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[A number of the Dragon Magic monsters have one signature ability, a sign of the trend towards simplification that started in the late 3.5 era and manifested most fully in the 4e Monster Manual, where there were multiple versions of iconic monsters to personify one mechanical trick each. So the spelleater, despite being supposedly the ultimate weapon against spellcasters, only had the ability to buff itself when its SR worked. No ability to dispel magic or see invisible creatures, no flight, no ranged capacity or area of effects. My version keeps the original's flavor, but gives it some abilities to compensate for those weaknesses and hopefully put the fear of god into party wizards and sorcerers.]

### **Spelleater**

*This reptilian quadruped is mostly mouth, with a stocky body and powerful claws. Its scales reflect light, giving them a slightly metallic sheen.*

A spelleater is a product of draconic experimentation, a creature selectively bred and magically altered to be the ultimate weapon against magic users. They were created by dragons who feared humanoid spellcasters; they are surrounded by magical energy that drags creatures to ground, and any spell that fails to get through their protective wards empowers the spelleaters. The newly-created spelleaters turned on their masters and demanded their own freedom. Spelleaters typically hate true dragons due to this ancient slavery, and will happily prey on them.

Spelleaters are driven instinctively to consume magic and kill spellcasting creatures, although they are intelligent enough to pick their fights wisely. They tend to live far from civilization, preferring cold and damp environments such as moors and marshes. Few spelleaters covet treasure, but they keep a small stockpile of magic items on hand to feed on when the cravings for magic get too strong to resist. They live in tightly knit family groups, and are xenophobic to the point of distrusting other, unrelated clans of spelleaters.

In combat, a spelleater targets spellcasters above all other foes, using its trample ability to clear a path to the back ranks and attack mages hiding behind their allies. Spelleaters are otherwise simple opponents—they bite savagely until their foe is slain. Each spelleater tailors the benefits it gets from its devour spells ability based on its own preferences, but most choose the enhancement to speed early in a combat in order to facilitate an escape if they are overpowered.

**Spelleater**      **CR 14**

**XP 38,400**

CN Huge dragon

**Init** +6; **Senses** *arcane sight*, darkvision 60 ft., low-light vision, Perception +17, *see invisibility*

**Aura** earthbind (60 ft., Will DC 20)

**Defense**

**AC** 28, touch 10, flat-footed 28 (-2 size, +2 Dex, +18 natural)

**hp** 200 (16d12+96)

**Fort** +16, **Ref** +12, **Will** +11

**SR** 30

**Defensive Abilities** devour spells

Offense

**Speed** 50 ft.

**Melee** bite +23 (6d8+9/19-20). 2 claws +23 (1d8+9)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** trample (2d6+13, Ref DC 27)

**Spell-like Abilities** CL 12<sup>th</sup>, concentration +14

Constant—*arcane sight*, *see invisibility*

Statistics

**Str** 29, **Dex** 14, **Con** 22, **Int** 14, **Wis** 8, **Cha** 14

**Base Atk** +16; **CMB** +27 (+29 bull rush); **CMD** 39 (41 vs. bull rush)

**Feats** Combat Reflexes, Disruptive (B), Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Spellbreaker (B), Stand Still, Vital Strike

**Skills** Acrobatics +18 (+26 jumping), Bluff +21, Intimidate +21, Knowledge (arcana) +21, Perception +17, Sense Motive +17, Spellcraft +21, Stealth +10

**Languages** Common, Draconic

Ecology

**Environment** cold plains and marshes

**Organization** solitary, pair or family (3-10)

**Treasure** standardSpecial Abilities

**Devour Spells (Su)** When a spellcaster fails to overcome a spellcaster's spell resistance, the spellcaster gains a benefit of its choice, from the following list

- DR 5/adamantine
- fast healing 5
- +2 morale bonus on attack and damage rolls
- +30 ft. enhancement to land speed.

Any bonus selected lasts for 1 minute. A spellcaster may have multiple benefits from its devour spells at once, but if the same benefit is selected again, it resets the duration to 1 minute rather than having stacking bonuses.

**Earthbind Aura (Su)** Any creature within 60 feet of a spellcaster must succeed a DC 20 Will save or be unable to fly through magical or mundane means. If a creature is already in the air when it fails the save, it falls to the ground without taking damage. This effect lasts as long as the creature remains within the earthbind aura and for 1d4 rounds thereafter. The save DC is Charisma based.