



“Xixecal” © Florian de Gesincourt, accessed at his deviantArt gallery [here](#)

[Commissioned by @justicegundam82. Yet another Epic Level Handbook monster with higher numbers than it really needs for the concept. Like, sure, a living iceberg should be powerful, but CR 36? 72 Hit Dice? They were massive without rules for increased size (even though the ELH uses “Colossal +” for epic dragons). So I figured borrowing some mechanics from Pathfinder’s kaiju would be appropriate.]

Xixecal

CR 21 CE Outsider

This impossibly large, vaguely humanoid creature is made entirely of ice, with clawed hands and luminous eyes.

A xixecal is an enormous creature of elemental ice and primordial chaos. They are found mostly in regions where the Plane of Air and the Plane of Water overlap to form immense glaciers and frozen seas. Xixecals are rare and no more than a dozen or so likely exist. Each xixecal is fantastically powerful and incredibly spiteful, and most of them seek only to bring ruin. Others serve powerful entities like demon princes or primordial elementals as enforcers and lieutenants, or seek to advance themselves to quasi-divine status.

Xixecals are permanently surrounded by a supernaturally cold blizzard, and most creatures that would seek to battle a xixecal die from exposure before they get the chance. A xixecal delights in demonstrating its superior strength, mixing blows from its natural weapons with breath weapons and spells against those that keep their distance. Creatures struck by their claws may become trapped in ice, pinning them down long enough to be trampled repeatedly. A xixecal can summon a white dragon to aid it, serving as a falcon would a mortal hunter to track down and attack fleeing foes.

The size of an iceberg, even the smallest xixecals are more than 100 feet tall.

Xixecal CR 21

XP 409,600

CE Colossal outsider (cold, elemental, extraplanar)

Init +6; **Senses** darkvision 600 ft., Perception +31, *true seeing*

Aura *cloak of chaos* (DC 27), *fimbulwinter* (1,200 ft., Fort DC 32)

Defense

AC 37, touch 8, flat-footed 35 (-8 size, +2 Dex, +29 natural, +4 deflection)

hp 403 (26d10+260); regeneration 15 (lawful or fire)

Fort +22, **Ref** +21, **Will** +21

DR 20/epic and lawful; **Immune** ability damage and drain, cold, elemental traits, mind-influencing effects; **SR** 32 (37 vs. divinations)

Weakness vulnerable to fire

Offense

Speed 80 ft., icewalking

Melee 2 claws +33 (3d8+15/19-20), bite +33 (6d6+15)

Space 50 ft.; **Reach** 50 ft.

Special Attacks breath weapon (300 ft. cone, 21d8 cold, Ref DC 33, 1d4 rounds), freezing rend (3d8+22 plus freeze), hurl foe, trample (4d8+22, Ref DC 38), utter cold

Spell-like Abilities CL 21st, concentration +30

Constant—*cloak of chaos* (DC 27), *nondetection* (self only), *true seeing*

At will—*control weather*, *greater dispel magic*, *wall of ice*

3/day—*air walk*, empowered *polar ray*, *word of chaos* (DC 26)

1/day—*dominate monster* (DC 28), *mass hold monster* (DC 28), summon dragon

Statistics

Str 40, **Dex** 15, **Con** 31, **Int** 20, **Wis** 14, **Cha** 29

Base Atk +26; **CMB** +49 (+51 bull rush or sunder); **CMD** 65 (67 vs. bull rush or sunder)

Feats Awesome Blow, Combat Reflexes, Critical Focus, Empower SLA (*polar ray*), Exhausting Critical, Fatiguing Critical, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Iron Will, Improved Sunder, Power Attack, Stand Still **Skills** Acrobatics +31 (+51 jumping), Climb +44, Intimidate +41, Knowledge (arcana) +34, Knowledge (nature) +34, Knowledge (religion) +34, Knowledge (planes) +34, Perception +31, Sense Motive +31, Swim +44

Languages Abyssal, Aquan, Auran, Draconic, Protean

SQ massive, snow sight

Ecology

Environment any land or aquatic (Plane of Air or Plane of Water)

Organization solitary

Treasure double standard

Special Abilities

Fimbulwinter Aura (Su) A xixecal is surrounded with a blizzard in a 1,200 foot radius. Within this area, the snowfall and wind gusts cause a –4 penalty on Perception checks and ranged attacks. The wind itself blows in a clockwise rotation around the xixecal, and functions as severe wind (*Core Rulebook* 439). A xixecal is unaffected by snowstorms or blizzards of any kind. All creatures in the area take 2d6 points of cold damage each round (Fort DC 32 half). A creature that dies in this aura is transformed into ice, and cannot be restored to life with any effect short of a *miracle*, *true resurrection* or *wish*. Any effect that causes these winds to drop below severe (such as *control weather* or *control winds*) cancels the snowstorm effect entirely. A xixecal that loses its fimbulwinter aura can restart it by concentrating for 1 minute. The save DC is Charisma based.

Freezing Rend (Su) A creature that takes damage from a xixecal's rend must succeed a DC 32 Reflex save or become encased in ice. This ice functions as an *icy prison* spell with a caster level equal to the xixecal's Hit Dice (CL 26th for an average xixecal). The save DC is Charisma based.

Hurl Foe (Ex) When a xixecal damages a Huge or smaller foe with one of its natural attacks, it can try to hurl the foe as part of that attack by attempting a combat maneuver check. On a successful check, the foe is knocked back 10 feet in a direction of the xixecal's choice and falls prone. The distance the foe is hurled increases by 10 feet for every 5 points by which the xixecal's check exceeds the foe's CMD. If an obstacle stops the hurled creature before it travels the whole distance, the hurled foe and the obstacle struck each take 1d6 points of damage per 10 feet of distance remaining and the foe is knocked prone in the space adjacent to the obstacle.

Icewalking (Ex) A xixecal can move on icy or snow covered surfaces without penalty, and can climb icy surfaces as if affected by a *spider climb* spell.

Massive (Ex) Because a xixecal is so massive, uneven ground and other terrain features that form difficult terrain generally pose no significant hindrance to a xixecal's movement, though areas of forest or settlements are considered difficult terrain to a xixecal. A Huge or smaller creature can move through any square occupied by a xixecal, or vice-versa. A xixecal can make attacks of opportunity only against foes that are Huge or larger, and can be flanked only by Huge or larger foes. A xixecal gains a bonus for being on higher ground only if its entire space is on higher ground than that of its target. It's possible for a Huge or smaller creature to climb a xixecal—this generally requires a successful DC 30 check, and unlike the normal rules about xixecal and attacks of opportunity, a Small or larger creature that climbs on a xixecal's body provokes an attack of opportunity from the monster.

Snow Sight (Ex) A xixecal's vision is not impeded by inclement weather, either magical or mundane.

Summon Dragon (Sp) A xixecal can summon an ancient white dragon as a standard action once per day. Treat this as a 9th level spell. The dragon remains for 1 hour or until slain.

Utter Cold (Su) Cold spells and effects generated by a xixecal are supernaturally chilling. They ignore cold resistance, and treat cold immunity as if it were cold resistance 30. Only cold immunity possessed by creatures with the cold subtype can fully protect a creature from cold spells or effects generated by a xixecal.