



“Charnelhoard Wurm” © Wizards of the Coast, by Lars Grant-West. Accessed at the artist’s website [here](http://www.larsgrantwest.com).

[The art inspiration came with a google search, as “guivre” is the French translation of “wurm” for Magic the Gathering. The actual creature draws not just from the mythological guivre, but from its fellow French dragon the gargouille. I associate them together because they’re covered in the same spread in *Karl Shuker’s Dragons*.]

Guivre

CR 13 NE Dragon

This creature has the sinuous body of a titanic serpent and the horned head of a great dragon. Slime drools from its thin jaw, and its green-gray scales have an unhealthy-looking sheen to them.

Guivres are serpentine dragons that embody pestilence and ruin. They delight in spoiling crops, ruining lumber and contaminating springs and water-holes, spreading far more suffering than other predators of their size. Their depredations target small towns and communities dependent on natural resources, and villages empty in the wake of a guivre, fleeing to greener pastures. As such, guivres are almost universally despised—only daemons, demons and cultists of gods of disease and despair treat them with anything other than terror and scorn.

In combat, guivres enjoy inflicting suffering above all other concerns. They will often leave a single victim alive after wiping out a party or town, infecting them with multiple diseases to serve as a warning to others for the rest of their short, miserable lives. The favorite food of a guivre is rotting flesh—a guivre tends to cache large amounts of meat in their corrupted pools. Unsurprisingly, almost all druids hate guivres and do everything in their power to stop these ruinous monsters from spreading their filth.

A variety of folk traditions exist to prevent guivre attacks, few of them successful; the relative rarity of guivres is claimed to be evidence of their power. Most of these consist of sacrifices of animals or crops to nearby water-holes in the hopes of placating any guivre that takes up residence. It is commonly rumored that guivres are shy of human nudity and that they will avert their eyes and flee from a bared body. This rumor is most commonly spread by young men seeking a good excuse to get their beaus undressed and has no real efficacy against a guivre.

Guivre CR 13

XP 25,600

NE Gargantuan dragon (aquatic)

Init +4; **Senses** blindsense 30 ft., darkvision 60 ft., low-light vision, Perception +21, scent

Aura pestilence (1 mile)

Defense

AC 27, touch 10, flat-footed 27 (-4 size, +21 natural)

hp 202 (15d12+105)

Fort +16, **Ref** +9, **Will** +12

DR 15/magic; **Immune** curses, diseases, paralysis, poison, sleep effects; **SR** 23

Vulnerable *remove disease*

Offense

Speed 40 ft., swim 60 ft.

Melee bite +21 (3d8+10/19-20 plus disease), gore +21 (2d6+10), tail slap +17 (4d6+5)

Ranged waterspout +11 touch (4d6+10 nonlethal plus push)

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

Special Attacks blighted touch, breath weapon (60 ft. cone, *contagion* [CL 15th], Fort DC 24 negates, once every 1d4 rounds), push (20 ft)

Statistics

Str 30, **Dex** 10, **Con** 24, **Int** 15, **Wis** 17, **Cha** 11

Base Atk +15; **CMB** +29; **CMD** 39 (cannot be tripped)

Feats Blind-fight, Combat Expertise, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Step Up, Vital Strike

Skills Bluff +18, Intimidate +18, Knowledge (nature) +20, Perception +21, Sense Motive +21, Stealth +14, Survival +21, Swim +36; **Racial Modifiers** +8 Stealth

Languages Aklo, Common, Draconic, Sylvan

SQ amphibious

Ecology

Environment any forest or aquatic

Organization solitary or pair

Treasure standard

Special Abilities

Blighted Touch (Su) Any plant or creature with the plant type that a guivre touches is subject to the effects of a *blight* spell (CL 15th). A plant creature can resist this effect with a successful DC 17 Fortitude save. In addition, any body of water a guivre touches becomes stagnant and unclean, unable to support water-breathing life or to be drunk. A creature drinking guivre-tainted water must succeed a DC 17 Fortitude save or be nauseated for one day. A guivre can only fully corrupt a body of water no larger than 100 cubic feet; any larger body of water is tainted to a lesser degree. A creature either breathing or drinking water from a larger guivre-tainted source must succeed a DC 17 Fortitude save or be sickened for one day. This is a disease effect. The save DC is Charisma based.

Breath Weapon (Su) A guivre must choose the same disease to affect all of the targets of its breath weapon. The save DC is Constitution based.

Disease (Su) *Flesh seep*: Bite—injury; *save* Fort DC 24; *onset* immediate; *frequency* 1/day; *damage* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

Pestilence Aura (Su) A guivre stunts the growth and productivity of all plants within a one-mile radius, as per the stunt growth component of the *diminish plants* spell.

Vulnerability to Remove Disease (Su) If a guivre is the target of any spell or effect that cures disease that overcomes its spell resistance, it is stunned for one round and shaken for one round per

caster level of the effect.

Waterspout (Su) This functions as a ranged touch attack with a range of 120 feet and no range increment. Creatures struck by the waterspout are subject to the guivre's push attack.