Construct traits, damage reduction all/ enhancement, darkvision 60 ft., enhancement bonus, immunity to magic, low-light vision, natural invisibility	Construct traits, damage reduction all/ enhancement, darkvision 60 ft., enhancement bonus, immunity to magic, low-light vision, natural invisibility
Saves:	Fort +10, Ref +9, Will +10	Fort +20, Ref +19, Will +20	Fort +40, Ref +39, Will +40
Abilities:	Str 15, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 30, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 50, Dex 9, Con -, Int -, Wis 11, Cha 1
Environment:	Any	Any	Any
Organization:	Solitary	Solitary or gang	Solitary or gang
Challenge Rating:	10	18	40
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	16-21 HD (Medium), 22-30 HD (Large)	31-42 HD (Large), 43-60 HD (Huge)	61-84 HD (Huge), 85-120 HD (Gargantuan)
Level Adjustment:	+3 (assuming intelligence/sentience)	+2 (assuming intelligence/sentience)	+12 (assuming intelligence/sentience)
	Force Gargant Gargantuan Construct	Force Colossus Colossal Construct	Force Leviathan Titanic Construct
Hit Dice:	120d10+60 (780 hp)	240d10+480 (1800 hp)	480d10+3840 (6480 hp)
Initiative:	-1	-1	-1
Speed:	80 ft. (18 squares)	120 ft. (24 squares)	160 ft. (32 squares)
Armor Class:	45 (-4 size, -1 Dex, +40 deflection) touch 45, flat-footed 45	81 (-8 size, -1 Dex, +80 deflection) touch 81, flat-footed 81	153 (-16 size, -1 Dex, +160 deflection) touch 153, flat-footed 153
Base Attack/Grapple:	+90/+158	+180/+293	+360/+554
Attack:	Slam +161 melee (4d6+75)	Slam +312 melee (10d10+140)	Slam +609 melee (80d10+265)
Full Attack:	8 slams +161 melee (4d6+75)	2 slams +312 melee (10d10+140)	2 slams +609 melee (80d10+265)
Space/Reach:	35 ft./45 ft. (20 ft./20 ft. core space/reach)	65 ft./90 ft. (30 ft./30 ft. core space/reach)	125 ft./180 ft. (40 ft./40 ft. core space/reach)
Special Attacks:	Force wave, rend 4d8+92	Anti-magic field, crush, force wave	Crush, force wave
Special Qualities:	Construct traits, damage reduction all/ enhancement, darkvision 60 ft., enhancement bonus, immunity to magic, low-light vision, natural invisibility	Construct traits, damage reduction all/ enhancement, darkvision 60 ft., enhancement bonus, immunity to magic, low-light vision, natural invisibility	Construct traits, damage reduction all/ enhancement, darkvision 60 ft., enhancement bonus, immunity to magic, low-light vision, natural invisibility, nesting
Saves:	Fort +80, Ref +79, Will +80	Fort +160, Ref +159, Will +160	Fort +320, Ref +319, Will +320
Abilities:	Str 80, Dex 9, Con -, Int -, Wis 11, Cha 1	Str 130 (+60), Dex 9, Con -, Int -, Wis 11, Cha 1	Str 220 (+105), Dex 9, Con -, Int -, Wis 11, Cha 1
Environment:	Any	Any	Any
Organization:	Solitary or gang	Solitary or gang	Solitary or gang
Challenge Rating:	72	134	294
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	121-169 HD (Gargantuan), 170-360 HD (Colossal)	241-339 HD (Colossal), 340-720 HD (Titanic)	481-678 HD (Titanic), 679-1440 HD (Macro-Fine)
Level Adjustment:	+9 (assuming intelligence/sentience)	+1 (assuming intelligence/sentience)	+49 (assuming intelligence/sentience)

FORCE GOLEM

[For those capable of perceiving invisible objects] *You discern the presence of a giant humanoid figure. Its smooth, featureless form seemingly composed of glass, betrayed only by the sheen of illumination your magical sight has imparted.*

These unseen automatons are created by spell and spell alone. They are amongst the most popular servants for epic wizards and deities of magic. The laboratories of many such magic users are guarded by one or more of these unobtrusive constructs. In the past, force golems have been used as sarcophagi for ancient arcane spellcasters; indeed their invisibility can sometimes be betrayed by traces of dust and bone collecting in the wells of their feet.

Force golems stand 11.5 feet tall and are effectively weightless.

Force golems cannot speak.

COMBAT

Force golems are incredibly resilient. Their wholly magical nature means that only the inherent magical power of weapons and certain abjuration effects can damage them.

Damage Reduction (Su): A force golem has damage reduction all/enhancement. Only a weapon's enhancement bonus can affect a force golem. Strength and other damage modifiers are irrelevant.

eg. A 30th-level character with a +7 vorpal greatsword (Strength 26, Weapon Specialization feat) would only deal 7 points of damage every time he scored a hit upon a force golem.

Any creature with supernatural damage reduction (aligned, magic, material) will deal 1 point of damage on a successful hit against a force golem. Any creature with epic damage reduction will deal 6 points of damage to a force golem on a successful hit. A force golem attacking another force golem deals damage equal to its enchantment bonus.

Enhancement Bonus (Su): A force golem has an enhancement bonus equal to +1/3 Hit Dice. This bonus adds to: armor class (as a deflection bonus); attack rolls; damage rolls and saving throws.

Force Wave (Su): Once every 1d3 rounds as a free action, a force golem can emanate a blast of concussive force. This effect stuns all targets with less hit points than the automaton's maximum hit points (no save). This effect has a range of 95 feet (100 ft. + 5 ft./2 Hit Dice of the construct) and lasts for 1d4 rounds.

Immunity to Magic (Su): A force golem is immune to any spell or spell-like ability that allows spell resistance except as follows:

A *dispel magic* (or similar) spell deals one point of damage per spell level.

Caught within an *anti-magic field*, the golem suffers 6 points of damage per round.

A *disjunction* spell inflicts 1d100 damage on the golem.

Natural Invisibility (Ex): This ability is constant, allowing a force golem to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

FORCE GUARDIAN

A force guardian stands 5.75 feet tall and weighs virtually nothing.

Find Master (Su): As long as the force guardian and the amulet are on the same plane, the guardian can find the amulet wearer.

Guard (Ex): All attacks against the amulet wearer are at -2 penalty when the force guardian is adjacent to its master.

Shield Other (Sp): The wearer of the amulet can activate this ability if within 70 feet of the guardian.

Spell Storing (Sp): A force guardian can store spells totalling 8 spell levels, cast into it by another creature. It casts this spell when commanded to do so or when a pre-defined situation arises.

FORCE SENTINEL

Force sentinels stand 23 feet tall and weigh practically nothing.

Iterative Attacks (Ex): The force sentinel attacks as a fighter.

Possessions A force sentinel will either wield a two-handed weapon with a +20 enchantment bonus (stacking with its existing +20 bonus) or carry a single handed weapon and shield, both with an enchantment bonus of

+13 (again stacking with the force sentinels intrinsic +20 enchantment bonus special ability). Typically the items retain half this additional bonus for enchantment and half composed of special abilities.

FORCE GARGANT

These eight-armed automatons stand 46 feet tall and weigh nothing.

Rend (Ex): If a diamond gargant hits an opponent with two slam attacks it seizes the opponent and attempts to break them in half. This attack deals an additional 4d8+92 damage.

FORCE COLOSSUS

A force colossus stands 92 feet tall and weighs virtually nothing.

Anti-Magic Field (Su): A force colossus generates an anti-magic field with a radius of 100 ft. This field prevents the functioning of any magic items or spells within its confines, but it does not impede the colossus own supernatural abilities, nor does it damage the construct (see its Immunity to Magic ability). The effect is otherwise the same as an anti-magic field cast by a 134th-level caster. A *disjunction* spell cast on the force colossus has a 1% chance per caster level of negating the anti-magic field, allowing the automaton to be damaged for the rest of that round. The field automatically reactivates at the start of the next round.

Crush (Ex): Medium sized or smaller opponents standing on a solid surface struck by the force colossus slams suffer 20d10+170 (average 280) damage (instead of 10d10+140).

FORCE LEVIATHAN

A force leviathan stands 184 feet tall and weighs next to nothing.

Crush (Ex): Large sized or smaller opponents standing on a solid surface struck by the force leviathans slams suffer 160d10+317 (average 1197) damage (instead of 80d10+265).

Nesting (Su): Each time the construct is destroyed it is replaced by the next smallest type of force golem. If the force leviathan is destroyed a force colossus immediately appears in its wake. If that colossus is later destroyed it becomes a force gargant and so on.

CONSTRUCTION

A force golem's body is created from pure magical energy. Shaping this energy requires a successful Spellcraft check equal to its Challenge Rating.

CL equal to Challenge Rating; Craft Construct, *geas/quest*, *power word stun*, *wall of force*, *wish*.

Force Guardian: Price 34,000 gp, Cost 17,000 gp + 1360 XP.

Force Golem: Price 280,000 gp, Cost 140,000 gp + 11,200 XP.

Force Sentinel: Price 2,600,000 gp, Cost 1,300,000 + 104,000 XP.

Force Gargant: Price 9,000,000 gp, Cost 4,500,000 + 360,000 XP.

Force Colossus: Price 21,400,000 gp, Cost 10,700,000 + 856,000 XP.

Force Leviathan: Price 53,400,000 gp, Cost 26,700,000 + 2,136,000 XP.

VARIANTS

Certain nefarious spellcasters have created at type of force golem which delivers a *power word kill* effect instead of *power word stun*.

When discerned through magical means, the heads of these golems can be seen to resemble skulls of glass.

ADVENTURE IDEAS

Sub-epic: Iglhu, an albino gnoll high priest (15th-level Cleric) unearths an brilliant energy triple flail topped by three invisible skull heads.

Low Epic: An intelligent force golem is being worshipped by a cult of invisible stalkers.

Mid-epic: A force gargant is a prison for a long forgotten demon prince Naz-Archoss. Destroying it could free the menace.

NEW EPIC WEAPON SPECIAL ABILITY

Fading Weapons with this enchantment force targets to make a Fortitude save (DC 16 + weapons enchantment bonus) or else simply fade away into nothingness. Each time the same target is struck the save DC increases by one. Once a different target is struck the DC resets.

Strong transmutation; CL 21st; Craft Epic Arms & Armor, *disintegrate*; Price +6 bonus.

GOLEM, IOUN

Fine Construct (Swarm)

Hit Dice: 32d10 (176 hp)

Initiative: -1

Speed: Fly 40 ft. (good) (8 squares)

Armor Class: 78 (+8 size, +29 Dex, +25 insight, +6 natural), touch 72, flat-footed 49

Base Attack/Grapple: +75/-

Attack: Swarm (7d6+20)

Full Attack: Swarm (7d6+20)

Space/Reach: 10 ft./0 ft.

Special Attacks: Distraction, spells

Special Qualities: Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, ioun traits, liberate ioun stones, low-light vision, regenerate 25/hour, swarm traits

Saves: Fort +63, Ref +92, Will +63

Abilities: Str 51, Dex 68, Con -, Int -, Wis 11, Cha 1

Environment: Any

Organization: Solitary, *miasma* (2-4 swarms) or *cloud* (5-8 swarms)

Challenge Rating: 21

Treasure: None

Alignment: Always neutral

Advancement: -

Level Adjustment: +5 (assuming intelligence/sentience)

At rest, this automaton resembles a crystalline giant, seemingly pieced together from multihued gemstones. However, as it moves you can see that it is not one creature before you but rather a jigsaw of individual pieces that revert to the humanoid shape when not in motion.

Ioun golems, sometimes known as jewel or jigsaw golems, are pieced together from thousands of ioun stones. They are generally only found serving the most powerful deities with earth or wealth portfolios.

Legend tells that there was once a giant deity called Ioun whose portfolio was gambling and wealth who sought to own the quasi-elemental plane of mineral. After losing a wager to a mysterious cosmic entity on that plane he was polymorphed into a mountainous gemlike form which was subsequently sundered into what are now known as ioun stones. Should all the stones be brought back together Ioun may be reborn, though its unknown what effect numbers of burnt out (gray) or destroyed stones may have on him.

At rest, ioun golems stand 11.5 feet tall and weigh 12,004 pounds (6 tons). Ioun golems cannot speak.

COMBAT

Ioun Golems are incredibly dangerous, and virtually immune to physical and magical attack. Its often more a matter of can you survive the encounter rather than defeat them.

Hardness (Ex): Like an object, an ioun golem has a hardness of 5.

Distraction (Ex): Any living creature that begins its turn with a swarm in its space must succeed with a Will save (DC 60) or be hypnotised.

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

A *shatter* spell will deal 3d6 damage to the golem, provided the golem does not absorb the spell.

Ioun Traits (Su): The ioun golem benefits from many of the boons provided by the individual stones, but their effects are amplified twenty-five times over.

- *Ability Scores:* Both the ioun golem's strength and dexterity gain a +50 enhancement bonus.
- *Absorption (Su):* The ioun golem can absorb up to 75 levels of spells at any one time and store them for future use. It absorbs spells as a free action, but can only absorb a single spell each round.
- *Amplification (Su):* The ioun golem recasts spells 25 levels higher than the level they were when absorbed.
- *Competence (Su):* The golem gains a +25 competence bonus on attack



rolls, saves, skill checks and ability checks.

- *Insight (Su):* The golem gains a +25 insight bonus to its AC.
- *Regeneration (Su):* Ioun golems take normal damage from sonic based attacks.

Liberate Ioun Stones (Su): Those engulfed by the swarm will have any ioun stones liberated.

CONSTRUCTION

An ioun golem's body is created from 10,000 functioning ioun stones. Conjuring the body requires a DC 21 Spellcraft check.

CL 21st; Craft Construct, *geas/quest*, *hypnotic pattern*, *polymorph anyobject*, *wish*. Caster must be at least 21st-level; Price 450,000 gp, Cost 225,000 gp + 18,000 XP

STACKING IOUN STONES (OPTIONAL RULE)

The bonus attributed to the golem's ioun traits is dependant upon the square root of the number of same ioun stones it is made from. Similarly, a character with four of the same ioun stones would see the effect of a single stone doubled. One with nine of the same ioun stones would see the effect tripled and so forth.

ADVENTURE IDEAS

Low Epic: You find a twisted flail with a head shaped like a bell at the center of a pile of gray, burnt out crystals. The weapon, "Reclnelis", is a +13 construct dread, sonic blast great flail; forged by unhinged minds from the Far Realm. The weapon is chaotic and extremely intelligent, but also quite, quite mad.

Mid-epic: The great stained glass window of the city cathedral comes alive and starts to attack the worshippers. Is this divine punishment or is there some outside force responsible?

High Epic: The ancient akalich Maladric (68th-level Sorcerer) seeks to merge with an ioun golem giving it ten thousand lives.

GOLEM, MERCURY

	Mercury Guardian Medium Construct	Mercury Golem Large Construct	Mercury Sentinel Huge Construct
Hit Dice:	13d10+40 (111 hp)	26d10+60 (203 hp)	52d10+80 (366 hp)
Initiative:	+5	+7	+8
Speed:	60 ft. (8 squares)	70 ft. (6 squares)	90 ft. (8 squares)
Armor Class:	21 (+5 Dex, +1 dodge, +5 natural), touch 16, flat-footed 15	26 (-1 size, +7 Dex, +1 dodge, +9 natural) touch 17, flat-footed 18	31 (-2 size, +8 Dex, +1 dodge, +14 natural), touch 17, flat-footed 22
Base Attack/Grapple:	+9/+26	+19/+45	+52/+87
Attack:	Slam +27 melee (2d8+17 plus poison and sharpness)	Slam +41 melee (4d6+22 plus poison and sharpness)	Slam +86 melee (4d8+27 plus poison and sharpness)
Full Attack:	3 slams +27 melee (2d8+17 plus poison and sharpness)	3 slams +41 melee (4d6+22 plus poison and sharpness)	+9 <i>everdancing</i> gargantuan greatsword +86/+86/+81/+76/+71 melee (4d6+49), and 5 slams +77/+77/+72/+67/+62 (4d8+27 plus poison and sharpness)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	20 ft./20 ft. (15 ft./15 ft. core space/reach)
Special Attacks:	Poison, sharpness	Poison, sharpness	Iterative attacks, poison, sharpness
Special Qualities:	Construct traits, damage reduction half/bludgeoning, darkvision 60 ft., find master, guard, immunity to magic, indissoluble, low-light vision, quickness, shield other, spell storing	Construct traits, damage reduction half/bludgeoning, darkvision 60 ft., immunity to magic, indissoluble, low-light vision, quickness	Construct traits, damage reduction half/bludgeoning, darkvision 60 ft., immunity to magic, low-light vision, quickness
Saves:	Fort +4, Ref +10, Will +4	Fort +8, Ref +16, Will +8	Fort +17, Ref +26, Will +17
Abilities:	Str 44, Dex 21, Con -, Int -, Wis 11, Cha 1	Str 54, Dex 24, Con -, Int -, Wis 11, Cha 1	Str 64, Dex 27, Con -, Int -, Wis 11, Cha 1
Environment:	Any	Any	Any
Organization:	Solitary	Solitary or gang	Solitary or gang
Challenge Rating:	12	19	35
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	14-18 HD (Medium), 19-25 HD (Large)	27-36 HD (Large), 37-51 HD (Huge)	53-73 HD (Huge), 74-103 HD (Gargantuan)
Level Adjustment:	+8 (assuming intelligence/sentience)	+7 (assuming intelligence/sentience)	+10 (assuming intelligence/sentience)
	Mercury Gargant Gargantuan Construct	Mercury Colossus Colossal Construct	Mercury Leviathan Titanic Construct
Hit Dice:	104d10+120 (692 hp)	208d10+160 (1304 hp)	416d10+240 (2528 hp)
Initiative:	+10	+11	+13
Speed:	110 ft. (22 squares)	150 ft. (30 squares)	190 ft. (38 squares)
Armor Class:	37 (-4 size, +10 Dex, +1 dodge, +20 natural), touch 17, flat-footed 26	41 (-8 size, +11 Dex, +1 dodge, +27 natural), touch 14, flat-footed 29	33 (-16 size, +13 Dex, +1 dodge, +35 natural), touch 8, flat-footed 19
Base Attack/Grapple:	+78/+122	+156/+209	+312/+374
Attack:	Slam +107 melee (8d6+32 plus poison and sharpness)	Slam +186 melee (8d8+37 plus poison and sharpness)	Slam +339 melee (10d10+42 plus poison and sharpness)
Full Attack:	9 slams +107 melee (8d6+32 plus poison and sharpness)	3 slams +186 melee (8d8+37 plus poison and sharpness)	3 slams +339 melee (10d10+42 plus poison and sharpness)
Space/Reach:	35 ft./45 ft. (20 ft./20 ft. core space/reach)	65 ft./90 ft. (30 ft./30 ft. core space/reach)	125 ft./180 ft. (40 ft./40 ft. core space/reach)
Special Attacks:	Crush, poison, rend 8d8+48, sharpness	Anti-magic field, crush, poison, sharpness	Crush, poison, sharpness
Special Qualities:	Construct traits, damage reduction half/bludgeoning, darkvision 60 ft., immunity to magic, low-light vision	Construct traits, damage reduction half/bludgeoning, darkvision 60 ft., immunity to magic, low-light vision	Construct traits, damage reduction half/bludgeoning, darkvision 60 ft., immunity to magic, low-light vision, nesting
Saves:	Fort +34, Ref +45, Will +34	Fort +69, Ref +81, Will +69	Fort +138, Ref +152, Will +138
Abilities:	Str 74, Dex 30, Con -, Int -, Wis 11, Cha 1	Str 84, Dex 33, Con -, Int -, Wis 11, Cha 1	Str 94, Dex 36, Con -, Int -, Wis 11, Cha 1
Environment:	Any	Any	Any
Organization:	Solitary or gang	Solitary or gang	Solitary or gang
Challenge Rating:	64	89	153
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	105-147 HD (Gargantuan), 148-207 HD (Colossal)	209-294 HD (Colossal), 295-415 (Titanic)	417-588 HD (Titanic), 589-831 HD (Macro-Fine)
Level Adjustment:	+11 (assuming intelligence/sentience)	-48 (assuming intelligence/sentience)	-141 (assuming intelligence/sentience)

MERCURY GOLEM

The automaton before you resembles a tall silver giant. Its form is smooth, featureless and reflects the light as would a mirror. As you approach the creature's hands morph into long blades. Its movements are fast and fluid.

Mercury golems, sometimes known as quicksilver golems are constructs of liquid metal. They are often found in the service of the most powerful religious organisations or spiritual deities who empathise with their healing ability.

Mercury golems have been found guarding the lost temples of ancient civilisations and the forgotten reliquaries of long dead deities.

Mercury golems stand 11.5 feet tall and weigh 15,750 pounds (7.875 tons). Their high density gives them +2 Virtual Size Categories.

Mercury golems do not speak.

COMBAT

The mercury golem is a relentless and uncompromising opponent, fast and decidedly deadly. The most astute of creators will ward the area presided over by the mercury golem with spells inhibiting the use of acid, cold or fire based magic, its only true weaknesses.

Damage Reduction (Ex): Mercury golems take half damage from all attacks except those that deal bludgeoning or crushing damage.

Immunity to Magic (Su): The mercury golem is immune to all spells and supernatural effects that allows spell resistance except as follows:

Acid-based attacks permanently damage the golem (though only deal half damage).

Cold-based attacks will disrupt the golem similar to physical attacks (though again only deal half damage). However, any cold damage requires an additional round to heal (see the Indissoluble ability). So if the golem was reduced to 0 or fewer hit points from cold damage alone, it would be incapacitated the rest of that round and all the next round. Cold-based damage does not work in tandem with fire for the purpose of incapacitating the golem.

Fire-based attacks will disrupt the golem similar to physical attacks (and likewise only deal half damage).

Indissoluble (Ex): The mercury golem completely heals all damage (except acid based damage) at the end of every round, as if it had infinite regeneration. If reduced to 0 hit points (or less) by any means other than acid, the mercury golem is not destroyed, but out of commission and incapacitated until the end of that round only. It starts the beginning of the next round with its full hit points. The mercury golem cannot be destroyed by brute force, only delayed.

Poison (Ex): Targets wounded by the mercury golem must make a DC 22 Fortitude save or suffer from hydrargaria (mercury poisoning). The primary and secondary effects are 1d12 Constitution damage.

Quickness (Su): The mercury golem is supernaturally fast and should be treated as if constantly *hasted*. This gives it an extra attack when full attacking, a +1 bonus to attack rolls, a +1 dodge bonus to AC and Reflex saves.

Sharpness (Su): Any attack by the mercury golem scoring a natural 20 (requiring a critical confirmation) will sever one of the opponents appendages. Roll randomly to determine which appendage is severed. For humanoids roll a d12: 1-2 head, 3-4 left arm, 5-6 right arm, 7-8 torso, 9-10 left leg, 11-12 right leg. Creatures with multiple heads, multiple limbs, tails or wings may add extra variables. Those creatures with appendages too thick to be severed with one blow are unaffected by this ability, though its conceivable that multiple sharpness attacks on the same appendage could still sever it (GM's discretion).

MERCURY GUARDIAN

A mercury guardian stands 5.75 feet tall and weighs 1969 pounds.

Find Master (Su): As long as the mercury guardian and the amulet are on the same plane, the guardian can find the amulet wearer.

Guard (Ex): All attacks against the amulet wearer are at -2 penalty when the mercury guardian is adjacent to its master.

Shield Other (Sp): The wearer of the amulet can activate this ability if within 55 feet of the guardian.

Spell Storing (Sp): A mercury guardian can store spells totalling 7 spell



mercury gargant

levels, cast into it by another creature. It casts this spell when commanded to do so or when a pre-defined situation arises.

MERCURY SENTINEL

Mercury sentinels stand 23 feet tall and weigh 126,000 pounds (63 tons).

Iterative Attacks (Ex): The mercury sentinel attacks as a fighter.

Possessions: A mercury sentinel will either wield a two-handed weapon with an enchantment bonus of +16, or carry a single handed weapon and shield, both with an enchantment bonus of +10. These items can include any weapon special abilities as part of their bonuses. Typically the items retain half the total bonus for enchantment and half composed of special abilities.

MERCURY GARGANT

These eight-armed automatons stand 46 feet tall and weigh 1,008,000 pounds (504 tons).

Rend (Ex): If a mercury gargant hits an opponent with two slam attacks it seizes the opponent and attempts to break them in half. This attack deals an additional 8d8+48 damage.

MERCURY COLOSSUS

A mercury colossus stands 92 feet tall and weighs 8,064,000 pounds (3202 tons).

Anti-Magic Field (Su): A mercury colossus generates an anti-magic field with a radius of 100 ft. This field prevents the functioning of any magic items or spells within its confines, but it does not impede the colossus own supernatural abilities. The effect is otherwise the same as an antimagic field cast by a 336th-level caster.

Crush (Ex): Medium sized or smaller opponents standing on a solid surface struck by the mercury colossus slams suffer 10d10+55 damage (instead of 4d8+25).

MERCURY LEVIATHAN

A mercury leviathan stands 184 feet tall and weighs 64,512,000 pounds (32,256 tons).

Crush (Ex): Large sized or smaller opponents standing on a solid surface struck by the mercury leviathans slams suffer 15d10+63 damage (instead of 8d6+30).

Nesting (Su): Each time the construct is destroyed it is replaced by the next smallest type of mercury golem. If the mercury leviathan is destroyed a mercury colossus immediately appears in its wake. If that colossus is later destroyed it becomes a mercury gargant and so on.

CONSTRUCTION

A mercury golem's body is sculpted from iron, which is then polymorphed into mercury. Creating the body requires a successful Craft (armorsmithing or weaponsmithing) check equal to the constructs Challenge Rating.

CL equal to Challenge Rating; Craft Construct, *geas/quest, haste, heal, keen edge, miracle, poison, polymorph any object.*

Mercury Guardian: Price 44,000 gp, Cost 22,000 gp + 1760 XP.

Golem: Price 360,000 gp, Cost 180,000 gp + 14,400 XP.

Sentinel: Price 1,800,000 gp, Cost 900,000 + 72,000 XP.

Gargant: Price 7,800,000 gp, Cost 3,900,000 + 312,000 XP.

Colossus: Price 12,600,000 gp, Cost 6,300,000 + 504,000 XP.

Leviathan: Price 25,400,000 gp, Cost 12,700,000 + 1,016,000 XP.

ADVENTURE IDEAS

Sub-epic: A mercury guardian has been sent back through time to kill someone and change the future.

Low Epic: A great pool of mercury thought to be a gate to the Abyss may also be a mercury golem.

Mid-epic: Metallic constructs everywhere are melting becoming liquid metal automatons under the control of the lesser deity Vulcan.

NB. The following epic spell is based on the death throes of the neutronium and orichalcum golems.

KILOTON (NEW EPIC SPELL)

Evocation

Spellcraft DC: 379

Components: V, S, XP.

Casting Time: 10 minutes

Range: 3,000 ft.

Effect: Variable (see below)

Duration: Instantaneous

Saving Throw: Fortitude partial.

Spell Resistance: No

To Develop: 900,000 gp; 18 days; 36,000 XP; Seeds: afflict (DC 14), destroy (DC 29), energy (DC 19) and slay (DC 25). Factors: change from bolt to ball (+2 DC), increase range 900% (+18 DC), increase area 4900% (+196 DC), increase afflict damage 14 points (+56 DC), increase destroy damage by 40d6 (+80 DC), increase energy damage by 30d6 (+60 DC). Mitigating factors: burn 10,000 XP (-100 DC), increase casting time to 10 minutes (-20 DC).

This spell creates a massive atomic explosion, mimicking the effects of one kiloton of TNT. The conflagration has four different effects. Firstly, anyone within 150 a feet radius of the epicenter must make a Fortitude save or be disintegrated. Secondly, anyone standing within 250 feet of the epicenter suffers 40d6 fire damage (Fortitude save for half). Thirdly the shockwave deals 60d6 bludgeoning damage up to a 1000 foot radius (Fortitude save for half). Lastly, anyone within 1000 feet of the epicenter suffers radiation poisoning, which deals 6 points of damage to their Constitution, Dexterity and Strength.

GOLEM, NEUTRONIUM

Neutralizer

Large Construct

Hit Dice: 250d1000+1,966,080 (2,216,080 hp)

Initiative: +79

Speed: Fly 5,901,426,338 ft. (perfect) (1,180,285,267 squares)

Armor Class: 932 (-1 size, -1 Dex, +80 gravitic mastery, +844 natural), touch 88, flat-footed 932

Base Attack/Grapple: +187/+437

Attack: Slam +512 melee (40,960d10+246; average 225,526)

Full Attack: 2 slams +512 melee (40,960d10+246; average 225,526)

Space/Reach: 10 ft./10 ft.

Special Attacks: Gravitic aura, heat aura, pulsed x-ray, starquake

Special Qualities: Accretion, construct traits, damage reduction 1500/-, darkvision 60 ft., fast healing 1500, gravitic mastery, immunity to magic, low-light vision, magnetar, superluminal, unearthly construction

Saves: Fort +163, Ref +162, Will +163

Abilities: Str 502 (+246), Dex 9, Con -, Int -, Wis 11, Cha 1

Environment: Outer space

Organization: Solitary, patrol (2-4), or with time lord (DvR 192, 960 HD)

Challenge Rating: 9721

Treasure: None

Alignment: Always neutral

Advancement: 251-353 HD (Large), 354-707 HD (Huge)

Level Adjustment: +17,427 (assuming intelligence/sentience)

A ball of blistering heat surrounding this automaton is palpable. At its center you can discern a dark grey humanoid shape, only slightly taller than a human, but proportionally built like a stocky dwarf. The surface of the figure is featureless, in fact, it seems to bubble and ripple as if constantly boiling.

Neutronium golems are immensely powerful constructs fashioned from the super-dense material of a neutron star, sometimes known as death stars. These juggernauts were created by the time lords, who refer to the golems as "neutralizers", for the purpose of defending the borders between the higher and lower dimensions. Those who leave the confines of their own universe and attempt to enter another are usually intercepted by one or more of these extra-cosmic automatons. Very rarely, neutronium golems will themselves enter lower dimensional space at the behest of their creators to counteract some perceived threat. In these scenarios, the golems could be likened to cosmic scalpels, with the universe as the patient to be operated on.

A neutronium golem stands 8 feet tall, 7 feet broad and some 6 feet deep, and weighs approximately 226,330,889,904,251 tons (effectively 452,661,779,808,503,001 pounds). A neutronium golem's unfeasibly high density gives it +32 Virtual Size Categories.

A neutronium golem does not speak.

COMBAT

A neutronium golem is an all but invincible opponent, and is generally powerful enough to deal with even multiple cosmic-level threats simultaneously, or at the very least delay them until a time lord arrives to investigate the disturbance. Even approaching a neutronium golem is extremely hazardous for all but the most resilient opponents. Those struck by a neutralizer's powerful fists are often disintegrated with a single punch, their remains briefly decorating the the construct's body before being incinerated and crushed to infinitesimal fragments by the unrelenting heat and gravity. A typical punch (averaging 225,526 damage) is fully capable of destroying a planet (an Earth-sized planet would have roughly 122,880 hp).

Accretion (Ex): Anyone striking a neutronium golem must make a DC 461 Strength check as an immediate action to be able to retrieve their weapon (or appendage) from the automaton's surface following each and every attack. The save DC is Strength-based.

Damage Reduction (Ex): Neutronium has a natural hardness of 1500.

Fast Healing (Ex): The immense gravitational energy of a neutronium golem binds it together, allowing it to naturally heal 1500 hit

G: GOLEM, NEUTRONIUM

points per round.

Gravitic Aura (Ex): The great mass of a neutronium golem causes gravitic disturbances within the localized area. Table G-1: Neutronium Golem Gravitic Aura details the myriad effects of this ability. The save DC is Strength-based.

TABLE G-1: NEUTRONIUM GOLEM GRAVITIC AURA

Radius	Hp Damage*	Death	Unconscious	Stunning
20 feet	10%	DC 461	-	-
60 feet	2%	DC 461	-	-
200 feet	-	-	DC 461	-
600 feet	-	-	-	DC 461

*The target's maximum hp is reduced by this amount each round.

Gravitic Mastery (Su): A neutronium golem is not subject to gravity, including its own. It can control the ebb and flow of its own gravity, giving it a +80 elemental mastery bonus to its: armor class; attack rolls; checks (ability checks); difficulty class (for any special abilities); initiative; and saving throws.

Heat Aura (Ex): The local area surrounding a neutronium golem burns with the fury of a thousand suns. Table G-2: Neutronium Golem Heat Aura details the divine fire damage experienced at different ranges.

TABLE G-2: NEUTRONIUM GOLEM HEAT AURA

Radius	Divine Fire Damage
20 miles	62d1000 (average 31,031)
60 miles	15d1000 (average 7507)
200 miles	3d1000 (average 1501)
600 miles	1d1000 (average 500)

Immunity to Magic (Ex): A neutronium golem is immune to any spell or spell-like ability that allows spell resistance.

Magnetar (Ex): Once a neutronium golem has identified a target for termination, the two beings are inextricably linked, and the neutronium golem can follow the target anywhere. Treat this as an infinite-range Spell Stowaway attuned to any magical methods of movement.

Pulsed X-Ray (Su): A neutronium golem can emit a pulsed x-ray each round as a free action. This wave targets everything within a 1000-mile spread centered on the golem. Those within the area of effect immediately suffer 125d1000 divine fire damage (average 62,562) with no save.

Starquake (Ex): The death throes of a neutronium golem result in a cosmic conflagration, much akin to a miniature supernova. Table G-3: Neutronium Golem Death Throes details the amount of damage. Blast damage should be treated as bludgeoning damage. The effect is roughly equivalent to 150 petatons of TNT. The save DC is Constitution-based.

TABLE G-3: NEUTRONIUM GOLEM DEATH THROES

Radius	Disintegration	Fireball	Blast	Radiation*
140 miles	DC 215	1400d6	2000d6	200
330 miles	-	1400d6	2000d6	200
1000 miles	-	-	2000d6	200
1500 miles	-	-	200d6	20
2000 miles	-	-	20d6	2
2500 miles	-	-	2d6	-

*Ability damage to Strength, Dexterity, and Constitution.

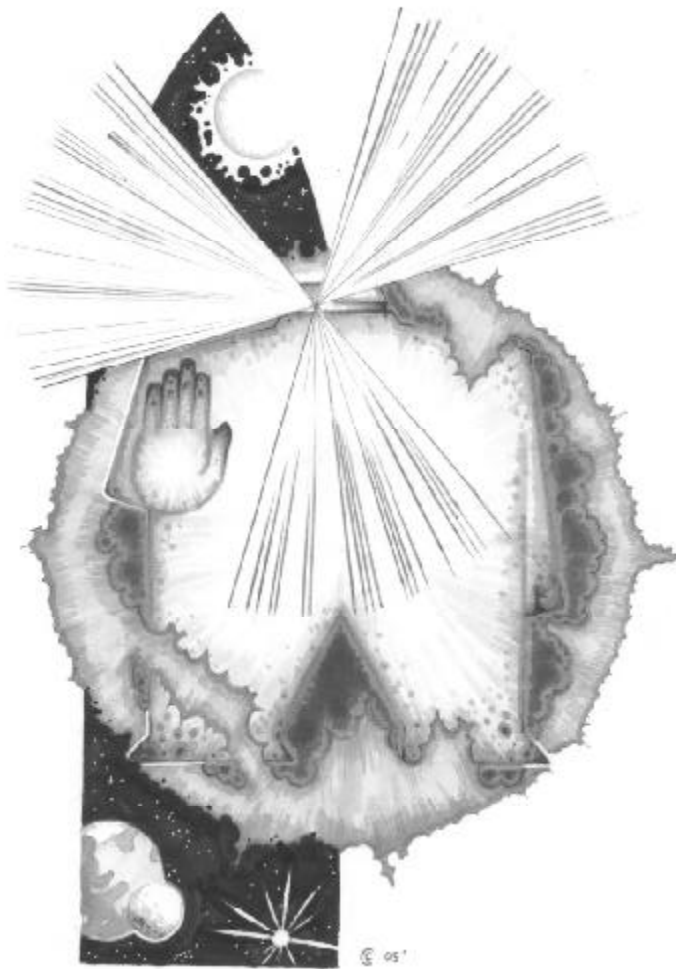
Superluminal (Ex): A neutronium golem travels at the speed of light. This gives it a movement speed of 5,621,108,587 feet, the equivalent of 1,117,694 miles per round or 186,282 miles per second.

Unearthly Construction (Ex): A neutronium golem is fashioned by lords and other similarly powerful beings. These cosmic automatons use d1000's for Hit Dice and have maximum hit points per Hit Die.

CONSTRUCTION

A neutronium golem's body is created from the heart of a neutron star. Conjuring the body requires a successful DC 9721 Spellcraft check.

CL 9721st; Craft Construct, *disintegrate, fireball, gas/quest, poison, reverse gravity, wish*. Caster must be at least 9721st level; Price 1,939,000,000 gp,



Cost 969,500,000 gp + 77,560,000 XP.

ADVENTURE IDEAS

Mid-cosmic: A neutronium golem has been destroyed in proximity to a planet by some unseen power, but its death throes have blasted and burnt half the world. Those creatures that have somehow survived have become mutated (into paragon pseudonatural cogents and worse) from the radiation, and the borders between the two sides of the planet have become a dangerous battleground.

High Cosmic: Azathoth, an insane and dreadfully powerful old one from the Far Realm, has somehow been able to possess a neutronium golem, and has decided to have the neutralizer destroy all deities of the universe.

High Cosmic: An army of neutronium golems has warped into space in a desperate effort to salvage your universe from annihilation at the hands of a great host of umbrals led by the entropic first one Tamas himself.

GOLEM, ORICHALCUM

	Orichalcum Guardian Medium Construct	Orichalcum Golem Large Construct	Orichalcum Sentinel Huge Construct
Hit Dice:	62d100+3840 (10,040 hp)	125d100+5120 (17,620 hp)	250d100+7680 (32,680 hp)
Initiative:	-1	-1	-1
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	206 (-1 Dex, +197 natural), touch 9 flat-footed 206	285 (-1 size, -1 Dex, +277 natural) touch 8, flat-footed 285	427 (-2 size, -1 Dex, +420 natural) touch 7, flat-footed 427
Base Attack/Grapple:	+46/+162	+93/+218	+250/+384
Attack:	Slam +162 melee (80d10+116)	Slam +213 melee (120d10+121)	+42 <i>echoing, keen, universal energy blast gargantuan orichalcum longspear</i> +416 melee (320d10+168/19-20) plus 3d6 acid, cold, electricity, fire and sonic damage
Full Attack:	2 slams +162 melee (80d10+116)	2 slams +213 melee (120d10+121)	+42 <i>echoing, keen, universal energy blast gargantuan orichalcum longspear</i> +416/+411/+406/+401 melee (320d10+168/19-20) plus 3d6 acid, cold, electricity, fire and sonic damage
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.	20 ft./20 ft. (15 ft./15 ft. core space/reach)
Special Attacks:	Plasma beam, supernova	Plasma beam, supernova	Iterative attacks, plasma ray, supernova
Special Qualities:	Construct traits, damage reduction 100/-, darkvision 60 ft., find master, fast healing 100, guard, immunity to magic, low-light vision, shield other, spell storing, unearthly construction	Construct traits, damage reduction 100/-, darkvision 60 ft., fast healing 100, immunity to magic, low-light vision, unearthly construction	Construct traits, damage reduction 100/-, darkvision 60 ft., fast healing 100, immunity to magic, low-light vision, unearthly construction
Saves:	Fort +20, Ref +19, Will +20	Fort +41, Ref +40, Will +41	Fort +83, Ref +82, Will +83
Abilities:	Str 242 (+116), Dex 9, Con -, Int -, Wis 11, Cha 1	Str 252 (+121), Dex 9, Con -, Int -, Wis 11, Cha 1	Str 262 (+126), Dex 9, Con -, Int -, Wis 11, Cha 1
Environment:	Any	Any	Any
Organization:	Solitary	Solitary or gang	Solitary or gang
Challenge Rating:	65	109	330
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	63-92 HD (Medium), 93-186 HD (Large)	126-186 HD (Large), 187-374 HD (Huge)	251-374 HD (Huge), 375-750 HD (Gargantuan)
Level Adjustment:	+55 (assuming intelligence/sentience)	+71 (assuming intelligence/sentience)	+344 (assuming intelligence/sentience)
	Orichalcum Gargant Gargantuan Construct	Orichalcum Colossus Colossal Construct	Orichalcum Leviathan Titantic Construct
Hit Dice:	500d100+10,240 (60,240 hp)	1000d100+15,360 (115,360 hp)	2000d100+20,480 (220,480 hp)
Initiative:	-1	-1	-1
Speed:	60 ft. (12 squares)	80 ft. (16 squares)	120 ft. (24 squares)
Armor Class:	694 (-4 size, -1 Dex, +689 natural) touch 5, flat-footed 694	1210 (-8 size, -1 Dex, +1209 natural) touch 1, flat-footed 1210	2223 (-16 size, -1 Dex, +2230 natural) touch -7, flat-footed 2223
Base Attack/Grapple:	+375/+518	+750/+902	+1500/+1661
Attack:	Slam +502 melee (240d10+131)	Slam +878melee (320d10+136)	Slam +1625 melee (480d10+141)
Full Attack:	8 slams +502 melee (240d10+131)	2 slams +878 melee (320d10+136)	2 slams +1625 melee (480d10+141)
Space/Reach:	35 ft./45 ft. (20 ft./20 ft. core space/reach)	65 ft./90 ft. (30 ft./30 ft. core space/reach)	125 ft./180 ft. (40 ft./40 ft. core space/reach)
Special Attacks:	Plasma beam, rend 320d10+196, supernova	Anti-magic field, crush, plasma beam, supernova	Crush, plasma beam, supernova
Special Qualities:	Construct traits, damage reduction 100/-, darkvision 60 ft., fast healing 100, immunity to magic, low-light vision, unearthly construction	Construct traits, damage reduction 100/-, darkvision 60 ft., fast healing 100, immunity to magic, low-light vision, unearthly construction	Construct traits, damage reduction 100/-, darkvision 60 ft., fast healing 100, immunity to magic, low-light vision, nesting, unearthly construction
Saves:	Fort +166, Ref +165, Will +166	Fort +333, Ref +332, Will +333	Fort +666, Ref +665, Will +666
Abilities:	Str 272 (+131), Dex 9, Con -, Int -, Wis 11, Cha 1	Str 282 (+136), Dex 9, Con -, Int -, Wis 11, Cha 1	Str 292 (+141), Dex 9, Con -, Int -, Wis 11, Cha 1
Environment:	Any	Any	Any
Organization:	Solitary or gang	Solitary or gang	Solitary or gang
Challenge Rating:	554	574	1068
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	501-749 HD (Gargantuan), 750-1500 HD (Colossal)	1001-1499 HD (Colossal), 1500-3000 HD (Titantic)	2001-2999 HD (Titantic), 3000-6000 HD (Macro-Fine)
Level Adjustment:	+497 (assuming intelligence/sentience)	+33 (assuming intelligence/sentience)	+78 (assuming intelligence/sentience)

G: GOLEM, ORICHALCUM

ORICHALCUM GOLEM

This automaton is humanoid in shape and fully twice the height of a normal man. Its fashioned from a dark coppery colored metal in the semblance of what could be an ancient armored warrior, although its exact origins are unknown to you.

Orichalcum golems are created from the extremely dense material of a white dwarf star. Most remaining orichalcum golems are the forgotten footsoldiers of wars fought between overgods millions of years in the past. Each is fashioned in the guise of warriors of the time.

Very few beings, even deities, possess both the knowledge and the power to create such powerful servants. Ironically that very knowledge is probably to be found in the lost ruins of the once flying cities of the ancients, likely guarded by orichalcum golems themselves.

Orichalcum golems stand 11.5 feet tall. They weigh approx. 6,745,186 tons (effectively 13,490,372,294 pounds), their extremely high density gives them +15 Virtual Size Categories.

Orichalcum golems do not speak.

COMBAT

Orichalcum golems are almost unstoppable foes, crushing all opposition with their fists and plasma beam attack.

Damage Reduction (Ex): Orichalcum itself has a natural hardness of 100.

Fast Healing (Ex): The immense gravitational energy of the orichalcum golem binds it together allowing it to naturally heal 100 hit points per round.

Immunity to Magic (Ex): Orichalcum golems are immune to all spells and spell-like abilities that allow spell resistance.

Plasma Beam (Su): As a free action, every 1d2 rounds, the orichalcum golem can generate a beam of divine fire with an effective range of 17.5 miles. Targets struck by the beam suffer 125d100 (d100/Hit Dice of the golem) divine fire damage (average 6312). This ability is a ranged touch effect.

Supernova (Ex): The death throes of the orichalcum golem result in a spectacular show of energy much akin to an atomic explosion. Table G-4: Orichalcum Golem Death Throes; outlines the damage. The blast effect should be treated as bludgeoning damage. The effect is roughly equivalent to 1 megaton of TNT.

TABLE G-4: ORICHALCUM GOLEM DEATH THROES

Radius	Disintegration	Fireball	Blast	Radiation*
1300 feet	Fort DC 72	120d6	180d6	18
2300 feet	-	120d6	180d6	18
1.75 miles	-	-	180d6	18
2.75 miles	-	-	18d6	1
3.75 miles	-	-	1d6	-

*Ability damage to Strength, Dexterity and Constitution.

Unearthly Construction (Ex): These cosmic constructs use d100s for Hit Dice. Orichalcum golems also have maximum hit points per Hit Die.

ORICHALCUM GUARDIAN

Orichalcum guardians stand 5.75 feet tall and weigh 843,148 tons.

Find Master (Su): As long as the orichalcum guardian and the amulet are on the same plane, the guardian can find the amulet wearer.

Guard (Ex): All attacks against the amulet wearer are at -2 penalty when the orichalcum guardian is adjacent to its master.

Shield Other (Sp): The wearer of the amulet can activate this ability if within 250 feet of the guardian.

Spell Storing (Sp): An orichalcum guardian can store spells totalling 31 spell levels, cast into it by another creature. It casts these spells when commanded to do so or when a pre-defined situation arises.

ORICHALCUM SENTINEL

Orichalcum sentinels stand 23 feet tall and weigh 53,961,489 tons.

Iterative Attacks (Ex): The orichalcum sentinel attacks as a fighter.

Possessions An orichalcum sentinel will either wield a two-handed weapon with an enchantment bonus of +83, or carry a single handed weapon and shield, both with an enchantment bonus of +55. These items can include any weapon special abilities as part of their bonuses. Typically the items retain half the total bonus for enchantment and half composed of special abilities.

ORICHALCUM GARGANT

These eight-armed automatons stand 46 feet tall and weigh 431,691,913 tons (863,383,826,844 pounds).

Rend (Ex): If an orichalcum gargant hits an opponent with two slam attacks it seizes the opponent and attempts to break them in half. This attack deals an additional 320d10+196 damage (average 1956).

ORICHALCUM COLOSSUS

An orichalcum colossus stands 92 feet tall and weighs 3,453,535,307 tons (6,907,070,614,753 pounds)

Anti-Magic Field (Su): An orichalcum colossus generates an anti-magic field with a radius of 100 ft. This field prevents the functioning of any magic items or spells within its confines, but it does not impede the colossus own supernatural abilities. The effect is otherwise the same as an antimagic field cast by a 574th-level caster.

Crush (Ex): Medium sized or smaller opponents standing on a solid surface struck by the orichalcum colossus slams suffer 640d10+205 (average 3725) damage (instead of 320d10+136).

ORICHALCUM LEVIATHAN

An orichalcum leviathan stands 192 feet tall and weighs 27,628,282,459 tons (55,256,564,918,030 pounds).

Crush (Ex): Large sized or smaller opponents standing on a solid surface struck by the orichalcum leviathans slams suffer 960d10+211 (average 5491) damage (instead of 480d10+141).

Nesting (Su): Each time the construct is destroyed it is replaced by the next smallest type of orichalcum golem. If the orichalcum leviathan is destroyed an orichalcum colossus immediately appears in its wake. If that colossus is later destroyed it becomes an orichalcum gargant and so on and so forth.

CONSTRUCTION

An orichalcum golem's body must be forged from the metal of a white dwarf star. Creating the body requires a successful Craft (armorsmithing or weaponsmithing) check equal to the constructs Challenge Rating.

CL equal to Challenge Rating; Craft Construct, *gas/quest, hypnotic pattern, polymorph any object, wish.*

Guardian: Price 8,600,000 gp, Cost 4,300,000 gp + 344,000 XP.

Golem: Price 16,600,000 gp, Cost 8,300,000 gp + 664,000 XP.

Sentinel: Price 60,600,000 gp, Cost 30,300,000 gp + 2,424,000 XP.

Gargant: Price 105,400,000 gp, Cost 52,700,000 gp + 4,216,000 XP.

Colossus: Price 109,400,000 gp, Cost 54,700,000 gp + 4,376,000 XP.

Leviathan: Price 208,200,000 gp, Cost 104,100,000 + 8,328,000 XP.

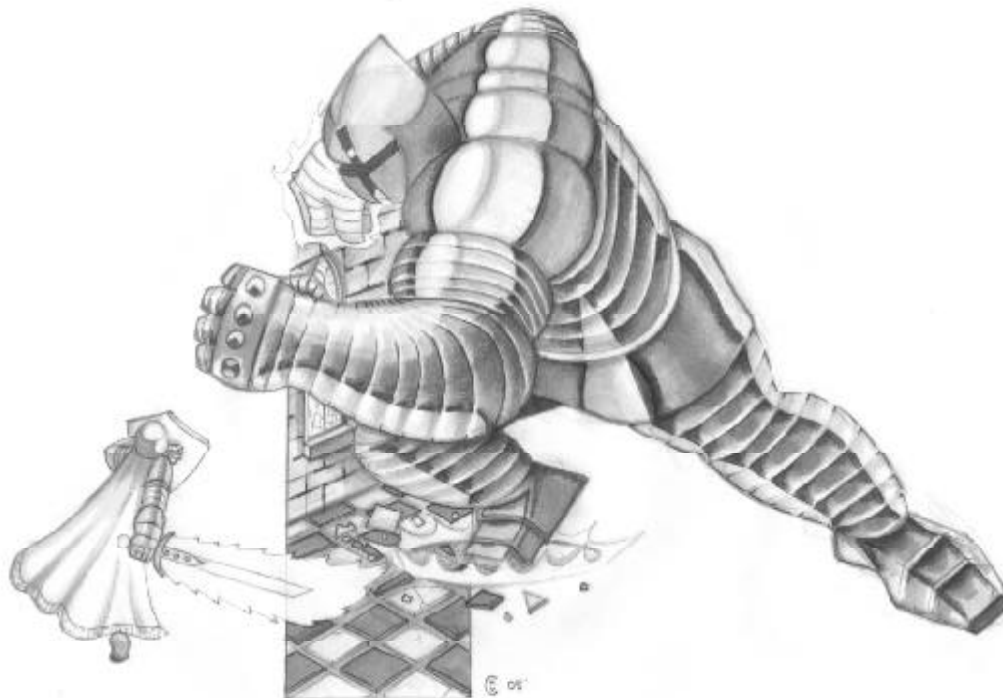
NEW EPIC WEAPON SPECIAL ABILITIES

Echoing: Should a weapon with this enchantment score a hit on an opponent, all targets within the wielders reach suffer damage as if they had also just been struck. This effect stacks with whirlwind attack.

Very strong transmutation; CL 75th; Craft Epic Arms & Armor, *greater shout*; Price +25 bonus.

Universal Energy Blast: A weapon with this enchantment deals an additional 3d6 acid, cold, electricity, fire and sonic damage with every strike. On a successful critical hit this damage is also multiplied, depending upon the weapons critical hit multiplier (+6d6 per energy type if the weapons critical multiplier is x2, +9d6 if the weapons critical multiplier is x3 etc.)

Very strong evocation; CL 45th; Craft Epic Arms & Armor, *acid fog, cone of cold, fireball, lightning bolt and shout*; Price +15 bonus.



ADVENTURE IDEAS

Mid-epic: Legend tells that one such guardian battles tirelessly to restrain the inmate of a prison demiplane.

High Epic: An intelligent orichalcum sentinel lands on the planet and claims it as its own.

Low Cosmic: An arcane assembly line begins producing orichalcum golems but for what purpose?

ORICALCUM (NEW SPECIAL MATERIAL)

Orichalcum, sometimes known as star metal, is a superdense coppery red metal, that is the raw material of dying stars. These white dwarf stars cool over time, as their fuel runs out, eventually being reduced to a solid ball of very dense metal. This metal is coveted by immortal metalsmiths and artisans for both its durability and beauty.

Pure orichalcum is more than two million times heavier than steel. As such few beings have the requisite strength to wield such items. Often however, items are forged with only a fraction of their mass composed of orichalcum, tailor made to a given deities strength level. Typically adamantine is used as the secondary metal. Table G-5: Orichalcum; lists the weight modifier for seven different ratios of orichalcum purity, as well as the minimum strength required to use such items and the cost modifiers.

Weapons fashioned from pure orichalcum have a natural ability to bypass up to 100 points of hardness. Less pure items bypass the same amount of hardness as their percentage of orichalcum content, if the secondary material is adamantine then the minimum amount is 20 points of hardness. They also have their base damage increased by +7 virtual size categories (effectively a x12 base damage modifier).

eg. A medium sized longsword made from pure orichalcum would have a base damage of 10d10 (12d8 converted to d10s). Whereas a greatsword made from only 0.19% orichalcum would have a base damage of 8d6.

Armor made from pure orichalcum grant its wearer damage reduction 5/- if its light armor, 10/- if its medium armor and 20/- if its heavy armor. Such armor also has its base armor bonus multiplied.

eg. A chain shirt made from pure orichalcum would have a base armor bonus of +36. While a suit of full platemail that was made with 12.5% orichalcum would have a base armor bonus of +64.

Orichalcum is so costly that weapons and armor made from it are always of masterwork quality; the cost is included in the prices given below. Thus orichalcum weapons and ammunition have a +1 enhancement bonus on attack rolls and the armor check penalty of orichalcum armor is lessened by 1 compared to ordinary armor of its type.

Only weapons armor and shields normally made of metal can be fashioned from orichalcum. Weapons, armor and shields normally made of steel that are made of orichalcum have four times more hit points than normal. For instance an orichalcum greatsword would have 40 hit points instead of the normal 10 for steel. Orichalcum has 200 hit points per inch of thickness and a hardness of 100.

TABLE G-5: ORICALCUM

Item's Orichalcum Content	Weight Modifier	Minimum Strength	Armor/ Damage Multiplier	Weapon Cost Modifier*	Shield Cost Modifier	Light Armor Cost Modifier	Medium Armor Cost Modifier	Heavy Armor Cost Modifier
Pure	x2097152	115	x12	+25,920,000 gp	+1,210,000 gp	+6,002,500 gp	+10,562,000 gp	+29,160,000 gp
1/8th	x262144	100	x8	+11,520,000 gp	+490,000 gp	+2,722,500 gp	+5,062,000 gp	+14,440,000 gp
1/64th	x32,768	85	x6	+6,480,000 gp	+250,000 gp	+1,562,500 gp	+3,062,500 gp	+9,000,000 gp
1/512th	x4,096	70	x4	+2,880,000 gp	+90,000 gp	+722,500 gp	+1,562,500 gp	+4,840,000 gp
1/4,096th	x512	55	x3	+1,620,000 gp	+40,000 gp	+422,500 gp	+1,000,000 gp	+3,240,000 gp
1/32,768th	x64	40	x2	+720,000 gp	+10,000 gp	+202,500 gp	+562,000 gp	+1,960,000 gp
1/262,144th	x8	25	x1.5	+180,000 gp	+2500 gp	+122,500 gp	+390,625 gp	+1,440,000 gp

*Single melee weapon, single head of a double weapon, single thrown weapon, or 50 rounds of ammunition.

GRIGORI

Watcher

Large Outsider (Extraplanar)

Hit Dice: 17d8+85 (161 hp)

Initiative: Special - always acts last

Speed: 40 ft. (8 squares)

Armor Class: 29 (-1 size, +6 deflection, +4 Dex, +6 insight, +4 natural), touch 25, flat-footed 25

Base Attack/Grapple: +17/+33

Attack: Slam +28 melee (1d6+6 and blindness)

Full Attack: 2 slams +28 melee (1d6+6 and blindness)

Space/Reach: 10 ft./10 ft.

Special Attacks: Karmic scrutiny, spell-like abilities, spells

Special Qualities: Damage reduction 10/epic, darkvision 60 ft., fast healing 10, immune to acid, cold and petrification, insight, low-light vision, outsider traits, electricity and fire resistance 10, spell resistance 33

Saves: Fort +21, Ref +20, Will +22

Abilities: Str 22, Dex 19, Con 20, Int 25, Wis 23, Cha 22

Skills: Concentration +26, Hide 2, Knowledge (arcana) +33, Knowledge (architecture and engineering) +33, Knowledge (dungeoneering) +33, Knowledge (geography) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (nobility and royalty) +33, Knowledge (religion) +33, Knowledge (the planes) +33, Listen +32, Search +33, Sense Motive +32, Spot +32

Feats: Alertness, Blind-Fight, Dodge, Investigator, Mobility, Skill Focus (Spot)

Environment: Any

Organization: Solitary

Challenge Rating: 14

Treasure: Standard

Alignment: Always neutral

Advancement: By class level

Level Adjustment: +4

A tall, bald headed giant with opaline skin hovers passively before you. The head precariously perched on its shoulders seems overly large for the body beneath. Twin gaping holes dominate its face, as if its eyes had been torn from its head, giving it a macabre visage. The being is dressed in the regal finery of a politician or statesman of a bygone era. Its manner is aloof and uncaring, though you sense that it sees all that transpires...

The grigori, often called watchers, or sometimes sleepless ones, are a group of powerful spirit beings who observe the universe. They were once planetary angels, sent to learn about mortal life by living amongst them, however this proximity proved detrimental to both angel and mortal alike and overfamiliarity eventually bred contempt which inevitably lead to bloodshed. Cast out of heaven, and punished with the loss of their eyes and their wings, the grigori vowed as their penance never to interfere in the lives of mortals. But their innate curiosity still has them follow the protocols of their initial mission briefing, to observe and better understand mortals. Unfortunately, the curse of the grigori is that they can only learn by seeing through the eyes of others and in doing so they rob that being of the experience itself.

Grigori are often encountered at the scene of events of epic consequence, where they view the battle through the eyes of important figures. While predominantly loners, they sometimes meet with others of their kind to discuss events they have witnessed.

Grigori stand about 9 feet tall, the more information they absorb the larger their heads swell. They weigh approximately 770 pounds.

COMBAT

Grigori rarely initiate combat and typically act last in a given round. They generally seek to escape from those who would seek them harm, rather than get involved in a confrontation.

Of course, the more grigori observe, and the more experiences they witness, the more they are influenced by them. As they gain experience



in this manner, they take on more and more characteristics of the beings they have studied. So that a grigori who has predominantly observed sorcerers will use the stolen experience points to generate sorcerer levels.

A grigori's natural attacks, as well as any weapons it wields are treated as epic for the purpose of overcoming damage reduction.

Blindness (Su): Anyone struck by one of the grigori's slam attacks must make a Will save (DC 30) or be permanently blinded. The save DC is Charisma-based.

Insight (Su): By choosing to act last, grigori gain a +6 insight bonus to armor class; attack rolls; checks (ability checks, caster level checks, skill checks, turning checks); difficulty class (for any special abilities, spell-like abilities, spells); saving throws and spell resistance. The grigori's stats here assume it is always acting last.

Karmic Scrutiny (Su): Grigori can only witness events through the eyes of others, a process which robs new experience points from the being in question. A grigori can choose to observe events through the eyes of any being within 1080 feet (400 ft. +40 ft./Hit Dice or Levels). Make a Will save (DC 30) for that being to avoid the grigori penetrating its psyche. Should the save be failed, roll a Spot check (DC 30) to see if the being can sense any interference. From that point on, any experience points gained by the character pass to the grigori. The save DC is Charisma-based.

Spell-like Abilities (Sp): At will - *greater dispel magic, legend lore*. The following spells are always active - *air walk, clairaudience/clairvoyance, detect secret doors, detect thoughts, discern location, find the path, tongues, true seeing*. Caster Level 23rd.

Spells: As 8th-level sorcerers (Caster Level 23rd).

Sorcerer spells per day (6/6/6/5/3). The save DCs are Charisma-based.

Sorcerer spells known (8/5/3/2/1; save DC 22 + spell level): 0 - *arcane mark, daze, detect magic, detect poison, light, mage hand, message, read magic*; 1st - *comprehend languages, detect secret doors, identify, shield, true strike*; 2nd - *alter self, invisibility, locate object*; 3rd - *arcane sight, displacement*; 4th - *scrying*.

TACTICS ROUND-BY-ROUND

A grigori's tactics will be solely based around any class levels it has.

ADVENTURE IDEAS

Sub-epic: A grigori who witnessed events through the eyes of a lunatic cult leader has itself gone mad.

Low Epic: The lich-druid Trebane (28th-level Druid) is head-hunting grigori and skinning their faces to create a magic item known as the Robe of No Eyes.

Mid-epic: The renowned grigori bounty hunter known as 'Toun Eyes' (43rd-level Ranger) has been hired to hunt down one of the PCs by one of their greatest enemies.

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