

ASTRAL DREADNAUGHT

Gargantuan Outsider

Hit Dice: 15d8+105 (172 hp)

Initiative: +5 (+1 Dex, +4 Improved Initiative)

Speed: 40 ft

AC: 24 (-4 size, +1 Dex, +17 natural)

Attacks: 2 claws +22 melee, bite +17 melee

Damage: Claw 2d8+11, bite 4d6+5

Face/Reach: 20 ft by 20 ft/20 ft

Special Attacks: Antimagic cone, fear gaze, improved grab, swallow whole, sever silver cord

Special Qualities: SR 18, darkvision 60 ft

Saves: Fort +16, Ref +10, Will +12

Abilities: Str 32, Dex 13, Con 24, Int 16, Wis 16, Cha 16

Skills: Hide +2, Intimidate +21, Intuit Direction +21, Knowledge (any two) +14, Listen +21, Move Silently +15, Search +21, Sense Motive +21, Spot +21

Feats: Cleave, Improved Critical (claw)*, Improved Initiative, Power Attack

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 17

Treasure: Standard

Alignment: Always chaotic neutral

Advancement: 16-33 HD (Gargantuan); 34-45 HD (Colossal)

The gods alone know what these things are or where they come from, but one thing is certain: Where the astral dreadnought goes, even the most powerful outsiders know fear.

The astral dreadnought appears as a gigantic creature the size of a storm giant, with gaping jaws; huge, pincer-like claws; a reddish, armored carapace; and a single, black, centralized eye. The dreadnought's lower quarters are serpentine, but some who've seen one claim that its "tail" has no end, stretching off into an infinitely long silver cord as thick as a stout barrel. If this were true, it would imply that the astral dreadnought is not a native of the plane and is projecting its spirit into the Silver Void from some material world. The dreadnought's sole interest appears to be feeding on any astral traveler unlucky enough to cross its path. No one has managed to communicate with the dreadnought and lived to tell the tale.

COMBAT

The astral dreadnaught attacks using its claws and bite in combat. A grappled opponent is stuffed into its gaping maw and swallowed (and usually destroyed in the process).

Antimagic Cone (Su): The astral dreadnaught's single eye continually produces a 60-foot antimagic cone extending straight ahead from the creature's front. This functions just like *antimagic field* cast by a 20th-level sorcerer.

All magical and supernatural powers and effects within the cone are suppressed—including the astral dreadnaught's fear gaze. Once each round, during its turn, the astral dreadnaught decides whether the *antimagic cone* is active or not. It activates and deactivates its antimagic cone as a move-equivalent action.

Fear Gaze (Su): As the *fear* spell cast by a 20th-level sorcerer, 60 feet, Will save (DC 20). It cannot use its fear gaze in any round its antimagic cone is active.

Improved Grab (Ex): To use this ability, the astral dreadnaught must hit a Large or smaller opponent with a claw attack. If it gets a hold, it can try to swallow the foe.

Swallow Whole (Ex): The astral dreadnaught can try to swallow a grabbed opponent of Large size or smaller by making a successful grapple check. Once inside, the opponent takes 2d8+11 points of crushing damage plus 2d8 points of acid damage per round from the creature's digestive juices. A swallowed creature can cut its way out by dealing 40 points of damage to the astral dreadnaught's digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

The astral dreadnaught's gullet can hold two Large, four Medium-size, eight Small, sixteen Tiny, or thirty-two Diminutive or smaller opponents.

Sever Silver Cord (Ex): If the astral dreadnaught rolls a 19 or 20 on its 1d20 grapple check roll, the foe's silver cord (astral cord) is severed and the opponent's astral form (as well as his material body) is instantly destroyed. Otherwise, a swallowed opponent's silver cord is still intact (though the astral dreadnaught can damage it each round by closing its maw around it and scoring a successful critical hit, i.e. a roll of 19-20).

Feats: The astral dreadnaught receives the Improved Critical feat as a bonus feat.

The Astral Dreadnaught first appeared in PS Appendix II (TSR, 1994) but graced the cover of the original Manual of the Planes (Jeff Grubb, 1987).