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[Commissioned by [@justicegundam82](#). Not a monster from the *Fiend Folio* I ever used, but not for lack of interest. The original had 12th level sorcerer casting on top of all of its other abilities, but in the interests of streamlining I dropped that and added a few more lower level spells to its SLAs.]

Chronotyryn

CR 19 LE Magical Beast

This creature resembles a bird twice the height of a man, with a pair of scaly arms growing from beneath its wings. Its feathers are a dusky gray and metallic, and it wears a strange harness.

A chronotyryn is a bird-like beast with adamantine feathers and strange abilities. A chronotyryn has two brains and two voice boxes, and they can carry on two conversations at once. They have spread across the planes in search of rare and powerful magic, especially that which controls or manipulates time. A chronotyryn's personal timeline runs at a slightly faster rate than other creatures, and they often make lofty claims about being “masters of time”.

In combat, a chronotyryn uses this accelerated timeline to devastating effect, combining melee attacks, ranged attacks and magical abilities to create a withering barrage of fire. They can see magical auras, and carry a wide variety of magical devices on their characteristic silken harnesses. This allows them to tailor their tactics to the specific needs of the battlefield at a moment's notice—and if they need more than a moment, they can stop time to give them an edge. Chronotyryns are especially fond of humiliating opponents, shredding their equipment and draining their brains, then letting them live as a warning to others. Few chronotyryns will hesitate to flee a losing battle.

Chronotyryns originated on the plane of Axis, perhaps a magical mutation of ordinary avifauna, perhaps as an experiment of the axiomites that escaped their control. They live in cavernous nests, often torn from the sides of cliff-faces or abandoned buildings. These nests are filled with books as much as any other treasure, as chronotyryns are as voracious in their hunger for knowledge as they are for meat. Sitting outside the hierarchy of inevitables, they are often seen as useful but dangerous by the forces of Law. A chronotyryn is usually canny enough to avoid conflict with the inevitables, but they hold no special loyalty to them.

A chronotyryn stands twelve feet tall. Although they weigh several tons, they can fly with ease.

Chronotyryn CR 19

XP 204,800

LE Large magical beast (extraplanar)

Init +14; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, Perception +41

Defense

AC 33, touch 18, flat-footed 33 (-1 size, +8 Dex, +1 dodge, +15 natural); improved uncanny dodge
hp 299 (26d10+156)

Fort +21, **Ref** +23, **Will** +14

DR 15/adamantine and magic; **Immune** disease, poison, sonic; **Resist** acid 20, cold 20, electricity 20, fire 20; **SR** 30

Defensive Abilities *freedom of movement*

Offense

Speed 30 ft., fly 70 ft. (average)

Melee 2 claws +33 (1d8+8), bite +33 (2d6+8)

Ranged 4 feather missiles +33 (2d6+8)

Space 10 ft.; **Reach** 10 ft.

Special Attacks adamantine strikes, sonic screech

Spell-like Abilities CL 19th, concentration +27

Constant—*arcane sight*, *freedom of movement*

At will—*blink*, *greater dispel magic*, *greater teleport*, *slow* (DC 21)

3/day—quicken *displacement*, *feeblemind* (DC 23), *haste*, *wall of iron*

1/day—*foresight*, *iron body*, *plane shift* (DC 25), *temporal stasis* (DC 26), *time stop*

Statistics

Str 26, **Dex** 26, **Con** 22, **Int** 23, **Wis** 19, **Cha** 27

Base Atk +26; **CMB** +35 (+37 sunder); **CMD** 55 (56 vs. sunder)

Feats Blind-fight, Combat Reflexes, Dodge, Flyby Attack, Improved Iron Will, Improved Sunder, Iron Will, Magical Aptitude, Mobility, Point-Blank Shot, Power Attack, Precise Shot, Quicken SLA (*displacement*)

Skills Acrobatics +37, Fly +35, Knowledge (arcana) +39, Knowledge (planes) +39, Perception +41, Sense Motive +33, Spellcraft +35, Use Magic Device +40; **Racial Modifiers** +10 Knowledge (all), +8 Perception

Languages Abyssal, Celestial, Draconic, Infernal

SQ cunning initiative, knowledgeable, superior quickness

Ecology

Environment any land or underground (Axis)

Organization solitary or clutch (2-4)

Treasure double standard

Special Abilities

Adamantine Strikes (Ex) A chronotyryn's natural weapons overcome damage reduction and hardness as if they were adamantine.

Cunning Initiative (Ex) A chronotyryn adds its Intelligence modifier to all initiative checks.

Feather Missiles (Ex) As a standard action, a chronotyryn can fire up to four razor sharp feathers from its wings. Treat this as a ranged attack with a range of 60 feet and no range increment. A creature struck by a feather takes 2d6+8 points of slashing damage. A chronotyryn can fire its feathers at multiple targets, but they must all be within 30 feet of each other. A chronotyryn can fire forty feathers a day before running out. Lost feathers regrow when the creature rests.

Knowledgeable (Ex) A chronotyryn can make all Knowledge checks untrained. It gains a +10 racial bonus on all Knowledge checks.

Sonic Screech (Su) As a standard action three times per day, a chronotyryn can screech, dealing 19d6 points of sonic damage to all creatures in a 20 foot radius (Fort DC 29 halves). A creature that fails this Fortitude save must succeed a DC 29 Will save or be stunned for 1 round. The save DC is Constitution based.

Superior Quickness (Su) A chronotyryn can make an additional standard, move or swift action

every round on its initiative count.