



RDM

Key:

G. Guardroom: Hecatoncheires

1. Barracks: Anaxim

2. Office: Anaxim

3. Meeting Room: Infernal

4. Pool: Xixecal

5. Study: Phane

6. Meditation: Dream Larva

7. Aviary: Chichimec

8. Dormitory: Atropal

9. Chapel: Infernal

10. Heating Room: Phaethon

11. Strongroom/Vault: Items

12. Crematorium: Mike Tames

Notes:

CF=5

[x2] Special: Residents are [B]'s

Monster To Hit, dmg, AC, Saves, HD, hp,

no of attacks, and resists are all at

x15.

Monster Stats are all +30

Monster Groups are x(E) x[JE] x[[1d6]]

Items roll on table

Items :

d50	Random Magic Item
1	Maroon Cloak [AT+684] +399 AC/+20 Saves; 1P: Can melee up to SL people per round that aren't in your group; CL 90; SL 15; 148325gp
2	Staff: [x1] of the Skull [36/60 ch] 0,1 ch: -10 bonus on all area effect Dispel Magic/Psionic rolls; 1M,X ch: Dispel Magic or Dispel Psionics (area option only) at CL=X*6 (X<=10)., 91740gp
3	Cyan Eyes [13d8] x3 Th/+21 dmg 13+/x7; 1V: Produces fire or frost (6 dmg, save:½); CL 120; SL 15, 26714gp
4	Sow, Class F (4d12+8/4d16+36) +32/+17, may have any number of unusual materials added (base cost = 100 gp), 404710gp
5	Chestnut Necklace [AT+36] +401 AC/+728 Saves; 1M: Bars extradimensional movement.; CL 80; SL 15; 155625gp
6	Sea-green Shield [AT+23] ++5 AC/+18 Saves; 1Z: Immune to spell level 0 to SL-1 energy attacks; CL 74; SL 15; 16180gp
7	Leaden Armor Gemlet [AT+36] xx3 AC/+17 Saves; 1P: +CH AC, +CH saves, 3*CH% MR,RR,PsiR; CL 105; SL 15; 104000gp
8	Green Cat: Free Adventurer Kit: +10% XP in the class associated with this kit (not retroactive), Free bonus Dungeon Lore proficiency; 225760gp
9	Rian's Thyroid: +53 to Int; 1P: One target gets -2 on all rolls for each Hero Points it has and takes 2d6 dmg per Hero Point it spends (Will save).; CL 93; SL 15; 225830gp
10	Multi-colored Armor, Medium [AT+32] +14 AC/+20 Saves; 1M: You can use any element with E factor equal to or less than your normal breath.; CL 62; SL 15; 15310gp
11	Oil of Beauty, 9250gp
12	Crystalline Staff [13d10] +728 Th/+899 dmg 12+/x4; 1V: Blink (controlled); CL 74; SL 15, 283130gp
13	Axe of Sulward, 6520gp
14	Brownish Girdle [AT++5] +17 AC/++15 Saves; 1M: SL/2 (round down) instances of Resist radiation damage; +SL*10% damage with radiation (specific, not all of Psi9/18/27) effects; CL 90; SL 15; 43770gp
15	Rian's Humerus bone: +53 to Int; 1F: Your effects are not dropped if you are dropped.; CL 74; SL 15; 225330gp
16	Oil of Agelessness, 13550gp
17	Beige Wand [13d12] +441 Th/++25 dmg 18+/x2; 1P: Wall of Force; CL 107; SL 15, 195360gp
18	Multi-prismatic Crossbow, repeating heavy [8d6] +25 Th/+401 dmg 17+/x8; 1M: Charm Person; CL 82; SL 15, 83917gp
19	Chartreuse Cloak [AT+295] +676 AC/+26 Saves; 1M: MArmor LVL*10; Disenchant any magical effect you touch; 1M: Wild Surge; CL 128; SL 15; 139985gp
20	Rian's Liver: +55 to Wis; 1P: One group takes CL^3 yellow dmg.; CL 100; SL 15; 225980gp
21	Rian's Scapula bone: +28 to Con; 1P: Create a DL = LVL/2 LE intelligent car mount.; CL 82; SL 15; 225920gp
22	Rian's Gastrocnemius muscle: +2 to LVL; 1P: 1M: A group gets +CL dmg (no save) ; CL 86; SL 15; 225580gp
23	Multi-colored Chime: Free Least Aasimon Familiar; 225180gp
24	Rian's Prostate Glands: +3 to ML; 1P: Enemy Special of "Whenever a spell of SL2 or less, a psionic minor, or a Level 4 or less ability is used, counter it and the source can't use it for the rest of the day"; CL 78; SL 15; 226070gp
25	Rian's Sweat: +28 to Con; 1F: Pay X SL's: Put each item/spell of SL X on target inside their inventory hidden.; CL 85; SL 15; 225860gp

Abomination

Building Abominations

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

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

Abomination Traits

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

Immunities (Ex)

Abominations are immune to [polymorphing](#), petrification, or any form-altering attack. They are not subject to [energy drain](#), [ability drain](#), or [ability damage](#). They are immune to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), and are immune to one of five energy types (specific to the abomination).

Resistances (Ex)

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

Special Qualities (Ex)

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

Telepathy (Su)

Abominations can communicate telepathically with any creature within 1,000 feet that has a language.

Summon Creature (Sp)

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

Fast Healing and Regeneration

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

Natural Armor

All abominations have some degree of [natural armor bonus](#) ranging from +10 to +100. Usually, higher HD abominations have higher natural armor bonuses, but this is not always the case.

Spell-Like Abilities

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

Unique Abilities

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

Spell Resistance

As a general rule of thumb, abominations have [spell resistance](#) equal to their CR +12.

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

Anaxim

Size/Type:	Medium Construct (Extraplanar, Lawful)
Hit Dice:	38d10+50 (430 hp)
Initiative:	+7 (Dex)
Speed:	60 ft., fly 200 ft. (perfect)
Armor Class:	37 (+7 Dex, +20 natural)
Base Attack/Grapple:	+28/+40
Attack:	Spinning blade +43 melee (2d6+12/19-20 (plus 1d6 on critical)) or electricity ray +35 ranged touch
Full Attack:	2 spinning blades +43 melee (2d6+12/19-20(plus 1d6 on critical)), 2 slams +35 melee (2d6+6), shocking touch +35 melee touch (2d6+6); or electricity ray +35 ranged touch (10d6 electricity), 6 spikes +30 ranged (2d6+12) (120 ft. range increment)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Rend 4d6+18, sonic blast, spell-like abilities , summon iron golem
Special Qualities:	Abomination traits, magic immunity, construct traits, fast healing 15, SR 34, damage reduction 10/chaotic and epic and adamantine
Skills:	Climb +53, Jump +65
Feats:	Blind-Fight, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (blade), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (blade)
Epic Feats:	Devastating Critical (blade), Epic Toughness, Epic Weapon Focus (blade), Overwhelming Critical (blade)
Saves:	Fort +12, Ref +19, Will +17
Abilities:	Str 35, Dex 25, Con Ø, Int 10, Wis 20, Cha 20
Environment:	Any
Organization:	Solitary, binary (pair), or command line (2-5 anaxims and 5-12 iron golems)
Challenge Rating:	22
Treasure:	Standard
Alignment:	Always lawful neutral
Advancement:	39-48 HD (Large); 49-55 HD (Huge); 56-70 HD (Gargantuan); 71-140 HD (Colossal)

An anaxim’s [natural weapons](#) are treated as epic and lawful-aligned for the purpose of overcoming [damage reduction](#).

Combat

Sonic Blast (Ex)

As a [standard action](#), an anaxim can emit a 60-foot cone of [sonic](#) energy that deals 20d6 points of sonic damage to all creatures that fail a [Reflex save](#) (DC 29); those that succeed take half damage.

The save DC is Constitution-based

Rend (Ex)

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

Spell-Like Abilities

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

Summon Iron Golem (Sp)

An anaxim can summon an [iron golem](#) up to four times per day.

Abomination Traits

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

Construct Traits

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

Atropal

Size/Type:	Large Undead (Evil, Extraplanar, Lawful)
Hit Dice:	66d12 (792 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	5 ft., fly 240 ft. (perfect)
Armor Class:	51 (-1 size, +2 Dex, +40 natural)
Base Attack/Grapple:	+33/+53
Attack:	Touch +49 melee touch (2d6 Con drain/19-20)
Full Attack:	2 touches +49 melee touch (2d6 Con drain/19-20), eye ray +30 ranged touch (negative level damage/19-20)
Space/Reach:	10 ft/10 ft.
Special Attacks:	Constitution drain, energy drain (2d4 negative levels, Fort DC 59), spell-like abilities , summon nightcrawler
Special Qualities:	Abomination traits, undead traits, rebuke/command undead, regeneration 20, SR 42, DR 15/good and epic and silver, negative energy aura
Saves:	Fort +22, Ref +26, Will +43
Abilities:	Str 43, Dex 15, Con Ø, Int 28, Wis 22, Cha 42
Skills:	Bluff +85, Concentration +85, Diplomacy +97, Hide -2, Jump +1, Intimidate +91, Knowledge (arcana, history, religion, the planes) +78, Listen +77, Search +78, Sense Motive +75, Spellcraft +84, Spot +77
Feats:	Alertness , Cleave , Dodge , Combat Expertise , Great Cleave , Improved Bull Rush , Improved Critical (touch), Improved Critical (eye ray), Improved Initiative , Iron Will , Lightning Reflexes , Mobility , Power Attack , Quicken Spell-Like Ability (<i>finger of death</i>), Run , Spring Attack , Weapon Focus (touch), Weapon Focus (eye ray), Whirlwind Attack
Epic Feats:	Devastating Critical (touch), Overwhelming Critical (touch), Undead Mastery , Zone of Animation
Environment:	Any
Organization:	Solitary
Challenge Rating:	30
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	67-80 HD (Large); 81-100 HD (Huge)

An atropal’s [natural weapons](#) are treated as epic, evil, and lawful-aligned for the purpose of overcoming [damage reduction](#).

Combat

Spell-Like Abilities

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

The save DCs are Charisma-based

Rebuke/Command Undead (Su)

Atropals can rebuke or command undead as a [cleric](#) with a level equal to the atropal’s HD + 6.

Negative Energy Aura (Su)

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

Constitution Drain (Su)

When the atropal hits a living opponent with a [touch attack](#), the opponent takes 5 points of permanent Constitution drain, or 10 points on a [critical hit](#). The atropal heals 20 points of damage, or 40 points on a critical hit, whenever it drains Constitution, gaining any excess as temporary hit points. These temporary hit points last a maximum of 1 hour. The attack allows a [Fortitude save](#) (DC 59). The DC is Charisma-based.

Energy Drain (Su)

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

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

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

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

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

Chichimec

Size/Type:	Medium Outsider (Air, Evil, Extraplanar)
Hit Dice:	27d8+219 (435 hp)
Initiative:	+7
Speed:	5 ft., fly 200 ft. (perfect)
Armor Class:	39 (+7 Dex, +22 natural)
Base Attack/Grapple:	+27/+39
Attack:	Primary wing buffet +39 melee (2d6+12)
Full Attack:	2 primary wing buffets +39 melee (2d6+12), 6 secondary wing buffets +37 melee (1d6+6), tail slam +37 melee (1d6+6 plus Cha drain)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Spell-like abilities, summon air elemental, Charisma drain
Special Qualities:	Abomination traits, fast healing 10, SR 33, DR 10/good and epic, electricity immunity
Saves:	Fort +22, Ref +22, Will +17
Abilities:	Str 34, Dex 25, Con 24, Int 12, Wis 14, Cha 30
Skills:	Diplomacy +14, Hide +37, Intimidate +40, Jump -3, Knowledge (religion) +31, Knowledge (the planes) +31, Listen +34, Move Silently +37, Search +31, Sense Motive +32, Spot +34
Feats:	Alertness, Dodge, Flyby Attack, Improved Bull Rush, Mobility, Multiattack, Power Attack
Epic Feats:	Blinding Speed (×2), Epic Toughness
Environment:	Any
Organization:	Solitary, pair, or flock (6-9)
Challenge Rating:	21
Treasure:	None
Alignment:	Always neutral evil
Advancement:	28-38 HD (Medium-size); 39-50 HD (Large)

An chichimec’s [natural weapons](#) are treated as epic and evil-aligned for the purpose of overcoming [damage reduction](#).

Combat

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

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

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

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

Dream Larva

Size/Type:	Large Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	40d8+390 (710 hp)
Initiative:	+3 (Dex)
Speed:	80 ft.; fly 240 ft. (perfect)
Armor Class:	52 (-1 size, +3 Dex, +40 natural)
Base Attack/Grapple:	+40/+60
Attack:	Bite +56 melee (4d8+16)
Full Attack:	Bite +56 melee (4d8+16), 1 gore +51 melee (4d6+8), 4 pincers +53 melee (4d6+8), 4 claws +53 melee (4d6+8)
Space/Reach:	10 ft./10 ft.
Special Attacks:	Worst nightmare, improved grab, sending, spell-like abilities, summon nightwalker
Special Qualities:	Abomination traits, sonic immunity, regeneration 15, fast healing 15, SR 44, DR 15/good and epic or lawful and epic
Saves:	Fort +31, Ref +25, Will +29
Abilities:	Str 42, Dex 17, Con 29, Int 16, Wis 24, Cha 36
Skills:	Concentration +52, Craft (dreamweaving) +46, Diplomacy +60, Escape Artist +46, Hide +46, Jump +36, Knowledge (arcana) +46, Listen +50, Move Silently +46, Search +46, Sense Motive +50, Spot +50
Feats:	Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Improved Sunder, Power Attack, Quicken Spell-Like Ability (<i>prismatic spray</i>), Weapon Focus (pincers), Weapon Focus (gore), Weapon Focus (bite), Weapon Focus (claw)
Epic Feats:	Epic Toughness, Epic Weapon Focus (pincers), Epic Weapon Focus (claw)
Environment:	Any
Organization:	Solitary, pair, or solitary plus 1-4 nightwalkers
Challenge Rating:	31
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	41-65 HD (Large); 66-84 HD (Huge); 85-110 HD (Gargantuan)

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

Combat

Worst Nightmare (Su)

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

Spell-Like Abilities

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

Improved Grab (Ex)

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

Sending (Su)

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

Summon Nightwalker (Sp)

Five times per day, a dream larva can summon a nightwalker.

Abomination Traits

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

Regeneration (Ex)

Dream larvae take normal damage from good or lawful weapons or weapons forged by a sleepwalking weaponsmith.

Hecatoncheires

Size/Type:	Huge Outsider (Chaotic, Evil, Extraplanar)
Hit Dice:	52d8+632 (1048 hp)
Initiative:	+10 (+2 Dex, +8 Superior Initiative)
Speed:	100 ft.
Armor Class:	70 (-2 size, +30 natural, +20 insight, +12 armor [+5 half plate])
Base Attack/Grapple:	+52/+80
Attack:	Greatsword +73 melee (2d6+20/17-20); or boulder +55 ranged (2d8+20/19-20)
Full Attack:	100 greatswords +73 melee (2d6+20/17-20); or 100 boulders +55 ranged (2d8+20/19-20)
Space/Reach:	15 ft./15 ft.
Special Attacks:	Superior multiweapon fighting, spell-like abilities, summon hecatoncheires
Special Qualities:	Abomination traits, electricity immunity, regeneration 40, fast healing 50, SR 70, DR 20/good and epic and cold iron
Saves:	Fort +39, Ref +30, Will +27
Abilities:	Str 50, Dex 15, Con 32, Int 10, Wis 8, Cha 24
Skills:	Climb +75, Diplomacy +13, Hide -12, Intimidate +40, Jump +89, Knowledge (history) +33, Listen +104, Search +105, Sense Motive +49, Spot +104, Survival +54
Feats:	Cleave, Combat Reflexes, Great Cleave, Improved Critical (greatsword), Improved Critical (boulder), Improved Initiative, Multidexterity, Multiweapon Fighting, Power Attack, Improved Sunder, Weapon Focus (greatsword), Weapon Focus (boulder)
Epic Feats:	Epic Toughness (×2), Epic Weapon Focus (greatsword), Epic Weapon Focus (boulder), Multiweapon Rend
Environment:	Any
Organization:	Solitary or pair
Challenge Rating:	57
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	53-58 HD (Huge); 59-70 HD (Gargantuan); 71-140 HD (Colossal)

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

Combat

Superior Multiweapon Fighting (Ex)

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

Skills

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

Spell-Like Abilities

At will— greater magic weapon, fly, shield. Caster level 50th; save DC 17 + spell level. The DC is Charisma-based.

Summon Hecatoncheires (Sp)

A hecatoncheires can summon one other hecatoncheires once per day, though is loath to do so because then it will be similarly obligated to answer its sibling’s summoning. A summoned hecatoncheires cannot use its summoning power while “summoned.”

Abomination Traits

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

Regeneration (Ex)

Hecatoncheires take normal damage from good weapons or weapons tempered with the blood of a deity.

Infernal

Size/Type:	Large Outsider (Evil) (Chaotic or Lawful)
Hit Dice:	40d8+390 (710 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	80 ft., fly 240 ft. (perfect)

Armor Class:	50 (+7 Dex, -1 size, +34 natural)
Base Attack/Grapple:	+40/+60
Attack:	claw +58 melee (4d6+16)
Full Attack:	2 claws +58 melee (4d6+16), 1 bite +52 melee (4d8+8 +spell suck), 2 wings +50 melee (2d6+8), 1 tail slam +50 melee (4d8+8)
Space/Reach:	10ft./10 ft.
Special Attacks:	Improved grab, spell suck, learned spell immunity, spell-like abilities, summon fiend
Special Qualities:	Abomination traits, fast healing 15, regeneration 15, SR 38, DR 15/good and epic
Skills:	Balance +50, Concentration +52, Diplomacy +52, Escape Artist +50, Hide +50, Jump +36, Knowledge (arcana) +49, Knowledge (the planes) +49, Listen +53, Move Silently +50, Search +49, Sense Motive +51, Spellcraft +49, Spot +53, Tumble +50
Feats:	Alertness, Cleave, Great Cleave, Improved Initiative, Power Attack, Improved Sunder, Weapon Focus (claw)
Epic Feats:	Blinding Speed (×2), Epic Toughness, Epic Weapon Focus (bite), Epic Weapon Focus (claw), Tenacious Magic (<i>greater invisibility</i>), Tenacious Magic (<i>blur</i>)
Saves:	Fort +31, Ref +29, Will +30
Abilities:	Str 43, Dex 25, Con 28, Int 22, Wis 26, Cha 29
Environment:	Any
Organization:	Solitary or hell brigade (1 infernal and 1d4 balors, or 1 infernal and 1d4 pit fiends)
Challenge Rating:	26
Treasure:	Standard
Alignment:	Lawful evil or chaotic evil
Advancement:	41-50 HD (Large); 51-56 HD (Huge); 57-72 HD (Gargantuan)

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

Combat

Improved Grab (Ex)

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

Spell Suck (Su)

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

Learned Spell Immunity (Su)

If an infernal is affected by a spell cast by a particular spellcaster, the infernal thereafter becomes immune to that spell when cast by that spellcaster.

Spell-Like Abilities

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

Summon Fiend (Sp)

An infernal can summon four **balors** or four **pit fiends** per day (lawful infernals summon pit fiends, and chaotic infernals summon balors).

Abomination Traits

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

Regeneration (Ex)

Infernals take normal damage from good weapons. Lawful infernals also take normal damage from chaotic weapons, and vice versa.

Phaethon

Size/Type:	Gargantuan Outsider (Evil, Extraplanar, Fire)
Hit Dice:	62d8+896 (1,392 hp)
Initiative:	+15 (+7 Dex, +8 Superior Initiative)
Speed:	120 ft., burrow 120 ft.
Armor Class:	47 (-4 size, +7 Dex, +34 natural)
Base Attack/Grapple:	+62/+98

Attack:	pseudopod slam +85 melee (4d8+24 plus fire damage)
Full Attack:	8 pseudopod slams +85 melee (4d8+24 plus fire damage)
Space/Reach:	20 ft./10 ft.
Special Attacks:	Fiery touch, fiery overrun, spell-like abilities , improved grab , swallow whole , summon elder fire elemental
Special Qualities:	Abomination traits, immunity to fire , vulnerability to cold, ooze-like immunities, regeneration 25, fast healing 25, SR 46, DR 15/epic and lawful
Saves:	Fort +48 , Ref +42 , Will +43
Abilities:	Str 58, Dex 25, Con 36, Int 8, Wis 18, Cha 39
Skills:	Climb +89 , Craft (metalworking, stoneworking) +29 , Hide +12 , Jump +69 , Knowledge (geography) +64 , Listen +71 , Move Silently +72 , Search +64 , Spot +71
Feats:	Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Improved Sunder, Weapon Focus (slam)
Epic Feats:	Blinding Speed (×5), Epic Toughness (×3), Epic Weapon Focus (slam), Epic Will, Superior Initiative
Environment:	Any
Organization:	Solitary, or in company of 1-10 elder fire elementals
Challenge Rating:	34
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	63-80 HD (Gargantuan); 81-186 HD (Colossal)

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

Combat

Fiery Touch (Ex)

Touching or being touched by a phaethon deals 2d6 points of fire damage.

Fiery Overrun (Ex)

A foe who is successfully **overrun** by a phaethon is treated as if swallowed whole.

Improved Grab (Ex)

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

Swallow Whole (Ex)

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

Spell-Like Abilities

At will—*fireball*, *fire storm*, *delayed blast fireball*, *flame strike*, *wall of fire*; 1/day—*scrying*. Caster level 34th; save DC 24 + spell level.

Summon Elder Fire Elemental (Sp)

Phaethons can summon up to ten elder **fire elementals** per day.

Abomination Traits

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

Ooze-like Immunities (Ex)

Immune to **poison**, *sleep*, **paralysis**, **stunning**, **polymorphing**, and mind-influencing effects; not subject to **critical hits** or **flanking**; blind.

Regeneration (Ex)

Phaethons take normal damage from lawful weapons and cold-forged weapons, and double damage from cold or ice weapons.

Phane

Size/Type:	Large Outsider (Chaotic, Evil, Extraplanar, Incorporeal)
Hit Dice:	36d8+384 (672 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)
Speed:	80 ft., fly 120 ft. (perfect)
Armor Class:	50 (-1 size, +7 Dex, +11 deflection, +23 insight)
Base Attack/Grapple:	+36 /---
Attack:	Incorporeal touch +43 melee (1d6 plus stasis touch)
Full Attack:	Incorporeal touch +43 melee (1d6 plus stasis touch)

Space/Reach:	10 ft./10 ft.
Special Attacks:	Spell-like abilities, stasis touch, chronal blast, time leach, summon past time duplicate
Special Qualities:	Abomination traits, null time field, time regression, fast healing 15, regeneration 15, SR 37, DR 15/epic, sonic immunity
Saves:	Fort +31, Ref +29, Will +29
Abilities:	Str Ø, Dex 25, Con 28, Int 24, Wis 16, Cha 33
Skills:	Balance +46, Concentration +48, Diplomacy +50, Hide +42, Jump +20, Knowledge (arcana, religion, the planes) +46, Listen +44, Move Silently +46, Search +46, Sense Motive +42, Spellcraft +46, Spot +44, Swim +39, Tumble +46
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (incorporeal touch)
Epic Feats:	Blinding Speed, Epic Toughness (×2), Epic Will, Spell Stowaway (<i>time stop</i>)
Environment:	Any land and underground
Organization:	Solitary or pair
Challenge Rating:	25
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	37-50 HD (Large); 51-65 HD (Huge)

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

Combat

Spell-Like Abilities

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

Stasis Touch (Su)

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

Chronal Blast (Su)

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

Time Leach (Su)

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

Summon Past Time Duplicate (Sp)

Once per day, a phane can summon a duplicate of one its foes stolen from a parallel alternate past. The stolen time duplicate has the same stats and possessions as the original, but is treated as if having two negative levels (which simulates a less experienced version of the original). The phane can never summon a past time duplicate of a creature with more than 25 HD (add sufficient negative levels to compensate for high foe HD, if necessary). The past time duplicate, despite having most of the knowledge of the original, serves the phane loyally like any summoned creature. If the past time duplicate is slain, the original is not harmed because the duplicate was pulled from a parallel past. However, the original does not necessarily realize this, and must make a Will save (DC 30) or be shaken for 1d4 rounds after witnessing the death of a duplicate for the first time.

Abomination Traits

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

Null Time Field (Ex)

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

Time Regression (Su)

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

Regeneration (Ex)

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

Xixecal

Size/Type:	Colossal Outsider (Chaotic, Cold, Evil, Extraplanar)
Hit Dice:	72d8+1,110 (1,686 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	140 ft.
Armor Class:	58 (-8 size, +1 Dex, +55 natural)
Base Attack/Grapple:	+72/+116
Attack:	Claw +95 melee (2d8+28/19-20)
Full Attack:	2 claws +95 melee (2d8+28/19-20), bite +89 melee (4d6+14), stamp +89 melee (4d6+14)
Space/Reach:	50 ft./50 ft.
Special Attacks:	Rend 4d8+42, cold, spell-like abilities, breath weapon, summon white dragon, Constitution drain
Special Qualities:	Abomination traits, cold immunity, fire vulnerability, dire winter, fast healing 30, regeneration 30, SR 48, DR 20/good and epic and adamantine
Saves:	Fort +55, Ref +47, Will +39
Abilities:	Str 66, Dex 13, Con 40, Int 12, Wis 8, Cha 34
Skills:	Climb +103, Concentration +90, Hide -9, Jump +28, Knowledge (arcana, religion, the planes) +76, Listen +70, Search +76, Spellcraft +76, Spot +76
Feats:	Alertness, Cleave, Dodge, Great Cleave, Great Fortitude, Improved Critical (claw), Improved Initiative, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (stomp)
Epic Feats:	Blinding Speed (×4), Devastating Critical (claw), Epic Toughness, Epic Weapon Focus (bite), Epic Weapon Focus (claw), Epic Weapon Focus (stomp), Overwhelming Critical (claw), Spell Stowaway (<i>greater invisibility</i>)
Environment:	Any
Organization:	Solitary or in the company of 1d4+1 old white dragons
Challenge Rating:	36
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	73-150 HD (Colossal)

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

Combat

Rend (Ex)

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

Cold (Su)

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

Spell-Like Abilities

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

Breath Weapon (Su)

Cone of cold, 300 feet, 3/day, damage 12d6, Fort half DC 61. The DC is Constitution-based.

Summon White Dragon (Sp)

Five times per day a xixecal can summon an old white dragon.

Constitution Drain (Su)

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

Abomination Traits

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

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

Dire Winter (Su)

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

Regeneration (Ex)

Xixecals take normal damage from Lawful weapons, and double damage from burning or fiery weapons.

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