



## **GIGO CR 28**

Lawful Neutral Huge Outsider (extraplanar, inevitable, lawful)

### **DESCRIPTION**

Gigo appears to be a perfect sphere of exactly 50% reflective grey metal, 28 feet in diameter, which constantly emits a 440hz tone in all directions. It is usually found with 6 Law Elemental possessed NPCs of varying level nearby but not within line of sight. When otherwise unoccupied, it hovers exactly 28 feet away from all visible surfaces, using stone shape and wood shape to change its environment to allow for that if necessary. When it is aware of anyone breaking a rule, no matter how obscure or ridiculous, it attempts to permanently eliminate the rule breaking by any means necessary, but preferably by replacing the rule breaker's consciousness with one more amenable to its needs. Gigo will never take any action that would cause a previous statement it made to become untrue; if forced to do so, it goes dormant for 6 rounds as it reboots. Gigo can occasionally be reasoned with, but will attempt to annihilate anyone not following Robert's Rules of Order when speaking with it.

### **DEFENSE**

AC 31, touch 31, flat-footed 31 (+6 deflection, +6 dex, +6 order, +6 natural, +13 hardness, -6 size)

HP 496; regeneration 13 (epic)

Fort +28, Ref +28, Will +28

Defensive Abilities: construct traits; DR 13/epic; SR 28; anti-probability aura; spacial ordering, aura shield of law (DC 28)

### **OFFENSE**

Speed: fly 61 ft. (perfect)

Attacks: None

Space 28 ft.; Reach 0 ft.

Special Attacks: Crystallize

## ABILITIES

Initiative +6;

Senses: darkvision 61 ft., detect chaos, detect magic, low-light vision, true seeing;  
Perception +28

Spell-Like Abilities (CL 28th; concentration +28)

Constant—detect chaos, detect magic, shield of law (DC 28), true seeing, telepathy, prescriptivism

At will—dispel magic, greater teleport (self plus up to 496 lbs. of objects only), sending, stone shape, wood shape

3/day—dictum (DC 28), dimensional anchor (DC 28), dimensional lock (DC 28), disintegrate (DC 28), dismissal (DC 28), greater scrying (DC 28), plane shift (DC 28), wall of force

1/day—imprisonment (DC 28)

**Crystallize (Su):** Once per round, as a free action, Gigo can impose absolute order on a 6' x 6' x 6' cube, dropping its temperature to absolute 0 as well as halting all movement inside it. As a side effect, this does 28 cold damage per round to anything caught inside. DC 28 Reflex save for half. Creatures killed by crystallization are preserved perfectly for 6 rounds, after which their consciousness is replaced with a Law Elemental that follows Gigo's orders, and they're restored to full health.

**Anti-probability (Su):** The range of possible outcomes shrinks with proximity to Gigo. Within 1 mile, all dice rolls are modified by 1 in the direction of the highest or lowest possible value, whichever is closest (without going beyond it). Within 496 feet, the modifier becomes 6, and within 28 feet it changes to 28, which generally means all rolls penalized this way are either critical fumbles or successes.

**Spacial ordering (Su):** Within 496 feet of Gigo, hostile creatures can only turn in multiples of  $0.5\pi$  radians, and can't turn once they start moving on a turn (effectively, they have to move like rooks in chess).

**Telepathy (Ex):** Gigo can mentally communicate with anyone within 496 feet

**Prescriptivism (Su):** Within 61 feet of Gigo, all beings capable of language speak lojban instead, even if they don't know that language