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[Commissioned by [@glarnboudin](#). The original image was posted to Twitter, possibly as part of the #buildabetterfaketheropod movement, but appears to have been deleted. The little horns got me thinking “devil dinosaur”, and then it kept going. In the Pathfinder setting, my favorite daemonic harbinger is Deceid, the lord of invasive species and ecosystem collapses. I think he had a hand in these guys’ creation.]

Stygionyx

CR 15 NE Magical Beast

This massive reptile looks like a cross between a dinosaur and a crocodile, with white eyes and a pair of horns over its fanged maw. A jagged ridge grows along its back, and its long arms end with scythe-like claws.

Even the Outer Planes can suffer the effects of invasive species. Dinosaurs are not uncommon in the Abyss, particularly with the fiendish template, as various demon lords maintain primeval aspects to their layers or count reptilian humanoids as their worshippers. Among the carnivorous dinosaurs, the spinosaurus is one of the largest and most resilient, and they eventually escaped into the River Styx. Rather than being locked into a fugue state and becoming just another casualty of that mighty river, they were molded into even more fearsome semiaquatic predators. Stygionyxes now patrol all of the Lower Planes, seeking to make petitioners and fiends alike into toothsome snacks.

A stygionyx is sapient, but they act much as their animal ancestors did, as ambush predators of waterways. Their claws and teeth pass through the hides of fiends with ease, and they radiate an aura that makes teleportation impossible. Once combat is joined, they will often fight until slain, still thrashing and slashing to the bitter end.

Acclimation to the River Styx has granted stygionyxes immunity to all manner of mind influencing effects and spells, making them difficult monsters to control. They can be negotiated with, but their single minded dedication towards hunting and eating leaves little room for compromise. Some fiends turn them against their enemies with promises of novel delicacies (such as celestial beings or mortals), or merely lure them into positions where their depredations can play a purpose. Fiendish warriors of many species hunt them for trophies or sport, but the hunter frequently ends up the

hunted.

A stygionyx grows more than fifty feet long. The oldest specimens can live for a century.

Stygionyx CR 15

XP 51,200

NE Gargantuan magical beast (extraplanar)

Init +8; **Senses** darkvision 120 ft., Perception +22, scent

Aura interdiction (30 ft.)

Defense

AC 30, touch 10, flat-footed 26 (-4 size, +4 Dex, +20 natural)

hp 230 (20d10+120); fast healing 5

Fort +18, **Ref** +18, **Will** +11

Immune mind-influencing effects; **Resist** acid 10, cold 10, fire 10; **SR** 26

Defensive Abilities ferocity

Offense

Speed 40 ft., swim 50 ft.

Melee 2 claws +28 (2d8+12/19-20), bite +28 (3d6+12/19-20)

Space 20 ft.; **Reach** 20 ft.

Special Attacks capsized, rend (2 claws, 2d8+18), swallow whole (AC 20, 23 hp, 2d8+18 bludgeoning)

Statistics

Str 34, **Dex** 19, **Con** 22, **Int** 6, **Wis** 17, **Cha** 17

Base Atk +20; **CMB** +36 (+40 grapple); **CMD** 50

Feats Combat Reflexes, Critical Focus, Improved Critical (bite, claw), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception, Stealth), Staggering Critical

Skills Perception +22, Stealth +11 (+19 underwater), Swim +20; **Racial Modifiers** +8 Stealth underwater

Languages Abyssal, Infernal

SQ fiendslayer, hold breath

Ecology

Environment any aquatic (River Styx)

Organization solitary, pair or float (3-6)

Treasure incidental

Special Abilities

Fiendslayer (Su) A stygionyx's natural weapons penetrate all damage reduction, except for damage reduction /epic, of any outsider with the evil subtype.

Interdiction Aura (Su) All interdimensional travel within a 30 foot radius of a stygionyx is impossible, as per a *dimensional lock* spell.