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[Commissioned by [@justicegundam82](#). I was never exposed to Basic D&D as a kid, so going back to the various Holmes boxed sets for monster inspiration is like stepping into a parallel universe. These guys are originally from the Immortals Handbook, which is balls-out crazy. I honestly wonder how it plays, having a game where all of the players are gods that can reshape their bodies at will and have reality warping abilities by default.]

Repeater

CR 19 LE Dragon

This house sized dragon has eight legs and six wings. Its build is stocky and crocodilian, with shimmering scales.

Repeaters, or ditto dragons, are fearsome creatures with the ability to change the flow of time. They are natives of the First World, but they despise the unpredictable nature of that plane and the lack of permanence to any structure or creature. Their goals are to lock matters into set, predictable patterns, and use guile, violence and magic to accomplish their aims. It is rumored that it was a repeater who first suggested to the gnomes to migrate to the Material Plane, and thus establish permanent death as a reality for that people.

A repeater has the terrible natural weapons to be expected of a dragon of its size and power—it rears up on its hind two legs to rake with six talons in combat. Their breath weapon can cause objects and creatures alike to rapidly erode and fall to pieces. The snort of a repeater is imbued with powerful temporal magic, forcing creatures into a time loop that can last for days. A repeater is never happier than when it has locked large amounts of creatures into repeating their actions over and over again, until they die from dehydration or another foe stumbling upon them and having an easy meal. If a repeater uses its time snort in combat, it will focus its attacks on creatures unaffected, hoping to pick them off one by one as they shake the effects.

A ditto dragon is seventy five feet long. They are relatively poor fliers, and prefer to remain on the ground except when in combat.

Repeater CR 19

XP 204,800

LE Gargantuan dragon (extraplanar)

Init +12; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, Perception +35

Aura frightful presence (120 ft., DC 29)

Defense

AC 34, touch 14, flat-footed 34 (-4 size, +1 Dex, +7 insight, +20 natural); improved uncanny dodge
hp 337 (25d12+175)

Fort +21, **Ref** +15, **Will** +21

DR 15/silver and magic; **Immune** sleep and paralysis effects; **SR** 34

Defensive Abilities temporal control, uncanny insight

Offense

Speed 60 ft., fly 60 ft. (poor)

Melee 6 claws +29 (2d8+8/19-20), bite +29 (4d6+8)

Space 20 ft.; **Reach** 15 ft.

Special Abilities breath weapon (1d4 rounds, 120 ft. line, 19d6 typeless, Fort DC 29 half), time snort

Spell-like Abilities CL 19th, concentration +26

At will—*haste*, *retrocognition*, *slow* (DC 20)

3/day—*moment of prescience*

1/day—*temporal stasis* (DC 25), *time stop*

Statistics

Str 26, **Dex** 13, **Con** 25, **Int** 19, **Wis** 24, **Cha** 24

Base Atk +25; **CMB** +40 (+42 bull rush); **CMD** 51 (53 vs. bull rush, 63 vs. trip)

Feats Awesome Blow, Blind-fight, Critical Focus, Exhausting Critical, Fatiguing Critical, Flyby Attack, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Vital Strike, Power Attack, Step Up, Vital Strike

Skills Bluff +35, Fly +19, Intimidate +35, Knowledge (arcana, history, nature, planes) +32, Linguistics +32, Perception +35, Sense Motive +35

Languages Aklo, Draconic, 25 others, telepathy 300 ft.

Ecology

Environment any land (First World)

Organization solitary

Treasure double standard

Special Abilities

Breath Weapon (Su) The damage dealt by a repeater's breath weapon manifests itself as aging and decay. It ignores the hardness of unattended objects, and is not subject to damage reduction or energy resistance.

Temporal Control (Su) A repeater is immune to any spell affecting time unless it chooses to be affected. For example, it can act normally when *time stop* is cast by another creature, but can affect itself with a *haste* spell.

Time Snort (Su) Three times per day as a standard action, a repeater can lock creatures within 60 feet in a time loop. If the creature fails a DC 29 Will save, it must repeat its action from the previous turn on its next turn, targeting the same creature or creatures. For example, it would have to make a full attack on the same target, take a double move or cast the same spell. It cannot make different tactical decisions within those parameters (for example, choosing to use Power Attack or selecting a different task for a *command* spell), but must repeat its actions directly. If the creature cannot take this action, for example if it no longer has the spell prepared, it is instead dazed for 1 round. Creatures so affected can attempt a DC 29 Will save every round to break free of this effect; otherwise they will continue to repeat the action. A creature that succeeds its initial save is immune

to the time snort of that repeater for the next 24 hours. The save DC is Charisma based.

Uncanny Insight (Ex) A repeater adds its Wisdom modifier to its Armor Class and initiative checks as an insight bonus.