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DRACONIC LORE™



A BESTIARY OF
DRACONIC CREATURES

Requires the use of the
Dungeons & Dragons® Player's Handbook,
Third Edition, published by Wizards of the Coast®

DRACONIC LORE

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ALPHABETICAL LISTING OF DRAGONS

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DRAGONS BY SUBTYPE

- Air:** wind lizard
Aquatic: bile wyrm, rift dragon, dragonshark, oceanic dragon, reef dragon,
Chaos: entropic dragon
Cold: rift dragon, wooly dragon
Earth: cavern dragon, diamondback dragon, wild dragon
Electricity: vermin dragon,
Fire: molten dragon, rift dragon

DEFINITION OF DRAGON TYPE

A dragon is a reptilian creature, usually winged, with magical or unusual abilities.

Hit Die: d12.

Base Attack Bonus: As fighter (equal to HD).

Good Saving Throws: Fortitude, Reflex, Will.

Skill Points: (6 + Int modifier) × HD.

Feats: 1 + 1 per 4 HD.

Notes: Dragons are immune to sleep and paralysis effects, and unless otherwise noted, they have both darkvision with a range of 60 feet and low-light vision.

STANDARD DRAGON ABILITIES

The following dragons use the standard dragon abilities from MM as noted below. This includes: bite, claw, wing, tail slap, crush, tail sweep, grappling, breath weapon, frightful presence, spells, spell-like abilities, spell resistance, blindsight, keen senses, skills and feats.

Bile wyrm: See monster entry

Cavern dragon: As standard dragon, no wing attacks

Cthonian dragon: See monster entry

Diamondback dragon: As standard dragon, plus poison (see monster entry)

Dire dragon: As standard dragon, no breath weapon, no spells

Entropic dragon: As standard dragon

Molten dragon: As standard dragon

Oceanic dragon: As standard dragon

Reef dragon: As standard dragon

Rift dragon: As standard dragon, no wing attacks

Rot dragon: See monster entry

Vermin dragon: See monster entry

Wild dragon: See monster entry

Wooly dragon: As standard dragon, plus gore (see monster entry)

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Courier drake, hatchling	1	25	Guardian drake, adult	6	26
Scout drake, hatchling	1	29	Planar drake, hatchling	6	28
Watcher drake, adult	1	30	Scout drake, elder drake	7	29
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Wind lizard	2	60	Planar drake, adult	9	28
Blast lizard	3	7	Guardian drake, elder drake	11	26
Courier drake, old	3	25	Planar drake, old	12	28
Guardian drake, hatchling	3	26	Planar drake, elder drake	15	28
Scout drake, adult	3	29	Null dragon	17	36
Watcher drake, elder drake	3	30	Dragonshark	19	18
Whipwing	3	56	Revenant dragon (template)	Base +2	43
Courier drake, elder drake	4	25			
Dragoth knight	4	20			
Dragoth knight (chromatic)	5	21			
Scout drake, old	5	29			
Waste runner	5	54			

DRAGON CRs BY AGE AND TYPE

Age	Bile	Cavern	Chthonian	Diamondback	Dire	Entropic	Molten	Oceanic	Reef	Rift	Rot	Vermin	Wild	Woolly
Wyrmling	2	2	3	3	2	3	2	2	1	2	1	2	3	2
Very young	3	3	4	4	4	4	3	3	2	3	3	3	5	3
Young	5	4	6	5	6	6	5	5	3	5	5	4	7	4
Juvenile	8	6	9	7	7	9	6	7	5	6	7	7	9	6
Young adult	11	8	12	9	8	12	9	10	7	9	9	10	12	8
Adult	13	10	14	12	10	14	11	13	9	10	12	12	15	10
Mature adult	16	13	17	14	12	17	13	15	12	12	14	15	17	13
Old	18	15	19	16	14	19	15	17	14	14	17	17	19	15
Very old	19	17	20	18	15	20	17	18	15	16	18	18	20	17
Ancient	21	18	22	20	17	22	19	20	17	17	20	20	22	18
Wyrm	22	20	23	22	18	23	20	22	18	18	21	21	23	20
Great wyrm	24	21	25	24	19	25	21	24	20	19	23	23	25	22

WELCOME!

Fantasy Flight Games is pleased to present *Draconic Lore*, the first softcover book in our **Legends & Lairs** line of sourcebooks for the d20 System. *Draconic Lore* is a collection of draconic creatures suited for even the most jaded DM.

In this book, you'll find monsters to fill many roles in your game. Each was designed for a specific purpose, explained below.

Since this is a tome of dragons, many of the monsters in these pages are designed to be exceptionally challenging encounters. These "grudge monsters" can inflict permanent harm to a party of adventurers and should be used with care. The grudge monsters in this book include the chthonian dragon, diamondback dragon, dire dragon, entropic dragon, null dragon, rot dragon, vermin dragon, and watch wyrm. In particular, the chthonian, entropic, and rot dragons are potentially lethal encounters for an unprepared party.

The next largest category of creatures in this book are those that have adapted to fit a particular environment. These "terrain creatures" give you, as the DM, some extra alternatives when placing encounters in unusual locales. The cavern dragon is best suited for life in lightless underground caverns, while the molten dragon is found in bubbling volcanoes and the wooly dragon roams the frozen mountains of the arctic. The largest group of terrain creatures in the book is adapted to life underwater, however, including the dragonshark, oceanic dragon, reef dragon, and rift dragon. These creatures are extremely deadly when the party is traveling by boat, particularly if they have no means of breathing water.

A category often overlooked in bestiaries is comprised of creatures that players wish to chase down and either tame or kill. These "chase creatures" may possess particularly valuable treasure, or they may be especially suited for domestication. All of the drakes in this book are chase creatures, as are the tome and wind lizards. The drakes make good companions for any character, and the lizards are well suited to become familiars.

A few of the monsters in this book bring a plot with them when introduced into a campaign. You can easily create an adventure around one of these "plot creatures" when short on ideas. The bile wyrm and wild

dragon cause drastic changes to their environment, drawing the party's attention. Skulking dragons move into a city and begin feeding on the populace in secret, while revenant dragons can be used whenever a dragon is mistreated by the party, rising from the dead to teach them a lesson.

The next category of creatures can greatly change the flavor of a campaign or setting, depending on how you use them. Often, these "flavor creatures" can fill niches traditionally occupied by ordinary animals. You could choose to replace horses with waste runners in your campaign, for example. Blast lizards can make an interesting substitution for any burrowing creature found in the plains, such as prairie dogs or rabbits. Lastly, you might also consider swapping out a bird of prey for the whipwing, which uses a sticky breath weapon to capture food on the wing and often shares a lair with larger dragons.

Finally, one species in this book is intended for use as PCs and NPCs. The three dragoth castes offer abilities and character hooks that should prove popular with your players, provided you have an unexplored area to transform into the Dragoth Barrens.

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BILE WYRM

Dragon (Aquatic)

Climate/Terrain: Temperate and warm aquatic, marsh and underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wurm, or great wurm: solitary, pair, or family (1–2 plus 2–5 offspring)

Challenge Ratings: Wyrmling 2; very young 3; young 5; juvenile 8; young adult 11; adult 13; mature adult 16; old 18; very old 19; ancient 21; wurm 22; ancient wurm 24

Treasure: Double standard

Alignment: Always neutral evil

Advancement: Wyrmling 5 HD (Tiny); very young 7–8 HD (Small); young 10–11 HD (Medium-size); juvenile 13–15 HD (Large); young adult 17–20 HD (Large); adult 22 HD (Huge); mature adult 24–25 HD (Huge); old 27–28 HD (Huge); very old 30–32 HD (Gargantuan); ancient 34–36 HD (Gargantuan); wurm 38–39 HD (Gargantuan); great wurm 41+ HD (Colossal)

Bile wyrms are serpentine horrors reputed to be primitive kindred to true dragons.

Their bloated, limbless bodies are covered in jagged, greenish-yellow scales. This coloration fades to a sickly lime green around their reptilian maws. Long ropes of sizzling, acrid saliva continually drool from their jaws, hinting at the true threat lurking within the creature's belly. Vile digestive juices pulse through a bile wurm's body under intense pressure. A bile wurm can vomit forth this liquid in a steaming torrent; even the blood that sprays from its wounds can pose a serious threat to enemies unwise enough to engage the creature in melee.

Bile wyrms prefer to live in marshes or swamps, using the water to help support their immense bulk. Bile wyrms are far less cunning and ambitious than their dragon kin, but they are possessed of a voracious appetite. In fact, most of a bile wurm's treasure is often made up

of indigestible coins, gems and trinkets lodged in its gullet. Smaller bile wyrms sometimes swim through underground rivers to seek out new hunting grounds, emerging from a natural spring or a village's deepest well. As bile wyrms grow in size, however, these routes are closed off to them. They become increasingly territorial and devour everything that enters their domain. Even worse, the toxic fluids endlessly seeping from the bile wurm slowly poison the region's waterways, leaving the creature's hunting grounds a stagnant, lifeless mire.

Bile wyrms speak Draconic.

COMBAT

Bile wyrms are hateful creatures; only their sluggish nature limits their ravenous appetite. They viciously attack any creatures they encounter, seeking to devour them. Bile wyrms are canny enough to use the terrain of their blasted swamps to their advantage, hiding their bulk in deep waters.

A bile wurm makes bite and tail slap attacks as a true dragon of the same size.

Very old or older bile wyrms can also make tail sweep attacks. Lacking limbs, a bile wurm has no claw or wing attacks and cannot jump to make crushing attacks.

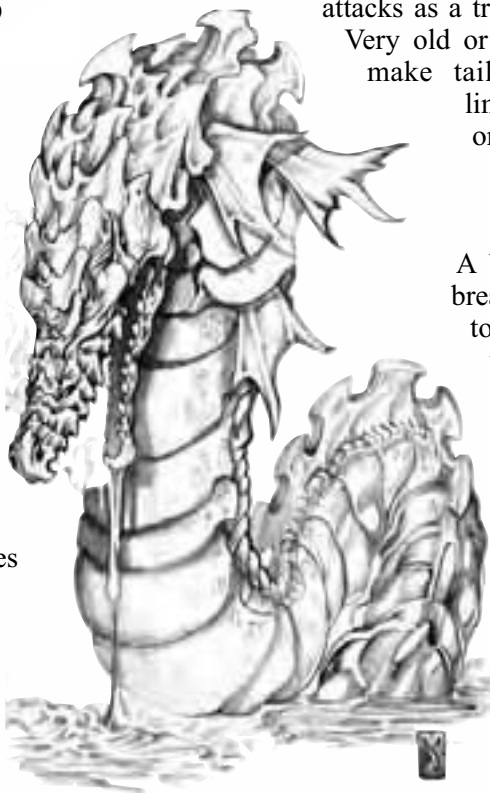
Breath Weapon (Su):

A bile wurm has one type of breath weapon, a line of acidic toxins. Half of the damage this torrent inflicts is considered poison damage, and half of it is considered acid damage. Once the wurm breathes, it must wait 1d4 rounds before using its breath weapon again.

Acid Spray (Ex):

When a bile wurm's hide is cut, lethal acid sprays forth in the seconds before the wound seals shut. Whenever an opponent in an adjacent space damages a bile wurm

with a piercing or slashing weapon, that opponent is subject to the damage listed below. As with the bile wurm's breath weapon, this damage is divided evenly between acid and poison. The sprayed subject can make a Reflex save (DC 10 + damage dealt to the bile wurm) to take half damage.



BILE WYRMS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	T	4d12+5 (31)	15 (+2 size, +3 natural) touch 12, flat-footed 15	+7	+5	+4	+4	2d4 (13)	—	—
2	S	6d12+6 (45)	17 (+1 size, +6 natural) touch 12, flat-footed 15	+9	+6	+5	+5	4d4 (14)	—	—
3	M	9d12+18 (76)	19 (+9 natural) touch 12, flat-footed 15	+12	+8	+6	+6	6d4 (16)	—	—
4	L	12d12+36 (114)	21 (-1 size, +12 natural) touch 12, flat-footed 15	+16	+11	+8	+9	8d4 (19)	—	—
5	L	16d12+64 (168)	24 (-1 size, +15 natural) touch 12, flat-footed 15	+22	+17	+10	+11	10d4 (22)	18	16
6	H	21d12+105 (241)	26 (-2 size, +18 natural) touch 12, flat-footed 15	+28	+21	+12	+13	12d4 (25)	20	18
7	H	23d12+138 (287)	29 (-2 size, +21 natural) touch 12, flat-footed 15	+31	+23	+13	+15	14d4 (27)	21	20
8	H	26d12+182 (351)	32 (-2 size, +24 natural) touch 12, flat-footed 15	+35	+26	+15	+17	16d4 (30)	22	21
9	G	29d12+232 (420)	33 (-4 size, +27 natural) touch 12, flat-footed 15	+38	+29	+16	+18	18d4 (32)	26	23
10	G	33d12+297 (511)	36 (-4 size, +30 natural) touch 12, flat-footed 15	+43	+34	+18	+21	20d4 (35)	28	24
11	G	37d12+333 (573)	39 (-4 size, +33 natural) touch 12, flat-footed 15	+48	+35	+20	+23	22d4 (37)	31	25
12	C	40d12+400 (660)	38 (-8 size, +36 natural) touch 12, flat-footed 15	+49	+39	+22	+25	24d4 (40)	33	27

BILE WYRM ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Acid Spray	Constrict Damage
1	20 ft., swim 40 ft.	12	10	13	6	10	6	Immunities, acid spray, fast healing 1	1d4-2	—
2	20 ft., swim 40 ft.	14	10	13	6	10	6		1d4-1	—
3	20 ft., swim 40 ft.	16	10	15	6	10	8	Constrict, fast healing 2, improved grab	1d4	1d4+4
4	20 ft., swim 40 ft.	20	10	17	6	12	8		1d4+1	1d6+7
5	20 ft., swim 40 ft.	24	10	19	8	12	10	Damage reduction 5/+1	1d4+1	1d6+10
6	20 ft., swim 40 ft.	28	10	21	8	12	10	Fast healing 4	1d4+2	1d8+13
7	20 ft., swim 40 ft.	30	10	23	8	14	12	Damage reduction 10/+1	1d4+2	1d8+15
8	20 ft., swim 40 ft.	33	10	25	10	14	12	Fast healing 6	1d4+2	1d8+16
9	20 ft., swim 40 ft.	36	10	27	10	14	14	Damage reduction 15/+2	1d4+4	2d6+19
10	20 ft., swim 40 ft.	38	10	28	12	16	14	Fast healing 8	1d4+4	2d6+21
11	20 ft., swim 40 ft.	41	10	29	12	16	16	Damage reduction 20/+2	1d4+4	2d6+22
12	20 ft., swim 40 ft.	44	10	30	14	16	16	Fast healing 10	1d4+8	2d8+25

Improved Grab (Ex): If a bile wurm bites an opponent at least one size category smaller than itself, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it automatically constricts. Thereafter, the bile wurm can either conduct the grapple normally, or use its jaws to hold the opponent (-20 penalty on grapple check, but the bile wurm is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Constrict (Ex): A young or older bile wurm can constrict with a successful grap-

ple check, dealing bludgeoning damage (see above) against beings its own size or smaller.

Fast Healing (Ex): A bile wurm heals damage each round so long as it is alive (see above). Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow the bile wurm to regrow or reattach lost body parts.

Water Breathing (Ex): A bile wurm can breathe underwater indefinitely and can freely use its breath weapon and other abilities while submerged.

Skills: A bile wurm gains skills as a true dragon. It gains a +8 racial bonus to Balance checks but it cannot jump.

BLAST LIZARD

Small Dragon

Hit Dice: 5d12+5 (37 hp)

Initiative: +0

Speed: 20 ft., burrow 20 ft.

AC: 16 (+1 size, +5 natural), touch 11, flat-footed 16

Attacks: Bite +7 melee, 2 claws +2 melee, tail sting +2 melee

Damage: Bite 1d6+1, claw 1d4+1, tail sting 1d3+1 plus poison

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: Breath weapon, poison

Special Qualities: None

Saves: Fort +5, Ref +4, Will +5

Abilities: Str 13, Dex 11, Con 13, Int 4, Wis 13, Cha 10

Skills: Hide +5, Move Silently +5, Listen +5

Feats: Dodge, Run

Climate/Terrain: Any mountain or underground

Organization: Solitary or mated pair

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement: 6–7 HD (Small), 8–9 HD (Medium-size), 10–15 HD (Large)

A blast lizard is a small reptile with the ability to emit a cone of magical energy from an orifice in its forehead.

Blast lizards are small, grayish-red creatures slightly less than half the size of a man. They are carnivorous, possessing large claws for burrowing and powerful jaws for cracking bones. However, their fierce appearance belies their typically inoffensive demeanor. Blast lizards dwell in harsh lands where few humanoids choose to live.

Wasteland-dwelling races often hunt blast lizards for their thick hide, which makes good armor, and for their meat, which is tasty when thoroughly boiled. Visitors to the wastelands sometimes attempt to hunt the creature as well, but unless a native has warned them about the blast lizard beforehand, they may be in for a surprise.

The head of the blast lizard is marked by a small orifice set above and between the eyes. The uninformed often conclude that the creature breathes through this opening, which it regularly opens and closes using a thin membrane. This assumption is dangerously wrong, however, as those familiar with the blast lizard

are aware. When startled or attacked, the blast lizard is capable of projecting a devastating cone of magical energy from this orifice.

COMBAT

When threatened, a blast lizard first attempts to escape by burrowing away. Should this fail, it turns and unleashes its secret weapon, a cone of force that emanates from its blowhole. When attacking creatures smaller than itself, the blast lizard relies on its bite, claws, and tail attack.

Breath Weapon (Su): The blast lizard can emit a cone of force from the orifice in its forehead. The cone is 30 feet long and 15 feet wide at the end. Anyone caught in the blast suffers 3d6 points of damage, Reflex save (DC 13) for half damage. Because this attack is so sudden, there is a –4 circumstance penalty applied to the save unless the character knew of the blast lizard's ability prior to being targeted by it (either by being warned by a native, or by making a Knowledge (nature) check, DC 20). This penalty only applies to the first breath weapon attack made by the first blast lizard an individual encounters.

Poison (Ex): A blast lizard delivers its poison (Fortitude save DC 13) with each successful tail attack. The initial and secondary damage is the same (1 point of Constitution damage).



CAVERN DRAGON

Dragon (Earth)

Climate/Terrain: Any underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature, old, very old, ancient, wyrm or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring).

Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature 13; old 15; very old 17; ancient 18; wyrm 20; great wyrm 21.

Treasure: 1/10 coins; double goods; double items

Alignment: Always chaotic evil

Advancement: Wyrmling 5–6 HD (Tiny); very young 8–9 HD (Small); young 11–12 HD (Medium-size); juvenile 14–15 (Large); young adult 17–18 HD (Large); adult 20–21 HD (Large); mature 23–24 HD (Huge); old 26–27 HD (Huge); very old 29–30 HD (Huge); ancient 32–33 (Huge); wyrm 35–36 (Gargantuan); great wyrm 38 HD (Gargantuan), 39+ HD (Colossal)

A cavern dragon is a pale white dragon that has perfectly adapted itself to its underground haunts, spending its life in total darkness.

Cavern dragons are completely blind. Their eyes have grown shut, resembling those of a cavefish. However, behind their eyes are prominent ears. These are highly sensitive and make up part of an innate sonar system by which a cavern dragon “sees” its pitch-black subterranean world. Its long, serpentine body enables the dragon to navigate the sharp turns and sudden drops that are often found in natural cave formations, while its vestigial claws give it extra purchase for climbing. The small scales of a cavern dragon wyrmling are a dull, dirty gray, but as the dragon ages, the absence of sunlight causes the scales to become nearly transparent. This allows older dragons to easily blend in with the unusual mineral and rock formations that form in the depths of the earth.

Due to the scarcity of life underground, cavern dragons have learned to subsist on plants and lichen scraped from cavern walls, supplemented by mineral formations they crush up in their powerful jaws. Nevertheless, they have a taste for live food and will go to great lengths to catch a large creature.



CAVERN DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	T	4d12+4 (30)	15 (+2 size, +3 natural), touch 12, flat-footed 15	+6	+5	+4	+4	1d8 (13)	—	—
2	S	7d12+7 (52)	17 (+1 size, +6 natural), touch 11, flat-footed 17	+9	+6	+5	+5	2d8 (14)	—	—
3	M	10d12+20 (85)	19 (+9 natural), touch 10, flat-footed 19	+12	+9	+7	+7	3d8 (17)	—	—
4	M	13d12+26 (110)	22 (+12 natural), touch 10, flat-footed 22	+16	+10	+8	+8	4d8 (18)	—	—
5	L	16d12+48 (152)	24 (-1 size, +15 natural), touch 9, flat-footed 24	+19	+13	+10	+11	5d8 (22)	18	18
6	L	19d12+76 (199)	27 (-1 size, +18 natural), touch 9, flat-footed 27	+24	+15	+11	+12	6d8 (23)	19	20
7	H	22d12+110 (253)	29 (-2 size, +21 natural), touch 8, flat-footed 29	+28	+18	+13	+15	7d8 (26)	22	22
8	H	25d12+125 (287)	32 (-2 size, +24 natural), touch 8, flat-footed 32	+32	+19	+14	+16	8d8 (27)	23	23
9	H	28d12+168 (350)	35 (-2 size, +27 natural), touch 8, flat-footed 35	+36	+22	+16	+19	9d9 (30)	26	25
10	H	31d12+186 (387)	38 (-2 size, +30 natural), touch 8, flat-footed 38	+40	+23	+17	+20	10d8 (31)	27	27
11	G	34d12+238 (459)	40 (-4 size, +34 natural), touch 6, flat-footed 40	+42	+26	+19	+23	11d8 (34)	30	28
12	G	37d12+296 (536)	42 (-4 size, +36 natural), touch 6, flat-footed 42	+46	+28	+20	+25	12d8 (36)	32	30

Cavern dragons lair in the deepest of caves, preferring those carved out over the ages by the flow of water. Such caves provide natural traps in the form of deep pits, slippery rock faces, and unstable walls. Shallow pools of water also serve as early warning systems for the cavern dragon, since even the faintest splashes are sure to reach its keen ears.

Once a cavern dragon has caught the scent of prey, it is a relentless hunter. An adventuring party may escape from its clutches only to hear its distinctive shriek echoing down the winding tunnels behind them days or even weeks later. They may find that their only salvation lies in escaping the creature's tunnels, since it will not follow them aboveground.

Although cavern dragons amass treasure like their fellow dragons, the nature of their hoards is unique. Being blind, cave dragons are not attracted by the shiny baubles and coins that please other dragons, instead favoring objects that are tactilely interesting or offer unusual odors or tastes. A cavern dragon's hoard is as likely to contain worthless curiosities, such as the remnants of an old spider web, as it is to have valuable gems, fabrics, and potions. According to one account, a treasure hunter was able to survive an encounter with an ancient cavern dragon by offering it a collection of intricate wooden carvings.

Cavern dragons speak Draconic.

COMBAT

Cavern dragons prefer to sneak up on their prey and ambush them. They rely on their breath weapon to disable opponents, finishing them off with their gaping jaws.

Breath Weapon (Su): Cavern dragons breathe a cone of keening sonic energy. In addition to making a Dexterity saving throw against the sonic attack for half damage, creatures within the cone must succeed at a Fortitude save (versus the same DC) or be deafened for 1d4 rounds plus 1 per age category of the dragon. Just before it breathes, a cavern dragon seals its ears with a small, muscular membrane. Alert adventurers can notice this with a successful Spot check (DC 20 due to the membrane's diminutive size) and thus have the opportunity to cover their ears before the dragon breathes. Those who do so receive a +10 circumstance bonus to their Reflex save and automatically avoid being deafened.

Blindsight (Ex): A cavern dragon detects its surroundings by non-visual means, primarily sound and scent. This ability has a range of 50 feet per age category. Beyond that range, it treats all targets as totally concealed (see PHB, Concealment). The cavern dragon is susceptible to scent- and sound-based attacks, although its sound screen ability can protect it from the latter. Negating either the

CAVERN DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	11	10	13	8	11	6	Blindsight, sound screen, immunities	—
2	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	13	10	13	8	11	6		—
3	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	15	10	15	10	11	8		—
4	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	17	10	15	10	11	8	Blindness/deafness	—
5	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	19	10	17	12	13	10	Damage reduction 5/+1	1st
6	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	23	10	19	12	13	10	Locate object	3rd
7	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	27	10	21	14	15	12	Damage reduction 10/+1	5th
8	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	29	10	21	14	15	12	Soften earth	7th
9	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	31	10	23	16	17	14	Damage reduction 15/+2	9th
10	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	33	10	23	16	17	14	Transmute rock to mud/mud to rock	11th
11	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	35	10	25	18	19	16	Damage reduction 20/+3	13th
12	40 ft., swim 60 ft., burrow 20 ft., climb 30 ft.	37	10	27	20	21	18	Earthquake	15th

dragon's sense of smell or hearing reduces this ability to the equivalent of having the Blind-Fight feat. If both are negated, the dragon is effectively blinded.

Sound Screen (Ex): The cavern dragon can cause a muscular membrane located in its ears to open or close its auditory canal. Thus, the dragon can effectively seal its ears, deafening itself on purpose. It can open or close this membrane as a free action. Once the dragon has sealed its ears, it is immune to all sonic powers, spells, and effects. However, while it is thus deafened, its blindsight ability is reduced in effectiveness as above. If the dragon's sense of smell has been negated and it then seals its ears, the dragon is effectively blinded.

Immunities (Ex): The dragon is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Locate Object (Sp): The dragon can use this ability as the spell of the same name, once per day per age category.

Other Spell-Like Abilities: 3/day—*blindness/deafness*, *soften earth*, *transmute rock to mud* or *mud to rock*; 1/day—*earthquake*.

Skills: Cavern dragons have a racial bonus of +12 to all Listen checks. In addition, cavern dragons have a racial bonus of +10 to Balance checks on uneven or slippery rock faces.

CHTHONIAN DRAGON

Dragon

Climate/Terrain: Underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 9; young adult 12; adult 14; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Double standard

Alignment: Always lawful evil

Advancement: Wyrmling 4 HD (Tiny); very young 6 HD (Small); young 8–9 HD (Medium-size); juvenile 11–14 HD (Large); young adult 16–18 HD (Large); adult 20–21 HD (Huge); mature adult 23–24 HD (Huge); old 26–27 HD (Huge); very old 29–30 HD (Huge); ancient 32–33 HD (Gargantuan); wyrm 35–37 HD (Gargantuan); great wyrm 39+ HD (Colossal)

Deep in the hollows of the earth where inhuman empires hold sway, the dreaded mind flayers use their fleshcrafting arts to reshape nature according to their own aesthetic ideals. Among the most monstrous of their creations is the chthonian dragon.

To create one of these horrors, the mind flayers must first capture and immobilize a true dragon. The dragon can be of any variety, but it must be alive and at least Medium-size. They then implant a modified specimen of one of their own tadpoles in the dragon's brain. Over the next few days, the tadpole devours the dragon's brain and adapts to the physiology of its host, mimicking the draconic form just as mind flayers mock the humanoid frame. Eventually, the newborn bursts from its host's skull as a new chthonian dragon.

A chthonian dragon resembles its dragon "parent" only in its basic shape. Rather than being covered in scales, the creature's purplish hide is slick and rubbery, marbled with throbbing veins and coated in oily slime. Its fangs and talons are black chitin, and its wings resemble great sheets of fungus, not leather. Its beady eyes, lacking pupils and entirely white, peer out from the horror that is the creature's snout. Four trunklike tentacles ring a set of interlocking, insectile jaws. This maw conceals two additional, longer, thinner tentacles that can shoot out without warning. Each of these "extractor" tentacles ends in four clutching tendrils, designed to rip the brains from the dragon's hapless prey after it has paralyzed them with its psionic blast.

Chthonian dragons uneasily combine the pride and greed of their draconic parent with the scheming, manipulative nature of their mind flayer creators. Chthonian dragons detest all forms of life other than themselves and spend much of their existence torn between the desire to subjugate the creatures inhabiting the deep caverns near their lairs and the urge to simply devour them.

The hoard of a chthonian dragon is often guarded by creatures that the dragon has persuaded into service with its *charm monster* ability. The dragons typically don't keep the same guards for too long, however, as they inevitably give into the urge to devour them.

The mind flayers themselves are not exempt from the chthonian dragons' contempt. Perhaps for this reason, the mind flayers strictly limit chthonian dragons' numbers. These unnatural horrors cannot reproduce without the captive dragons and modified tadpoles prepared by the mind flayers. However, somewhere deep beneath the surface, the chthonian dragons are surely working to overcome this limitation.

Chthonian dragons speak Undercommon, but usually prefer to communicate telepathically with other beings. Only rarely do they deign to learn Draconic.



CHTHONIAN DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)*	Fear DC	SR	Tentacle Damage
1	T	3d12 (19)	19 (+2 size, +7 natural), touch 12, flat-footed 19	+5	+3	+7	+5	1d4 (13)	—	13	1
2	S	5d12 (32)	20 (+1 size, +9 natural), touch 11, flat-footed 20	+6	+4	+7	+7	1d4 (14)	—	16	1d2
3	M	7d12+7 (52)	21 (+11 natural), touch 10, flat-footed 21	+8	+6	+7	+8	1d6 (16)	—	19	1d3
4	L	10d12+20 (85)	22 (-1 size, +13 natural), touch 9, flat-footed 22	+12	+9	+8	+11	1d6 (19)	—	22	1d4+1
5	L	15d12+45 (142)	25 (-1 size, +16 natural), touch 9, flat-footed 25	+19	+12	+10	+13	1d8 (21)	21	25	1d4+2
6	H	19d12+76 (199)	27 (-2 size, +19 natural), touch 8, flat-footed 27	+25	+15	+12	+16	1d8 (24)	24	26	1d6+4
7	H	22d12+110 (253)	30 (-2 size, +22 natural), touch 8, flat-footed 30	+29	+18	+14	+18	2d6 (26)	26	28	1d6+4
8	H	25d12+150 (312)	32 (-2 size, +24 natural), touch 8, flat-footed 32	+34	+20	+15	+20	2d8 (28)	28	29	1d6+5
9	H	28d12+196 (378)	33 (-2 size, +25 natural), touch 8, flat-footed 33	+39	+23	+16	+22	2d8 (30)	30	30	1d6+6
10	G	31d12+248 (449)	36 (-4 size, +30 natural), touch 6, flat-footed 36	+41	+25	+17	+24	3d4 (32)	32	32	1d8+7
11	G	34d12+306 (527)	39 (-4 size, +33 natural), touch 6, flat-footed 39	+45	+28	+19	+27	3d4 (35)	35	33	1d8+7
12	C	38d12+380 (627)	40 (-8 size, +38 natural), touch 2, flat-footed 40	+46	+31	+21	+29	3d6 (37)	37	35	2d6+8

COMBAT

Chthonian dragons are cruel and cunning opponents. Unlike their creators, these monstrosities feel no aversion toward direct combat. However, for purely sadistic reasons, they still prefer to immobilize foes with psionic attacks then move in to extract the helpless creatures' brains. Chthonian dragons have all of the natural attacks of a true dragon of the same size category and also possess a number of tentacle attacks.

Tentacles: A chthonian dragon can make four tentacle attacks per round, inflicting the damage listed above. The chthonian dragon can also use its tentacles to snatch opponents. Tentacle attacks are at -5 to the attack bonus.

Extraction Tentacles: A chthonian dragon can extend each of its extraction tentacles to a distance equal to the length of a cone breath weapon of a dragon its size. This grants an additional two tentacle attacks, but the chthonian dragon cannot make both a bite attack and its extraction tentacle attacks in the same round. Extraction tentacle attacks are at -5 to the attack bonus.

Improved Grab (Ex): A chthonian dragon can use its improved grab in one of two ways, depending on which set of tentacles it uses. To use the first form of improved grab,

the chthonian dragon must hit a creature at least one size category smaller than itself with a tentacle attack using one of the four tentacles ringing its jaws. If it gets a hold, it automatically inflicts bite damage each round the hold is maintained. After a successful grab, the chthonian dragon can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the chthonian dragon gets a +2 circumstance bonus for every tentacle in use at the beginning of the opponent's turn.

To use its second form of improved grab, the chthonian dragon must hit a creature with a tentacle attack using one of its extraction tentacles. The dragon can try to use its second extraction tentacle for a firmer grip and the opponent can attempt to escape as detailed above. A chthonian dragon cannot make bite attacks while maintaining a hold with its extraction tentacles or vice versa.

Extract (Ex): A chthonian dragon that begins its turn with one extraction tentacle attached to an opponent at least three size categories smaller than itself and successfully maintains its hold automatically extracts the opponent's brain, instantly killing the creature. If the chthonian dragon begins its turn with both extraction tentacles attached and success-

CHTHONIAN DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	60 ft, fly 100 ft. (average), swim 60 ft.	10	11	10	15	14	14	Mind blast, telepathy	—
2	60 ft, fly 100 ft. (average), swim 60 ft.	11	11	10	16	14	14	Immunities	—
3	60 ft, fly 150 ft. (poor), swim 60 ft.	12	11	12	17	16	16		—
4	60 ft, fly 150 ft. (poor), swim 60 ft.	16	11	14	19	18	18	<i>Detect thoughts, levitate</i>	3rd
5	60 ft, fly 150 ft. (poor), swim 60 ft.	21	11	16	19	18	18	Damage reduction 5/+1	5th
6	60 ft, fly 150 ft. (poor), swim 60 ft.	26	11	18	21	20	20	<i>Suggestion</i>	7th
7	60 ft, fly 150 ft. (poor), swim 60 ft.	28	11	20	21	20	20	<i>Charm monster</i> , damage reduction 10/+1	9th
8	60 ft, fly 150 ft. (poor), swim 60 ft.	32	11	22	23	22	22		11th
9	60 ft, fly 150 ft. (clumsy), swim 60 ft.	35	11	24	23	22	22	Damage reduction 15/+2	13th
10	60 ft, fly 200 ft. (clumsy), swim 60 ft.	38	11	26	25	24	24		15th
11	60 ft, fly 200 ft. (clumsy), swim 60 ft.	40	11	28	27	26	26	Damage reduction 20/+3, <i>telekinesis</i>	17th
12	60 ft, fly 200 ft. (clumsy), swim 60 ft.	42	11	30	27	26	26	<i>Astral projection</i>	19th

fully maintains its hold, it can extract the brain of a creature equal to its own size or smaller.

Frightful Presence (Ex): A young adult or older chthonian dragon has a frightful presence just like that of a true dragon.

Mind Blast (Sp): Although a chthonian dragon lacks a true breath weapon, it does inherit its creators' ability to psionically assault its foes. A chthonian dragon's mind blast is a cone as large as the breath weapon of a true dragon its size. Anyone caught in the cone must succeed at a Will save or be stunned for a number of rounds determined by its age category.

Psonics (Sp): At will—*astral projection*, *charm monster*, *detect thoughts*, *levitate*, *suggestion*, and *telekinesis*. These abilities are as the spells cast by a sorcerer of the caster level listed above.

Aberration Traits (Ex): A chthonian dragon's draconic physiology has been utterly warped by alien mutations. Although its creature type is "dragon," special attacks and magic properties (such as a ranger's favored enemy bonuses or bane weapons) affect a chthonian dragon as if it were an aberration as well.

Immunities (Ex): Chthonian dragons of at least very young age are immune to all mind-influencing effects.

Telepathy (Su): Chthonian dragons can communicate telepathically with any creature within 100 ft. that has a language.

DIAMONDBACK DRAGON

Dragon (Earth)

Climate/Terrain: Temperate and warm desert and underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, mated pair, or family (1–2 and 2–5 offspring)

Challenge Rating: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 12; mature adult 14; old 16; very old 18; ancient 20; wyrm 22; great wyrm 24

Treasure: Double standard

Alignment: Always neutral evil

Advancement: Wyrmling 7–8 HD (Medium-size); very young 10–11 HD (Medium-size); young 13–14 HD (Large); juvenile 16–17 HD (Large); young adult 19–20 HD (Huge); adult 22–23 HD (Huge); mature adult 25–26 HD (Huge); old 28–29 HD (Huge); very old 31–32 (Gargantuan); ancient 34–35 (Gargantuan); wyrm 37–38 (Gargantuan); great wyrm 40+ (Colossal)

Diamondback dragons are a magical cross-breed of green dragon and rattlesnake that combines the most vile and destructive qualities of each.

DIAMONDBACK DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Bite DC
1	S	6d12+6 (45)	14 (+1 size, +3 natural), touch 11, flat-footed 14	+7	+6	+5	+5	1d10 (13)	—	—	10
2	M	9d12+9 (67)	16 (+6 natural), touch 10, flat-footed 16	+10	+7	+6	+6	2d10 (16)	—	—	13
3	M	12d12+24 (102)	19 (+9 natural), touch 10, flat-footed 19	+14	+10	+8	+9	3d10 (17)	—	—	16
4	L	15d12+30 (127)	22 (-1 size, +12 natural), touch 9, flat-footed 22	+17	+11	+9	+11	4d10 (20)	—	—	19
5	L	18d12+54 (171)	24 (-1 size, +15 natural), touch 9, flat-footed 24	+21	+14	+11	+13	5d10 (22)	20	18	22
6	H	21d12+84 (220)	26 (-2 size, +18 natural), touch 8, flat-footed 26	+25	+16	+12	+15	6d10 (25)	21	20	26
7	H	24d12+120 (276)	29 (-2 size, +21 natural), touch 8, flat-footed 29	+30	+19	+14	+17	7d10 (26)	24	22	28
8	H	27d12+135 (310)	32 (-2 size, +24 natural), touch 8, flat-footed 32	+34	+20	+15	+19	8d10 (29)	25	23	30
9	H	30d12+180 (375)	35 (-2 size, +27 natural), touch 8, flat-footed 35	+38	+23	+17	+21	9d10 (30)	28	25	32
10	G	33d12+198 (412)	37 (-4 size, +31 natural), touch 6, flat-footed 37	+40	+24	+18	+23	10d10 (32)	29	26	35
11	G	36d12+252 (486)	39 (-4 size, +33 natural), touch 6, flat-footed 39	+44	+27	+20	+25	11d10 (35)	32	28	38
12	C	39d12+312 (565)	42 (-8 size, +40 natural), touch 2, flat-footed 42	+44	+29	+21	+27	12d10 (38)	33	30	40

Diamondback dragons have long, slender bodies (much like those of Oriental dragons). They have wide, flat heads, gleaming needle-



like fangs, and large wings. Some older diamondbacks also have faint diamond-shaped patterns weaving across their scaly skin.

However, a diamondback dragon's most prominent feature is the large rattle on the end of its tail, which is the source of its magical abilities.

Diamondback dragons are nomadic foragers, burrowing into the sand to surprise unsuspecting desert travelers. Their poisonous fangs and magical abilities make them among the most feared creatures in the desert.

A diamondback's patience is legendary. They have been known to lie in wait for prey for weeks on end, never moving an inch until they strike.

Diamondback dragons make their lairs in cool, underground caverns, usually in canyons or mountains near a desert. However, they are restless creatures and generally only occupy their lairs when hibernating or raising young. As such, they are not usually around to guard their own lairs, which tend to be filled with gold coins and items. Because of this, diamondback dragon lairs have become notorious for the number and the complexity of mechanical traps that act as guardians against unwanted intruders. A few enterprising diamondback dragons have been known to employ other creatures to guard their lairs, such as bugbears and hobgoblins. However, these arrangements

DIAMONDBACK DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	60 ft., fly 120 ft. (average), burrow 90 ft.	11	11	12	12	10	8	<i>Create water, hypnotism, immunities</i>	—
2	60 ft., fly 120 ft. (average), burrow 90 ft.	13	11	13	14	11	9		—
3	60 ft., fly 180 ft. (poor), burrow 90 ft.	15	11	14	15	12	10		—
4	60 ft., fly 180 ft. (poor), burrow 90 ft.	17	11	15	16	14	11	<i>Suggestion</i>	1st
5	60 ft., fly 180 ft. (poor), burrow 90 ft.	19	11	16	17	15	12	Damage reduction 5/+1	3rd
6	60 ft., fly 180 ft. (poor), burrow 90 ft.	23	11	18	18	16	13	<i>Hold person</i>	5th
7	60 ft., fly 180 ft. (poor), burrow 90 ft.	27	11	20	20	17	14	Damage reduction 10/+1	7th
8	60 ft., fly 240 ft. (clumsy), burrow 90 ft.	29	11	21	21	18	15	<i>Hallucinatory terrain</i>	9th
9	60 ft., fly 240 ft. (clumsy), burrow 90 ft.	31	11	22	22	19	16	Damage reduction 15/+2	11th
10	60 ft., fly 240 ft. (clumsy), burrow 90 ft.	33	11	23	23	20	17	<i>Hold monster</i>	13th
11	60 ft., fly 240 ft. (clumsy), burrow 90 ft.	35	11	24	24	21	18	Damage reduction 20/+3	15th
12	60 ft., fly 240 ft. (clumsy), burrow 90 ft.	37	11	26	26	22	19	<i>Mirage arcana</i>	17th

tend to be short-lived and lead to bloodshed due to the diamondback's suspicious nature.

Diamondback dragons fear and mistrust most humanoid races, mostly because assassins covet the poison contained in a diamondback dragon's fangs and have been known to send hunting parties to kill young diamondbacks and collect their poisonous fluids.

Diamondback dragons speak Draconic.

COMBAT

When possible, diamondback dragons prefer to attack from the ground, burying themselves in sand or loose rock near desert paths and then ambushing unsuspecting travelers.

Some older diamondbacks lay traps using their spell-like abilities. They create a false spring to attract prey, surging up out of the sand next to the illusionary oasis when the time is right.

When attacking from the air, diamondback dragons prefer to keep the sun at their backs, making themselves difficult to spot and keeping the sun in their opponents' eyes.

When encountering a single victim, diamondback dragons often try to use their *hypnosis* and *suggestion* abilities to pacify their prey before attacking. However, they will not hesitate to use their breath weapons and fearsome natural attacks to destroy their enemies.

Diamondback dragons are known to be cruel and to pick on victims far weaker than

themselves; however, they generally dislike combat, and are not too proud to retreat when faced with a more powerful foe.

Breath Weapon (Su): A diamondback dragon has one type of breath weapon, a cone of acidic gas. This acidic gas also contains a debilitating contact poison called dragon bile (see DMG, Chapter 3, Poison), which affects all victims struck by the breath weapon unless a successful Fort save (same DC as that made to avoid the breath weapon) is made.

Immunities (Ex): A diamondback dragon is immune to poison and acid damage.

Poison (Ex): A diamondback dragon's bite injects its victim with a powerful neurotoxin. In addition to standard bite damage, any creature bitten by a diamondback dragon must make a successful Fortitude save (as per age category) or suffer initial damage of 2d6 temporary points of Constitution, and secondary damage of 3d6 points of Constitution.

Rattle (Sp): A diamondback dragon uses its other spell-like abilities by rattling its tail. If the tail is silenced or removed, the dragon is unable to utilize any of its spell-like abilities. The rattle can be severed with a single attack (–5 to the attack bonus) that deals damage equal to the dragon's Hit Dice or more.

Other Spell-Like Abilities: 3/day—*create water, hypnotism, suggestion, hold person, hallucinatory terrain*; 1/day—*hold monster, mirage arcana*



DIRE DRAGON

Dragon

Climate/Terrain: Any land

Organization: Wyrmling, very young, juvenile, and young adult: Solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1 mother and 2–5 wyrmlings)

Challenge Ratings: Wyrmling 2, very young 4, young 6, juvenile 7, young adult 8, adult 10, mature adult 12, old 14, very old 15, ancient 17, wyrm 18, great wyrm 19

Treasure: 1/2 standard

Alignment: Always neutral

Advancement: Wyrmling 11–12 HD (Medium-size); very young 14–15 HD (Large); young 17–18 HD (Large); juvenile 20–21 HD (Huge); young adult 23–24 HD (Huge); adult 26–27 HD (Huge); mature adult 29–30 HD (Gargantuan); old 32–33 HD (Gargantuan); very old 35–36 HD (Gargantuan); ancient 38–39 HD (Colossal); wyrm 41–42 HD (Colossal); great wyrm 44+ HD (Colossal)

Dire dragons, sometimes called prehistoric dragons or ancestral dragons, are creatures of pure physical force.

Unlike most other dragons, dire dragons are little more than brute animals—in much the same way that a shark is little more than a fish with teeth. Dire dragons are all claws, teeth, and fury. They have no desires or vanities to play upon other than hunger. The creatures are huge; the newly hatched are already man-size, and the eldest of them easily stand head and shoulders above the largest reds or golds ever documented on the material plane.

A dire dragon's skin is smooth and light gray in its youth, becoming darker and rougher with age. The scales of older dire dragons are incredibly thick and tough, turning aside blows from even potent magical weapons.

Dire dragons are born with small bony nubs on each joint and a row of ridges along the back, all of which quickly grow into sharp spikes and horns. The back ridges arch backward like serrated scimitars, and the tail ends in several painful barbs. Close examination of any of the bony portions reveal that all of them are covered with small hooks and spines. Finally, a

DIRE DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Impaling Damage	Fear DC	SR
1	M	10d12+20 (85)	20 (+10 natural) touch 10, flat-footed 20	+14	+9	+7	+8	1d6+4	—	—
2	L	13d12+26 (110)	22 (-1 size, +13 natural) touch 9, flat-footed 22	+18	+10	+8	+9	1d8+5	—	—
3	L	16d12+48 (152)	25 (-1 size, +16 natural) touch 9, flat-footed 25	+23	+13	+10	+11	1d8+7	—	—
4	H	19d12+76 (199)	27 (-2 size, +19 natural) touch 8, flat-footed 27	+27	+15	+11	+12	2d6+8	—	11
5	H	22d12+110 (253)	30 (-2 size, +22 natural) touch 8, flat-footed 30	+32	+18	+13	+15	2d6+10	21	14
6	H	25d12+125 (287)	33 (-2 size, +25 natural) touch 8, flat-footed 33	+36	+19	+14	+16	2d6+11	23	15
7	G	28d12+140 (322)	34 (-4 size, +28 natural) touch 6, flat-footed 34	+41	+21	+16	+18	2d8+13	25	16
8	G	31d12+217 (418)	37 (-4 size, +31 natural) touch 6, flat-footed 37	+45	+23	+17	+19	2d8+14	27	17
9	G	34d12+238 (459)	40 (-4 size, +34 natural) touch 6, flat-footed 40	+50	+26	+19	+22	2d8+16	29	18
10	C	37d12+333 (573)	39 (-8 size, +37 natural) touch 2, flat-footed 39	+54	+29	+20	+23	4d6+17	31	19
11	C	40d12+360 (620)	42 (-8 size, +40 natural) touch 2, flat-footed 42	+59	+30	+21	+24	4d6+19	33	20
12	C	43d12+387 (666)	45 (-8 size, +43 natural) touch 2, flat-footed 45	+63	+32	+23	+26	4d6+20	35	21

DIRE DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
1	50 ft., fly 100 ft. (average)	18	10	15	4	12	8	Rage
2	50 ft., fly 100 ft. (average)	21	10	15	4	12	8	Vorpal bite
3	50 ft., fly 100 ft. (average)	24	10	17	4	12	8	Damage reduction 5/+1
4	50 ft., fly 150 ft. (poor)	27	10	19	4	12	10	
5	50 ft., fly 150 ft. (poor)	30	10	21	4	14	10	Damage reduction 10/+2
6	50 ft., fly 150 ft. (poor)	33	10	21	4	14	12	
7	50 ft., fly 200 ft. (poor)	36	10	21	4	14	12	Damage reduction 15/+2
8	50 ft., fly 200 ft. (poor)	39	10	25	4	14	14	Greater rage
9	50 ft., fly 200 ft. (poor)	42	10	25	4	16	14	Damage reduction 20/+3
10	50 ft., fly 200 ft. (clumsy)	45	10	29	4	16	16	
11	50 ft., fly 200 ft. (clumsy)	48	10	29	4	16	16	Damage reduction 25/+3
12	50 ft., fly 200 ft. (clumsy)	51	10	29	4	16	18	Damage reduction 30/+4

dire dragon's skeleton is greatly reinforced, granting it extraordinary strength, toughness, and power.

Dire dragons can live anywhere other dragons can survive and often have slight traces of the adaptations possessed by their more modern counterparts. Swamp-dwelling dire dragons, for example, can hold their breath for prolonged periods and might have a crude variation of the distinctive horn patterns of black dragons. Desert-dwelling dire dragons often have a slight blue sheen, and so forth.

Dire dragons have no culture or society—they mate when the urge comes upon them, which happens every few decades or so. The mother cares for the eggs until they hatch, then raises the wyrmlings for six months to a year until they are capable of feeding themselves.

Mated pairs only stay together during the courtship and mating rituals and do not hunt or lair together.

These brutish creatures lack the desire for wealth so common to other dragons. At most, they exhibit an urge to collect shiny objects and often drag reflective items such as polished armor or glistening gems back to their lairs. The lack of a valuable hoard of gold and magical items can be problematic for those who dwell within the hunting territory of a dire dragon. Such unfortunates find that they can only attract a dragonslayer by appealing to the hunter's sense of nobility or by raising a suitable reward themselves. For most adventurers, the creature's rather paltry hoard is simply not worth the risk of confronting it in combat.

COMBAT

Dire dragons in combat have no strategy beyond raw force—but that's typically all they need. Almost all dire dragons take Combat Reflexes as their first feat (to allow them to take better advantage of their impaling ability), and follow up with Improved Critical (vorpal bite), Weapon Focus (vorpal bite), Power Attack, Cleave, and Great Cleave.

Impaling (Ex): In addition to the natural attacks common to all dragons, dire dragons may use their various horns, spines, and spikes to make exceptionally vicious attacks of opportunity. Whenever a dire dragon has an attack of opportunity against a creature within 5 ft., it may attempt to impale the creature on its jagged spikes (–5 to the attack bonus), doing damage as per its age category.

Vorpal Bite (Ex): The dire dragon's teeth are extraordinarily sharp, and its jaw muscles are among the strongest of any living creature. When a very young or older dire dragon scores a successful critical hit, the opponent's head, if it has one, is severed.

Rage (Ex): At will, a dire dragon may fly into a wild rage during battle. When the dragon does this, it temporarily gains +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves but suffers a –2 penalty to AC. This rage lasts for a number of rounds equal to 3 plus its (modified) Con bonus. The bonus to Constitution increases the dragon's hit points by 2 per HD, but these hit points go away at the end of the rage when its Constitution score drops back to normal.

At the end of this time, the dragon is fatigued (–2 to Strength, –2 to Dexterity, can't charge or run) for the rest of the encounter. However, given the dire dragon's high Constitution, its rage is likely to last for the entire combat.

A dire dragon can only enter a rage once per encounter. Entering a rage takes no time itself, but the dragon can only do this during its action, not in response to someone else's action.

Greater Rage (Ex): An Old or older dire dragon's rage bonuses become +6 to Strength, +6 to Constitution, and a +3 morale bonus to Will saves. The –2 penalty to the dragon's AC remains the same. The improved bonus to Constitution now increases the dragon's hit points by 3 per HD, though these hit points still go away at the end of the rage.

DRAGONSHARK

Colossal Dragon (Aquatic)**Hit Dice:** 40d12+360 (620 hp)**Initiative:** +4**Speed:** 30 ft., swim 90 ft.**AC:** 31 (–8 size, +29 natural), touch 2, flat-footed 31**Attacks:** Bite +41 melee**Damage:** Bite 4d6+13**Face/Reach:** 40 ft. by 80 ft./15ft.**Special Attacks:** Improved grab, swallow whole, capsize**Special Qualities:** Blood frenzy, keen scent**Saves:** Fort +33, Ref +24, Will +27**Abilities:** Str 42, Dex 11, Con 28, Int 6, Wis 16, Cha 11**Skills:** Swim +47, Wilderness Lore +40, Spot +30, Move Silently +15, Hide +15, Intimidate +20, Listen +30**Feats:** Alertness, Cleave, Great Fortitude, Greater Cleave, Improved Critical, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Snatch, Track**Climate/Terrain:** Any aquatic**Organization:** Solitary or mated pair**Challenge Rating:** 19**Treasure:** None**Alignment:** Always neutral evil**Advancement:** 41+ HD (Colossal)

Dragonsharks are enormous, savage killing machines—half shark, half dragon. Their hunting skills are legendary, and a dragonshark that catches the scent of wounded prey never gives up the chase.

A dragonshark resembles a wingless dragon with webbed claws, a serpentine head, and a long, finned tail. Its skin is rough like a shark's, and its dorsal fin contains a number of hard, bony spines. The dragonshark's eyes are soulless and cruel, revealing only its endless appetite and barely suppressed fury.

Dragonsharks do not have a culture. They occasionally gather to mate and lay eggs, but the resulting hatchlings are expected to fend for themselves, and the stronger hatchlings will typically make a meal of their younger siblings and any unhatched eggs.

Some evil undersea societies have managed to tame dragonsharks while they are still young. Tame dragonsharks are rare, however, and only the rulers of such societies are privileged enough to ride one into battle.

COMBAT

When attacking a ship, a dragonshark begins by surfacing under it to capsize the vessel. It then toys with its prey, circling around them and periodically darting in to kill a screaming victim. Once the smell of blood is strong in the water, however, the dragonshark enters a feeding frenzy and devours anyone within reach.

Blood Frenzy (Ex): Once 40 or more total points of damage have been inflicted during an encounter (either to or by the dragonshark), the creature enters a feeding frenzy for the remainder of the fight. During this time, its Intelligence score drops to 2, and it is affected as though by a *haste* spell.

Capsize (Ex): A submerged dragonshark that surfaces under a vessel less than 40 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 40 feet to 120 feet long and a 20% chance to capsize one over 120 feet long.

Improved Grab (Ex): If a dragonshark bites a Huge or smaller opponent, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +65). If it gets a hold, it can try to swallow in the next round. Thereafter, the dragonshark can either conduct the grapple normally or use its jaws to hold the opponent (-20 penalty on grapple check, but

the dragonshark is not considered grappled). In either case, each successful grapple check it makes during successive rounds automatically deals bite damage.

Swallow Whole (Ex): A dragonshark can swallow a Gargantuan or smaller creature by making a successful grapple check (grapple bonus +65), provided it already has that opponent in its maw (see Improved Grab). Once inside the dragonshark, the opponent takes 4d6+13 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach and return to the dragonshark's mouth, where another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out with either claws or a light piercing or slashing weapon. Dealing at least 50 points of damage to the stomach (AC 31) in this way creates an opening large enough to permit escape. Once a single swallowed creature exits, muscular action closes the hole, forcing other swallowed opponents to cut their own way out. A dragonshark's stomach can hold up to 2 Gargantuan, 8 Huge, 32 Large, 128 Medium-size, or 512 Small or smaller opponents.

Keen Scent (Ex): A dragonshark can sense other creatures by scent in a 180-foot radius and smell blood up to a mile away.



DRAGOTH

	Worker Medium-Size Dragon	Knight Medium-Size Dragon	Adept Medium-Size Dragon
Hit Dice:	3d12+6 (25 hp)	5d12+5 (37 hp)	4d12+4 (30 hp)
Initiative:	+0	+5	+1
Speed:	30 ft.	30 ft.	30 ft.
AC:	11 (+1 natural), touch 10, flat-footed 11	22 (+1 Dex, +1 natural, +10 draconic plate), touch 11, flat-footed 21	12 (+1 Dex, +1 natural), touch 11, flat-footed 11
Attacks:	Bite +4 melee and 2 claws –1 melee	Masterwork longsword +8/+3 melee, or bite +7 melee and 2 claws +2 melee	Masterwork ranseur +5 melee, or bite +4 melee and 2 claws –1 melee
Damage:	Bite 1d8+1, claws 1d6	Masterwork longsword 1d8+2 and special, bite 1d8+2, claws 1d6+1	Masterwork ranseur 2d4 and special, bite 1d8, claws 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft. (15 ft. with ranseur)
Special Attacks:	—	Breath weapon focus	Breath weapon focus, spells
Special Qualities:	Resistances	Resistances, SR 14	Resistances, SR 18
Saves:	Fort +5, Ref +3, Will +3	Fort +5, Ref +5, Will +4	Fort +5, Ref +5, Will +4
Abilities:	Str 12, Dex 10, Con 14, Int 8, Wis 10, Cha 10	Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 10	Str 10, Dex 12, Con 12, Int 14, Wis 10, Cha 10
Skills:	Craft (any one) +5 Listen +7, Spot +7	Concentration +5, Craft (any two) or Knowledge (any two) +5, Listen +10, Spot +10	Concentration +7, Craft (any two) or Knowledge (any two) +5, Listen +7, Scry +7, Spellcraft +7, Spot +7
Feats:	Alertness	Alertness, Improved Initiative	Alertness, Expertise
Climate/Terrain:	Any land	Any land	Any land
Organization:	Solitary, pair, squad (3–8), gang (9–24), or work group (25–99)	Solitary, company (2–4), squad (5–11), or strike force (12–24)	Solitary, or tribe (3–5, with 12–24 knights and 25–99 workers)
Challenge Rating:	2	4 (chromatic 5)	6 (chromatic 8)
Treasure:	None	Standard	Double standard
Alignment:	Any	Usually evil	Usually evil
Advancement:	By character class	By character class	By character class

A proud race of humanoid dragons that was old when the elven race was in its infancy, the dragoth are a dwindling race increasingly believed to be nothing more than a fable.

The dragoth rule over lands known to sages as the Dragoth Barrens. This area was once a fertile and beautiful land but has fallen into decay due to constant civil wars.

While the dragoth try to delude themselves that their downfall is the product of elven and human treachery, the truth is that their own greed and politicking has led to the current state of this once-great race.

WORKER

Most of the dragoth tribes are composed of workers—slaves that perform menial tasks for their adept and knight masters.

Each worker bears the traditional scale markings of one of the five breeds of chromatic dragons. They are usually quite filthy and dress in rags thrown away by their masters. Even workers who toil in the most opulent of adept palaces are foul and pathetic-looking creatures—their masters see no reason to make a beast of burden look respectable.

Dragoth workers are thought to be little better than livestock by their masters, and are expected to obey all orders given to them without hesitation. Because of this, most workers are craven, spineless cowards, cringing whenever a knight or adept barks out orders nearby.

Even if workers muster the courage to try and improve their lot, it is death within the Dragoth Barrens for them to so much as touch a martial weapon or learn to read.

COMBAT

Most attacks on a dragoth tribe are handled by the knights, who are far more capable fighters than a dragoth worker could ever hope to be. Workers are only expected to fight in large numbers, where they are handed a crude weapon along with a hundred other workers, and expected to wade into the front lines of battle situations and die. The only thing propelling these workers into combat is the knowledge that if they retreat, their dragoth knight commanders will certainly cut them down as they try to escape from the fight.

Resistances (Ex): Dragoth workers have resistances of 10 to the following damage types, depending upon their scale coloration: black or green: acid; blue: electricity; red: fire; white: cold.



KNIGHT

If the dragoth adepts represent the heart and mind of the dragoth race, then the knights are its strong right arm. They serve the dragoth adepts without question. However, among the workers, a knight's word is law, and their orders must be obeyed instantly.

Dragoth knights wear draconic plate, which is made of a lightweight material found only in the Barrens. In addition, they typically wear garish cloaks that display their house insignia. Knights rarely walk, preferring instead to ride waste runners.

The knights are the only dragoth that travel beyond the borders of the Dragoth Barrens on legitimate business. They wear closed helmets and drape themselves with heavy robes when leaving the Barrens, not wishing to be viewed by creatures they believe to be inferior to themselves.

Dragoth knights believe themselves to be honorable warriors. This is certainly the case when they are among other dragoth. However, they believe creatures of other races, such as humans and elves, to be little better than clever animals. Given to another dragoth, a knight's word is his bond; given to any other being it is meaningless.

All dragoth knights speak Draconic, and a few (25%) are also versed in the Elven and Common tongues.

COMBAT

Dragoth knights can be intelligent, strategic fighters. However, their impulsive natures tend to get the better of them in the heat of battle. They have no taste for ranged combat, seeing it as a coward's tactic. They first attack their opponents using their breath weapon focus ability, and then turn to face whatever foes remain, in order from strongest to weakest. Dragoth knights refuse to accept defeat—they almost never retreat and often enter combat situations of which they have little realistic chance of survival. Only when a greater goal is being pursued does discretion become the better part of valor, and only then will a dragoth knight consider fleeing from battle.

Breath Weapon Focus (Su): Like all dragoth, members of the knight caste have some sort of chromatic dragon blood coursing through their veins—black, blue, green, red, or white. The color of a dragoth's scales reflect its nature and powers. A select few (5%) are called chromatic knights—they



have the scale coloration of all five chromatic dragons and are more powerful than the average dragoth knight.

While they do not have breath weapons, dragoth knights can channel magical energies through a chosen weapon once per day. This weapon must be at least masterwork caliber, typically a longsword. When the knight mentally summons forth the focused energy, it surrounds the weapon for a number of rounds equal to the knight's Hit Dice. This energy causes the weapon to add +1d6 points of bonus damage of a type determined by the dragoth's heritage, as shown below.

Dragoth Variety	Damage Type
Black/Green	Acid
Blue	Electricity
Red	Fire
White	Cold
Chromatic	Any of the above

Resistances (Ex): Dragoth knights have resistances of 10 to the following damage types, depending upon their scale coloration: black or green: acid; blue: electricity; red: fire; white: cold. Chromatic knights have resistance 10 to all these damage types.

ADEPT

Introspective and scholarly, dragoth adepts are the sorcerous leaders of the dragoth. They use their powerful magical abilities to keep the remnants of the Dragoth Barrens intact.

Shunning physical conflict, dragoth adepts rarely wear armor or wield weapons other than an ornate staff or ranseur. They wear simple robes through which their scale coloration can be clearly seen. Adepts are almost never encountered beyond the realms of the Dragoth Barrens.

While a dragoth knight often leaps headlong in battle without thought, adepts, as the political leaders of their race, analyze a situation from every possible angle, refusing to take any sort of action until they believe they know for certain the best possible course of action.

Dragoth adepts are fluent in many languages: Draconic, Elven, Common, and Dwarven are among those known to adepts.

COMBAT

Dragoth adepts rarely find themselves in combat situations. If they believe combat is imminent, adepts generally send dragoth knights to do their fighting for them or use dragoth workers to delay their attackers while they escape. Adepts that are forced into combat typically cast powerful offensive spells enhanced by their breath weapon focus ability until they can escape.

Spells: A dragoth adept casts spells as a 5th-level sorcerer.

Breath Weapon Focus (Su): As with the dragoth knights, members of the adept caste have some chromatic dragon blood coursing through their veins—black, blue, green, red, or white. These colors represent the adept's inner nature and powers. Also, as with the dragoth knights, a select few adepts (5%) are called chromatic adepts and have the scale colorations of all five chromatic dragons, making them more powerful than their brethren.

Dragoth adepts have the ability to channel magical forces through their spells up to three times per day. When an adept mentally summons the focused energy and casts a spell, the spell is amplified as though the adept was using the Empower Spell metamagic feat. This only works if the spell's damage type is compatible with the adept's draconic heritage, as shown on the next page.



Dragoth Variety	Compatible Damage Type
Black/Green	Acid
Blue	Electricity
Red	Fire
White	Cold
Chromatic	Any of the above

Resistances (Ex): Dragoth adepts have resistances of 15 to the following damage types, depending upon their scale coloration: black or green: acid; blue: electricity; red: fire; white: cold. Chromatic adepts have resistance 15 to all these damage types.

DRAGOTH CHARACTERS

Most PC dragoth have left the Dragoth Barrens because they were banished or fled persecution. Others could just as easily be traveling incognito to scout new lands for their empire to invade. The favored class for dragoth characters is fighter for knights or workers and sorcerer for adepts.

A dragoth PC's effective character level (ECL) is its class level plus the appropriate modifier; worker +2, knight +6 (+8 for a chromatic knight), adept +12 (+15 for a chromatic adept). For example, a 1st-level worker fighter has an ECL of 3 and is the equivalent of a 3rd-level character.

DRAKES

Drakes are smaller cousins of the true dragons. They are less intelligent and lack most of the magical abilities possessed by their larger relatives, but they are incredibly adaptable, often forming symbiotic relationships with other intelligent creatures, such as humans. They serve their companions in various ways in exchange for food, protection, and an enduring friendship. It is suspected that drakes were magically created by a wizard to serve as assistants and have since escaped into the wild to reproduce.

Within each species of drake, individual personalities can vary a great deal. Just because courier drakes are generally very affectionate does not mean that an individual courier drake cannot be aloof and arrogant. Also, the bond between a drake and its companion can have a powerful effect on its personality over time as it picks up the mannerisms and habits of its companion.

Although drakes do not speak, they can communicate telepathically with each other and their companion using their mental bond ability.

THE DRAKE LIFE CYCLE

All drakes progress through four distinct stages of life, growing larger and more powerful at each stage. Adult drakes lay a clutch of three to six eggs every three years in the spring. Of these, only one or two hatchlings will survive, pushing the others out of the nest as they grow larger. After the young grow up, they leave their parents and begin laying clutches of their own until well into their second century of life.

Once a drake has become too old to breed, it begins to avoid others of its own kind, often seeking out a companion to bond with if it has not already done so. A drake may bond with another creature at any point in its development, but it will only form such a bond once during its life. If its companion is killed, a drake will pine away and die if left to its own devices.

DRAKE AGE CATEGORIES

	Category	Age (Years)
1	Hatchling	0–3
2	Adult	4–70
3	Old	71–150
4	Elder Drake	151–300

COMBAT

Larger drakes attack with their sharp claws and teeth, raking their opponent with their hindquarters whenever they get a secure grip with their front claws. Smaller drakes try to avoid entering combat, but use similar tactics if either they or their companion are threatened.

DRAKE FACE AND REACH

Drakes use the dragon face and reach chart.

DRAKE ATTACKS

Size	Bite	2 Claws	2 Rakes	Tail Slap
Diminutive	1d3	1d2	1d3	—
Tiny	1d4	1d3	1d4	—
Small	1d6	1d4	1d6	—
Medium-size	1d8	1d6	1d8	1d4
Large	2d6	1d8	2d6	1d6
Huge	2d8	2d6	2d8	1d8

Bite: Bite attacks deal the listed damage plus the drake's Strength bonus. Unlike dragons, drakes are not powerful enough to snatch opponents. Bite attacks use the full attack bonus.

Claw: Claw attacks deal the listed damage plus half the drake's Strength bonus (round down). Claw attacks are at -5 to the attack bonus.

Rake: Rake attacks deal the listed damage plus half the drake's Strength bonus (round down). Before a drake can use its rake attacks against an opponent, it must first hit that opponent with both of its claw attacks that round. Rake attacks are at -5 to the attack bonus.

Tail Slap: The drake can slap one opponent each round with its tail. A tail slap deals the listed damage plus 1 1/2 times the drake's Strength bonus (round down). Tail slaps are at -5 to the attack bonus.

Grappling: If grappled by another creature, a drake can retaliate with its bite, claw, and rake attacks. The claws do not need to hit for it to use its rake attack in this instance.

Immunities (Ex): All drakes are immune to sleep and paralysis effects. Some drakes may be immune to other forms of attack as well, as listed in their descriptions.

Keen Senses (Ex): A drake sees twice as well as a human in low-light or normal lighting conditions. It also has darkvision with a range of 50 feet per age category of the drake.

Mental Bond (Su): Drakes possess a

telepathic bond that lets them communicate with other members of their species. This ability is used to cry for help when in danger or to seek a mate. The maximum range this ability will reach is determined by its age category.

Occasionally, a drake finds another sentient creature that greatly impresses it in some fashion. When this happens, the drake may extend a mental invitation to that creature to become its companion. If the invitation is accepted, the drake and its companion are linked for life and the drake can use its mental bond to communicate with its new companion. In addition, each type of drake confers certain instincts to its companion through this link that give the companion a competence bonus in a certain skill. The extent of this bonus is equal to twice the drake's age category and is only granted when the drake and its companion are within telepathic range of each other.

DRAKE MENTAL BOND STRENGTH

Age Category	Telepathy Range (feet)	Skill Bonus
Hatchling	500	+2
Adult	1,000	+4
Old	2,000	+6
Elder Drake	1 mile	+8

An individual can only bond with one drake of any type at a time.

Skills: All drakes start with (6 + Int mod) skill points per Hit Die and purchase the following skills at 1 rank per Hit Die: Climb, Jump, Listen, Search, and Spot. Remaining points are typically spent on physical skills, like Swim, rather than skills like Diplomacy.

Feats: All drakes have one feat, plus an additional feat per 4 HD. Drakes favor the following feats: Alertness, Combat Reflexes, Improved Initiative, and Weapon Focus (claw or bite). Drakes can also choose from the following dragon feats (see MM, Dragons): Flyby Attack, Hover, and Wingover.

DRAKE OVERLAND MOVEMENT

Drakes have been bred for incredible endurance and suitability as pack animals and steeds. As a result, drakes only check for subdual damage once every two hours when attempting a hustle or forced march (see PHB, Chapter 9, Movement). In addition, they receive a +4 Strength bonus for purposes of computing carrying capacity (see PHB, Chapter 9, Carrying Capacity).

COURIER DRAKES BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save
Hatchling	T	3d12+3 (22)	13 (+2 size, +1 natural), touch 12, flat-footed 13	+5	+4	+3	+3
Adult	S	5d12+5 (37)	15 (+1 size, +4 natural), touch 11, flat-footed 15	+7	+5	+4	+4
Old	S	7d12+7 (52)	17 (+1 size, +6 natural), touch 11, flat-footed 17	+9	+6	+5	+5
Elder Drake	M	9d12+18 (76)	18 (+8 natural), touch 10, flat-footed 18	+11	+8	+6	+6

COURIER DRAKE ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Hatchling	30 ft., fly 60 ft. (good)	11	10	12	6	10	6	Hidden mind, homing instinct
Adult	30 ft., fly 60 ft. (good)	12	10	13	7	10	7	Project memory
Old	30 ft., fly 60 ft. (good)	13	10	13	8	10	8	Read memory
Elder Drake	30 ft., fly 90 ft. (average)	14	10	14	9	10	9	Memory overload

DRAKE, COURIER

Dragon

Climate/Terrain: Any land

Organization: Solitary, pack (2–4)

Challenge Ratings: Hatchling 1; adult 2; old 3; elder drake 4

Treasure: None

Alignment: Neutral

Advancement: Hatchling 4 HD (Tiny); adult 6 HD (Small); old 8 HD (Small); elder drake 10 HD (Medium-size)

Courier drakes are tiny dragons with the ability to mentally project their memories into another being's mind.

Most courier drake are three feet long but can range anywhere from one to six feet in length, depending on its age. Its scales resemble gleaming pearls, and its deep black eyes lack pupils of any sort. The small tufts of hair on the drake's legs and chin conceal scent glands that it uses both to mark its territory and to attract a mate.

Although they originally used their memory projection ability to share travel routes and the location of food caches with one another, bonded courier drakes have become prized by powerful individuals as a way to reliably deliver messages over long distances in a short amount of time.

Courier drakes make loving and protective friends. A courier drake's bonded companion can often be identified by the faintly musky smell left behind by the drake's constant affectionate nuzzling.

COMBAT

Courier drakes will fight only in self-defense or to protect their bonded companion. In combat, an elder drake will use its memory overload ability first, following up with claw and bite attacks while its opponent is still stunned and reeling. Younger courier drakes simply attack with their claws and teeth from the air, taking advantage of their maneuverability and small size to harass their opponents in much the same way as a falcon might.



Bonded Skill (Ex): Courier drakes grant a competence bonus to their bonded companion's Intuit Direction checks equal to twice their age category. Courier drakes also receive this as a racial bonus to their own Intuit Direction checks.

Hidden Mind (Ex): A courier drake's mind cannot be read or detected through magical or psionic means. It is primarily this ability that makes courier drakes such trusted messengers. This ability will not protect against the read memory ability of a courier drake of a higher age category.

Homing Instinct (Ex): Once a courier drake has physically visited a location, it can unerringly find its way to that location from any other location it has visited.

Project Memory (Su): The courier drake can send a mental 'illusion' of one of its memories to another living creature within 30 ft. The memory includes all five senses. This could be used to illustrate a route the drake has traveled or to repeat a message spoken in the drake's presence, for instance. The courier drake can use this ability at will as a free action. This ability does not disorient or otherwise confuse the target, unlike the memory overload ability, below.

Courier drakes frequently use this ability to share travel routes with one another. A drake can find its way to a location it has viewed in the memories of another drake using its homing instinct ability.

Read Memory (Su): Once per day, the courier drake can invade another creature's mind and view one of its memories that is up to five minutes long. The creature must be within 30 ft. of the drake, and an unwilling target can make a Will save to keep the drake out of its memories (DC 10 + twice the drake's age category). Most courier drakes will not use this ability without an invitation, however, as they have found that members of other species greatly object to having their privacy violated in such a manner. Courier drakes typically don't understand what all the fuss is about but humor those around them regardless.

Memory Overload (Su): A courier drake can stun another creature within 30 ft. for 1d4+1 rounds by sending a barrage of confusing and painful memories. The target can make a Will save (DC 10 + twice the drake's age category) to avoid being stunned. The drake can use this ability twice per day and will only use it in dire circumstances, either to protect itself or its bonded companion.

DRAKE, GUARDIAN

Dragon

Climate/Terrain: Any temperate land

Organization: Solitary, pack (2–4), litter (1 adult plus 2–6 hatchlings)

Challenge Ratings: Hatchling 3; adult 6; old 8; elder drake 11

Treasure: None

Alignment: Neutral

Advancement: Hatchling 6 HD (Small); adult 8 HD (Medium-size); old 10 HD (Medium-size); elder drake 12–13 HD (Medium-size), 14–15 HD (Large)

Guardian drakes are empathic wolf-size dragons often used as guard dogs by nobles or other people in positions of power.

Guardian drakes have thick armor plates on their back. These plates are reddish-brown, gaining a silver highlight at the edges as the drake ages. It has a silvery mane of hair around its neck and its legs are lean and muscular. In general, the creature has a weird, otherworldly look to it that unnerves those unfamiliar with the species.

When a guardian bonds with another creature, it forms the most intense link with its companion of any species of drake. Indeed, a



GUARDIAN DRAKES BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save
Hatchling	S	5d12+5 (37)	15 (+1 size, +4 natural), touch 11, flat-footed 15	+7	+6	+5	+7
Adult	M	7d12+14 (59)	17 (+7 natural), touch 10, flat-footed 17	+9	+8	+6	+9
Old	M	9d12+18 (76)	19 (+9 natural), touch 10, flat-footed 19	+11	+9	+7	+11
Elder Drake	M	11d12+33 (104)	21 (+11 natural), touch 10, flat-footed 21	+14	+11	+8	+13

GUARDIAN DRAKE ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Hatchling	30 ft.	13	10	13	5	14	10	Fearless, fury, sense emotions
Adult	40 ft.	14	10	14	6	16	12	Scent
Old	40 ft.	15	10	15	7	18	14	Project fear
Elder Drake	40 ft.	16	10	16	8	20	16	Future sense

guardian drake will give its life for its companion without a second thought. Because of this, they are greatly treasured as bodyguards for young or sheltered nobility who lack the skills to defend themselves.

Guardian drakes have a limited form of empathy that they can use to sense when other creatures mean to do harm to their companion. This can be awkward in tense political situations, however, and a mistaken guardian drake attack has led to more than one war. Because of this, most countries ban guardian drakes from critical diplomatic meetings.

In the wild, unbonded guardians form hunting packs, using their empathic abilities to detect enemies that could threaten them or their hatchlings. Often, hunters will attempt to capture such packs, only to find that the drakes sensed them coming and have already left the area.

COMBAT

A guardian drake always acts to protect its bonded companion in combat, even at the cost of its own life. Commonly, it first uses its project fear ability to frighten off weaker foes that threaten its companion, then moves to intercept any enemies that have not panicked.

Bonded Skill (Su): Guardian drakes grant a competence bonus to their bonded companion's Sense Motive checks equal to twice their age category. Guardian drakes also receive this as a racial bonus to their own Sense Motive checks.

Fury (Ex): Any enemy that scores a critical hit on the drake's bonded companion immediately finds itself the recipient of the

guardian drake's full fury. The drake abandons its current activity to attack that enemy to the exclusion of all else until one or the other is dead. While this ability is active, the drake receives a +2 bonus to attack rolls against the targeted enemy and a -2 penalty to its AC. The drake may only be called off by its bonded companion, and then only if the companion succeeds at a Handle Animal check (DC 18).

Sense Emotions (Ex): A guardian drake can detect the basic drives and emotions of any creature within 30 feet that it can see. It can only sense a vague impression of what the creature is feeling—it cannot detect thoughts. An unwilling target may make a Will save (DC 10 + twice the guardian drake's age category) to shield his or her emotions from the guardian drake for 24 hours.

Fearless (Ex): A guardian drake is immune to all fear effects, both magical and non-magical.

Project Fear (Su): Once per round, as a free action, a guardian drake can project a strong feeling of terror onto another creature within 30 feet that it can see. The target must succeed at a Will save (DC 10 + twice the guardian drake's age category) or become panicked for 3d4 rounds. Whether or not the save succeeds, the target becomes immune to the guardian drake's project fear ability for 24 hours.

Future Sense (Su): Elder drake guardian drakes have a form of sixth sense that warns them when their companion is about to be placed in danger. This ability works like the *foresight* spell with the drake's bonded companion as the object of the spell, except that it is always active.

DRAKE, PLANAR

Dragon

Climate/Terrain: Any land

Organization: Solitary, pack (2–4)

Challenge Rating: Hatchling 6; adult 9; old 12; elder drake 15

Treasure: None

Alignment: Neutral

Advancement: Hatchling 10 HD (Medium-size); adult 12 HD (Medium-size); old 14 HD (Large); elder drake 16-18 HD (Large)

Planar drakes are draconic creatures with the innate ability to travel the planes. They are prized as steeds by adventurers who need to regularly visit other planes of existence.

A planar drake has sleek, graceful lines, shining green scales, and a large sapphire in the center of its forehead. This gem is the source of the creature's magical abilities and is sometimes called a "planar gem." A newborn planar drake's wings are too small to carry it, and it is only when the drake learns to use the magical energies in its planar gem that it becomes capable of flight. If removed or the planar drake dies, the sapphire turns to dust.

Planar drakes are often somewhat spoiled and mischievous. A planar drake's bonded companion is often the victim of the drake's low sense of humor. However, a drake will not willingly place its companion in danger. Thus, a planar drake will occasionally teleport away, leaving its companion faced with a long walk home, but it would never leave its companion alone on a dangerous plane.

COMBAT

A planar drake makes good use of its powers in combat, using its *blink* ability to stay out of harm's way while attacking with its bite and claws. Should the drake be obviously outmatched in a fight, it will use its other powers to flee, unless protecting its companion.

Bonded Skill (Su): Planar drakes grant a competence bonus to their companion's Ride checks equal to twice their age category. Also, once per day, if a planar drake's bonded companion is riding on the drake's back, the companion may reroll a failed Ride check.

Blink (Sp): A planar drake can use *blink* twice per day as a 20th-level sorcerer. This is a free action. The drake can also choose to affect its rider and any equipment the two are carrying with the spell.



Magical Flight (Su): A planar drake's ability to fly is a supernatural ability. If this ability is suppressed or dispelled, the drake can only glide (as a *feather fall* spell that affects the drake and its rider, except that the drake can travel forward 10 feet for every 5 feet it falls.)

Teleport Without Error (Sp): A planar drake can use *teleport without error* once per day as a 20th-level sorcerer. This is a free action. The drake can also choose to affect its rider and any equipment the two are carrying with the spell.

Ethereal Jaunt (Sp): A planar drake can use *ethereal jaunt* once every three days as a 20th-level sorcerer. The drake can also choose to affect its rider and any equipment the two are carrying with the spell.

Planar Adaptation (Su): The planar drake is immune to the damaging planar effects of any plane it visits. The drake can also choose to protect its rider and any equipment the two are carrying with this ability as long as its rider remains within 30 feet of the drake.

Plane Shift (Sp): Once per day, the planar drake can use *plane shift* as a 20th-level sorcerer. The drake can also choose to affect its rider and any equipment the two are carrying with the spell.

PLANAR DRAKES BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save
Hatchling	M	9d12+18 (76)	17 (+7 natural), touch 10, flat-footed 17	+11	+8	+6	+6
Adult	L	11d12+33 (104)	19 (-1 size, +10 natural), touch 9, flat-footed 19	+13	+10	+7	+7
Old	L	13d12+52 (136)	21 (-1 size, +12 natural), touch 9, flat-footed 21	+15	+12	+8	+8
Elder Drake	L	15d12+75 (172)	23 (-1 size, +14 natural), touch 9, flat-footed 23	+18	+14	+9	+9

PLANAR DRAKE ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Hatchling	40 ft.	15	10	15	7	10	6	<i>Blink</i>
Adult	40 ft., fly 120 ft. (poor)*	16	10	17	8	10	7	Magical flight, <i>teleport without error</i>
Old	40 ft., fly 120 ft. (poor)*	17	10	19	8	10	8	<i>Ethereal jaunt</i>
Elder Drake	40 ft., fly 120 ft. (poor)*	18	10	21	9	10	9	Planar adaptation, <i>plane shift</i>

DRAKE, SCOUT

Dragon

Climate/Terrain: Any land

Organization: Solitary, pack (2–4)

Challenge Ratings: Hatchlings 1; adult 3; old 5; elder drake 7

Treasure: None

Alignment: Neutral

Advancement: Hatchling 3 HD (Small); adult 5 HD (Small); old 7 HD (Small); elder drake 9–10 HD (Small)

Scout drakes are small draconic creatures that can blend into their surroundings. They are often used as lookouts by forest-dwelling races.

Scout drakes superficially resemble tiny copper dragons, although the comparison only lasts until the drake's chameleon skin blends in with its background. Once camouflaged, a drake looks like just another piece of scenery.

These drakes are well suited to military life. They enjoy a structured schedule and follow orders well. However, they lack initiative and have difficulty making decisions on their own—a task they usually turn over to their bonded companion at the earliest opportunity. Because of this, scout drakes make an excellent supplement to more traditional guards, but they are completely unsuitable as a replacement.

In the wild, unbonded scout drakes live in small packs. Each member of the pack has a carefully defined place in the pecking order of their small society. Stepping outside of this role usually means banishment for the unlucky individual. It is this structured lifestyle that makes scout drakes so good at obeying orders.

COMBAT

Unless they or their bonded companion are in mortal danger, scout drakes prefer to avoid combat as much as possible. If forced into it, they generally begin by using their *haste* ability, then attack with their bite and claw attacks. Ultimately, scout drakes are best used for hit and run assaults that rely on the enemy being too confused to put up much defense. Scout drakes are simply too fragile for a full scale frontal assault.



SCOUT DRAKES BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save
Hatchling	D	2d12 (13)	15 (+4 size, +1 Dex), touch 15, flat-footed 14	+4	+3	+4	+3
Adult	T	4d12+4 (30)	16 (+2 size, +4 natural), touch 12, flat-footed 16	+5	+5	+4	+4
Old	S	6d12+6 (45)	18 (+1 size, +7 natural), touch 11, flat-footed 18	+7	+6	+5	+5
Elder Drake	S	8d12+16 (68)	20 (+1 size, +9 natural), touch 11, flat-footed 20	+10	+8	+6	+6

SCOUT DRAKE ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Hatchling	30 ft., fly 60 ft. (good)	7	12	11	9	10	6	Chameleon skin
Adult	30 ft., fly 60 ft. (average)	9	11	12	10	10	7	Hidden mind
Old	30 ft., fly 60 ft. (average)	11	11	13	11	10	8	Scentless
Elder Drake	30 ft., fly 60 ft. (average)	13	10	14	12	10	9	Haste

Bonded Skill (Su): Scout drakes grant a competence bonus to their bonded companion's Wilderness Lore checks equal to twice their age category. Scout drakes also receive this as a racial bonus to their own Wilderness Lore checks.

Chameleon Skin (Ex): Scout drakes can blend into their surroundings. This gives them a +15 circumstance bonus to Hide checks.

Hidden Mind (Ex): A scout drake's mind cannot be read or detected through magical or psionic means. This ability will not protect against the read memory ability of a courier drake of a higher age category.

Scentless (Ex): A scout drake has no scent. It cannot be detected with the scent ability and cannot be tracked by scent.

Haste (Su): Once per day, the scout drake can use *haste* on itself as a 20th-level sorcerer.

DRAKE, WATCHER

Dragon

Climate/Terrain: Any land

Organization: Solitary, pack (2–4)

Challenge Ratings: Hatchling 1/2; adult 1; old 2; elder drake 3

Treasure: Standard

Alignment: Neutral

Advancement: elder drake 5+ HD (Small)

Watcher drakes are tiny drakes that bond to a companion as a group. They are often used as spies due to their ability to let their companion use their eyes and ears.

Watcher drakes resemble miniature bronze dragons, though they lack the back and tail ridges of their larger relatives. They have small, nimble claws that allow them to manip-

WATCHER DRAKES BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save
Hatchling	D	1d12 (6)	15 (+4 size, +1 Dex), touch 15, flat-footed 14	+3	+2	+3	+2
Adult	T	2d12+2 (15)	16 (+2 size, +4 natural), touch 12, flat-footed 16	+3	+4	+3	+3
Old	S	3d12+3 (22)	17 (+1 size, +6 natural), touch 11, flat-footed 17	+4	+4	+3	+4
Elder Drake	S	4d12+4 (30)	18 (+1 size, +7 natural), touch 11, flat-footed 18	+6	+5	+4	+5

WATCHER DRAKE ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities
Hatchling	30 ft., fly 60 ft. (good)	6	12	11	7	10	6	Group bond, long range bond
Adult	30 ft., fly 60 ft. (average)	8	11	12	8	11	7	Relay sight
Old	30 ft., fly 60 ft. (average)	10	11	13	9	12	8	Relay sound
Elder Drake	30 ft., fly 60 ft. (average)	12	10	13	10	13	9	Perfect bond

ulate objects with the dexterity of a human. Their scales are a dull mottled gray, allowing them to blend into many different types of scenery.

These drakes mostly see use as spies and observers. Since an entire clutch of eggs (anywhere from three to seven) typically bonds with a single companion, it isn't unusual for such an individual to rise to become the local spymaster or head thief. There have even been instances of blind or deaf companions using their bond with the drakes to overcome their handicap.

COMBAT

Watcher drakes only fight in self defense or to protect their companion. When forced to do so, they use their bite and claw attacks.

Bonded Skill (Su): Watcher drakes grant a competence bonus to their bonded companion's Gather Information checks equal to twice their age category. Watcher drakes also receive this as a racial bonus to their own Gather Information checks.

Group Bond (Su): Unlike other drakes, multiple watcher drakes can bond to a single companion. Only watcher drakes from the same clutch of eggs can share a bond in this fashion, so no one has bonded to more than seven watcher drakes at once.

Long Range Bond (Su): The maximum range on a watcher drake's bond with its companion is twice the normal range for its age category.

Relay Sight (Su): If a watcher drake is in range to use its mental bond, the drake's bonded companion may choose to look through the drake's eyes. This ability acts like a *clairaudience/clairvoyance* spell, transmitting what the drake sees to its companion, except that the effect lasts as long as the companion maintains concentration and lacks the ability to send sound.

Spot checks can be made through the link using the drake's skill, allowing the companion to benefit from its darkvision and keen senses.

Relay Sound (Su): The watcher drake can send sound as well as sight when using its relay sight ability.

Listen checks can be made through the link using the drake's skill, allowing the companion to benefit from its keen senses.

Perfect Bond (Su): The maximum range on the watcher drake's mental bond with its companion increases to four times the normal range for its age category. In addition, most things that would block a *clairaudience/clairvoyance* spell (such as lead sheeting or a *non-detection* spell) do not block the drake's relay sight and relay sound abilities. They can still be suppressed and dispelled as usual.





ENTROPIC DRAGON

Dragon (Chaos)

Climate/Terrain: Any land or underground.

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature, old, very old, ancient, wurm or great wurm: solitary, pair, or family (1–2 and 2–5 offspring).

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 9; young adult 12; adult 14; mature 17; old 19; very old 20; ancient 22 wurm 23; great wurm 25.

Treasure: Double standard.

Alignment: Always chaotic evil.

Advancement: Advancement: Wyrmling 7–8 HD (Small); very young 10–11 HD (Medium-size); young 11–12 HD (Medium-size); juvenile 16–17 (Large); young adult 19–20 HD (Large); adult 22–23 HD (Large); mature 25–26 HD (Huge); old 28–29 HD (Huge); very old 31–32 HD (Huge); ancient 34–35 (Gargantuan); wurm 37–38 (Gargantuan); great wurm 40+ HD (Colossal)

Often referred to as “decay dragons,” entropic dragons are capable of aging creatures and objects with their breath weapon—a blast of pure entropic energy.

Entropic dragons are covered with dull, metallic plates that show signs of rust and decay. Their teeth are often ragged or missing, and their wings have shredded membranes with little flesh on the bone. Even the strongest and most robust members of this species always appear to be in a state of decay, often leading their opponents to underestimate their formidable power. Despite the appearance of their wings, entropic dragons can fly quickly. Also, their rusty armor plating protects them far better than the scales of most of the chromatic dragons.

An entropic dragon’s breath weapon is designed to rejuvenate the creature. Whereas most animals eat and drink to replace vital nutrients and to help their cells regenerate, the entropic dragon simply collects all of the degenerative influences on its body and expels them through its mouth. As a result of this odd metabolic process entropic dragons do not need to eat or drink, though they may still do so if they wish.

ENTROPIC DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	S	6d12+6 (45)	17 (+1 size, +6 natural), touch 11, flat-footed 17	+8	+6	+5	+5	Entropy (14)	—	—
2	M	9d12+18 (76)	19 (+9 natural), touch 10, flat-footed 19	+11	+8	+6	+6	Entropy (16)	—	—
3	M	12d12+24 (102)	22 (+12 natural), touch 10, flat-footed 22	+15	+10	+8	+9	Entropy (18)	—	—
4	L	15d12+45 (142)	24 (-1 size, +15 natural), touch 9, flat-footed 24	+18	+12	+9	+11	Entropy (20)	—	—
5	L	18d12+72 (189)	27 (-1 size, +18 natural), touch 9, flat-footed 27	+23	+15	+11	+13	Entropy (23)	21	19
6	H	21d12+105 (241)	29 (-2 size, +21 natural), touch 8, flat-footed 29	+27	+17	+12	+15	Entropy (25)	23	21
7	H	24d12+120 (276)	32 (-2 size, +24 natural), touch 8, flat-footed 32	+31	+19	+14	+17	Entropy (27)	25	22
8	H	27d12+162 (337)	35 (-2 size, +27 natural), touch 8, flat-footed 35	+35	+21	+15	+19	Entropy (29)	27	24
9	H	30d12+180 (375)	38 (-2 size, +30 natural), touch 8, flat-footed 38	+39	+23	+17	+21	Entropy (31)	29	25
10	G	33d12+231 (445)	39 (-4 size, +33 natural), touch 6, flat-footed 39	+41	+25	+18	+23	Entropy (33)	31	27
11	G	36d12+288 (522)	42 (-4 size, +36 natural), touch 6, flat-footed 42	+45	+28	+20	+25	Entropy (36)	33	29
12	G	39d12+312 (565)	45 (-4 size, +39 natural), touch 6, flat-footed 45	+49	+29	+21	+27	Entropy (37)	35	31

ENTROPIC DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	40 ft., fly 100 ft. (average)	13	10	13	10	11	10	Chaos subtype, entropic life, immunities	—
2	40 ft., fly 150 ft. (poor)	15	10	15	10	11	10		—
3	40 ft., fly 150 ft. (poor)	17	10	15	12	13	12		—
4	40 ft., fly 150 ft. (poor)	19	10	17	14	15	14	<i>Corrupt water</i>	1st
5	40 ft., fly 150 ft. (poor)	23	10	19	14	15	14	Damage reduction 5/+1	3rd
6	40 ft., fly 150 ft. (poor)	27	10	21	16	17	16	Rusting touch	5th
7	40 ft., fly 150 ft. (poor)	29	10	21	16	17	16	Damage reduction 10/+1	7th
8	40 ft., fly 150 ft. (poor)	31	10	23	18	19	18	<i>Contagion</i>	9th
9	40 ft., fly 150 ft. (poor)	33	10	23	18	19	18	Damage reduction 15/+2	11th
10	40 ft., fly 200 ft. (clumsy)	35	10	25	20	21	20	<i>Move earth</i>	13th
11	40 ft., fly 200 ft. (clumsy)	37	10	27	20	21	20	Damage reduction 20/+3	15th
12	40 ft., fly 200 ft. (clumsy)	39	10	27	22	23	22	<i>Horrid wilting</i>	17th

The lair of an entropic dragon is filled with decayed, rotting material, thick layers of dust, and other detritus. Entropic dragons prefer to lair in caves or stone structures, since these are immune to their breath weapon, but they often stay close to large forests or other areas that they can target with their decaying blasts on a regular basis. Their lairs often harbor ghouls and ghosts that act as servants to the creature. Undead make perfect minions for the entropic dragon, as they can engage its enemies in hand-to-hand combat without being destroyed by their master's breath weapon.

Entropic dragons keep treasure like other breeds of dragon, but they are especially fond of collecting magic items and other objects that exhibit resistance to the dragon's breath, such

as gold or gems. Most entropic dragons create special niches within their lairs to store the magic items they acquire.

Entropic dragons speak Draconic.

COMBAT

Entropic dragons must regularly use their fearsome breath weapon in order to survive. As such, any living creatures that enter their domain will find themselves quickly under attack. Because of this, entropic dragons have acquired a reputation for being ferocious protectors of their territory and lairs. These dragons almost always open combat by breathing on as many opponents as possible, finishing off any surviving opponents with their other destructive abilities.

Breath Weapon (Su): Entropic dragons breathe a cone of decaying energy that affects almost everything it touches. Characters in the area effect age 1d4 years for every age category of the dragon. A successful Fortitude save halves the amount of aging caused. This accelerated aging causes the normal penalties of aging to accrue immediately, but affected beings do not gain any of the listed bonuses for jumping to a higher age category. Thus, a 30-year-old human who was suddenly aged to 45 years old would suffer a -1 penalty to his Strength, Constitution, and Dexterity, but he would not gain +1 to his Intelligence, Wisdom, and Charisma.

If a character fails his save, any object he is either wearing or carrying also suffers the effects of the aging. Objects affected in this manner take 2d4 points of damage per age category of the dragon, ignoring hardness. Magic items get a saving throw to avoid this damage altogether, but most mundane items are likely to be destroyed. Food will spoil, but water is unaffected. Items carried in backpacks, pouches, and other containers are spared the first blast of an entropic dragon's breath, but the containers themselves are likely to be destroyed unless they are made of clay, glass, or some other form of earth, crystal, or stone, which are immune to the aging effects of the attack.

Entropic Life (Su): Using its breath weapon serves to regenerate the entropic dragon and keep it alive. For every year it ages another creature using its entropic breath weapon, the dragon heals 1 hp, gaining any excess as temporary hit points.

Immunities (Ex): The entropic dragon is immune to disease.

Corrupt Water (Sp): Once per day the entropic dragon can stagnate 10 cubic feet of water, making it foul, undrinkable, and unable to support any animal or vegetable life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed at a Will save (DC equal to that of the dragon's frightful presence) or become fouled.

Rusting Touch (Ex): Any metallic item that touches an entropic dragon is affected by a *rusting grasp* spell. Unlike the spell, this ability also affects magic items, although they gain a Reflex save (DC 17) to avoid the effects.

Other Spell-Like Abilities: 3/day—*contagion, move earth*; 1/day—*horrid wilting*.

MOLTEN DRAGON

Dragon (Fire)

Climate/Terrain: Temperate and warm hills and mountains

Organization: Wyrmling, very young, juvenile, and young adult: Solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings: Wyrmling 2, very young 3, young 5, juvenile 6, young adult 9, adult 11, mature adult 13, old 15, very old 17, ancient 19, wyrm 20, great wyrm 21

Treasure: Double standard (nonflammables only)

Alignment: Always chaotic evil

Advancement: Wyrmling 4-5 HD (Small); very young 7-8 HD (Medium-size); young 10-11 HD (Large); juvenile 13-14 HD (Large); young adult 16-17 HD (Large); adult 19-20 HD (Huge); mature adult 22-23 HD (Huge); old 25-26 HD (Huge); very old 28-29 HD (Huge); ancient 31-32 HD (Gargantuan); wyrm 34-35 HD (Gargantuan); great wyrm 37+ HD (Gargantuan)

Molten dragons dwell in the boiling lava of active volcanoes, swimming in the liquid rock as an otter might play in a stream.



MOLTEN DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	S	3D12+3 (22)	18 (+1 size, +7 natural), touch 11, flat-footed 18	+5	+4	+2	+2	2d6 (12)	—	—
2	M	6D12+12 (51)	20 (+10 natural), touch 10, flat-footed 20	+9	+7	+4	+5	4d6 (15)	—	—
3	M	9D12+27 (85)	23 (+13 natural), touch 10, flat-footed 23	+12	+9	+5	+6	6d6 (17)	—	—
4	L	12d12+48 (126)	25 (-1 size, +16 natural), touch 9, flat-footed 25	+16	+12	+7	+9	8d6 (19)	—	—
5	L	15d12+75 (172)	28 (-1 size, +19 natural), touch 9, flat-footed 28	+20	+14	+8	+10	10d6 (22)	22	13
6	L	18d12+90 (207)	31 (-1 size, +22 natural), touch 9, flat-footed 31	+25	+16	+10	+13	12d6 (23)	20	14
7	L	21d12+126 (262)	34 (-1 size, +25 natural), touch 9, flat-footed 34	+30	+19	+11	+14	14d6 (26)	22	15
8	H	24d12+168 (324)	36 (-2 size, +28 natural), touch 8, flat-footed 36	+35	+22	+13	+16	16d6 (29)	24	16
9	H	27d12+216 (391)	39 (-2 size, +31 natural), touch 8, flat-footed 39	+39	+24	+14	+18	18d6 (31)	26	17
10	H	30d12+270 (465)	42 (-2 size, +34 natural), touch 8, flat-footed 42	+44	+27	+16	+20	20d6 (34)	28	18
11	G	33d12+330 (544)	43 (-4 size, +37 natural), touch 6, flat-footed 43	+48	+29	+17	+22	22d6 (36)	30	19
12	G	36d12+396 (630)	47 (-4 size, +40 natural), touch 6, flat-footed 47	+53	+32	+19	+24	24d6 (39)	33	20

Wyrmling molten dragons look like small, dragon-shaped rivulets of brilliant white-yellow lava. As they age, their fires dim somewhat and the outer rock becomes more visible. A great wyrm molten dragon resembles nothing so much as a congealed lump of lava or a rock outcropping that random natural forces gave a slightly draconic shape—until it moves. Then the massive armor plates split and blinding orange flame flares through the cracks. Finally, streams of liquid rock flow along its body, revealing its true form as it begins its attack.

Molten dragons are slightly smaller than most of their kin but possess extraordinary strength and toughness. They are poor spellcasters, learning no magic until very late in life, and even then considering it to be unreliable and unfit for common use.

Sadistic and vicious, molten dragons take a special delight in destroying any settlements near their mountains—after they've allowed them to grow to a suitable size. Like the volcanoes in which they dwell, a molten dragon may go “dormant” for years at a time, causing those nearby to believe the dragon has gone away or died. Decades or even centuries later, the dragon emerges from its liquid nest, spewing fiery destruction across the land.

These dragons make their lairs in active volcanoes or underground lava flows. Island

chains, which often contain many volcanoes, are among their most common habitats. Some molten dragons have set themselves up as gods on such islands, claiming to be “volcano spirits” and demanding sacrifices.

Molten dragons are poor flyers, so any specimens seen on the wing are probably close to their lair. A molten dragon spotted with no volcano nearby is either very lost, fleeing a powerful foe, or an omen of an impending volcanic eruption.

Underground, molten dragons can travel for hundreds of miles through buried lava flows, emerging from the subterranean realms to raid and feed before retreating. These hit and run tactics can make them an extremely difficult enemy to pin down for a fight.

Molten dragons love treasure as much as any dragon, but the nature of their lair makes the accumulation of such items very difficult. Most prefer jewels, which are extremely heat-resistant, while others seek out fireproof magical items. Scrolls and potions are never found in a molten dragon's lair.

COMBAT

Molten dragons use their breath weapon first, spraying a gout of lava in a cone at any targets before landing and attacking with tooth and claw. Molten dragons with spellcasting levels tend to focus on defensive

MOLTEN DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	40 ft., fly 80 ft. (poor), burrow 20 ft.	14	9	13	8	9	10	Fire subtype	—
2	40 ft., fly 80 ft. (poor), burrow 30 ft.	16	9	15	8	10	10		—
3	40 ft., fly 80 ft. (poor), burrow 30 ft.	16	9	17	8	10	10	Melt weapon	—
4	40 ft., fly 100 ft. (clumsy), burrow 30 ft.	19	9	19	10	12	12	DR 5/+1	—
5	40 ft., fly 100 ft. (clumsy), burrow 30 ft.	21	9	21	10	12	12		—
6	40 ft., fly 100 ft. (clumsy), burrow 30 ft.	25	9	21	10	14	12	DR 10/+2	—
7	40 ft., fly 100 ft. (clumsy), burrow 30 ft.	29	9	23	12	14	14	Call mephit	1st
8	40 ft., fly 150 ft. (clumsy), burrow 30 ft.	33	9	25	12	14	14	DR 15/+3	2nd
9	40 ft., fly 150 ft. (clumsy), burrow 30 ft.	35	9	27	14	16	16		3rd
10	40 ft., fly 200 ft. (clumsy), burrow 40 ft.	38	9	29	14	16	16	DR 20/+3	4th
11	40 ft., fly 200 ft. (clumsy), burrow 40 ft.	41	9	31	16	18	18	Earthquake	5th
12	40 ft., fly 200 ft. (clumsy), burrow 40 ft.	45	9	33	16	18	20	DR 25/+4	6th

magics, especially those that grant resistance to cold attacks. Stealth and subtlety are not their hallmarks—instead, they find pleasure in such things as the taste of their victims charring to ash as they are being eaten.

Breath Weapon (Su): A molten dragon has one breath weapon, a cone of lava expelled under great pressure. The damage from this attack is considered to be 1/2 fire and 1/2 bludgeoning, so resistance against fire alone is only partially effective.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Melt Weapon (Ex): Any weapon that strikes the dragon is likely to melt. The wielder must make a Reflex save (DC equal to the dragon's breath weapon save) or the weapon suffers 1d6 points of fire damage per age category of the dragon, ignoring hardness. Anyone who makes an unarmed or touch attack against a molten dragon must make a Reflex save (DC equal to the dragon's breath weapon save) or suffer 1d6 points of fire damage per age category of the dragon.

Call Mephit (Su): Once per day, the dragon can automatically summon 1d4 magma mephits.

Spell-Like Abilities: 1/day—*earthquake*.

NULL DRAGON

Huge Dragon

Hit Dice: 21d12+105 (241 hp)

Initiative: +3

Speed: 40 ft., burrow 40 ft.

AC: 23 (−1 Dex, −2 size, +16 natural), touch 7, flat-footed 22

Attacks: Bite +27 melee, 2 claws +22 melee, gore +22 melee

Damage: Bite 2d8+8, claw 2d6+4, gore 2d8+4

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Drain magic

Special Qualities: Blindsight 60 ft., nullification, resistance to magic weapons, sense magic, SR 25

Saves: Fort +17, Ref +11, Will +14

Abilities: Str 26, Dex 8, Con 20, Int 16, Wis 14, Cha 12

Skills: Bluff +22, Climb +29, Concentration +16, Diplomacy +11, Intimidate +10, Jump +20, Knowledge (arcana) +24, Listen +25, Scry +13, Search +24, Sense Motive +13, Spellcraft +24, Spot +25

Feats: Alertness, Cleave, Improved Initiative, Power Attack, Sunder

Climate/Terrain: Any land

Organization: Solitary, or family (1–2 adults, 3–4 young)

Challenge Rating: 17

Treasure: Double standard; no magic
Alignment: Usually neutral evil
Advancement Range: 22–27 HD (Huge),
 28–38 HD (Gargantuan), 39+ HD (Colossal)

Null dragons are horrible creatures who wander the world in search of magical items to feed their insatiable appetite for mystic energy.

Null dragons have a very bad reputation among mages, who fear their ability to destroy that which they work so hard to create. Powerful wizards often hire parties of adventurers to destroy such creatures when they wander close to the spellcaster's home.

Null dragons are squat and stout, bearing a faint resemblance to armadillos. They have powerful claws for digging, a hide thick enough to turn aside powerful physical attacks, and a long prehensile tongue. Although the creatures possess wings, these are far too small to allow the null dragons to fly.

Typically, null dragons are only found in areas of high magic levels, such as elven forests or near schools of wizardry. However, if they sense a large enough cache of magic, null dragons have been known to stalk prey for up to two weeks without resting.

Null dragons speak Draconic and a few speak Common.

COMBAT

Null dragons use their sense magic ability to determine the greatest concentration of magic in their vicinity (usually the character with the most active magic items) and attack it with their nullifying tongue. They generally only resort to physical attacks if they are confronted by a foe that can damage them, or if they run out of available magic to drain.

Drain Magic (Su): In place of its normal attacks, the null dragon can attempt to drain the magic from any magic item within 10 feet. The creature attacks the item with its tongue, which drains the magic from anything it hits at its highest base attack bonus. If the null dragon succeeds at a melee touch attack against the item, the object must make a Will save (DC 19) or be completely drained of magic. Drained items are only restorable by *wish* or *miracle*.

The null dragon gains a number of temporary hit points equal to five times the caster level of the item

drained. The creature can only gain hit points in this manner once per day, although it can use the drain magic ability up to once per round.

Nullification (Su): Any time the null dragon successfully makes a spell resistance check, it absorbs the essence of the spell that it resisted. The creature stores this power within itself, and once every 1d4 rounds it can expel it in a cone of raw magical force that deals 1d6 points of damage per spell level expended. The dragon can expend a maximum number of spell levels per use equal to its HD/2.

Should the null dragon ever absorb more than 30 levels of spells, it is immediately affected as if by a *slow* spell until it can release some of the energy. The *slow* effect lingers for 1d4 rounds after it expels enough magical energy to bring its total below 30 levels of spells.

Resistance to Magic Weapons (Ex): The null dragon's hide is protected against the damage caused by magical weapons, but it does relatively little against the ordinary variety. The creature gains damage reduction based on the power of the weapon that strikes it, as shown below. This damage reduction goes away immediately after the attack.

Weapon Bonus	Damage Reduction
+1	5/+2
+2	10/+3
+3	15/+4
+4	20/+5
+5 or greater	25/—

Sense Magic (Su): As a free action, the null dragon can sense magic in a radius of 300 ft., as per the *detect magic* spell. This ability can be used at will.



OCEANIC DRAGON

Dragon (Aquatic)

Climate/Terrain: Any aquatic

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature, old, very old, ancient, wyrm or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring).

Challenge Ratings: Wyrmling 2; very young 3; young 5; juvenile 7; young adult 10; adult 13; mature 15; old 17; very old 18; ancient 20; wyrm 22; great wyrm 24.

Treasure: Double Standard

Alignment: Always chaotic evil

Advancement: Wyrmling 7–8 HD (Small); very young 10–11 HD (Medium-size); young 13–14 HD (Medium-size); juvenile 16–17 (Large); young adult 19–20 HD (Large); adult 22–23 HD (Huge); mature 25–26 HD (Huge); old 28–29 HD (Huge); very old 31–32 HD (Huge); ancient 34–35 (Gargantuan); wyrm 37–38 (Gargantuan); great wyrm 40+ (Gargantuan)

Oceanic dragons are the undisputed masters of the seas. They are fast swimmers and deadly predators, with a fearsome array of physical capabilities and magical powers.



Oceanic dragons have long flowing projections that run the length of their bodies. Though they appear at first to be wings, these projections are actually raylike fins. They allow the dragon to move as swiftly through water as other dragons fly through the air. These dragons cannot fly themselves but they are capable of breaching the surface of the water at high speeds and leaping into the air for short periods of time.

The scales of wyrmlings are often brownish green in color. However, as the dragon ages, the scales on its back darken to a deep green or black, while the scales on its underbelly and the bottoms of its fins fade to almost a reflective white. The dark color makes the dragon difficult to spot from the surface, while the sparkling white allows it to blend in with the light from the water's surface when seen by those swimming below it. Oceanic dragons give off a thick, briny odor.

Oceanic dragons make lairs in sea caves, deepwater trenches, and even old shipwrecks. Some have been known to seize new vessels to increase the size of their lairs, laying them to rest alongside existing wrecks as their bodies and hoards grow in size. Some use *animate dead* spells to turn the dead crews into servitors and guardians of their lairs.

Oceanic dragons lay their eggs in the sandy bottom of the ocean floor. As few other creatures can withstand the incredible pressures of the depths, the eggs require little protection. As soon as an egg hatches, the newborn dragon knows how to swim and immediately begins to seek out prey. They feed mainly on large fish, seals, and sharks before graduating to giant squid and orcas.

Oceanic dragons can speak Aquatic and Draconic.

COMBAT

Oceanic dragons tend to carefully size up their prey before striking. Once a dragon has chosen its victim, its incredible speed usually allows it to take its prey by surprise. If the dragon is unable to seize its target on its first pass, or it is seeking two or more smaller prey, it will usually rely upon its vortex breath weapon to pull its prey towards its mouth.

Although it is capable of moving on land, it prefers to take its battles into the water. When dealing with opponents on the surface of the water, its favorite tactic is to dive deep and then swim towards the surface at a high speed. The dragon then breaches in order to use its claws

OCEANIC DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)*	Fear DC	SR
1	S	6d12+6 (45)	16 (+1 size, +5 natural), touch 11, flat-footed 16	+8	+6	+5	+5	2d6 (14)	—	—
2	M	9d12+18 (76)	18 (+8 natural) touch 10, flat-footed 18	+11	+8	+6	+6	4d6 (16)	—	—
3	M	12d12+24 (102)	21 (+11 natural) touch 10, flat-footed 21	+15	+10	+8	+9	6d6 (18)	—	—
4	L	15d12+45 (142)	23 (-1 size, +14 natural) touch 9, flat-footed 23	+18	+12	+9	+11	8d6 (20)	—	—
5	L	18d12+72 (189)	26 (-1 size, +17 natural) touch 9, flat-footed 26	+23	+15	+11	+13	10d6 (23)	21	19
6	H	21d12+105 (241)	28 (-2 size, +20 natural) touch 8, flat-footed 28	+27	+17	+12	+15	12d6 (25)	23	21
7	H	24d12+120 (276)	31 (-2 size, +23 natural) touch 8, flat-footed 31	+31	+19	+14	+17	14d6 (27)	25	22
8	H	27d12+162 (337)	34 (-2 size, +26 natural) touch 8, flat-footed 34	+35	+21	+15	+19	16d6 (29)	27	24
9	H	30d12+180 (375)	37 (-2 size, +29 natural) touch 8, flat-footed 37	+39	+23	+17	+21	18d6 (31)	29	25
10	G	33d12+231 (445)	38 (-4 size, +32 natural) touch 6, flat-footed 38	+41	+25	+18	+23	20d6 (33)	31	27
11	G	36d12+288 (522)	41 (-4 size, +35 natural) touch 6, flat-footed 41	+45	+28	+20	+25	22d6 (36)	33	29
12	G	39d12+312 (565)	44 (-4 size, +38 natural) touch 6, flat-footed 44	+49	+29	+21	+27	24d6 (37)	35	31

*Damage dealt by the vortex breath weapon is halved.

before crashing down on top of its opponent and dragging it underwater.

Breath Weapon (Su): An oceanic dragon has two forms of breath weapon, a cone of superheated steam or a cone of vortex.

Creatures one or more sizes smaller than the oceanic dragon take damage when caught in the vortex and may be swept up by it. An affected creature must make another Reflex save each round to escape the vortex (DC equal to the breath weapon's original DC). If the creature fails its save, it is immediately pulled five feet closer to the oceanic dragon's mouth. The creature still takes damage, but can leave the area of the vortex if the save is successful. The vortex lasts one round for every three age categories of the dragon, but always lasts for at least one round. The oceanic dragon uses the cone of steam breath weapon when above water, and the cone of vortex when below it.

Breach (Ex): The dragon can breach the surface of the water and leap into the air. A breach is like a charge, but the swimming creature must move a minimum of 50 feet underwater before it can breach.

To breach, the dragon must swim towards

the surface of the water in a straight line for a minimum of 50 feet. Once the dragon reaches the surface of the water, it continues to travel through the air a distance equal to one-fifth of the distance that it swam. For instance, if an oceanic dragon swam 150 feet toward the surface, it would breach the surface of the water and leap 30 feet through the air. The dragon may use a run action while breaching, provided it swims in a straight line. An oceanic dragon may take one partial action either before or after breaking the surface of the water as part of the breach action. Once the dragon has breached and is in the air, it continues in the same general direction that it was traveling when it breached. The dragon has no control over its direction or orientation.

The dragon can only make claw attacks while in midair, but these deal double damage.

Immunities (Ex): Oceanic dragons are immune to all electricity-based attacks.

Capsize (Ex): An oceanic dragon surfacing under a boat may capsize the vessel depending upon the size of both the vessel and the dragon. Dragons that are Large or smaller cannot capsize a vessel.

OCEANIC DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	40 ft., swim 100 ft.	13	10	13	10	11	10	Breach, immunities	—
2	40 ft., swim 150 ft.	15	10	15	10	11	10		—
3	40 ft., swim 150 ft.	17	10	15	12	13	12		—
4	40 ft., swim 150 ft.	19	10	17	14	15	14	<i>Create water</i>	1st
5	40 ft., swim 150 ft.	23	10	19	14	15	14	Damage reduction 5/+1	3rd
6	40 ft., swim 150 ft.	27	10	21	16	17	16	Capsize, <i>gust of wind</i>	5th
7	40 ft., swim 150 ft.	29	10	21	16	17	16	Damage reduction 10/+1	7th
8	40 ft., swim 150 ft.	31	10	23	18	19	18	<i>Solid fog</i>	9th
9	40 ft., swim 150 ft.	33	10	23	18	19	18	Damage reduction 15/+2	11th
10	40 ft., swim 200 ft.	35	10	25	20	21	20	<i>Control water</i>	13th
11	40 ft., swim 200 ft.	37	10	27	20	21	20	Damage reduction 20/+3	15th
12	40 ft., swim 200 ft.	39	10	27	22	23	22	Charm aquatic animals	17th

*Can also cast cleric spells and those from the Animal, Evil and Water domains as arcane spells.

A Huge oceanic dragon surfacing under a vessel less than 20 feet long capsizes the vessel 95% of the time. It has 50% chance to capsize a vessel from 20 feet to 60 feet long and a 20% chance to capsize longer vessels.

A Gargantuan oceanic dragon surfacing under a vessel less than 30 feet long capsizes the vessel 95% of the time. It has 50% chance to capsize a vessel from 30 feet to 90 feet long and a 20% chance to capsize longer vessels.

A Colossal oceanic dragon surfacing under a vessel less than 40 feet long capsizes the vessel 95% of the time. It has 50% chance to capsize a vessel from 40 feet to 120 feet long and a 20% chance to capsize longer vessels.

Charm Aquatic Animals (Sp): An oceanic dragon can use this ability three times per day. It operates as a *mass charm* spell that works only on aquatic animals. The dragon can communicate with any charmed animals as though casting a *speak with animals* spell.

Other Spell-like Abilities: 3/day—*create water* and *gust of wind*; 1/day—*control water* and *solid fog*.

NEW DRAGON FEAT

Swim-By Attack [General]

The dragon can attack while swimming or breaching.

Prerequisite: Swim Speed

Benefit: While swimming, the dragon can take a move action (including a breach) and another partial action at any time during the move. The dragon cannot take a second move action during the same round that it makes a swim-by attack.

Normal: Without this feat, the dragon takes a partial action either before or after its move.

REEF DRAGON

Dragon (Aquatic)

Climate/Terrain: Any aquatic

Organization: Wyrmling: swarm (3–18); very young: cluster (2–12); juvenile and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary

Challenge Ratings: Wyrmling 1, very young 2, young 3, juvenile 5, young adult 7, adult 9, mature adult 12, old 14, very old 15, ancient 17, wyrm 18, great wyrm 20

Treasure: Double standard

Alignment: Always neutral good

Advancement: Very young 3 HD (Tiny); young 5–6 HD (Small); juvenile 8–9 HD (Medium-Size); young adult 11–12 HD (Medium-Size); adult 14–15 HD (Large); mature adult 17–18 HD (Large); old 20–21 HD (Huge); very old 23–26 HD (Huge); ancient 28–29 HD (Gargantuan); wyrm 31–37 HD (Gargantuan); great wyrm 39+ HD (Colossal)

Reef dragons are among the smaller and weaker of the true dragons, but they tend to make up for a lack of physical power with magical skill, cunning, and allies.

Newly-hatched reef dragons are extremely vulnerable. Unlike most other dragon species, there is no parental care given to the wyrmlings; they must survive on their own. For this reason, the cluster of hatchlings tends to stick together during the first few months of life, as the group can fight off foes that would be lethal to an individual. From this, reef dragons learn a lesson while young that most drag-

REEF DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	D	1d12+0 (6)	16 (+4 size, +2 natural), touch 14, flat-footed 15	+3	+2	+2	+2	1d6 (10)	—	—
2	T	2d12+2 (15)	16 (+2 size, +4 natural), touch 12, flat-footed 16	+4	+3	+3	+3	2d6 (12)	—	—
3	S	4d12+4 (30)	20 (+1 size, +9 natural), touch 11, flat-footed 20	+6	+4	+4	+4	3d6 (13)	—	—
4	M	7d12+14 (59)	25 (+15 natural), touch 10, flat-footed 25	+9	+5	+5	+5	4d6 (15)	—	—
5	M	10d12+20 (85)	30 (+20 natural), touch 10, flat-footed 30	+12	+7	+7	+7	5d6 (17)	18	17
6	L	13d12+39 (123)	34 (-1 size, +25 natural), touch 9, flat-footed 34	+16	+8	+8	+8	6d6 (19)	19	19
7	L	16d12+48 (152)	39 (-1 size, +30 natural), touch 9, flat-footed 39	+19	+10	+10	+10	7d6 (21)	22	20
8	H	19d12+95 (218)	43 (-2 size, +35 natural), touch 8, flat-footed 43	+25	+11	+11	+11	8d6 (24)	24	23
9	H	22d12+110 (253)	48 (-2 size, +40 natural), touch 8, flat-footed 48	+28	+13	+13	+13	9d6 (26)	26	24
10	G	27d12+189 (364)	54 (-4 size, +48 natural), touch 6, flat-footed 54	+35	+15	+15	+15	10d6 (30)	29	27
11	G	30d12+210 (405)	62 (-4 size, +56 natural), touch 6, flat-footed 62	+38	+17	+17	+17	11d6 (32)	31	28
12	C	38d12+342 (589)	62 (-8 size, +64 natural), touch 2, flat-footed 62	+46	+21	+21	+21	12d6 (34)	36	31

ons never learn at all—cooperation. While their food needs tend to require that older reef dragons stake out territory that will not be shared, their early lessons in the benefits of working



well with others remain. Reef dragons are among the most gregarious of the draconic species and often form stable, mutually beneficial relationships with merfolk or reef elf communities. (More details on these cultures can be found in the *Seafarer's Handbook*).

Upon hatching, reef dragons resemble pallid white worms with a flowing dorsal fin that resembles a mane. They have large, pinkish eyes. As they age, they begin to grow an outer shell of coral, granting them a considerable defensive mechanism against sea predators. An ancient or older reef dragon can easily be mistaken for part of the reef until it chooses to reveal itself. The coral that encrusts the reef dragon is alive, and it supports a number of other creatures as well.

Reef dragons usually strike out in search of their own territory by the time they are juveniles. At this point, about three-fourths of their littermates are dead, and the survivors are strong enough to swim through strange waters in search of a home. Reef dragons will settle in reefs that are not inhabited by other intelligent beings but prefer to find those with thriving sea elf, merfolk, or triton colonies. They avoid sahuagin and deal with locathah only if there are no better options. When such a reef is found, the dragon will offer its protection and support to the inhabitants in return for a large area of the reef declared to be his

REEF DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	15 ft., Swim 90 ft.	7	10	11	10	12	10		—
2	15 ft., Swim 90 ft.	11	10	12	12	12	12		1st
3	15 ft., Swim 90 ft.	12	10	12	12	14	12	Symbiote I	3rd
4	15 ft., Swim 90 ft.	14	10	14	14	14	14		5th
5	15 ft., Swim 120 ft.	14	10	14	16	16	16	Damage reduction 5/+1	7th
6	15 ft., Swim 120 ft.	18	10	16	16	16	16	Symbiote II	9th
7	15 ft., Swim 120 ft.	18	10	16	18	18	18		11th
8	20 ft., Swim 120 ft.	26	10	20	20	18	20		13th
9	20 ft., Swim 120 ft.	26	10	20	22	20	20	Damage reduction 10/+2	15th
10	20 ft., Swim 150 ft.	34	10	24	24	22	22	Symbiote III	17th
11	20 ft., Swim 150 ft.	34	10	24	26	24	22	<i>Tsunami</i>	19th
12	20 ft., Swim 150 ft.	42	10	28	28	26	24	Damage reduction 20/+3	20th

territory. These requests are usually honored, since most undersea races greatly respect reef dragons and enjoy having one nearby.

Reef dragons are very much in-tune with their homes and the surrounding waters. They are keenly aware of the complex machinery of nature and strive to live as a part of the surrounding world, rather than (as most dragons) the undisputed overlord of it. This is not to say that reef dragons are unwilling to use their powers when needed or that they are totally free of draconic arrogance. Rather, that arrogance tends to take other forms than pure self-aggrandizement; a reef dragon is likely, as it ages, to become the self-elected protector of its territory, controlling the spread of local undersea communities, harassing or even attacking fishing boats, and otherwise asserting its dominance in this fashion. Many reef dragons take class levels in druid.

Reef dragons can speak Aquatic and Draconic.

COMBAT

Reef dragons will initiate combat only against those perceived as threats to themselves or the balance of their home. They will also attack evil subsurface races, especially sahuagin, on sight.

If they have decided to attack and are as yet undetected (or not yet perceived to be a threat), they will use their considerable magical powers to enhance their speed and to confuse and disable their foes, then use their most potent offensive spell before moving in to melee range. Reef dragons typically do not call upon their allies for assistance unless they truly find themselves in dire straits. They

see it as their duty to attend to threats to their home reef personally. To do otherwise is a shameful show of weakness in front of the very creatures the reef dragon has agreed to protect.

Breath Weapon (Ex): Reef dragons breathe a cone of grit—a mix of ground coral, sand, bone, shell shards, and other hard matter, which is filtered out of the water by the dragon and then stored until needed. In addition to dealing piercing damage, all those caught within the cone must make a Fort save or be blinded for 1d6 rounds as the countless tiny particles tear into their eyes. Creatures that are wearing protective eye gear or who lack eyes automatically succeed at this save. The reef dragon can use this breath weapon both below and above water.

Symbiote (Ex): Reef dragons have countless living creatures inhabiting the coral that grows on their bodies. Most of these are innocuous and inoffensive creatures—tiny fish, small, brightly colored worms, and so on. A small number, though, are of considerably greater power. These creatures often enter into a mutually beneficial relationship with their host. Once per day, a reef dragon can cast *summon nature's ally II* as a druid of 3rd level, though only aquatic animals can be summoned in this fashion.

Symbiote II (Ex): As symbiote, except that the reef dragon can cast *summon nature's ally IV* as a druid of 9th level.

Symbiote III (Ex): As symbiote, except that the reef dragon can cast *summon nature's ally VIII* as a druid of 17th level.

Tsunami: One time per day, the reef dragon can cast *tsunami* as a 19th-level sorcerer.

REVENANT DRAGON

Dragons are among the most powerful and resilient creatures in existence. They have no natural predators and generally die only at the hands of adventurers or other dragons. Often this comes in the form of a retributive strike, either by a dragon whose territory has been invaded or by a party of humanoids come to slay the vicious beast terrorizing their homelands. Sometimes, however, a dragon is killed in cold blood while defending her eggs, or in some other unnecessary or unjust fashion. When this happens, the result is often the creation of a revenant dragon.

Revenant dragons appear as they did in life, though they are often pale and emaciated. Sometimes, the weapon that slew the beast is still lodged in place. The revenant dragon's face is constantly twisted in rage.

Revenant dragons speak any languages they knew in life.

CREATING A REVENANT DRAGON

“Revenant” is a template that may be added to any dragon. The creature (referred to hereafter as the “base creature”) must have a Charisma score of at least 12. The dragon's creature type changes to “undead.” It otherwise uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Revenant dragons are even tougher than their living counterparts, gaining four additional Hit Dice.

Speed: Revenant dragons are slower on the ground and in the air than they were in life. They lose 10 ft. from their base ground speed and 20 ft. from their flying, swimming, and burrowing speeds, if any. In addition, the base creature's maneuverability is reduced by one step, to a minimum of “clumsy”.

Attacks: Same as the base creature.

Damage: Same as the base creature.

Special Attacks: The revenant dragon retains all of the special attacks of the base creature as well as the following:

Breath Weapon (Su): The revenant dragon gains a new breath weapon, a cone of holy (good dragon) or unholy (evil dragon) energy that deals damage equal to the breath weapon of its base creature or 2d8 per age category, whichever is higher. The revenant may choose which breath weapon to use each time it breathes, but it must still wait the normal



amount of time between blasts.

Special Qualities: A revenant dragon has all the special qualities of the base creature and those listed below. In addition, the revenant dragon gains the “undead” type.

Turn Resistance (Ex): The revenant dragon has +4 turn resistance.

Damage Reduction (Ex): A revenant dragon gains damage reduction 5/+1. If the base creature already had damage reduction, increase it by 5, and increase the type of weapon needed to negate the ability by one step (from silver to +1, +1 to +2, etc.).

Fast Healing (Ex): A revenant dragon gains fast healing 10.

Resistance to Energy (Ex): Revenant dragons are immune to cold and have fire and electricity resistance 15.

Saves: The base creature's saves are each increased by +2.

Abilities: Revenant dragons have no Constitution score. They gain +2 Str, -2 Dex, and +4 Cha.

Feats: Same as base creature.

Climate/Terrain: Same as base creature.

Organization: Same as base creature.

Challenge Rating: As base creature +3.

Treasure: Double standard.

Alignment: As base creature.

RIFT DRAGON

Dragon (Aquatic, Cold, Fire)

Climate/Terrain: Aquatic

Organization: Always solitary

Challenge Ratings: Wyrmling 2, very young 3, young 5, juvenile 6, young adult 9, adult 10, mature adult 12, old 14, very old 16, ancient 17, wyrm 18, great wyrm 19

Treasure: Double Standard

Alignment: Always chaotic neutral

Advancement: Wyrmling 7–8 HD (Small); very young 10–11 HD (Medium-size); young 13–14 HD (Medium-size); juvenile 16–17 HD (Large); young adult 19–20 HD (Large); adult 22–23 HD (Huge); mature adult 25–26 HD (Huge); old 28–29 HD (Huge); very old 31–32 HD (Huge); ancient 34–35 HD (Gargantuan); wyrm 37–38 HD (Gargantuan); great wyrm 40+ HD (Gargantuan)

Rift dragons are draconic beings of fire and ice that live in the deepest trenches of the oceans near volcanic vents.

Rift dragons are among the strangest creatures known. They are considered dragons because of their form and abilities and because



they seem to follow the life cycle of dragons—almost. There is a theory among the few sages who have studied the many species of dragons that the draconic form, like the humanoid one, is a metaphysical abstraction that shapes energy to be like itself—this is why elemental beings, which evolved to meet wholly different conditions than those which exist in the material world, still look human, and why such things as rift dragons exist.

Rift dragons do not hatch from eggs, do not have parents, and do not mate. They form spontaneously at the great undersea rifts, places where extreme temperatures and extreme pressure meet, cracking open the barriers between realities. Opposing energies join and flow, constantly colliding, and sometimes there is a spark of life that creates a rift dragon.

The rift dragon has the general outline and build of a dragon, though longer, with fins that are feathery wisps and a body that seems half made up of its thin, flat tail. Despite its graceful and serpentine build, the rift dragon is heavily armored with dull, smoky black plates. As it moves, the heavy plates part, and raging fire is seen beneath them. Nonetheless, the dragon itself is cold to the touch unless it is using its elemental aura ability.

Rift dragons are intelligent but highly mercurial creatures, having few things in common with other undersea life and even less with surface visitors. They are built from conflicting forces and are thus conflicted themselves, often changing moods and motivations at random. Some scholars say there is an underlying pattern to their actions, if only it can be discovered; others claim that rift dragons are utterly mad, the strange circumstances of their birth condemning them to an existence of insanity. Certainly, talking to one can be maddening in itself—a conversation may be proceeding almost sanely for several minutes when suddenly the dragon will issue a total nonsequiter and either swim away without a word or attack with blind fury.

Rift dragons live in the rich waters surrounding the vents where they were born but are capable of prolonged voyages away from them. They have the entirety of the cold, silent realms of the abyssal ocean to rule over, with sprawls of territory that put the hunting grounds of most land-based dragons to shame. As greedy as any other dragon, they plunder shipwrecks, deep drow communities, and wandering tribes of deep merfolk with abandon. In instances where communities spring up near a

RIFT DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	M	6D12+6 (45)	21 (+11 natural) touch 10, flat-footed 21	+8	+6	+5	+6	2d6 (14)	—	—
2	M	9D12+18 (76)	23 (+13 natural) touch 10, flat-footed 23	+12	+8	+6	+7	4d6 (16)	—	—
3	L	12D12+36 (114)	24 (-1 size, +15 natural) touch 9, flat-footed 24	+14	+11	+8	+10	6d6 (19)	—	—
4	L	15d12+60 (157)	26 (-1 size, +17 natural) touch 9, flat-footed 26	+18	+13	+9	+12	8d6 (21)	—	—
5	L	18d12+90 (207)	28 (-1 size, +19 natural) touch 9, flat-footed 28	+22	+16	+11	+14	10d6 (23)	22	20
6	L	21d12+126 (262)	30 (-1 size, +21 natural) touch 9, flat-footed 30	+27	+17	+12	+16	12d6 (25)	23	21
7	H	24d12+189 (345)	31 (-1 size, +23 natural) touch 9, flat-footed 31	+32	+20	+14	+19	14d6 (28)	26	23
8	H	27d12+168 (324)	33 (-2 size, +25 natural) touch 8, flat-footed 33	+36	+22	+15	+20	16d6 (30)	27	25
9	H	30d12+240 (435)	35 (-2 size, +27 natural) touch 8, flat-footed 35	+40	+25	+17	+23	18d6 (33)	30	27
10	G	33d12+297 (511)	37 (-2 size, +29 natural) touch 8, flat-footed 37	+45	+27	+18	+24	20d6 (35)	32	29
11	G	36d12+360 (594)	37 (-4 size, +31 natural) touch 6, flat-footed 37	+47	+30	+20	+27	22d6 (38)	34	31
12	G	39d12+429 (682)	39 (-4 size, +33 natural) touch 6, flat-footed 39	+52	+32	+21	+29	24d6 (40)	36	33

RIFT DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	Swim 75 ft.	14	11	12	11	13	10	Fire, cold subtype, insane	—
2	Swim 75 ft.	16	11	14	11	13	12		—
3	Swim 75 ft.	16	11	16	13	15	12	Elemental aura	—
4	Swim 90 ft.	19	11	18	13	17	14	Elemental spawn I	1st
5	Swim 90 ft.	21	11	20	15	17	16	Damage reduction 5/+1	3rd
6	Swim 90 ft.	25	11	20	17	19	16	<i>Confusion</i>	5th
7	Swim 120 ft.	29	11	22	17	21	18	Elemental spawn II	7th
8	Swim 120 ft.	33	11	24	19	21	18	Damage reduction 10/+2	9th
9	Swim 120 ft.	35	11	26	21	23	20		11th
10	Swim 150 ft.	38	11	28	21	25	22	Damage reduction 15/+3, elemental spawn III	13th
11	Swim 150 ft.	41	11	30	23	25	22	<i>Feeblemind</i>	15th
12	Swim 200 ft.	45	11	32	25	27	24	Damage reduction 20/+4, <i>elemental swarm</i>	17th

rift dragon's home, the two often come to some accommodation where the dragon accepts regular tribute, but the chaotic nature of the rift dragon means such bargains are tenuous at best.

COMBAT

Rift dragons sometimes go to great lengths to avoid conflict, even against clearly inferior

opponents. At other times, they will attack obviously superior foes with savage fury, asking and giving no quarter. It is best when dealing with a rift dragon to assume it will attack at any moment, but not to strike pre-emptively unless victory is absolutely assured. In combat, rift dragons will use their breath to weaken or kill as many foes as possible, then tear at a single target with teeth and claws.

Fire And Cold Subtype: The rift dragon is one of the few, perhaps the only, creature that has both of these subtypes. This grants it immunity to both fire and cold. It does not, therefore, take extra damage from either attack type, but it is considered to be both types for all other purposes, eg., a spell that can command cold creatures will affect the rift dragon, and a spell providing protection from all fire type creatures will likewise be effective against it.

Breath Weapon (Su): The rift dragon has two breath weapons. Both take the form of cones. The first is a cone of superheated water, that does fire damage and the second is a cone of supercold water, far below the temperature of ice but magically kept liquid, which does cold damage.

Insane (Ex): Rift dragons exhibit the erratic and bizarre behavior that is characteristic to many forms of insanity. Each round, roll on the chart below to determine the creature's behavior for that round.

1d10 Behavior

- 1-3 Dragon flies into a rage.
- 4-7 Dragon behaves rationally.
- 8-10 Dragon does nothing.

Elemental Aura (Ex): The rift dragon can surround itself with either boiling or freezing water once per day for 2d6 rounds. Anyone entering this aura (which extends five feet from the dragon in all directions) takes 2d6 points of damage of the appropriate type for every three age categories of the dragon (minimum 2d6).

Elemental Spawn I (Su): The rift dragon is a living elemental vortex. Once per day, it can summon 1d4 Medium-size fire or water elementals.

Confusion (Sp): Talking to a rift dragon can be mind-boggling. Three times a day, a rift dragon can say or do something so unexpected and strange that it confuses all witnesses as a *confusion* spell cast by an 8th-level sorcerer.

Elemental Spawn II (Su): As elemental spawn I, except that the elementals are Large.

Elemental Spawn III (Su): As elemental spawn I, except that the elementals are Huge.

Feeblemind (Sp): The rift dragon can turn the force of its own bizarre world view on a target, casting *feeblemind* once per day as a 10th-level sorcerer.

Elemental Swarm (Sp): The rift dragon may cast *elemental swarm* as an 18th-level druid. Only water or fire elementals may be summoned.

ROT DRAGON

Undead

Skills: Rot dragons gain skills as true dragons, starting with 6 skill points per Hit Die, plus bonus points equal to their Intelligence modifier x HD. Rot dragons select from the same skills favored by their living kin.

Feats: Rot dragons gain feats as true dragons, starting with one feat plus an additional feat per 4 HD. Dragons favor the same feats as their living kin.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Ratings: Wyrmling 1; very young 3; young 5; juvenile 7; young adult 9; adult 12; mature adult 14; old 17; very old 18; ancient 20; wyrm 21; ancient wyrm 23

Treasure: Standard

Alignment: Always chaotic evil

Advancement: Wyrmling 3 HD (Tiny); very young 5-6 HD (Small); young 8 HD (Medium-size); juvenile 10 HD (Medium-size); young adult 12-14 HD (Large); adult 16-18 HD (Large); mature adult 20 HD (Huge); old 22 HD (Huge); very old 24 HD (Huge); ancient 26 HD (Huge); wyrm 27 HD (Gargantuan); ancient wyrm 30+ HD (Gargantuan)

Even dragons can have nightmares. For many, their nightmares manifest in the form of the rot dragon. According to draconic legend, the first of these undead monstrosities was created countless millennia ago, when an ancient dragon spellcaster attempted to transform itself into an undead creature not unlike a lich. The ritual failed. Rather than grant the dragon a measure of immortality, the magic called into being a mass of writhing, spectral parasites that burrowed into the old wyrm's flesh and made his will their own. The plague has slowly spread from dragon to dragon since that day.

The shape of a rot dragon's horns or the hue of its scales may hint at what the dragon's species may have been in life, but the dragon's body invariably shrivels and warps in the violent passage to undeath. Its wings lie in tatters and its decomposing flesh hangs limp from its bones. Rents in the rot dragon's hide reveal bloated, leaking entrails that continually writhe and pulsate with the motion of the luminous, spectral worms that drive it ever onward.

A rot dragon knows nothing but misery and pain. In the end, it exists solely to spread its otherworldly parasites to new hosts. Even

ROT DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	T	2d12 (13)	19 (+2 size, +7 natural), touch 12, flat-footed 19	+4	+0	+0	+5	1 (12)	12	—
2	S	4d12 (26)	21 (+1 size, +10 natural), touch 11, flat-footed 21	+5	+1	+1	+7	1d2 (13)	13	—
3	M	7d12 (45)	23 (+13 natural), touch 10, flat-footed 23	+6	+2	+2	+8	1d3 (15)	15	—
4	M	9d12 (58)	26 (+16 natural), touch 10, flat-footed 26	+8	+3	+3	+10	1d3 (17)	17	—
5	L	11d12 (71)	28 (-1 size, +19 natural), touch 9, flat-footed 28	+9	+3	+3	+11	1d4 (18)	18	19
6	L	15d12 (97)	31 (-1 size, +22 natural), touch 9, flat-footed 31	+13	+5	+5	+14	1d4 (21)	21	21
7	H	19d12 (123)	33 (-2 size, +25 natural), touch 8, flat-footed 3	+16	+6	+6	+16	1d6 (23)	23	22
8	H	21d12 (136)	36 (-2 size, +28 natural), touch 8, flat-footed 36	+18	+7	+7	+18	1d8 (25)	25	24
9	H	23d12 (149)	39 (-2 size, +31 natural), touch 8, flat-footed 39	+20	+7	+7	+19	2d6 (26)	26	25
10	H	25d12 (162)	42 (-2 size, +34 natural), touch 8, flat-footed 42	+22	+8	+8	+21	2d8 (28)	28	27
11	G	27d12 (175)	43 (-4 size, +37 natural), touch 6, flat-footed 43	+22	+9	+9	+22	4d6 (29)	29	29
12	G	29d12 (188)	46 (-4 size, +40 natural), touch 6, flat-footed 46	+27	+9	+9	+24	4d8 (32)	32	31

worse, most rot dragons retain the malign cunning they need to successfully pursue this goal.

Rot dragons no longer grow in size once they pass into undeath; the age categories below reflect dragons that were of different ages when transformed.

Rot dragons seldom speak, but they understand both Abyssal and Draconic.

COMBAT

A rot dragon's first priority is to spread its hideous parasites, always focusing its attacks on living dragons before moving on to any other foes. Rot dragons have all the natural attacks of true dragons, inflicting damage as a dragon of their size. Although a rot dragon's wings are too degraded to sustain flight, the rot dragon can still use them to slam foes.

Breath Weapon (Su): A rot dragon has one kind of breath weapon, vomiting forth a cone of the parasitic worms that riddle its flesh. These worms are semi-corporeal, passing through all armor, cover, and non-living matter but burrowing into the flesh of any living creatures they contact. The worms deal a number of points of Constitution drain as determined by the rot dragon's age category. Opponents can make a Fortitude save to suffer only half this drain. The spectral worms can exist outside of a suitable host only for a few seconds, usually dissolving moments after inflicting their drain.

Create Spawn (Su): The corpse of any true dragon slain by a rot dragon's breath weapon shrivels and warps as the spectral worms spread throughout their new host. The corpse rises as a new rot dragon after 1d4 days unless *dispel evil* is cast on the corpse before the transformation is complete. The new rot dragon uses the slain dragon's age category, but the transformation is so destructive that the creature does not otherwise possess any of the abilities it had in life. Spawn are under the command of the rot dragon that created them and remain enslaved until its death.

Fear Aura (Su): Rot dragons can radiate an aura of fear as a free action. All living creatures within a radius of 30 feet × the rot dragon's age category are subject to the effect. A potentially affected creature that succeeds at a Will save remains immune to that rot dragon's fear aura for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Spells: A rot dragon knows and casts arcane spells as a sorcerer of the level indicated, gaining bonus spells for a high Charisma score. Most of a rot dragon's spells are drawn from the school of Necromancy.

Stench (Ex): Rot dragons are continually awash in a putrescent stench. All living creatures within (10 feet per age

ROT DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	40 ft., climb 20 ft.	12	10	—	10	15	13	Stench, fear aura, turn resistance +2	—
2	40 ft., climb 20 ft.	14	10	—	10	17	13	Turn resistance +3	—
3	40 ft., climb 20 ft.	16	10	—	12	17	15		—
4	40 ft., climb 20 ft.	18	10	—	14	19	17	Turn resistance +4	—
5	40 ft., climb 20 ft.	20	10	—	14	19	17	Damage reduction 5/+1	—
6	40 ft., climb 20 ft.	24	10	—	16	21	19	Turn resistance +5	1st
7	40 ft., climb 20 ft.	28	10	—	16	21	19	Damage reduction 10/+1	3rd
8	40 ft., climb 20 ft.	30	10	—	18	23	21	Turn resistance +6	5th
9	40 ft., climb 20 ft.	32	10	—	18	23	21	Damage reduction 15/+2	7th
10	40 ft., climb 20 ft.	34	10	—	20	25	23	Turn resistance +7	9th
11	40 ft., climb 20 ft.	36	10	—	20	25	23	Damage reduction 20/+3	11th
12	40 ft., climb 20 ft.	38	10	—	22	27	25	Turn resistance +8	13th

category) of a rot dragon must succeed at a Fortitude save or be overcome with nausea. This nausea lasts for 10 rounds and deals 1d6 points of temporary Strength damage. The saving throw has a DC of 10 + 1/2 the rot dragon's HD + the rot dragon's Charisma modifier.

Ethereal Duality (Su): The spectral worms infesting a rot dragon partially draw its decomposing flesh into the Ethereal Plane. Because of this, a rot dragon's natural attacks and breath weapon can affect ethereal opponents as if the rot dragon itself were ethereal.

Undead Traits: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



SKULKING DRAGON

Medium-Size Dragon**Hit Dice:** 10d12+10 (75 hp)**Initiative:** +6**Speed:** 60 ft., swim 30 ft.**AC:** 17 (+2 Dex, +5 natural), touch 10, flat-footed 15**Attacks:** 2 claws +12 melee, bite +7 melee**Damage:** Claw 1d8+2, bite 1d6+1**Face/Reach:** 5 ft. by 5 ft./5 ft**Special Attacks:** Breath weapon, pounce, improved grab, rake 1d8+1**Special Qualities:** Disease immunity, spider climb, scent**Saves:** Fort +8, Ref +9, Will +9**Abilities:** Str 14, Dex 15, Con 12, Int 9, Wis 14, Cha 8**Skills:** Balance +5, Escape Artist +8, Hide +14, Listen +9, Move Silently +12, Spot +12, Wilderness Lore +8**Feats:** Alertness, Improved Initiative, Track**Climate/Terrain:** Temperate land, marsh or underground**Organization:** Solitary, pair, gang (2–5), pack (6–11)**Challenge Rating:** 7**Treasure:** Double standard**Alignment:** Usually chaotic evil

The skulking dragon is a man-size, intelligent dragon that hunts in packs. Sometimes these beasts find their way into the slums or sewers of large cities, often with tragic results.

Skulking dragons are sleek lizards with powerful legs and daggerlike claws. Crafty and intelligent hunters, they lurk in the shadows, waiting for prey. Often a victim doesn't even realize it's being stalked until it catches a reflective glint off the dragons' deep red eyes.

Skulking dragons stand only about four and a half feet tall, but are nearly seven feet long from snout to tail. Skulking dragons are marked by a musky smell similar to tar or oil. The territories of larger packs are usually thick with the odor.

Skulking dragons are one of the few dragons that are encountered just as often in urban areas as in the wilderness. Alone or hunting in packs, a skulking dragon's quick speed and sharp claws make it a deadly predator.

It is not unusual to find packs of these creatures roaming the sewers and back alleys of major cities where food sources, treasure, and hiding places are plentiful. Skulking dragons are also well adapted for hunting in natural caves and caverns where their swimming and climbing abilities serve them well. There have even been tales of skulking dragons making their way up from the sewers, threatening those in the city slums. Much to their dismay, city dwellers soon find that skulking dragons are cunning, elusive, and swift. Worse, they display an almost feline delight in toying with their prey before striking the killing blow.

Like their larger cousins, skulking dragons tend to amass treasure. Although they tend to hunt in packs, individuals keep personal treasure hoards. These hoards are well hidden within a pack's territory, often secured under piles of debris or muck, concealing them well both from intruders and other members of the pack. Treasure found by the pack is divided up in accordance with the rules of the pack, with stronger, more aggressive pack members keeping the largest shares of the spoils.

Although immune to all diseases, skulking dragons can serve as carriers of certain diseases if they dwell in unclean areas. Slumber dragons that reside in the sewers of major cities are likely to inflict diseases, such as filth fever, upon those they injure.

Skulking dragons speak Draconic and some very intelligent individuals have also been known to speak Common.

COMBAT

Skulking dragons prefer to hunt in packs. Once the pack has chosen its prey, a few members will often shadow the target and drive them into a dead end where the remainder of the pack lies hidden in the shadows or under the water in ambush. If the pack lies in a body of water, the shadowing dragon will employ its steam breath weapon to drive the target into the water and the awaiting jaws of the pack. In



smaller numbers, skulking dragons generally stick to the shadows, ambushing their prey with a sudden attack. If a lone skulking dragon is surprised, it will try to use its breath weapon to cover its escape. It will then try to warn others of its kind and attempt to regroup with them.

Breath Weapon (Su): Cloud of superheated steam 10 feet high, 15 feet wide and 30 feet long, every 1d4 rounds, 8d6 points of fire damage, Reflex half DC 16.

Pounce (Ex): If a skulking dragon leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the skulking dragon must hit with a claw or bite attack. If it gets a hold, it can rake.

Rake (Ex): A skulking dragon that gets a hold can make two rake attacks (+12 melee) with its hind legs for 1d8+1 points of damage each. If a skulking dragon pounces on an opponent, it can also rake.

Disease Immunity (Ex): A skulking dragon is immune to all natural, extraordinary, and supernatural diseases. However, skulking dragons are often carriers of diseases.

Stonewalking (Ex): A skulking dragon can climb as though using the *spider climb* spell, but the surface the dragon climbs must be stone. It is always in effect.

TOME LIZARD

Tiny Dragon

Hit Dice: 3d12+4 (23 hp)

Speed: 30 ft., fly 60 ft., climb 15 ft.

Initiative: +2

AC: 17 (+2 size, +2 Dex, +3 natural), touch 12, flat-footed 15

Attacks: Bite +7 melee, 2 claws +0 melee

Damage: Bite 1d4, claw 1d3

Face/Reach: 2 1/2 ft. by 2 1/2 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Fire immunity, scent

Saves: Fort +3, Reflex +5, Will +5

Abilities: Str 11, Dex 15, Con 12, Int 2, Wis 14, Cha 8

Skills: Balance +5, Escape Artist +5, Hide +5, Listen +7, Move Silently +5, Spot +7

Feats: Alertness, Weapon Finesse (bite)

Climate/Terrain: Any land or underground

Organization: Solitary, pair, gang (3–5) or colony (6–20)

Challenge Rating: 2

Treasure: No coins; no goods; triple items (books and scrolls only)

Alignment: Usually neutral

Advancement: 4–6 HD (Tiny); 7–9 HD (Small)

Tome lizards are small flying lizards that seem drawn to libraries and other collections of literary works. This odd attraction has made them both valued guardians and destructive pests.

Tome lizards are easily identified by their bulging eyes and flickering tongue. They possess dexterous claws like a raccoon that assist the dragons in climbing walls and bookshelves. Tome lizards grow to be about three feet in length and usually exude a musty odor.

Although the creatures apparently lack the intelligence to read, they nevertheless seek out literary collections, both large and small. Once a suitable location has been chosen, the creature gathers various tomes that serve both as lining for its nest and as a food source. The nesting process is quite destructive to the books. Some nesting books will have pages removed, while others will have certain passages scorched or covered in a thick black ink that the creature also uses as a breath weapon. The exact criteria that the tome lizard uses to select the books for its nest are unknown. In one recorded instance, a tome lizard had selected only gnomish engineering texts for its nest, leaving other books, including



dwarven texts on the same topic, untouched. In another case, a nest was found composed entirely of elven poetry. In still other instances, the books seemed to have been gathered completely at random.

Due to the creatures' destructive tendencies, many wizards and scholars tend to kill tome lizards on sight. Indeed, they often delight in using the creature's ink for their more prominent works. Books written with tome lizard ink have proven to be highly resistant to the ravages of time and magic spells.

Tome lizards are rarely encountered outside of urban areas. There have been a few reported sightings of individual tome lizards climbing trees in forests outside of towns, but in nearly every instance an individual has come forward claiming ownership of the creatures. Scholars believe that either a wizard or some forgotten god who favored ignorance to knowledge magically created these creatures.

Vengeful apprentices and crafty criminals sometimes capture tome lizards and release them within libraries that house a despised master's works or a constable's detailed criminal records. Still others have tried to domesticate the creatures to employ them as the guardians of precious books. These endeavors have met with varying degrees of success. The small size, nimbleness, and ferocity of tome

lizards make them a nasty surprise for would-be book thieves. However, more than one keeper has employed a tome lizard only to discover months later that the creature's nest now includes a portion of his prized collection.

COMBAT

Once a tome lizard has chosen a collection in which to nest, it becomes quite protective of the surrounding books. Any creature that appears to be a vandal or a thief makes a suitable target. The tome lizard moves to a high vantage point and waits in ambush. It tries to blind its target with its ink breath weapon before driving its opponent away with its bite or fiery breath. Tome lizards are careful not to harm the books they have chosen to protect with their breath weapons.

Breath Weapon (Su): A tome lizard has two forms of breath weapon, a line of fire or a line of ink. The line of fire does 1d6 points of fire damage and is 15 feet long, five feet wide, and five feet high. Creatures within the line of fire may make a Reflex save (DC 13) for half damage. The line of ink is 15 feet long, five feet wide, and five feet high. Creatures within the line of ink must make a Reflex save (DC 13) or be blinded for 1d4 rounds. Anything hit with the ink breath weapon is covered in a thick black substance. Scrolls, books, or other written materials that are covered with this ink are rendered illegible. The tome lizard's ink can only be removed by fire or through the use of magic, though it will fade from flesh over the course of one week.

Books or scrolls written in tome lizard ink receive a +2 circumstance bonus to any saves they make. The ink is extremely durable and hard to obscure, even using magic.

Skills: Tome lizards receive a +8 racial bonus to Hide checks.

TOME LIZARDS AS FAMILIARS

In spite of its destructive nature, a tome lizard can make a good familiar. Tome lizards will only accept a wizard as their master, since they share the lizard's love and respect for books.

A tome lizard familiar grants its master no special ability, but it adopts the wizard's spellbook as a favored tome and protects it jealously from thieves. However, each time a new spell is added to the book after character creation, there is a 5% chance that the tome lizard takes a strong dislike to it and destroys the pages it is on.

VERMIN DRAGON

Dragon (Electricity)

Climate/Terrain: Any land or underground.

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature, old, very old, ancient, wurm or great wurm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings: Wyrmling 2; very young 3; young 4; juvenile 7; young adult 10; adult 12; mature 15; old 17; very old 18; ancient 20 wurm 21; great wurm 23.

Treasure: Double standard.

Alignment: Usually neutral evil.

Advancement: Advancement: Wyrmling 6-7 HD (Small); very young 9-10 HD (Medium-size); young 12-13 HD (Medium-size); juvenile 15-16 (Large); young adult 18-19 HD (Large); adult 21-22 HD (Large); mature 24-25 HD (Huge); old 27-28 HD (Huge); very old 30-31 HD (Huge); ancient 33-34 (Gargantuan); wurm 36-37 (Gargantuan); great wurm 39+ HD (Gargantuan).

Vermin dragons are a brutish hybrid of a blue dragon and several species of arachnid.

These dragons share the traits of a number of vermin, including scorpions and spiders, leading many sages to suggest that they are not dragons at all. Adventurers that have faced the creatures in combat refute this argument, however. They point to the traits that vermin dragons share with other dragons, such as breath weapons, innate magical ability, and vicious natural attacks. To date, the issue remains unresolved.

Vermin dragons hunt much like a spider, finding a suitable target and capturing it in thick layers of webbing before injecting it with venom so it can be eaten. Even the smallest of these creatures hunt sheep, deer, and humans, with larger species often attacking whole caravans or large creatures such as griffons or even other dragons. They spend most of their time hunting, as the electrical energy their bodies generates is a constant drain on their resources.

The lair of a vermin dragon is filled with the bones of its victims and old bits of webbing. The floor is often stained by the creature's poison and webbing, both of which lightly sear the stone of its cave. The creatures try to lair near a forest or other area with an abundant food source, and they have been known to make their homes near

VERMIN DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	S	5d12+10 (42)	16 (+1 size, +5 natural), touch 11, flat-footed 16	+8	+6	+4	+4	Web (13)	—	—
2	M	8d12+16 (68)	18 (+8 natural), touch 10, flat-footed 18	+11	+8	+6	+6	Web (16)	—	—
3	M	11d12+33 (104)	21 (+11 natural), touch 10, flat-footed 21	+15	+10	+7	+8	Web (17)	—	—
4	L	14d12+56 (147)	23 (-1 size, +14 natural), touch 9, flat-footed 23	+19	+13	+9	+11	Web (20)	—	—
5	L	17d12+85 (195)	26 (-1 size, +17 natural), touch 9, flat-footed 26	+24	+15	+10	+12	Web (22)	20	20
6	H	20d12+100 (230)	28 (-2 size, +20 natural), touch 8, flat-footed 28	+27	+17	+12	+15	Web (25)	22	21
7	H	23d12+138 (287)	31 (-2 size, +23 natural), touch 8, flat-footed 31	+31	+19	+13	+16	Web (26)	24	23
8	H	26d12+156 (325)	34 (-2 size, +26 natural), touch 8, flat-footed 34	+35	+21	+15	+19	Web (29)	26	24
9	H	29d12+203 (391)	37 (-2 size, +29 natural), touch 8, flat-footed 37	+39	+23	+16	+20	Web (30)	28	26
10	G	32d12+256 (464)	38 (-4 size, +32 natural), touch 6, flat-footed 38	+41	+26	+18	+23	Web (33)	30	28
11	G	35d12+280 (507)	41 (-4 size, +35 natural), touch 6, flat-footed 41	+45	+27	+19	+24	Web (35)	32	29
12	G	38d12+342 (589)	44 (-4 size, +38 natural), touch 6, flat-footed 44	+49	+30	+21	+27	Web (37)	34	31

large settlements where they can pick off domesticated animals and travelers at will.

Vermin dragons have no real love for any specific treasure, and they generally arrange it in an enticing way so as to lure potential meals into their lair. Clever vermin dragons will even place treasure outside of their cave in order to catch the attention of passersby, hoping that their prey's natural curiosity and greed will lead them into the dragon's clutches.

Vermin dragons speak Draconic and Common.

COMBAT

Vermin dragons prefer to begin combat by trapping as many opponents as possible in their web, and then using their electric stinger to damage multiple targets. If its opponents seem resistant to this attack or manage to free themselves from the webbing, then the creature charges into combat using its fearsome claw attacks to disable its enemies. Vermin dragons have a different array of attacks than standard dragons, as shown on the vermin dragon attack table on the next page.

Breath Weapon (Su): Vermin dragons breathe a cone of sticky webbing that they use to trap their enemies before closing into melee.

The dragon itself is unaffected by the webbing and may move through it normally. All creatures caught within the area of effect

must make a Reflex save or be stuck as if trapped by a *web* spell. Movement in or through an area of webbing is similar to the spell as well. The dragon's webbing lasts for one minute before falling to the ground, dry and brittle. Like a spider, a vermin dragon can move through its web at its climb speed and can determine the exact location of any creature touching the web.

A vermin dragon's webbing is an excellent conductor of electricity. Any electrical damage directed into the webbing is dealt to all creatures within 5 feet of its point of origin for each die of damage dealt.

Improved Grab (Ex): If the dragon hits an opponent with a pincer attack it may attempt to start a grapple as a free action without provoking an attack of opportunity. The vermin dragon may only use its bite and stinger against grappled creatures, but it gains a +4 circumstance bonus to its attack rolls against such foes. In addition, grappled foes automatically suffer damage from the vermin dragon's shock shield each round if that ability is active.

Electric Stinger (Ex): Three times per day as a free action, the vermin dragon can cause its stinger to deliver a powerful jolt of electricity. It may decide to use this ability after it strikes a foe with its stinger, in which case the target takes an additional 1d4 points of electricity damage per age category. The target is

VERMIN DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	30 ft., climb 80 ft.	15	10	15	8	11	8	Electricity subtype	—
2	40 ft., climb 80 ft.	17	10	15	10	11	10		—
3	40 ft., climb 80 ft.	19	10	17	12	13	12		—
4	50 ft., climb 80 ft.	23	10	19	12	15	12	Shock shield	—
5	50 ft., climb 80 ft.	27	10	21	14	15	14	Damage reduction 10/+1	—
6	60 ft., climb 80 ft.	29	10	21	14	17	14		—
7	60 ft., climb 80 ft.	31	10	23	16	17	16	Damage reduction 15/+2	—
8	60 ft., climb 80 ft.	33	10	23	16	19	16	Obscuring mist	1st
9	60 ft., climb 80 ft.	35	10	25	18	19	18	Damage reduction 20/+3	3rd
10	60 ft., climb 80 ft.	37	10	27	18	21	18	Lightning bolt	5th
11	60 ft., climb 80 ft.	39	10	27	20	21	20	Damage reduction 30/+3	7th
12	60 ft., climb 80 ft.	41	10	29	20	23	20	Giant vermin	9th

VERMIN DRAGON ATTACKS

Size	1 Bite	2 Pincers	4 Claws	1 Tail Stinger	1 Crush	Poison DC	Initial and Secondary Damage*
Small	1d6	1d4	1d3	1d4 and poison	—	11	1d2 Dex
Medium-size	1d8	1d6	1d4	1d6 and poison	—	13	1d3 Dex
Large	2d6	1d8	1d6	1d8 and poison	—	16	1d4 Dex
Huge	2d8	2d6	1d8	2d6 and poison	2d8	18	1d6 Dex
Gargantuan	4d6	2d8	2d6	2d8 and poison	4d6	26	1d8 Dex

*All damage is temporary ability damage.

not allowed a saving throw to reduce this damage.

A vermin dragon will often touch its stinger to its webbing and discharge this ability, causing damage to several creatures instead of just one. This still counts as one use of the dragon's electric stinger ability, and affects creatures within 5 feet per dragon age category.



Shock Shield (Sp): Three times per day as a standard action, the vermin dragon can cause its body to audibly buzz with electricity (+4 circumstance bonus to all Listen checks to detect the dragon's presence). Any creature that touches the dragon with a metallic weapon or who is wearing metallic armor while touching the creature suffers 1d4 points of electricity damage per age category of the dragon. A successful Reflex save (DC 10 + the dragon's age category) halves this damage. This ability lasts for one minute when activated.

If the dragon has its shock shield active when it enters its webbing, water, or another electrically conductive substance, the ability is completely discharged, expending one of the dragon's three uses for the day. When this happens, all creatures within 5 feet per age category of the dragon are affected as if they touched the dragon while wearing metallic armor.

Poison (Ex): A vermin dragon's powerful bite also carries a potent poison that erodes a target's ability to control his muscles. Often, a vermin will bite an opponent until it is helpless, and then leave it hanging in its web to be eaten later. The effects of the poison are outlined on the vermin dragon attack table.

Immunities (Ex): The vermin dragon is immune to electricity.

Other Spell-Like Abilities: 3/day—*lightning bolt*, *obscuring mist*; 1/day—*giant vermin*.



WASTE RUNNER

Large Dragon

Hit Dice: 8d12+40 (92 hp)

Initiative: +2

Speed: 60 ft.

AC: 19 (+2 Dex, -1 size, +8 natural), touch 11, flat-footed 17

Attacks: Bite +11

Damage: Bite 2d6+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Qualities: Burst of speed, environmental adaptation

Saves: Fort +10, Ref +8, Will +7

Abilities: Str 18, Dex 14, Con 18, Int 6, Wis 12, Cha 10

Skills: Jump +10, Hide +6*, Listen +11, Sense Motive +6, Spot +11

Feats: Alertness, Endurance, Run

Climate/Terrain: Any land

Organization: Solitary, pair, or herd (6–20)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral

Advancement Range: 9–18 HD (Large), 19–24 HD (Huge)

Waste runners are large two-legged dragons often used as steeds in inhospitable areas due to their ability to ignore extremes of temperature.

Waste runners appear to be a wingless species of wyvern, save for their vestigial horns and the lack of a scorpion's sting on their tail. Their coloration varies widely, changing to match the waste runner's surroundings over time.

Waste runners are closer to normal beasts than most dragons, but their draconic heritage is evident in the strange adaptations they manifest. They often serve as steeds for intelligent humanoids who spend the time to bond with a herd rather than destroy it out of fear or hunger. These creatures make excellent companions, especially in harsh climates where they can survive much more easily than a horse or other mundane steed.

COMBAT

Waste runners prefer to flee combat rather than fight, but when they are cornered they use their natural reach and powerful jaws to deliver bone-crushing bites.

Burst of Speed (Ex): Three times per day for up to one minute each, the waste runner can boost its base speed to 100 ft., allowing it to escape enemies or aid allies in need.

Environmental Adaptation (Ex): Waste runners are amazingly adaptable to a variety of environments. They are immune to the subdual damage caused by extreme cold and heat, and their coloration blends into their surroundings, allowing them to hide easier.

In addition, a waste runner has either fire or cold resistance 10, depending on its surroundings. If it lives in a moderate climate, determine its resistance randomly. A waste runner that enters a new environment and does not have the appropriate resistance will develop it within two days, losing its former resistance in favor of the new one. During this time, the runner's coloration is easily seen against the new surroundings, making it difficult for the creature to hide.

Skills: *A waste runner receives a +4 circumstance bonus to all Hide checks made when its environmental adaptation ability has adjusted to its current surroundings. However, this becomes a -4 penalty when the waste runner enters a new type of terrain. This penalty lasts until the waste runner has had a chance to adapt to the new terrain.

WATCH WYRM

Huge Dragon

Hit Dice: 6d12+6 (45 hp)

Initiative: +1 (Dex)

Speed: 50 ft.

AC: 15 (-2 size, +1 Dex, +6 natural)

Attacks: 2 stings +8 melee, 2 bites +6 melee, 2 wings +6 melee; or 2 claws +8 melee

Damage: Sting 1d4+2 and poison, bite 2d6+1, wing 1d6+1; or claw 1d4+2

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Poison, catalytic poison

Special Qualities: Keen senses, scent

Saves: Fort +6, Ref +6, Will +9

Abilities: Str 15, Dex 12, Con 13, Int 9, Wis 18, Cha 12

Skills: Hide +4, Listen +14*, Search +6, Spot +14*

Feats: Alertness, Multiattack

Climate/Terrain: Temperate and warm desert, hill, and mountains

Organization: Solitary or pair

Challenge Rating: 7

Treasure: Standard

Alignment: Usually neutral

Advancement: 7–9 HD (Huge); 10–18 HD (Gargantuan)

Watch wyrms are a strange offshoot of the wyvern, most easily distinguished from their more common kin by their lack of wings, twin heads, and two long, scorpion-like tails.

Watch wyrms have dappled scales that are usually the color of rust, allowing them to blend in with the arid desert peaks and ridges they call home. Watch wyrms are fierce hunters and extremely territorial. When not actively hunting, a watch wurm perches motionless on top of a tall sand dune, relying on its extraordinarily sharp senses to monitor the valleys and plains below. It tirelessly searches for the slightest noise or motion, its heads sleeping in shifts to ensure that nothing escapes its attention.

Watch wyrms are slightly smaller and more slender than the common breed of wyvern, but they are considerably more intelligent as well. Most watch wyrms speak Draconic. When they can actually be persuaded to speak, they bark out brief threats and phrases, with the heads finishing each other's statements. Some canny desert inhabitants are rumored to have bargained with watch wyrms to recruit one of the violent creatures as an invaluable sentry for their stronghold.

COMBAT

Watch wyrms are highly aggressive hunters. When a watch wurm detects prey or an interloper, it races to intercept, tackling its victim before jabbing the hapless creature with its stingers. Each of a watch wurm's two stingers produces distinctly different poisons. Each is dangerous enough alone, but when both poisons meet in a single creature's heart, they combine to form a lethal venom that can instantly congeal the doomed victim's blood.

After making a quick meal of its prey, the watch wurm returns to the high ground and its vigil begins anew.

Poisons (Ex): Each of a watch wurm's stingers secretes a different poison.

Left stinger: Sting, Fortitude save (DC 15); initial and secondary damage 2d6 temporary Strength.

Right stinger: Sting, Fortitude save (DC 15); initial and secondary damage 2d6 temporary Dexterity.

Catalytic Poison (Ex): If a creature that has already been injected with one of a watch wurm's poisons is also injected with the second before the first poison's secondary damage has been resolved (in other words, while both poisons are active), then in addition to the effects of the separate poisons, the victim must succeed at an extra Fortitude save (DC 15) or its blood congeals. This instantly kills any living creature with a circulatory system.



Improved Grab (Ex): If a watch wurm hits an opponent that is at least one size category smaller than itself with both claw attacks, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +10). If it gets a hold, it automatically hits with one sting of its choice on the same round. (This replaces its normal sting attacks for that round). Thereafter, the watch wurm has the option to conduct the grapple normally, or simply use its claws to hold the opponent (-20 penalty on grapple check, but the watch wurm is not considered grappled.) In either case, each successful grapple check it makes during successive rounds automatically deals damage for both claw attacks and one sting attack of the watch wurm's choice.

Keen Senses (Ex): A watch wurm sees four times as well a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 300 feet.

Skills: *A watch wurm receives a +8 racial bonus to Listen, Search and Spot checks when using both heads for the skill check. It receives an additional +3 racial bonus to Spot and Listen checks during daylight hours.



WHIPWING

Medium-size Dragon

Hit Dice: 5d12+10 (42 hp)

Initiative: +7

Speed: 40 ft., fly 150 ft. (average)

AC: 17 (+3 Dex, +4 natural), touch 13, flat-footed 14

Attacks: 2 claws +6 melee, bite +1 melee, 2 wings +1 melee; or viscous spittle +8 ranged touch

Damage: Claw 1d4+1, bite 1d6, wing 1d4

Face/Reach: 5 ft. by 5 ft./5 ft. (10 ft. by 5 ft./5 ft. when flying)

Special Attacks: Viscous spittle

Special Qualities: Bolstered courage, scent

Saves: Fort +6, Ref +7, Will +6*

Abilities: Str 12, Dex 17, Con 14, Int 6, Wis 15, Cha 6

Skills: Balance +8, Climb +6, Listen +7, Spot +7

Feats: Improved Initiative, Flyby Attack

Climate/Terrain: Temperate and warm hill and mountains

Organization: Solitary, pair, or clutch (5–20)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually neutral

Advancement: 6–10 HD (Medium-size); 11–15 HD (Large)

Whipwings are small, lithe winged reptiles that can spit globs of a sticky mucus-like substance. They are considered by most sages to be a distant relative of the wyvern.

A whipwing's head features a narrow snout filled with needlelike teeth and sits atop a slender, flexible neck. The neck swells just behind the jaws, where large sacs produce the globs of mucus a whipwing uses to down aerial prey. A whipwing has two legs, a barrel chest, and a leathery hide covered in fine gray scales, ranging from the hue of a cloudy sky along its belly to a charcoal gray along its spine. These creatures seldom grow any larger than a halfling or kobold, but a long, whiplike tail more than doubles their total length.

Despite their graceful appearance, whipwings exist primarily as scavengers in the mountain lairs of much larger dragons. The whipwings hunt for prey in the cramped fissures and passages their dragon master cannot access, effectively patrolling for intruders, and they add whatever shiny trinkets they find to the dragon's hoard. In return, the dragon allows

the whipwings to feed off its larger kills and shields them from larger predators.

Whipwings speak a degenerate dialect of Draconic, often screeching parroted phrases back and forth as they swoop in on their prey.

COMBAT

Whipwings are built to fly and are most dangerous in aerial battles. Whipwings are possessed of a certain base cunning and usually attempt to steer foes high into the air or over the edge of lofty precipices. Once their foe is in position, the whipwings swoop in, attempting to immobilize it with their viscous spittle. After their foe has plunged to its death, they alight around it to feed. Whipwings are easily befuddled when faced with an entangled foe that can stay aloft (such as a levitating adventurer) and often scatter in confusion unless specifically directed to attack by their dragon master.

Viscous Spittle (Ex): Once every 1d4 rounds, in lieu of a bite attack, a whipwing can spit a gob of viscous mucus at an opponent by making a ranged touch attack. Any creature struck by the sticky goo suffers a -2 penalty to attack rolls and a -4 penalty to effective Dexterity. The splattered creature must also make a successful Reflex save (DC 15 + target's size modifier) or be completely entangled and unable to move. Creatures on the ground are glued to their surroundings, but whipwings usually use their spittle to knock other flyers out of the sky. Whipwing mucus can immobilize other whipwings.

An immobilized creature can break free with a successful Strength check (DC 27) or by dealing 15 points of damage to the mucus with a slashing weapon. A creature trying to scrape goo off himself, or another creature assisting, does not need to make an attack roll; hitting the goo is automatic, after which the creature makes a damage roll to see how much of the goo he happened to scrape off. Once free, a creature can move at normal speed again. A creature capable of spellcasting who is bound by the goo must make a Concentration check (DC 15) to cast a spell. Whipwing saliva quickly breaks down the mucus; a whipwing need deal only 5 points of damage with its bite attack to free itself, after which it can move at full speed. The goo dissolves on its own after 10 minutes.

Bolstered Courage (Ex): Whipwings receive a +2 morale bonus to Will saves whenever they are in the presence of a dragon of at least Huge size.



WILD DRAGON

Dragon (Earth)

Climate/Terrain: Any forest and marsh

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings: Wyrmling 3; very young 5; young 7; juvenile 9; young adult 12; adult 15; mature adult 17; old 19; very old 20; ancient 22; wyrm 23; great wyrm 25

Treasure: Double standard

Alignment: Always chaotic neutral

Advancement: Wyrmling 6-7 HD (Small); very young 9-10 HD (Medium-size); young 12-13 HD (Medium-size); juvenile 15-16 HD (Large); young adult 18-19 HD (Large); adult 21-22 HD (Huge); mature adult 24-25 HD (Huge); old 27-28 HD (Huge); very old 31-32 HD (Huge); ancient 31-32 HD (Gargantuan); wyrm 34-35 HD (Gargantuan); great wyrm 37+ (Gargantuan)

Wild dragons, also known as "feral wyrms," are the guardians of primordial forests and fairy glades, protecting these untouched

WILD DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR	Gore Damage
1	S	5d12+5 (37)	16 (+1 size, +5 natural), touch 11, flat-footed 16	+6	+5	+4	+5	1d2 (13)	—	—	1d4
2	M	8d12+16 (68)	18 (+8 natural), touch 10, flat-footed 18	+10	+8	+6	+7	1d3 (16)	—	—	1d6+1
3	M	11d12+33 (104)	21 (+11 natural), touch 10, flat-footed 21	+14	+10	+7	+9	1d3 (18)	—	—	1d6+1
4	L	14d12+56 (147)	23 (-1 size, +14 natural), touch 9, flat-footed 23	+18	+13	+9	+11	1d4 (21)	—	—	1d8+2
5	L	17d12+85 (195)	26 (-1 size, +17 natural), touch 9, flat-footed 26	+22	+15	+10	+13	1d4 (23)	21	16	1d8+2
6	H	20d12+140 (270)	28 (-2 size, +20 natural), touch 8, flat-footed 28	+26	+19	+12	+15	1d6 (26)	23	19	2d6+3
7	H	23d12+184 (333)	31 (-2 size, +23 natural), touch 8, flat-footed 31	+29	+21	+13	+17	1d6 (28)	25	21	2d6+3
8	H	26d12+234 (403)	35 (-2 size, +27 natural), touch 8, flat-footed 32	+34	+24	+15	+19	1d8 (31)	27	23	2d6+4
9	H	29d12+290 (478)	38 (-2 size, +30 natural), touch 8, flat-footed 38	+38	+26	+16	+21	2d6 (33)	29	25	2d6+4
10	G	30d12+330 (525)	39 (-4 size, +33 natural), touch 6, flat-footed 39	+40	+28	+17	+22	2d8 (35)	30	27	2d8+5
11	G	33d12+396 (610)	42 (-4 size, +36 natural), touch 6, flat-footed 42	+44	+30	+18	+24	4d6 (37)	32	29	2d8+5
12	G	36d12+468 (702)	45 (-4 size, +39 natural), touch 6, flat-footed 45	+48	+33	+20	+26	4d8 (40)	34	32	2d8+6

wilds against defilers and the intrusions of civilization.

A wild dragon has a blunt snout and a stocky, muscular build, carrying its frame low to the ground. They lack wings, but elaborate, antler-like horns sprout from their heads. Wild dragons have a thick hide of mottled brown and gray. Soil gathers in the gaps between their dense, pebbly scales, giving them a rich, loamy scent and allowing numerous tiny plants to take root. Older wild dragons are often draped in a shroud of mosses, lichens, and toadstools. When wild dragons rest, they curl themselves against ancient trees or natural formations and are often mistaken for stony, overgrown mounds of earth, with only their antlers and dark orange eyes betraying their presence.

Wild dragons are usually content to rest out in the open within their wooded homes, but when they decide to retreat from view, they use their claws and curving antlers to scoop out snug earthen lairs below clearings or in hill-sides. Wild dragons are carnivorous, but they lack the malice of their chromatic kin, preferring to hunt wild animals rather than intelligent beings. They also lack the compassion of the metallic dragons, however, and do not hesitate to attack intelligent beings that prove bothersome. Wild dragons respect creatures that work to preserve their natural surroundings and can often be persuaded to cooperate

with druids, clerics of nature gods, and the fey. However, they despise all those who would desecrate their woodlands, be they a bile wymr or simply a group of commoners toppling trees to expand their fields.

Wild dragons speak Draconic and Sylvan. Many older wild dragons also learn Druidic.

COMBAT

Wild dragons prefer to attack from concealment, literally turning the woods against their foes before closing in to finish them off. They begin their assaults by using *entangle* or *plant growth* to trap their foes, then switch to their breath weapon. Although a wild dragon's breath weapon makes its foes more physically dangerous, they rapidly devolve into simple beasts that the dragon can control. Wild dragons also use their breath weapon to increase the size of their prey, allowing them to sustain themselves on relatively few creatures, preserving the ecology of their hunting grounds.

A wild dragon has the standard bite, claw, and tail attacks of a dragon its size. It does not have wing attacks, but it gains a gore attack with its antler-like horns.

Gore: Gore attacks deal the damage listed below. Gore attacks are at -5 to the attack bonus.

Breath Weapon (Su): A wild dragon has one type of breath weapon, a cone of swirling,

WILD DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	40 ft., swim 20 ft., burrow 20 ft.	12	10	13	8	13	12	Electricity immunity, natural presence	—
2	40 ft., swim 20 ft., burrow 20 ft.	14	10	15	8	13	12	Charm person or animal	—
3	40 ft., swim 20 ft., burrow 20 ft.	16	10	17	10	15	14	Entangle	1st
4	40 ft., swim 20 ft., burrow 20 ft.	18	10	19	10	15	14	Pass without trace	3rd
5	40 ft., swim 20 ft., burrow 20 ft.	20	10	21	12	17	16	Damage reduction 5/+1	5th
6	40 ft., swim 20 ft., burrow 20 ft.	22	10	24	12	17	16	Plant growth	7th
7	40 ft., swim 20 ft., burrow 20 ft.	24	10	26	14	19	18	Damage reduction 10/+1	9th
8	40 ft., swim 20 ft., burrow 20 ft.	26	10	28	14	19	18	Freedom of movement	11th
9	40 ft., swim 20 ft., burrow 20 ft.	28	10	30	16	21	20	Damage reduction 15/+2	13th
10	40 ft., swim 20 ft., burrow 20 ft.	30	10	33	16	21	20		15th
11	40 ft., swim 20 ft., burrow 20 ft.	32	10	35	18	23	22	Damage reduction 20/+3	17th
12	40 ft., swim 20 ft., burrow 20 ft.	34	10	37	18	23	22	Control weather	19th

WILD DRAGON BREATH WEAPON EFFECTS

Current Size	Str Gained	New Size	Dex Modifier	Con Modifier	Natural Armor Modifier
Fine	+1	Diminutive	-2	—	—
Diminutive	+2	Tiny	-2	—	—
Tiny	+4	Small	-2	—	—
Small	+4	Medium-size	-2	+2	—
Medium-size	+8	Large	-2	+4	+2
Large	+8	Huge	-2	+4	+3
Huge	+8	Gargantuan	-2	+4	+4
Gargantuan	+8	Colossal	-4	+4	+5

luminous green vapor. The primal magic in this mist causes living creatures to regress into more savage and primitive shapes. Any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, shapechanger, or vermin caught in the dragon's breath weapon suffers the effective Intelligence decrease determined by the wild dragon's age category. Creatures that succeed at their Reflex save suffer only half the listed damage. For every 2 points of Intelligence the creature loses, it gains an effective increase of 1 point of Strength, rounding down. (Thus, a creature that loses 5 points of Intelligence gains 2 points of Strength.)

Affected creatures grow larger and more feral, soon resembling dire versions of their original forms. As an affected creature's effective Strength rises, use the table above to determine the transformation's additional effects.

Current Size: The subject's size category

before the breath weapon takes effect.

Str Gained: When a subject of the listed current size gains this many effective points of Strength, it moves up to the next size category. A subject's gear does not change; worn clothing and armor is ruined when the subject grows.

New Size: The subject's new size category once its effective Strength increase has been added. Remember to adjust the creature's size modifier for AC and attack rolls to reflect its new dimensions.

Dex Modifier: When a subject reaches the listed new size, apply this effective decrease to its Dexterity score.

Con Modifier: When a subject reaches the listed new size, apply this effective increase to its Constitution score.

Natural Armor Modifier: When a subject reaches the listed new size, apply this effective increase to its natural armor bonus.

Multiple blasts of a wild dragon's breath weapon stack, but they cannot drop a creature's Intelligence or Dexterity scores below 1. The breath weapon cannot further affect subjects with an Intelligence score of 1. Intelligence and Strength scores return to normal at the rate of 1 point each per day. As a subject's effective Strength increase fades, it slowly returns to its original size. The subject is completely restored when all ability scores return to normal. A successful casting of *remove curse* restores a subject to normal immediately.

Example: A wyrm wild dragon blasts a human Wiz2 (Str 11, Dex 10, Con 11, Int 18, melee attack bonus +1, hp 5, AC 10, Medium-size) with its breath weapon. The sorcerer fails his Reflex save, resulting in an effective decrease of 17 points of Intelligence and an effective increase of 8 points of Strength. Gaining 8 points of Strength increases the subject's size to Large, so he also loses 2 points of Dexterity, gains 4 points of Constitution, and adds +2 to his natural armor. The subject is now a Large apelike creature with the following effective scores: Str 19, Dex 8, Con 14, Int 1, melee attack bonus +4, hp 9, AC 11. This subject is immune to additional blasts of the wild dragon's breath weapon until his Intelligence once again rises above 1.

Natural Presence (Su): Living creatures with Intelligence scores below 3 (including those regressed by the wild dragon's breath weapon) will never willingly attack a wild dragon and are not affected by its frightful presence unless the dragon wishes them to be. They can, however, be magically compelled to attack a wild dragon, and the creatures can defend themselves if the dragon attacks them as usual.

Charm Creature (Sp): The dragon can use this ability at will. A wild dragon can charm any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, shapechanger, or vermin with an Intelligence score less than 3.

Other Spell-like Abilities: At will—*pass without trace, plant growth, 3/day—entangle, freedom of movement, 1/day—control weather.*

Spells: A wild dragon casts divine spells as a druid of the level indicated, gaining bonus spells for a high Wisdom score.

Skills: *A motionless wild dragon gains a +8 racial bonus to Hide checks in forested terrain.

WIND LIZARD

Tiny Dragon (Air)

Hit Dice: 3d12+3 (22 hp)

Speed: 20 ft., fly 60 ft. (clumsy), climb 10 ft.

Initiative: +2

AC: 17 (+2 size, +2 Dex, +3 natural armor), touch 14, flat-footed 15

Attacks: Bite +9 melee, 2 claws +2 melee

Damage: Bite 1d6-1, claw 1d3-1

Face/Reach: 2 1/2 ft. by 2 1/2 ft./5 ft.

Special Attacks: Breath weapon

Special Qualities: Electricity immunity, scent

Saves: Fort +2, Reflex +5, Will +3

Abilities: Str 8, Dex 14, Con 12, Int 2, Wis 10, Cha 9

Skills: Climb +7, Hide +11, Jump +10, Spot +2

Feats: Weapon Finesse (bite)

Climate/Terrain: Warm forest, marsh or underground

Organization: Solitary, pair, clutch (3-5), or colony (6-11)

Challenge Rating: 2

Treasure: None

Alignment: Usually neutral

Advancement: 3-6 HD (Tiny); 7-9 HD (Small)

The wind lizard is a tiny lizard that can glide through the air. If provoked, the creature fires a focused bolt of lightning.

The wind lizard's most prominent features are thin skin membranes that run along the sides of its body. Although it cannot truly fly, these membranes allow the lizard to glide through the air on even the slightest wind currents. The average wind lizard grows to about two and a half feet in length from nose to tail and often smells of ozone.

Wind lizards primarily use their gliding abilities to move from tree to tree or from stone to stone when seeking food. There they feed on tiny mammals and vermin, killing them with their claws or bite. Should the wind become too weak to allow the lizard to glide, it can fall back upon its considerable climbing and jumping skills.

Naturally curious and outgoing creatures, wind lizards are generally friendly to those who intrude on their territory. However, if provoked, electric sparks begin to form around their mouths. An antagonist that is foolish enough to persist soon learns the nature of its mistake when struck by the wind lizard's breath weapon, a bolt of lightning.

The nests of wind lizards are usually built high up in a tree or on a tall rock, far from predators. A wind lizard's nest is composed of sticks and other loose materials found nearby, blending easily into its surroundings. In addition, a nesting wind lizard secretes a jelly-like substance it uses to coat its nest and protect its eggs. Nearly transparent, this substance causes an electrical shock to the first creature that comes into contact with it. After a discharge, the adult wind lizard must secrete more of the substance to continue protecting its nest.

Wind lizards raised from hatchlings are excellent pets and have been known to become powerful familiars. There has been some success with domesticating older wind lizards, but most are too wild to make suitable pets.

COMBAT

Unless threatened or starving, a wind lizard will not attack a target larger than itself. Often, a wind lizard emits electric sparks from its mouth in an attempt to warn off a predator. However, if the predator continues to approach the wind lizard, it will use its breath weapon and then attempt to glide or climb to a safe spot. A wind lizard guarding a nest will only retreat in the face of impossible odds.

Breath Weapon (Su): The wind lizard has a single breath weapon, a line of lightning 30 feet in length. This breath weapon deals 1d6 points of electrical damage. Once a wind lizard breathes, it can't breathe again until 1d4 rounds later. Creatures caught in the area of the wind lizard's breath can attempt a Reflex save (DC 12) to take half damage.

Nesting Gel (Su): When nesting, the wind lizard secretes a fluid that stores a one-time electrical charge. The energy in the fluid is discharged whenever a creature comes into contact with it, inflicting 1d6 points of electrical damage. A wind lizard can secrete this substance up to three times a day.

Electricity immunity (Ex): Wind lizards are immune to all electricity-based attacks.

Skills: Wind lizards receive a +8 racial bonus to Jump and Hide checks.

WIND LIZARDS AS FAMILIARS

Young wind lizards are often sought after as familiars. A character of 5th level or higher can acquire a wind lizard using the summon familiar ability, following the normal restrictions. The wind lizard grants its master electricity resistance 5 as a special ability.



WOOLY DRAGON

Dragon (Cold)

Climate/Terrain: Any cold land and underground
Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–3); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, mated pair, or family (1–2 and 1-3 offspring)
Challenge Rating: Wyrmling 2; very young 3; young 4; juvenile 6; young adult 8; adult 10; mature adult 13; old 15; very old 17; ancient 18; wyrm 20; great wyrm 22

Treasure: Double standard

Alignment: Always lawful evil

Advancement: Wyrmling 5–6 HD (Medium-size); very young 8–9 HD (Large); young 11–12 HD (Large); juvenile 14–15 HD (Large); young adult 17–18 HD (Huge); adult 20–21 HD (Huge); mature adult 23–24 HD (Huge); old 26–27 HD (Huge); very old 29–30 (Gargantuan); ancient 32–33 (Gargantuan); wyrm 35–36 (Gargantuan); great wyrm 38+(Colossal)

While physically resembling their white dragon cousins, most wooly dragons are stronger, smarter, and far more cunning than their more common icy draconian relatives.



Young wooly dragons have bright silvery-white scales, as well as thick tufts of light gray fur at the base of their necks and their claws. As wooly dragons grow older, the scales lose their shine, although they still retain their bright white coloring. Their fur, however, gradually grows darker and longer, becoming a chestnut brown for most adults and finally becoming pitch black for the most ancient wooly dragons. Adult wooly dragons also grow a large set of long, vicious tusks, which extend out from their lower jaws.

Wooly dragons often feign dumb brutality, but in fact they are highly intelligent predators that enjoy a good hunt, and kill as much for pleasure as for survival.

Typically despising the confines of an underground lair, wooly dragons prefer to make their homes near the tops of high snow-covered cliffs or mountains. While their vestigial wings are too small to allow wooly dragons to fly, their exceptional climbing abilities still allow them to live in high locations that are virtually inaccessible to other creatures.

Wooly dragons take sadistic pleasure in killing their food slowly. They attempt whenever possible to freeze or trap their prey alive, so that they can toy with their prey at

their leisure before devouring it.

Wooly dragons have only one natural enemy—the white dragon. The two dragon species despise one another and usually attack each other on sight. Wooly dragons have been known to form alliances with frost giants or human settlements for the sole reason of ridding themselves of a rival white dragon.

COMBAT

Unless confronted directly, wooly dragons scheme constantly to attack opponents in a planned, deliberate manner and rarely fight opponents that they have not first scouted to learn strengths and weaknesses. Wooly dragons attempt to separate and isolate their intended victims when fighting a group of creatures, seeking to pick off the weaker members of that group one by one. They lead off combat encounters with their breath weapon and follow up with their other attacks, including a gore attack using their tusks.

Breath Weapon (Su): Wooly dragons have a breath weapon known as cold fire, which resembles a cone of bluish-purple flame. Cold fire causes cold damage; however, due to its strange properties, magical resistances and immunities to cold-based attacks have no effect

WOOLY DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	SR
1	S	4d12+6 (32)	17 (+1 size, +6 natural), touch 6, flat-footed 45	+6	+5	+3	+5	2d4 (12)	—	—
2	M	7d12+9 (54)	19 (+9 natural), touch 6, flat-footed 45	+9	+7	+5	+7	4d4 (14)	—	—
3	L	10d12+22 (87)	21 (-1 size, +12 natural), touch 6, flat-footed 45	+12	+8	+6	+8	6d4 (16)	—	—
4	L	13d12+28 (112)	24 (-1 size, +15 natural), touch 6, flat-footed 45	+16	+11	+8	+10	8d4 (18)	—	—
5	L	16d12+50 (154)	27 (-1 size, +18 natural), touch 6, flat-footed 45	+19	+13	+9	+11	10d4 (20)	19	17
6	H	19d12+78 (201)	29 (-2 size, +21 natural), touch 6, flat-footed 45	+24	+16	+11	+13	12d4 (23)	20	18
7	H	22d12+112 (255)	32 (-2 size, +24 natural), touch 6, flat-footed 45	+28	+18	+12	+15	14d4 (25)	23	21
8	H	25d12+128 (290)	35 (-2 size, +27 natural), touch 6, flat-footed 45	+32	+20	+14	+16	16d4 (27)	24	22
9	H	28d12+170 (352)	38 (-2 size, +30 natural), touch 6, flat-footed 45	+36	+22	+15	+19	18d4 (29)	27	23
10	G	31d12+189 (390)	39 (-4 size, +33 natural), touch 6, flat-footed 45	+40	+24	+17	+21	20d4 (31)	28	25
11	G	34d12+242 (463)	42 (-4 size, +36 natural), touch 6, flat-footed 45	+42	+26	+18	+22	22d4 (33)	31	26
12	G	37d12+300 (540)	45 (-4 size, +39 natural), touch 6, flat-footed 45	+46	+29	+20	+26	24d4 (36)	33	28

WOOLY DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Caster Level
1	60 ft., burrow 30 ft.	13	10	13	10	11	10	Cold immunity, icewalking	—
2	60 ft., burrow 30 ft.	15	10	15	10	11	10		—
3	60 ft., burrow 30 ft.	17	10	15	12	13	12		—
4	60 ft., burrow 30 ft.	19	10	17	14	15	14		—
5	60 ft., burrow 60 ft.	23	10	19	14	15	14	Damage reduction 5/+1	—
6	60 ft., burrow 60 ft.	27	10	21	16	17	16	Feather fall	1st
7	60 ft., burrow 60 ft.	29	10	21	16	17	16	Damage reduction 10/+1	3rd
8	60 ft., burrow 60 ft.	31	10	23	18	19	18	Fog cloud	5th
9	60 ft., burrow 60 ft.	33	10	23	18	19	18	Damage reduction 15/+2	7th
10	60 ft., burrow 60 ft.	35	10	25	20	21	20	Gust of wind	9th
11	60 ft., burrow 60 ft.	37	10	27	20	21	20	Damage reduction 20/+3	11th
12	60 ft., burrow 60 ft.	39	10	27	22	23	22	Control weather	13th

against it. Also, when a creature rolls a 'natural 1' on its Reflex save against the breath weapon, it must make a successful Fort save (DC 18) or be frozen solid, unable to attack, move, or take any form of physical action. If the frozen target does not receive some form of magical healing (*cure light wounds*, *heal*, etc.) within 1d6+6 rounds of being frozen, the target begins to lose 1 point of Constitution per round until healed or until Constitution is reduced to zero, at which point the target dies.

Gore (Ex): When possible, wooly dragons prefer to charge their opponents when entering melee combat, lowering their tusks and goring their opponents with a devastating blow. In addition to the standard benefits and penalties associated with a charging attack, the

charge allows a wooly dragon to make a single goring attack as per its age category.

Ice Walking (Ex): This ability resembles the *spider climb* spell, except it only works on icy surfaces. This ability is always in effect for the wooly dragon.

Cold Immunity (Ex): Wooly dragons are completely immune to all magical and non-magical cold-based attacks.

Locate Object (Sp): A wooly dragon can use this magical ability as per the spell of the same name, once per day per age category.

Other Spell-Like Abilities (Sp): 3/day—*feather fall*, *fog cloud*, *gust of wind*; 1/day—*control weather*.

Skills: Wooly dragons have the Jump skill for free at 1/2 rank per Hit Die.

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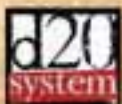
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