

# Dragon Family

## Black Dragon Family

### Black Dragon, Hatchling (CR 2)

XP 600

NE or N Tiny Dragon ([Shadow](#))

Init +7; Senses Dragon senses, see in darkness; Perception +6

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#### DEFENSE

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AC 16, touch 15, flat-footed 13 (+3 dex, +1 natural, +2 size)

hp 25 (3d12)

Fort +3, Ref +8, Will +2

Immune Shadow, Paralysis, Sleep

Weakness Holy

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#### OFFENSE

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Speed 60 ft., fly 100 ft. (average)

Melee Bite +5 (1d4), 2 Claws +5 (1d3)

Space 2.5 ft.; Reach 0 ft. (2.5 ft. with bite)

Special Attacks Breath Weapon (30-ft. line, 1d10 shadow damage, Reflex DC 11 half, usable every 1d4 rounds)

Special Abilities Terror Touch

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#### STATISTICS

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Str 10, Dex 16, Con 10, Int 9, Wis 8, Cha 14

Base Atk +3; CMB +4; CMD 14 (18 vs. trip)

Feats [Improved Initiative](#), Lightning Reflexes

Skills Fly +13, Perception +6, Spellcraft +5, Stealth +21, Survival +5; Racial Modifiers +8 Stealth

Languages Draconic

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#### SPECIAL ABILITIES

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### See in Darkness (Su)

A black dragon can see perfectly in darkness of any kind, including that created by the [blacklight](#) spell.

### Terror Touch (Su)

Once every 1d4 rounds as a standard action, a black dragon reaches out with terror towards an opponent within 35 feet. The affected creature becomes frightened. A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save (DC 13), it is shaken for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

## Black Dragon, Wyrmling (CR 6)

XP 2,400

NE or N Small Dragon ([Shadow](#))

Init +7; Senses Dragon senses, see in darkness; Perception +10

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### DEFENSE

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AC 19, touch 14, flat-footed 16 (+3 dex, +5 natural, +1 size)

hp 63 (7d12+7)

mp 21

Fort +8, Ref +8, Will +6

Immune Shadow, Paralysis, Sleep

Weakness Holy

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### OFFENSE

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Speed 60 ft., fly 150 ft. (average)

Melee Bite +10 (1d6+4), 2 Claws +10 (1d4+3)

Special Attacks Black Waves, Breath Weapon (40-ft. line, 2d10 shadow damage, Reflex DC 14 half, usable every 1d4 rounds)

Special Abilities Terror Touch

Spells Known (FC CL 7th, Concentration +10)

At will – [bleed](#), [dark orb](#), [detect magic](#), [message](#), [read magic](#)

1st (DC 14) – [bone armor](#), [dark](#), [fear](#)

2nd (DC 15) – [dark II](#), [death armor](#), [death knell](#)

3rd (DC 16) – [blacklight](#), [dark III](#), [darkra](#), [dispel](#), [haste](#), [infect](#)

4th (DC 17) – [bestow curse](#), [dark IV](#), [dread spikes](#), [greater fear](#), [slay living](#)

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### STATISTICS

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Str 16, Dex 16, Con 12, Int 11, Wis 12, Cha 16

Base Atk +7; CMB +10; CMD 24 (28 vs. trip)

Feats [Combat Casting](#), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#)

Skills Fly +15, Knowledge (arcana) +10, Perception +10, Spellcraft +10, Stealth +25, Survival +11;

Racial Modifiers +8 Stealth

Languages Draconic

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### SPECIAL ABILITIES

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#### Black Waves (Su)

Once every 1d2 round as a standard action, a black dragon spreads dark waves from herself. All creatures within a 30 ft.-radius must make a Reflex save (DC 16) for half damage or take 3d6+12 points of shadow damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

#### See in Darkness (Su)

A black dragon can see perfectly in darkness of any kind, including that created by the [blacklight](#) spell.

#### Terror Touch (Su)

As a standard action, a black dragon reaches out with terror towards an opponent within 35 feet. The affected creature becomes frightened. A frightened creature flees from the source of its fear as

best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape. If the subject succeeds on a Will save (DC 16), it is shaken for 1 round. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

## Black Dragon, Young (CR 8)

XP 4,800

NE or N Medium Dragon ([Shadow](#))

Init +7; Senses Dragon senses, see in darkness; Perception +13

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### DEFENSE

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AC 21, touch 13, flat-footed 18 (+3 dex, +8 natural)

hp 88 (9d12+18)

mp 42

Fort +8, Ref +11, Will +7

DR 5/magic; Immune Shadow, Paralysis, Sleep

Weakness Holy

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### OFFENSE

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Speed 60 ft., fly 150 ft. (average)

Melee Bite +13 (1d8+6), 2 Claws +13 (1d6+4), 2 Wings +8 (1d4+2)

Special Attacks Black Waves, Breath Weapon (60-ft. line, 4d10 shadow damage, Reflex DC 16 half, usable every 1d4 rounds)

Special Abilities Fearful Bay

Spells Known (FC CL 9th, Concentration +15)

At will – [bleed](#), [dark orb](#), [detect magic](#), [message](#), [read magic](#)

1st (DC 18) – [bone armor](#), [dark](#), [fear](#)

2nd (DC 19) – [dark II](#), [death armor](#), [death knell](#)

3rd (DC 20) – [blacklight](#), [dark III](#), [darkra](#), [dispel](#), [haste](#), [infect](#) (DC 19)

4th (DC 21) – [bestow curse](#) (DC 20), [dark IV](#), [dread spikes](#), [greater fear](#), [slay living](#) (DC 20)

5th (DC 22) – [darkga](#), [drain](#), [infectga](#) (DC 21)

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### STATISTICS

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Str 18, Dex 16, Con 14, Int 12, Wis 12, Cha 22

Base Atk +9; CMB +13; CMD 24 (28 vs. trip)

Feats [Combat Casting](#), [Elemental Focus](#) (Shadow), [Improved Initiative](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#)

Skills Fly +11, Intimidate +19, Knowledge (arcana) +13, Perception +13, Spellcraft 13, Stealth +21,

Survival +13; Racial Modifiers +8 Stealth

Languages Common, Draconic

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### SPECIAL ABILITIES

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## Black Waves (Su)

As a standard action, a black dragon spreads dark waves from herself. All creatures within a 30 ft.-radius must make a Reflex save (DC 20) for half damage or take 3d6+12 points of shadow damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## Fearful Bay (Su)

Once every 1d4 rounds as a standard action, a black dragon howls, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 20 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same black dragon's fearful bay for 24 hours. This is a mind-affecting fear effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## See in Darkness (Su)

A black dragon can see perfectly in darkness of any kind, including that created by the [blacklight](#) spell.

## Black Dragon, Juvenile (CR 10)

XP 9,600

NE or N Large Dragon ([Shadow](#))

Init +8; Senses Dragon senses, see in darkness; Perception +15

Aura Frightful Presence (120 ft., DC 20)

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### DEFENSE

AC 24, touch 13, flat-footed 20 (+4 dex, +11 natural, -1 size)

hp 115 (11d12+33)

mp 69

Fort +10, Ref +13, Will +8

DR 5/magic; Immune Shadow, Paralysis, Sleep; SR 21

Weakness Holy

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### OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee Bite +15 (2d6+7), 2 Claws +15 (1d8+5), 2 Wings +13 (1d6+2), Tail Slap +13 (1d8+7)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks Black Waves, Breath Weapon (80-ft. line, 6d10 shadow damage, Reflex DC 18 half, usable every 1d4 rounds)

Special Abilities Fearful Bay, Ragnarok

Spells Known (FC CL 11th, Concentration +18)

At will – [bleed](#), [dark orb](#), [detect magic](#), [message](#), [read magic](#)

1st (DC 19) – [bone armor](#), [dark](#), [fear](#)

2nd (DC 20) – [dark II](#), [death armor](#), [death knell](#)

3rd (DC 21) – [blacklight](#), [dark III](#), [darkra](#), [dispel](#), [haste](#), [infect](#) (DC 20)

4th (DC 22) – [bestow curse](#) (DC 21), [dark IV](#), [dread spikes](#), [greater fear](#), [slay living](#) (DC 21)

5th (DC 23) – [darkga](#), [drain](#), [infectga](#) (DC 22)

6th (DC 24) – [aura of terror](#) (DC 23), [dread spikes II](#), [greater dispel](#), [shadowfire ray](#), [syphon](#)

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### STATISTICS

Str 20, Dex 18, Con 16, Int 12, Wis 12, Cha 24

Base Atk +11; CMB +17; CMD 28 (32 vs. trip)

Feats [Combat Casting](#), [Elemental Focus](#) (Shadow), [Improved Initiative](#), [Lightning](#)

[Reflexes](#), [Multiattack](#), [Power Attack](#)

Skills Fly +12, Intimidate +21, Knowledge (arcana) +15, Perception +15, Spellcraft +15, Stealth +22,

Survival +15; Racial Modifiers +8 Stealth  
Languages Common, Draconic

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## SPECIAL ABILITIES

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### Black Waves (Su)

As a standard action, a black dragon spreads dark waves from herself. All creatures within a 30 ft.-radius must make a Reflex save (DC 22) for half damage or take 3d6+12 points of shadow damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Fearful Bay (Su)

Once every 1d3 rounds as a standard action, a black dragon howls, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 20 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same black dragon's fearful bay for 24 hours. This is a mind-affecting fear effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Ragnarok (Su)

Once every 1d4 rounds as a standard action, the black dragon devours the sun, plunging the area into supernatural darkness for 1d4+1 rounds. This affects an area of 120 feet and cannot be dispelled except by a daylight spell. All creatures gain total concealment and vision equivalent to a hume in darkness. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### See in Darkness (Su)

A black dragon can see perfectly in darkness of any kind, including that created by the blacklight spell.

### Black Dragon, Young Adult (CR 13)

XP 25,600

NE or N Huge Dragon ([Shadow](#))

Init +8; Senses Dragon senses, see in darkness; Perception +19

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## DEFENSE

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AC 29, touch 12, flat-footed 25 (+4 dex, +17 natural, -2 size)

hp 168 (15d12+60)

mp 109

Fort +17, Ref +11, Will +13

DR 10/magic; Immune Shadow, Paralysis, Sleep; SR 24

Weakness Holy

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## OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +20 (2d8+10 plus 1d6 shadow damage), 2 Claws +20 (2d6+7), 2 Wings +18 (1d8+3),

Tail Slap +18 (2d6+10)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Black Waves, Breath Weapon (100-ft. line, 10d10 shadow damage, Reflex DC 21 half, usable every 1d4 rounds), Crush (Small creatures, DC 21, 2d8+10)

Special Abilities Dragon Force, Fearful Bay, Ragnarok

Spells Known (FC CL 15th, Concentration +23)

At will – [bleed](#), [dark orb](#), [detect magic](#), [message](#), [read magic](#)

1st (DC 20) – [bone armor](#), [dark](#), [fear](#)

2nd (DC 21) – [dark II](#), [death armor](#), [death knell](#)

3rd (DC 22) – [blacklight](#), [dark III](#), [darkra](#), [dispel](#), [haste](#), [infect](#) (DC 21)

4th (DC 23) – [bestow curse](#) (DC 22), [dark IV](#), [dread spikes](#), [greater fear](#), [slay living](#) (DC 22)

5th (DC 24) – [darkga](#), [drain](#), [infectga](#) (DC 23)

6th (DC 25) – [aura of terror](#) (DC 24), [dread spikes II](#), [greater dispel](#), [shadowfire ray](#), [syphon](#)

7th (DC 26) – [avascular](#) (DC 25), [countdown](#), [shadow blast](#)

8th (DC 27) – [avascular mass](#) (DC 26), [dread spikes III](#), [doom](#), [evaporate](#), [greater bestow curse](#) (DC 26)

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## STATISTICS

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Str 24, Dex 18, Con 18, Int 14, Wis 14, Cha 26

Base Atk +15; CMB +24; CMD 34 (38 vs. trip)

Feats [Combat Casting](#), [Elemental Focus](#) (Shadow), [Improved Counterspell](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#)

Skills Fly +14, Intimidate +25, Knowledge (arcana, history) +19, Perception +19, Spellcraft +19, Stealth +22, Survival +19; Racial Modifiers +8 Stealth

Languages Common, Draconic, Undercommon

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## SPECIAL ABILITIES

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### Black Waves (Su)

As a standard action, a black dragon spreads dark waves from herself. All creatures within a 30 ft.-radius must make a Reflex save (DC 25) for half damage or take 3d6+12 points of shadow damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Dragon Force (Su)

1/day, A black dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Fearful Bay (Su)

Once every 1d2 rounds as a standard action, a black dragon howls, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 20 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same black dragon's fearful bay for 24 hours. This is a mind-affecting fear effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Ragnarok (Su)

Once every 1d4 rounds as a standard action, the black dragon devours the sun, plunging the area into supernatural darkness for 1d4+1 rounds. This affects an area of 120 feet and cannot be dispelled except by a [daylight](#) spell. All creatures gain total concealment and vision equivalent to a hume in darkness. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## See in Darkness (Su)

A black dragon can see perfectly in darkness of any kind, including that created by the [blacklight](#) spell.

### Black Dragon, Mature Adult (CR 16)

XP 76,800

NE or N Huge Dragon ([Shadow](#))

Init +9; Senses Dragon senses, see in darkness; Perception +25

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#### DEFENSE

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AC 36, touch 13, flat-footed 31 (+5 dex, +23 natural, -2 size)

hp 226 (19d12+95)

mp 144

Fort +16, Ref +18, Will +16

DR 10/magic; Immune Shadow, Paralysis, Sleep; SR 27

Weakness Holy

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#### OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +26 (2d8+13 plus 2d6 shadow damage), 2 Claws +26 (2d6+9 plus 1d6 shadow damage), 2 Wings +24 (1d8+4 plus 1d6 shadow damage), Tail Slap +24 (2d6+13 plus 1d6 shadow damage)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (100-ft. line, 14d10 shadow damage, Reflex DC 24 half, usable every 1d4 rounds), Crush (Small creatures, DC 24, 2d8+13), Putrescence, Shadow Flare

Special Abilities Dragon Force, Fearful Bay, Ragnarok

Spells Known (FC CL 19th, Concentration +27)

At will – [bleed](#), [dark orb](#), [detect magic](#), [message](#), [read magic](#)

1st (DC 21) – [bone armor](#), [dark](#), [fear](#)

2nd (DC 22) – [dark II](#), [death armor](#), [death knell](#)

3rd (DC 23) – [blacklight](#), [dark III](#), [darkra](#), [dispel](#), [haste](#), [infect](#) (DC 21)

4th (DC 24) – [bestow curse](#) (DC 22), [dark IV](#), [dread spikes](#), [greater fear](#), [slay living](#) (DC 22)

5th (DC 25) – [darkga](#), [drain](#), [infectga](#) (DC 23)

6th (DC 26) – [aura of terror](#) (DC 24), [dread spikes II](#), [greater dispel](#), [shadowfire ray](#), [syphon](#)

7th (DC 27) – [avascular](#) (DC 25), [countdown](#), [shadow blast](#)

8th (DC 28) – [avascular mass](#) (DC 26), [dread spikes III](#), [doom](#), [evaporate](#), [greater bestow curse](#) (DC 26)

9th (DC 29) – [banshee wail](#), [death](#)

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#### STATISTICS

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Str 28, Dex 20, Con 20, Int 16, Wis 16, Cha 26

Base Atk +19; CMB +30; CMD 45 (49 vs. trip)

Feats [Combat Casting](#), [Elemental Focus](#) (Shadow), [Hover](#), [Greater Elemental Focus](#) (Shadow), [Improved Counterspell](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Parry Spell](#), [Power Attack](#)

Skills Fly +19, Intimidate +29, Knowledge (arcana, history) +25, Perception +25, Spellcraft +25, Stealth +27, Survival +25; Racial Modifiers +8 Stealth

Languages Common, Draconic, Undercommon + 1 other (DM's choice)



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## SPECIAL ABILITIES

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### Dragon Force (Su)

A black dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Fearful Bay (Su)

As a standard action, a black dragon howls, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 27 Will save or become panicked for 1d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same black dragon's fearful bay for 24 hours. This is a mind-affecting fear effect. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Putrescence (Su)

Once every 1d4 rounds as a standard action, a black dragon pours a cloud of black and magenta mist, robbing enemies of their strength. All enemies in a 45 ft. cone take 12d8 points of non-elemental damage (DC 27 Reflex save for half damage) and are subjected to a targeted greater dispel effect, using Yomi's HD in place of a caster level. Enemies that failed the Reflex save must also make a Fortitude save (DC 27) or be afflicted with the Disease status effect until cured, and suffer the Sap status effect for 1d6 minutes. Success results in being Poisoned for 1d6 rounds instead. Blue mages may learn this ability as a 8th-level spell (Knowledge: Arcana DC 31).

### Ragnarok (Su)

Once every 1d2 rounds as a standard action, the black dragon devours the sun, plunging the area into supernatural darkness for 1d4+1 rounds. This affects an area of 120 feet and cannot be dispelled except by a [daylight](#) spell. All creatures gain total concealment and vision equivalent to a hume in darkness. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### See in Darkness (Su)

A black dragon can see perfectly in darkness of any kind, including that created by the [blacklight](#) spell.

### Shadow Flare (Su)

Once every 1d3 rounds as a standard action, a black dragon sends off a blast of dark magic against her foes. This is a spell-like ability that functions like the Flare black magic spell except it deals shadow damage instead. It casts as a 19th-level black mage. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

### Black Dragon, Ancient (CR 19)

XP 204,800

NE or N Gargantuan Dragon ([Shadow](#))

Init +7; Senses Dragon senses, see in darkness; Perception +31



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## DEFENSE

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AC 45, touch 13, flat-footed 37 (+7 dex, +32 natural, -4 size)  
hp 332 (25d12+175)  
mp 213  
Fort +21, Ref +23, Will +21  
DR 15/magic; Immune Shadow, Paralysis, Sleep; SR 30  
Weakness Holy

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## OFFENSE

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Speed 60 ft., fly 250 ft. (clumsy)  
Melee Bite +33 (4d6+18 plus 3d6 shadow damage), 2 Claws +33 (2d8+12 plus 1d6 shadow damage), 2 Wings +31 (2d6+6 plus 1d6 shadow damage), Tail Slap +31 (2d8+18 plus 1d6 shadow damage)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite)  
Special Attacks Breath Weapon (120-ft. line, 20d10 shadow damage, Reflex DC 29 half, usable every 1d4 rounds), Crush (Medium creatures, DC 29, 4d6+18), Eternal Darkness, Manipulate, Putrescence  
Special Abilities Dragon Force  
Spells Known (FC CL 25th, Concentration +34)  
At will – [bleed](#), [dark orb](#), [detect magic](#), [message](#), [read magic](#)  
1st (DC 20) – [bone armor](#), [dark](#), [fear](#)  
2nd (DC 21) – [dark II](#), [death armor](#), [death knell](#)  
3rd (DC 22) – [blacklight](#), [dark III](#), [darkra](#), [dispel](#), [haste](#), [infect](#) (DC 20)  
4th (DC 23) – [bestow curse](#) (DC 21), [dark IV](#), [dread spikes](#), [greater fear](#), [slay living](#) (DC 21)  
5th (DC 24) – [darkga](#), [drain](#), [infectga](#) (DC 22)  
6th (DC 25) – [aura of terror](#) (DC 23), [dread spikes II](#), [greater dispel](#), [shadowfire ray](#), [syphon](#)  
7th (DC 26) – [avascular](#) (DC 24), [countdown](#), [shadow blast](#)  
8th (DC 27) – [avascular mass](#) (DC 25), [dread spikes III](#), [doom](#), [evaporate](#), [greater bestow curse](#) (DC 25)  
9th (DC 28) – [banshee wail](#), [death](#)

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## STATISTICS

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Str 34, Dex 24, Con 24, Int 20, Wis 20, Cha 28  
Base Atk +25; CMB +41; CMD 58 (62 vs. trip)  
Feats [Combat Casting](#), [Elemental Focus](#) (Shadow), [Empower Spell](#), [Hover](#), [Greater Elemental Focus](#) (Shadow), [Improved Counterspell](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Parry Spell](#), [Power Attack](#), [Quicken Spell](#)  
Skills Appraise +33, Bluff +37, Diplomacy +37, Fly +19, Intimidate +37, Knowledge (arcana, history) +33, Perception +33, Spellcraft +33, Stealth +36, Survival +33; Racial Modifiers +8 Stealth  
Languages Abyssal, Common, Draconic, Undercommon + 2 others (DM picks)

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## SPECIAL ABILITIES

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### Eternal Darkness (Su)

A black dragon can use its breath weapon to create a sheet of eternal darkness in the area around it as a standard action. This creates pitch darkness in a 50-ft.-radius for 1 minutes, centered on the dragon. This functions like darkness, but even creatures with darkvision cannot see within the breath's confines.

## Dragon Force (Su)

A black dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Manipulate Shadows (Su)

A black dragon can control any shadow spell within 100 feet as a standard action. This ability allows it to move any shadow effect in the area, as if it were the caster. This ability also allows it to reposition a stationary shadow effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new shadow spell cast within its are of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

## Putrescence (Su)

Once every 1d4 rounds as a standard action, a black dragon pours a cloud of black and magenta mist, robbing enemies of their strength. All enemies in a 45 ft. cone take 12d8 points of non-elemental damage (DC 31 Reflex save for half damage) and are subjected to a targeted greater dispel effect, using Yomi's HD in place of a caster level. Enemies that failed the Reflex save must also make a Fortitude save (DC 31) or be afflicted with the Disease status effect until cured, and suffer the Sap status effect for 1d6 minutes. Success results in being Poisoned for 1d6 rounds instead. Blue mages may learn this ability as a 8th-level spell (Knowledge: Arcana DC 31).

## See in Darkness (Su)

A black dragon can see perfectly in darkness of any kind, including that created by the [blacklight](#) spell.

## Shadow Flare (Su)

As a standard action, a black dragon sends off a blast of dark magic against her foes. This is a spell-like ability that functions like the Flare black magic spell except it deals shadow damage instead. It casts as a 25th-level black mage. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

## Black Dragon, Wyrms (CR 22)

XP 615,000

NE or N Colossal Dragon ([Shadow](#))

Init +11; Senses Dragon senses, see in darkness; Perception +38

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### DEFENSE

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AC 45, touch 0, flat-footed 38 (+7 dex, +38 natural, -8 size)

hp 406 (29d12+232)

mp 257

Fort +24, Ref +25, Will +24

DR 20/magic; Immune Shadow, Paralysis, Sleep; SR 33

Weakness Holy

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## OFFENSE

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Speed 60 ft., fly 250 ft. (clumsy)

Melee Bite +33 (4d8+21 plus energy drain and 4d6 shadow damage), 2 Claws +35 (4d6+14 plus energy drain and 2d6 shadow damage), 2 Wings +33 (2d8+7 plus 2d6 shadow damage), Tail Slap +33 (4d6+21 plus 2d6 shadow damage)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks Breath Weapon (140-ft. line, 24d10 shadow damage, Reflex DC 32 half, usable every 1d4 rounds), Crush (Large creatures, DC 32, 4d8+21), Energy Drain (1 level, DC 32), Eternal Darkness, Manipulate Shadows, Putrescence, Tail Sweep (Medium creatures, DC 32, 2d8+21)

Special Abilities Dragon Force

Spells Known (FC CL 29th, Concentration +39)

At will – [bleed](#), [dark orb](#), [detect magic](#), [message](#), [read magic](#)

1st (DC 23) – [bone armor](#), [dark](#), [fear](#)

2nd (DC 24) – [dark II](#), [death armor](#), [death knell](#)

3rd (DC 25) – [blacklight](#), [dark III](#), [darkra](#), [dispel](#), [haste](#), [infect](#) (DC 22)

4th (DC 26) – [bestow curse](#) (DC 24), [dark IV](#), [dread spikes](#), [greater fear](#), [slay living](#) (DC 24)

5th (DC 27) – [darkga](#), [drain](#), [infectga](#) (DC 25)

6th (DC 28) – [aura of terror](#) (DC 26), [dread spikes II](#), [greater dispel](#), [shadowfire ray](#), [syphon](#)

7th (DC 29) – [avascular](#) (DC 27), [countdown](#), [shadow blast](#)

8th (DC 30) – [avascular mass](#) (DC 28), [dread spikes III](#), [doom](#), [evaporate](#), [greater bestow curse](#) (DC 28)

9th (DC 31) – [banshee wail](#), [death](#)

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## STATISTICS

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Str 38, Dex 24, Con 26, Int 22, Wis 23, Cha 30

Base Atk +29; CMB +51; CMD 68 (77 vs. trip)

Feats [Arcane Shield](#), [Combat Casting](#), [Elemental Focus](#) (Shadow), [Empower Spell](#), [Hover](#), [Greater Elemental Focus](#) (Shadow), [Improved Counterspell](#), [Improved Initiative](#), [Improved Lightning Reflexes](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Parry Spell](#), [Power Attack](#), [Quicken Spell](#)

Skills Appraise +38, Bluff +42, Diplomacy +42, Fly +23, Intimidate +42, Knowledge (arcana, history, planes) +38, Perception +38, Spellcraft +38, Stealth +31, Survival +38; Racial Modifiers +8 Stealth  
Languages Abyssal, Common, Draconic, Undercommon + 3 others (DM picks)

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## SPECIAL ABILITIES

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### Energy Drain (Su)

A black dragon deals 1 negative level with each successful bite or claw attack (1 level, DC 32).

### Eternal Darkness (Su)

A black dragon can use its breath weapon to create a sheet of eternal darkness in the area around it as a standard action. This creates pitch darkness in a 50-ft.-radius for 1 minutes, centered on the dragon. This functions like darkness, but even creatures with darkvision cannot see within the breath's confines.

### Dragon Force (Su)

A black dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three

caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Manipulate Shadows (Su)**

A black dragon can control any shadow spell within 100 feet as a standard action. This ability allows it to move any shadow effect in the area, as if it were the caster. This ability also allows it to reposition a stationary shadow effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new shadow spell cast within its are of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

### **Putrescence (Su)**

Once every 1d4 rounds as a standard action, a black dragon pours a cloud of black and magenta mist, robbing enemies of their strength. All enemies in a 45 ft. cone take 12d8 points of non-elemental damage (DC 27 Reflex save for half damage) and are subjected to a targeted greater dispel effect, using Yomi's HD in place of a caster level. Enemies that failed the Reflex save must also make a Fortitude save (DC 27) or be afflicted with the Disease status effect until cured, and suffer the Sap status effect for 1d6 minutes. Success results in being Poisoned for 1d6 rounds instead. Blue mages may learn this ability as a 8th-level spell (Knowledge: Arcana DC 31).

### **See in Darkness (Su)**

A black dragon can see perfectly in darkness of any kind, including that created by the blacklight spell.

### **Shadow Flare (Su)**

As a standard action, a black dragon sends off a blast of dark magic against her foes. This is a spell-like ability that functions like the Flare black magic spell except it deals shadow damage instead. It casts as a 29th-level black mage. Blue mages may learn this ability as a 6th level spell (Knowledge: Planes DC 27).

## **Blue Dragon Family**

### **Blue Dragon, Hatchling (CR 2)**

XP 600

CG or CN Tiny Dragon ([Water](#))

Init +7; Senses Dragon senses; Perception +7

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#### **DEFENSE**

AC 16, touch 15, flat-footed 14 (+3 dex, +1 natural, +2 size)

hp 25 (3d12)

Fort +5, Ref +6, Will +4

Immune Water, Paralysis, Sleep; Strong Fire

Weakness Lightning

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#### **OFFENSE**

Speed 60 ft., swim 90 ft.

Melee Bite +8 (1d4-1), 2 Claws +8 (1d3-1)

Space 2.5 ft.; Reach 0 ft. (5 ft. with bite)

Special Attacks Breath Weapon (30-ft. line, 1d10 water damage, Reflex DC 11 half, usable every 1d4 rounds), Water Gun

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## STATISTICS

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Str 9, Dex 8, Con 11, Int 8, Wis 13, Cha 10

Base Atk +3; CMB +4; CMD 13 (17 vs. trip)

Feats [Great Fortitude](#), [Improved Initiative](#)

Skills Diplomacy +6, Perception +7, Stealth +13, Survival +7, Swim +13; Racial Modifiers +8 Swim

Languages Draconic

SQ water breathing

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## SPECIAL ABILITIES

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### Water Breathing (Ex)

A blue dragon breathes water and can use its breath weapon, spells, and abilities underwater.

### Water Gun (Su)

Once every 1d4 rounds as a standard action, a blue dragon can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The blue dragon must make a ranged touch attack (+4), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 12) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Blue Dragon, Wyrmling (CR 6)

XP 2,400

CG or CN Small Dragon ([Water](#))

Init +6; Senses Dragon senses; Perception +12

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## DEFENSE

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AC 18, touch 13, flat-footed 16 (+2 dex, +5 natural, +1 size)

hp 77 (7d12+21)

mp 21

Fort +11, Ref +9, Will +8

Immune Water, Paralysis, Sleep; Strong Fire

Weakness Lightning

---

## OFFENSE

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Speed 60 ft., swim 90 ft.

Melee Bite +10 (1d6+3), 2 Claws +10 (1d4+1)

Special Attacks Breath Weapon (40-ft. line, 2d10 water damage, Reflex DC 16 half, usable every 1d4 rounds), Water Gun

Special Abilities Life Sounding

Spells Known (FC CL 7th, Concentration +10)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#), [water orb](#)

1st (DC 14) – [engulf](#), [water](#), [water blast](#)

2nd (DC 15) – [elemental resistance](#), [engulf II](#), [water II](#)

3rd (DC 16) – [engulf III](#), [dispel](#), [water III](#), [watera](#), [water breathing](#), [water walk](#)  
4th (DC 17) – [hydraulic torrent](#), [water IV](#)

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## STATISTICS

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Str 15, Dex 14, Con 16, Int 10, Wis 16, Cha 12

Base Atk +7; CMB +7; CMD 19 (23 vs. trip)

Feats [Great Fortitude](#), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#)

Skills Diplomacy +11, Perception +13, Spellcraft +10, Stealth +16, Survival +13, Swim +19; Racial Modifiers +8 Swim

Languages Draconic

SQ water breathing

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## SPECIAL ABILITIES

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### Life Sounding (Su)

Once every 1d2 rounds as a standard action, a blue dragon may emit a refreshing hum that closes the wounds of its fellows. All allies within a 30 ft. radius are healed for 3d6 points of damage, are cured of the Poison status effect, and no longer suffer fatigue. Exhausted allies within the radius are instead fatigued. Blue mages may learn this ability as a 3rd-level spell (Knowledge: Arcana DC 21).

### Water Breathing (Ex)

A blue dragon breathes water and can use its breath weapon, spells, and abilities underwater.

### Water Gun (Su)

As a standard action, a blue dragon can shoot water out of its mouth towards a single target with an water projectile within 30 ft. The blue dragon must make a ranged touch attack (+8), if it hits, the attack deals 1d6+2 water damage and must make a Fortitude save (DC 16) or be inflicted with the Drenched status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Blue Dragon, Young (CR 8)

XP 4,800

CG or CN Medium Dragon ([Water](#))

Init +5; Senses Dragon senses; Perception +17

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## DEFENSE

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AC 20, touch 12, flat-footed 18 (+2 dex, +8 natural)

hp 97 (9d12+27)

mp 36

Fort +11, Ref +10, Will +11

DR 5/magic; Immune Water, Paralysis, Sleep; Strong Fire

Weakness Lightning

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## OFFENSE

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Speed 60 ft., swim 90 ft.

Melee Bite +13 (1d8+4), 2 Claws +12 (1d6+3), Gore +12 (1d4+4)

Special Attacks Breath Weapon (80-ft. line, 6d10 water damage, Reflex DC 18 half, usable every 1d4 rounds), Hydrotwister

Special Abilities Life Sounding

Spells Known (FC CL 9th, Concentration +14)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#), [water orb](#)

1st (DC 16) – [engulf](#), [water](#), [water blast](#)

2nd (DC 17) – [elemental resistance](#), [engulf II](#), [water II](#)

3rd (DC 18) – [engulf III](#), [dispel](#), [water III](#), [watera](#), [water breathing](#), [water walk](#)

4th (DC 19) – [hydraulic torrent](#), [water IV](#)

5th (DC 20) – [drown](#), [geyser](#), [waterga](#)

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## STATISTICS

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Str 17, Dex 14, Con 16, Int 12, Wis 20, Cha 14

Base Atk +9; CMB +12; CMD 24 (28 vs. trip)

Feats [Great Fortitude](#), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#), [Weapon Focus](#) (Bite)

Skills Diplomacy +14, Knowledge (arcana) +13, Perception +17, Spellcraft +13, Stealth +13,

Survival +17, Swim +23; Racial Modifiers +8 Swim

Languages Common, Draconic

SQ water breathing

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## SPECIAL ABILITIES

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### Hydrotwister (Su)

Once every 1d4 rounds as a standard action, a blue dragon releases a water drill towards his opponent within 30 ft. The target must make a Fortitude save (DC 19) or be inflicted with both Deprotect and Deshell status effect for 1d4+1 rounds while taking 6d6 points of water damage. If they succeed the save, they negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Life Sounding (Su)

As a standard action, a blue dragon may emit a refreshing hum that closes the wounds of its fellows. All allies within a 30 ft. radius are healed for 3d6 points of damage, are cured of the Poison status effect, and no longer suffer fatigue. Exhausted allies within the radius are instead fatigued. Blue mages may learn this ability as a 3rd-level spell (Knowledge: Arcana DC 21).

### Water Breathing (Ex)

A blue dragon breathes water and can use its breath weapon, spells, and abilities underwater.

### Blue Dragon, Juvenile (CR 10)

XP 9,600

CG or CN Large Dragon ([Water](#))

Init +7; Senses Dragon senses; Perception +20

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## DEFENSE

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AC 21, touch 10, flat-footed 20 (+1 dex, +12 natural, -1 size)

hp 126 (11d12+44)

mp 66

Fort +13, Ref +12, Will +13

DR 5/magic; Immune Water, Paralysis, Sleep; Strong Fire

Weakness Lightning



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## OFFENSE

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Speed 60 ft., swim 90 ft.

Melee Bite +16 (2d6+7), 2 Claws +16 (1d8+5), Gore +15 (1d6+7), Tail Slap +13 (1d8+7)

Space 10 ft.; Reach 5 ft. (10 ft. with bite & gore)

Special Attacks Breath Weapon (80-ft. line, 6d10 water damage, Reflex DC 19 half, usable every 1d4 rounds), Hydrotwister

Special Abilities Life Sounding, Spring Water

Spells Known (FC CL 11th, Concentration +17)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#), [water orb](#)

1st (DC 17) – [engulf](#), [water](#), [water blast](#)

2nd (DC 18) – [elemental resistance](#), [engulf II](#), [water II](#)

3rd (DC 19) – [engulf III](#), [dispel](#), [water III](#), [watera](#), [water breathing](#), [water walk](#)

4th (DC 20) – [hydraulic torrent](#), [water IV](#)

5th (DC 21) – [drown](#), [geyser](#), [waterga](#)

6th (DC 22) – [control water](#), [flood](#), [greater dispel](#)

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## STATISTICS

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Str 21, Dex 16, Con 18, Int 12, Wis 22, Cha 14

Base Atk +11; CMB +17; CMD 29 (33 vs. trip)

Feats [Great Fortitude](#), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#), [Weapon Focus](#) (Bite & Claw)

Skills Diplomacy +16, Knowledge (arcana) +15, Perception +20, Spellcraft +15, Stealth +12,

Survival +20, Swim +27; Racial Modifiers +8 Swim

Languages Common, Draconic

SQ Unfettered swimmer, water breathing

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## SPECIAL ABILITIES

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### Hydrotwister (Su)

Once every 1d3 rounds as a standard action, a blue dragon releases a water drill towards his opponent within 30 ft. The target must make a Fortitude save (DC 21) or be inflicted with both Deprotect and Deshell status effect for 1d4+1 rounds while taking 6d6 points of water damage. If they succeed the save, they negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Life Sounding (Su)

As a standard action, a blue dragon may emit a refreshing hum that closes the wounds of its fellows. All allies within a 30 ft. radius are healed for 3d6 points of damage, are cured of the Poison status effect, and no longer suffer fatigue. Exhausted allies within the radius are instead fatigued. Blue mages may learn this ability as a 3rd-level spell (Knowledge: Arcana DC 21).

### Spring Water (Su)

Once every 1d4 rounds as a standard action, a blue dragon cleanses nearby allies with healing water as a standard action. All allies within 30 feet are healed for 10d6 points of damage and are cured of all negative status effects. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Unfettered Swimmer (Su)

While swimming, the blue dragon is treated as if under the effects of the spell freedom of movement.

## Water Breathing (Ex)

A blue dragon breathes water and can use its breath weapon, spells, and abilities underwater.

## Blue Dragon, Young Adult (CR 13)

XP 26,600

CG or CN Huge Dragon ([Water](#))

Init +8; Senses Dragon senses; Perception +25

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### DEFENSE

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AC 29, touch 12, flat-footed 25 (+4 dex, +17 natural, -2 size)

hp 183 (15d12+75)

mp 97

Fort +15, Ref +15, Will +16

DR 10/magic; Immune Water, Paralysis, Sleep; SR 24; Strong Fire

Weakness Lightning

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### OFFENSE

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Speed 60 ft., swim 90 ft.

Melee Bite +21 (2d8+10 plus 1d6 water damage), 2 Claws +21 (2d6+7), Gore +20 (1d8+10), Tail Slap +18 (2d6+10)

Space 15 ft.; Reach 10 ft. (15 ft. with bite & gore)

Special Attacks Breath Weapon (100-ft. line, 10d10 water damage, Reflex DC 21 half, usable every 1d4 rounds), Crush (Small creatures, DC 21, 2d8+10), Hydrotwister

Special Abilities Dragon Force, Life Sounding, Spring Water

Spells Known (FC CL 15th, Concentration +22)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#), [water orb](#)

1st (DC 18) – [engulf](#), [water](#), [water blast](#)

2nd (DC 19) – [elemental resistance](#), [engulf II](#), [water II](#)

3rd (DC 20) – [engulf III](#), [dispel](#), [water III](#), [watera](#), [water breathing](#), [water walk](#)

4th (DC 21) – [hydraulic torrent](#), [water IV](#)

5th (DC 22) – [drown](#), [geyser](#), [waterga](#)

6th (DC 23) – [control water](#), [flood](#), [greater dispel](#)

7th (DC 24) – [drown II](#), [vortex](#)

8th (DC 25) – [flood II](#), [seamantle](#)

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### STATISTICS

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Str 25, Dex 18, Con 21, Int 14, Wis 24, Cha 16

Base Atk +15; CMB +24; CMD 38 (42 vs. trip)

Feats [Great Fortitude](#), [Improved Initiative](#), [Lightning Reflexes](#), [Lunge](#), [Multiattack](#), [Power Attack](#), [Weapon Focus](#) (Bite & Claw)

Skills Diplomacy +21, Knowledge (arcana) +20, Perception +25, Sense Motive +25, Spellcraft +20, Stealth +14, Survival +25, Swim +35; Racial Modifiers +8 Swim

Languages Aquan, Common, Draconic

SQ Unfettered swimmer, water breathing

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A blue dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Hydrotwister (Su)

Once every 1d2 rounds as a standard action, a blue dragon releases a water drill towards his opponent within 30 ft. The target must make a Fortitude save (DC 24) or be inflicted with both Deprotect and Deshell status effect for 1d4+1 rounds while taking 6d6 points of water damage. If they succeed the save, they negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Life Sounding (Su)

As a standard action, a blue dragon may emit a refreshing hum that closes the wounds of its fellows. All allies within a 30 ft. radius are healed for 3d6 points of damage, are cured of the Poison status effect, and no longer suffer fatigue. Exhausted allies within the radius are instead fatigued. Blue mages may learn this ability as a 3rd-level spell (Knowledge: Arcana DC 21).

### Spring Water (Su)

Once every 1d4 rounds as a standard action, a blue dragon cleanses nearby allies with healing water as a standard action. All allies within 30 feet are healed for 10d6 points of damage and are cured of all negative status effects. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### Unfettered Swimmer (Su)

While swimming, the blue dragon is treated as if under the effects of the spell freedom of movement.

### Water Breathing (Ex)

A blue dragon breathes water and can use its breath weapon, spells, and abilities underwater.

### Blue Dragon, Mature Adult (CR 16)

XP 76,800

CG or CN Huge Dragon ([Water](#))

Init +9; Senses Dragon senses; Perception +28

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## DEFENSE

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AC 36, touch 13, flat-footed 31 (+5 dex, +23 natural, -2 size)

hp 245 (19d12+114)

mp 132

Fort +19, Ref +18, Will +16

DR 10/magic; Immune Water, Paralysis, Sleep; SR 27; Strong Fire

Weakness Lightning

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## OFFENSE

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Speed 60 ft., swim 90 ft.

Melee Bite +27 (2d8+13 plus 2d6 water damage/19-20), 2 Claws +27 (2d6+9 plus 1d6 water damage), Gore +26 (1d8+13 plus 1d6 water damage), Tail Slap +24 (2d6+13 plus 1d6 water damage)

Space 15 ft.; Reach 10 ft. (15 ft. with bite & gore)

Special Attacks Breath Weapon (100-ft. line, 14d10 water damage, Reflex DC 25 half, usable every 1d4 rounds), Crush (Small creatures, DC 25, 2d8+13), Exploding Bubbles, Flash Rain, Hydrotwister

Special Abilities Dragon Force, Spring Water

Spells Known (FC CL 19th, Concentration +26)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#), [water orb](#)

1st (DC 18) – [engulf](#), [water](#), [water blast](#)

2nd (DC 19) – [elemental resistance](#), [engulf II](#), [water II](#)

3rd (DC 20) – [engulf III](#), [dispel](#), [water III](#), [watera](#), [water breathing](#), [water walk](#)

4th (DC 21) – [hydraulic torrent](#), [water IV](#)

5th (DC 22) – [drown](#), [geyser](#), [waterga](#)

6th (DC 23) – [control water](#), [flood](#), [greater dispel](#)

7th (DC 24) – [drown II](#), [vortex](#)

8th (DC 25) – [flood II](#), [seamantle](#)

9th (DC 26) – [tsunami](#)

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## STATISTICS

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Str 29, Dex 20, Con 22, Int 16, Wis 24, Cha 18

Base Atk +19; CMB +30; CMD 45 (49 vs. trip)

Feats [Great Fortitude](#), [Improved Critical](#) (Bite and Claw), [Improved Initiative](#), [Lightning Reflexes](#), [Lunge](#), [Multiattack](#), [Power Attack](#), [Weapon Focus](#) (Bite & Claw)

Skills Diplomacy +26, Intimidate +26, Knowledge (arcana) +25, Perception +28, Sense Motive +29, Spellcraft +25, Stealth +19, Survival +29, Swim +39; Racial Modifiers +8 Swim

Languages Aquan, Common, Draconic + 1 other (DM's choice)

SQ Unfettered swimmer, water breathing

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A blue dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Exploding Bubbles (Su)

Once every 1d3 rounds as a standard action, a blue dragon breathes out exploding bubbles within a 15-ft. cone that does 15d6 points of damage (half water/half wind) and are knocked prone. A successful Reflex save (DC 26) reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### Flash Rain (Su)

Once every 1d3 rounds as a standard action, a blue dragon causes a shower of icy cold rain in a flash, hitting all those in a 30-ft.-cone. Those in the area of effect take 10d6 ice and 10d6 water

damage, a successful Reflex (DC 26) for half damage. Blue mages may learn this ability as a 8th level spell (Knowledge: Arcana DC 31).

## Hydrotwister (Su)

As a standard action, a blue dragon releases a water drill towards his opponent within 30 ft. The target must make a Fortitude save (DC 26) or be inflicted with both Deprotect and Deshell status effect for 1d4+1 rounds while taking 6d6 points of water damage. If they succeed the save, they negate the status effects. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## Spring Water (Su)

Once every 1d2 rounds as a standard action, a blue dragon cleanses nearby allies with healing water as a standard action. All allies within 30 feet are healed for 10d6 points of damage and are cured of all negative status effects. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Unfettered Swimmer (Su)

While swimming, the blue dragon is treated as if under the effects of the spell freedom of movement.

## Water Breathing (Ex)

A blue dragon breathes water and can use its breath weapon, spells, and abilities underwater.

## Blue Dragon, Ancient (CR 19)

XP 204,800

CG or CN Gargantuan Dragon ([Water](#))

Init +10; Senses Dragon senses; Perception +36

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### DEFENSE

AC 44, touch 12, flat-footed 37 (+6 dex, +32 natural, -4 size)

hp 357 (25d12+200)

mp 198

Fort +24, Ref +22, Will +22

DR 15/magic; Immune Water, Paralysis, Sleep; SR 30; Strong Fire

Weakness Lightning

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### OFFENSE

Speed 60 ft., swim 90 ft.

Melee Bite +34 (4d6+18 plus 3d6 water damage/19-20), 2 Claws +34 (2d8+12 plus 1d6 water damage//19-20), Gore +34 (2d6+18 plus 1d6 water damage/), Tail Slap +31 (2d8+18 plus 1d6 water damage/)

Space 20 ft.; Reach 15 ft. (20 ft. with bite & gore)

Special Attacks Breath Weapon (120-ft. line, 20d10 water damage, Reflex DC 30 half, usable every 1d4 rounds), Crush (Medium creatures, DC 30, 4d6+18), Exploding Bubbles, Flash Rain, Tail Sweep (Small creatures, DC 30, 2d6+18), Vortex (DC 30, 10-60 ft.)

Special Abilities Dragon Force

Spells Known (FC CL 25th, Concentration +33)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#), [water orb](#)

1st (DC 19) – [engulf](#), [water](#), [water blast](#)

2nd (DC 20) – [elemental resistance](#), [engulf II](#), [water II](#)

3rd (DC 21) – [engulf III](#), [dispel](#), [water III](#), [watera](#), [water breathing](#), [water walk](#)

4th (DC 22) – [hydraulic torrent](#), [water IV](#)

5th (DC 23) – [drown](#), [geyser](#), [waterga](#)

6th (DC 24) – [control water](#), [flood](#), [greater dispel](#)

7th (DC 25) – [drown II](#), [vortex](#)

8th (DC 26) – [flood II](#), [seamantle](#)

9th (DC 27) – [tsunami](#)

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## STATISTICS

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Str 35, Dex 22, Con 26, Int 20, Wis 26, Cha 22

Base Atk +25; CMB +41; CMD 57 (61 vs. trip)

Feats [Critical Focus](#), [Great Fortitude](#), [Improved Critical](#) (Bite and Claw), [Improved Initiative](#), [Lightning Reflexes](#), [Lunge](#), [Multiattack](#), [Power Attack](#), [Snatch](#), [Weapon Focus](#) (Bite, Claw, & Gore)

Skills Diplomacy +34, Intimidate +34, Knowledge (arcana, history) +33, Perception +36, Sense

Motive +36, Spellcraft +33, Stealth +22, Survival +36, Swim +48; Racial Modifiers +8 Swim

Languages Aquan, Common, Draconic + 3 others (DM's choice)

SQ Unfettered swimmer, water breathing

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A blue dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Exploding Bubbles (Su)

As a standard action, Bismarck breathes out exploding bubbles within a 15-ft. cone that does 15d6 points of damage (half water/half wind) and are knocked prone. A successful Reflex save (DC 30) reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### Flash Rain (Su)

Once every 1d3 rounds as a standard action, a blue dragon causes a shower of icy cold rain in a flash, hitting all those in a 30-ft.-cone. Those in the area of effect take 10d6 ice and 10d6 water damage, a successful Reflex (DC 30) for half damage. Blue mages may learn this ability as a 8th level spell (Knowledge: Arcana DC 31).

### Unfettered Swimmer (Su)

While swimming, the blue dragon is treated as if under the effects of the spell freedom of movement.

## Vortex (Su)

A blue dragon can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water. A blue dragon can maintain this vortex for 5 rounds.

## Water Breathing (Ex)

A blue dragon breathes water and can use its breath weapon, spells, and abilities underwater.

## Blue Dragon, Wyrm (CR 22)

XP 615,000

CG or CN Colossal Dragon ([Water](#))

Init +10; Senses Dragon senses; Perception +40

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### DEFENSE

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AC 38, touch 0, flat-footed 38 (+6 dex, +38 natural, -8 size)

hp 406 (29d12+232)

mp 234

Fort +26, Ref +24, Will +24

DR 20/magic; Immune Water, Paralysis, Sleep; SR 33; Strong Fire

Weakness Lightning

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### OFFENSE

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Speed 60 ft., swim 90 ft.

Melee Bite +36 (4d8+21 plus 4d6 water damage/19-20), 2 Claws +36 (4d6+14 plus 2d6 water damage/19-20), Gore +36 (2d8+21 plus 2d6 water damage), Tail Slap +33 (4d6+21 plus 2d6 water damage)

Space 30 ft.; Reach 20 ft. (30 ft. with bite & gore)

Special Attacks Breath Weapon (140-ft. line, 24d10 water damage, Reflex DC 32 half, usable every 1d4 rounds), Crush (Large creatures, DC 32, 4d8+21), Exploding Bubbles, Flash Rain, Tail Sweep (Medium creatures, DC 32, 2d8+21), Tidal Wave, Vortex (DC 32, 10-60 ft.)

Special Abilities Dragon Force

Spells Known (FC CL 29th, Concentration +37)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#), [water orb](#)

1st (DC 19) – [engulf](#), [water](#), [water blast](#)

2nd (DC 20) – [elemental resistance](#), [engulf II](#), [water II](#)

3rd (DC 21) – [engulf III](#), [dispel](#), [water III](#), [watera](#), [water breathing](#), [water walk](#)

4th (DC 22) – [hydraulic torrent](#), [water IV](#)

5th (DC 23) – [drown](#), [geyser](#), [waterga](#)

6th (DC 24) – [control water](#), [flood](#), [greater dispel](#)

7th (DC 25) – [drown II](#), [vortex](#)

8th (DC 26) – [flood II](#), [seamantle](#)

9th (DC 27) – [tsunami](#)

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### STATISTICS

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Str 39, Dex 22, Con 27, Int 22, Wis 27, Cha 24

Base Atk +29; CMB +51; CMD 67 (71 vs. trip)

Feats [Critical Focus](#), [Great Fortitude](#), [Improved Critical](#) (Bite and Claw), [Improved](#)

[Initiative](#), [Lightning Reflexes](#), [Lunge](#), [Multiattack](#), [Power Attack](#), [Snatch](#), [Staggering Critical](#), [Stunning](#)



Critical, Weapon Focus (Bite, Claw, & Gore)

Skills Appraise +38, Diplomacy +39, Intimidate +39, Knowledge (arcana, history) +38, Perception +40, Sense Motive +40, Spellcraft +38, Stealth +22, Survival +40, Swim +54; Racial Modifiers +8 Swim

Languages Aquan, Common, Draconic + 4 others (DM's choice)

SQ Unfettered swimmer, water breathing

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## **SPECIAL ABILITIES**

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### **Dragon Force (Su)**

A blue dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Exploding Bubbles (Su)**

As a standard action, a blue dragon breathes out exploding bubbles within a 15-ft. cone that does 15d6 points of damage (half water/half wind) and are knocked prone. A successful Reflex save (DC 32) reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### **Flash Rain (Su)**

Once every 1d3 rounds as a standard action, a blue dragon causes a shower of icy cold rain in a flash, hitting all those in a 30-ft.-cone. Those in the area of effect take 10d6 ice and 10d6 water damage, a successful Reflex (DC 32) for half damage. Blue mages may learn this ability as a 8th level spell (Knowledge: Arcana DC 31).

### **Tidal Wave (Su)**

A blue dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within a 40 feet of the shore – treat the targets as if struck by an avalanche. Treat all creatures as if they were in the bury zone. The save DC to halve this damage is equal to the dragon's breath weapon DC. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

### **Unfettered Swimmer (Su)**

While swimming, the blue dragon is treated as if under the effects of the spell freedom of movement.

### **Vortex (Su)**

A blue dragon can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water. A blue dragon can maintain this vortex for 5 rounds.

### **Water Breathing (Ex)**

A blue dragon breathes water and can use its breath weapon, spells, and abilities underwater.

# Brown Dragon Family

## Brown Dragon, Hatchling (CR 2)

XP 600

N or LN Tiny Dragon ([Earth](#))

Init +2; Senses Dragon senses, tremorsense 120 ft.; Perception +5

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### DEFENSE

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AC 18, touch 14, flat-footed 14 (+2 dex, +4 natural, +2 size)

hp 33 (3d12+12)

Fort +6, Ref +6, Will +5

Immune Earth, Paralysis, Sleep; Strong Lightning

Weakness Wind

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### OFFENSE

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Speed 60 ft., burrow 40 ft.

Melee Bite +6 (1d4+4), 2 Claws +6 (1d3+3)

Space 2.5 ft.; Reach 0 ft. (2.5 ft. with bite)

Special Attacks Breath Weapon (30-ft. line, 2d10 earth damage, Reflex DC 14 half, usable every 1d4 rounds), Mud Gun, Slow Breath (15-ft. cone, DC 14)

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### STATISTICS

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Str 16, Dex 14, Con 16, Int 5, Wis 8, Cha 8

Base Atk +3; CMB +4; CMD 16 (20 vs. trip)

Feats [Iron Will](#), [Toughness](#)

Skills Climb +13, Intimidate +5, Perception +5, Stealth +16; Racial Modifiers +4 Climb, +4 Stealth

Languages Draconic

SQ Earth glide

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### SPECIAL ABILITIES

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#### Mud Gun (Su)

Once every 1d4 rounds as a standard action, a brown dragon can shoot mud out of its mouth towards a single target with an earth projectile. The brown dragon must make a ranged touch attack (+7), if it hits, the attack deals 1d6+2 earth damage and must make a Fortitude save (DC 10) or be inflicted with the Weighted status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

#### Slow Breath (Su)

Instead of a line of jagged rocks, a brown dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell slow) for 1d2 rounds.

## Brown Dragon, Wyrmling (CR 6)

XP 2,400

N or LN Small Dragon ([Earth](#))

Init +1; Senses Dragon senses, tremorsense 120 ft.; Perception +13

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## DEFENSE

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AC 21, touch 12, flat-footed 20 (+1 dex, +9 natural, +1 size)  
hp 83 (7d12+35)  
mp 21  
Fort +9, Ref +8, Will +7  
Immune Earth, Paralysis, Sleep; Strong Lightning  
Weakness Wind

---

## OFFENSE

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Speed 60 ft., burrow 40 ft.  
Melee Bite +13 (1d6+7), 2 Claws +13 (1d4+5)  
Space 2.5 ft.; Reach 0 ft. (5 ft. with bite)  
Special Attacks Breath Weapon (40-ft. line, 2d10 earth damage, Reflex DC 17 half, usable every 1d4 rounds), Mud Gun, Slow Breath (20-ft. cone, DC 17)  
Special Abilities Triumphant Roar  
Spells Known (FC CL 7th, Concentration +10)  
At will – [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#)  
1st (DC 14) – [pass without trace](#), [stone fist](#)  
2nd (DC 15) – [binding earth](#), [elemental resistance](#), [groundswell](#), [soften earth and stone](#), [stone call](#), [wall climb](#)  
3rd (DC 16) – [dispel](#), [meld into stone](#), [shifting sand](#), [stone shape](#)  
4th (DC 17) – [comet](#), [spike stones](#)

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## STATISTICS

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Str 20, Dex 12, Con 18, Int 7, Wis 16, Cha 10  
Base Atk +7; CMB +11; CMD 22 (26 vs. trip)  
Feats [Iron Will](#), [Lightning Reflexes](#), [Power Attack](#), [Toughness](#)  
Skills Bluff +10, Climb +19, Intimidate +10, Perception +13, Stealth +19; Racial Modifiers +4 Climb, +4 Stealth  
Languages Draconic  
SQ Earth glide

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## SPECIAL ABILITIES

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### Mud Gun (Su)

As a standard action, a brown dragon can shoot mud out of its mouth towards a single target with an earth projectile. The brown dragon must make a ranged touch attack (+9), if it hits, the attack deals 1d6+2 earth damage and must make a Fortitude save (DC 16) or be inflicted with the Weighted status effect for 1d4 rounds. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Slow Breath (Su)

Instead of a line of jagged rocks, a brown dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell slow) for 1d4 rounds.

### Triumphant Roar (Su)

Once every 1d2 rounds as a standard action, the brown dragon releases a raging fierce roar, boosting their personal attack power by +6 for seven rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## Brown Dragon, Young (CR 8)

XP 4,800

N or LN Medium Dragon ([Earth](#))

Init +0; Senses Dragon senses, tremorsense 120 ft.; Perception +13

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### DEFENSE

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AC 21, touch 10, flat-footed 21 (+11 natural)

hp 113 (9d12+54)

mp 34

Fort +11, Ref +8, Will +12

DR 5/magic; Immune Earth, Paralysis, Sleep; Strong Lightning

Weakness Wind

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### OFFENSE

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Speed 60 ft., burrow 40 ft.

Melee Bite +16 (1d8+10), 2 Claws +16 (1d6+7), Gore +16 (1d6+10)

Space 5 ft.; Reach 5 ft. (10 ft. with bite & gore)

Special Attacks Breath Weapon (60-ft. line, 4d10 earth damage, Reflex DC 19 half, usable every 1d4 rounds), Earthquake, Slow Breath (40-ft. cone, DC 19)

Special Abilities Triumphant Roar

Spells Known (FC CL 9th, Concentration +13)

At will – [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#)

1st (DC 15) – [pass without trace](#), [stone fist](#)

2nd (DC 16) – [binding earth](#), [elemental resistance](#), [groundswell](#), [soften earth and stone](#), [stone call](#), [wall climb](#)

3rd (DC 17) – [dispel](#), [meld into stone](#), [shifting sand](#), [stone shape](#)

4th (DC 18) – [comet](#), [spike stones](#)

5th (DC 18) – [stoneskin](#), [transmute mud to rock](#), [transmute rock to mud](#)

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### STATISTICS

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Str 24, Dex 10, Con 20, Int 9, Wis 18, Cha 12

Base Atk +9; CMB +16; CMD 26 (30 vs. trip)

Feats [Cleave](#), [Iron Will](#), [Lightning Reflexes](#), [Power Attack](#), [Toughness](#)

Skills Bluff +13, Climb +23, Intimidate +13, Knowledge (dungeoneering) +12, Perception +16,

Stealth +16; Racial Modifiers +4 Climb, +4 Stealth

Languages Draconic

SQ Earth glide

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### SPECIAL ABILITIES

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## Earthquake (Su)

Once every 1d4 rounds as a standard action, a brown dragon can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds (Reflex save DC 18 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## Slow Breath (Su)

Instead of a line of jagged rocks, a brown dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell *slow*) for 1d6+4 rounds.

## Triumphant Roar (Su)

As a standard action, the brown dragon releases a raging fierce roar, boosting their personal attack power by +6 for nine rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## Brown Dragon, Juvenile (CR 10)

XP 9,600

N or LN Large Dragon ([Earth](#))

Init +0; Senses Dragon senses, tremorsense 120 ft.; Perception +15

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### DEFENSE

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AC 23, touch 9, flat-footed 23 (+14 natural, -1 size)

hp 146 (11d12+77)

mp 58

Fort +13, Ref +9, Will +14

DR 5/magic; Immune Earth, Paralysis, Sleep; Strong Lightning

Weakness Wind

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### OFFENSE

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Speed 60 ft., burrow 40 ft.

Melee Bite +19 (2d6+13), 2 Claws +19 (1d8+9), Gore +19 (1d8+13), Tail Slap +14 (1d8+13)

Space 10 ft.; Reach 5 ft. (10 ft. with bite & gore)

Special Attacks Breath Weapon (80-ft. line, 6d10 earth damage, Reflex DC 21 half, usable every 1d4 rounds), Earthquake, Eerie Howl, Sandstorm, Slow Breath (40-ft. cone, DC 20)

Special Abilities Triumphant Roar

Spells Known (FC CL 11th, Concentration +16)

At will – [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#)

1st (DC 16) – [pass without trace](#), [stone fist](#)

2nd (DC 17) – [binding earth](#), [elemental resistance](#), [groundswell](#), [soften earth and stone](#), [stone call](#), [wall climb](#)

3rd (DC 18) – [dispel](#), [meld into stone](#), [shifting sand](#), [stone shape](#)

4th (DC 19) – [comet](#), [spike stones](#)

5th (DC 20) – [stoneskin](#), [transmute mud to rock](#), [transmute rock to mud](#)

6th (DC 21) – [cometra](#), [greater dispel](#), [mass binding earth](#), [move earth](#), [wall of stone](#)

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### STATISTICS

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Str 28, Dex 10, Con 22, Int 10, Wis 20, Cha 14

Base Atk +11; CMB +21; CMD 31 (35 vs. trip)

Feats [Cleave](#), [Improved Bull Rush](#), [Iron Will](#), [Lightning Reflexes](#), [Power Attack](#), [Toughness](#)

Skills Bluff +16, Climb +27, Intimidate +16, Knowledge (dungeoneering, local) +14, Perception +19,

Stealth +14; Racial Modifiers +4 Climb, +4 Stealth

Languages Draconic

SQ Earth glide

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## SPECIAL ABILITIES

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### Earthquake (Su)

Once every 1d3 rounds as a standard action, a brown dragon can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds (Reflex save DC 20 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Eerie Howl (Su)

Once every 1d4 rounds as a standard action, a brown dragon can emit a loud, piercing howl within a 10-ft.-radius. Creatures within the area of effect are inflicted with Disable status (Fortitude save DC 20 to negate) for 1d4 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### Slow Breath (Su)

Instead of a line of jagged rocks, a brown dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell slow) for 1d6 rounds.

### Triumphant Roar (Su)

As a standard action, the brown dragon releases a raging fierce roar, boosting their personal attack power by +6 for eleven rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## Brown Dragon, Young Adult (CR 13)

XP 25,600

N or LN Huge Dragon ([Earth](#))

Init +0; Senses Dragon senses, tremorsense 120 ft.; Perception +20

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### DEFENSE

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AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 210 (15d12+120)

mp 87

Fort +16, Ref +11, Will +17

DR 10/magic; Immune Earth, Paralysis, Sleep; SR 24; Strong Lightning

Weakness Wind

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### OFFENSE

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Speed 60 ft., burrow 40 ft.

Melee Bite +24 (4d6+16 plus 1d6 earth damage), 2 Claws +24 (2d6+11), Gore +24 (2d6+16), Tail Slap +22 (2d6+16)

Space 15 ft.; Reach 10 ft. (15 ft. with bite & gore)

Special Attacks Breath Weapon (100-ft. line, 10d10 earth damage, Reflex DC 24 half, usable every 1d4 rounds), Crush (Small creatures, DC 24, 2d8+16), Earthquake, Eerie Howl, Slow Breath (50-ft. cone, DC 24)

Special Abilities Dragon Force, Triumphant Roar

Spells Known (FC CL 15th, Concentration +21)

At will – [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – [pass without trace](#), [stone fist](#)

2nd (DC 18) – [binding earth](#), [elemental resistance](#), [groundswell](#), [soften earth and stone](#), [stone call](#), [wall climb](#)

3rd (DC 19) – [dispel](#), [meld into stone](#), [shifting sand](#), [stone shape](#)

4th (DC 20) – [comet](#), [spike stones](#)

5th (DC 21) – [stoneskin](#), [transmute mud to rock](#), [transmute rock to mud](#)

6th (DC 22) – [cometra](#), [greater dispel](#), [mass binding earth](#), [move earth](#), [wall of stone](#)

8th (DC 23) – [earth rupture](#), [iron body](#)

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## STATISTICS

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Str 32, Dex 10, Con 24, Int 11, Wis 22, Cha 16

Base Atk +15; CMB +28; CMD 38 (42 vs. trip)

Feats [Cleave](#), [Improved Bull Rush](#), [Improved Natural Attack](#) (Bite), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#), [Toughness](#)

Skills Bluff +21, Climb +35, Intimidate +26, Knowledge (dungeoneering, local) +18, Perception +25, Stealth +14; Racial Modifiers +4 Climb, +4 Stealth

Languages Draconic

SQ Earth glide

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## SPECIAL ABILITIES

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### Dragon Force (Su)

1/day, a brown dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Earthquake (Su)

Once every 1d2 rounds as a standard action, a brown dragon can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds (Reflex save DC 23 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Eerie Howl (Su)

Once every 1d4 rounds as a standard action, a brown dragon can emit a loud, piercing howl within a 10-ft.-radius. Creatures within the area of effect are inflicted with Disable status (Fortitude save DC 23 to negate) for 1d4 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### Slow Breath (Su)

Instead of a line of jagged rocks, a brown dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell slow) for 1d6+2 rounds.



## Triumphant Roar (Su)

As a standard action, the brown dragon releases a raging fierce roar, boosting their personal attack power by +6 for fifteen rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## Brown Dragon, Mature Adult (CR 16)

XP 76,800

N or LN Huge Dragon ([Earth](#))

Init +0; Senses Dragon senses, tremorsense 120 ft.; Perception +25

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### DEFENSE

AC 34, touch 8, flat-footed 34 (+26 natural, -2 size)

hp 279 (19d12+171)

mp 122

Fort +19, Ref +13, Will +19

DR 10/magic; Immune Earth, Paralysis, Sleep; SR 27; Strong Lightning

Weakness Wind

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### OFFENSE

Speed 60 ft., burrow 40 ft.

Melee Bite +30 (4d6+19 plus 2d6 earth damage/19-20), 2 Claws +30 (2d6+13 plus 1d6 earth damage), Gore +30 (2d6+19 plus 1d6 earth damage), Tail Slap +28 (2d6+19 plus 1d6 earth damage)

Space 15 ft.; Reach 10 ft. (15 ft. with bite & gore)

Special Attacks Breath Weapon (100-ft. line, 14d10 earth damage, Reflex DC 27 half, usable every 1d4 rounds), Crush (Small creatures, DC 24, 2d8+19), Earthquake, Eerie Howl, Magnitude 8, Slow Breath (50-ft. cone, DC 27)

Special Abilities Dragon Force, Earthen Ward

Spells Known (FC CL 19th, Concentration +25)

At will – [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – [pass without trace](#), [stone fist](#)

2nd (DC 18) – [binding earth](#), [elemental resistance](#), [groundswell](#), [soften earth and stone](#), [stone call](#), [wall climb](#)

3rd (DC 19) – [dispel](#), [meld into stone](#), [shifting sand](#), [stone shape](#)

4th (DC 20) – [comet](#), [spike stones](#)

5th (DC 21) – [stoneskin](#), [transmute mud to rock](#), [transmute rock to mud](#)

6th (DC 22) – [cometra](#), [greater dispel](#), [mass binding earth](#), [move earth](#), [wall of stone](#)

8th (DC 23) – [earth rupture](#), [iron body](#)

9th (DC 24) – [clashing rocks](#), [meteor](#)

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### STATISTICS

Str 36, Dex 10, Con 26, Int 12, Wis 22, Cha 16

Base Atk +19; CMB +34; CMD 44 (48 vs. trip)

Feats [Awesome Blow](#), [Cleave](#), [Improved Bull Rush](#), [Improved Critical](#) (Bite), [Improved Natural Attack](#) (Bite), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#), [Toughness](#)

Skills Bluff +25, Climb +39, Intimidate +25, Knowledge (arcana, dungeoneering, local) +23,

Perception +25, Stealth +18; Racial Modifiers +4 Climb, +4 Stealth

Languages Draconic, Undercommon  
SQ Earth glide

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## SPECIAL ABILITIES

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### **Dragon Force (Su)**

A brown dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Earthen Ward (Su)**

Once every 1d3 rounds as a standard action, a brown dragon grants nearby allies a powerful stony hide. All allies get the effect of Stoneskin, as the white magic spell. Allies must be within 30 feet of the brown dragon at the time he uses this ability to be affected. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### **Earthquake (Su)**

As a standard action, a brown dragon can cause the ground to erupt around it within a 30-ft.-radius. Creatures within the area of effect take 8d6 points of earth damage and are inflicted with the Weighted status effect for 1d6 rounds (Reflex save DC 25 for half damage and negates the status effect). Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### **Eerie Howl (Su)**

Once every 1d2 rounds as a standard action, a brown dragon can emit a loud, piercing howl within a 10-ft.-radius. Creatures within the area of effect are inflicted with Disable status (Fortitude save DC 25 to negate) for 1d4 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### **Magnitude 8 (Su)**

Once every 1d4 rounds, a brown dragon can cause the ground to erupt wildly around it within a 60-ft.-radius. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the weighted status effect. They must make a successful Reflex save (DC 25) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Slow Breath (Su)**

Instead of a line of jagged rocks, a brown dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell slow) for 1d6+4 rounds.

### **Brown Dragon, Ancient (CR 19)**

XP 204,800

N or LN Gargantuan Dragon ([Earth](#))

Init +0; Senses Dragon senses, tremorsense 120 ft.; Perception +35

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## DEFENSE

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AC 42, touch 6, flat-footed 42 (+36 natural, -4 size)  
hp 402 (25d12+275)  
mp 186  
Fort +24, Ref +16, Will +23  
DR 15/magic; Immune Earth, Paralysis, Sleep; SR 30; Strong Lightning  
Weakness Wind

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## OFFENSE

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Speed 60 ft., burrow 40 ft.  
Melee Bite +37 (4d8+24 plus 3d6 earth damage/19-20), 2 Claws +37 (2d8+16 plus 1d6 earth damage), Gore +37 (2d8+24 plus 1d6 earth damage), Tail Slap +35 (2d8+24 plus 1d6 earth damage)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite & gore)  
Special Attacks Breath Weapon (120-ft. line, 20d10 earth damage, Reflex DC 32 half, usable every 1d4 rounds), Crush (Medium creatures, DC 32, 4d6+24), Magnitude 8, Slow Breath (50-ft. cone, DC 32), Tail Sweep (Small creatures, DC 32, 2d6+24), Violent Retort  
Special Abilities Dragon Force, Earthen Ward  
Spells Known (FC CL 25th, Concentration +32)  
At will – [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#)  
1st (DC 18) – [pass without trace](#), [stone fist](#)  
2nd (DC 19) – [binding earth](#), [elemental resistance](#), [groundswell](#), [soften earth and stone](#), [stone call](#), [wall climb](#)  
3rd (DC 20) – [dispel](#), [meld into stone](#), [shifting sand](#), [stone shape](#)  
4th (DC 21) – [comet](#), [spike stones](#)  
5th (DC 22) – [stoneskin](#), [transmute mud to rock](#), [transmute rock to mud](#)  
6th (DC 23) – [cometra](#), [greater dispel](#), [mass binding earth](#), [move earth](#), [wall of stone](#)  
8th (DC 24) – [earth rupture](#), [iron body](#)  
9th (DC 25) – [clashing rocks](#), [meteor](#)

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## STATISTICS

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Str 42, Dex 10, Con 30, Int 16, Wis 24, Cha 20  
Base Atk +25; CMB +45; CMD 55 (59 vs. trip)  
Feats [Awesome Blow](#), [Cleave](#), [Great Cleave](#), [Improved Bull Rush](#), [Improved Critical](#) (Bite), [Improved Natural Attack](#) (Bite), [Improved Vital Strike](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#), [Toughness](#), [Vital Strike](#)  
Skills Bluff +33, Climb +48, Intimidate +33, Knowledge (arcana, dungeoneering, history, local) +31, Perception +37, Spellcraft +31, Stealth +20; Racial Modifiers +4 Climb, +4 Stealth  
Languages Common, Draconic, Undercommon, + 1 other (DM's choice)  
SQ Earth glide

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A brown dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Earthen Ward (Su)

As a standard action, a brown dragon grants nearby allies a powerful stony hide. All allies get the effect of [Stoneskin](#), as the white magic spell. Allies must be within 30 feet of the brown dragon at the time he uses this ability to be affected. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## Magnitude 8 (Su)

Once every 1d4 rounds, a brown dragon can cause the ground to erupt wildly around it within a 60-ft.-radius. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the weighted status effect. They must make a successful Reflex save (DC 29) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Slow Breath (Su)

Instead of a line of jagged rocks, a brown dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell [slow](#)) for 1d6+4 rounds.

## Violent Retort (Ex)

When a brown dragon takes damage from a melee attack critical hit, it can, as an immediate action, make a claw or tail slap attack against the creature that made the critical hit.

## Brown Dragon, Wyrms (CR 22)

XP 615,000

N or LN Colossal Dragon ([Earth](#))

Init +2; Senses Dragon senses, tremorsense 120 ft.; Perception +38

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### DEFENSE

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AC 46, touch 4, flat-footed 44 (+2 dex, +42 natural, -8 size)

hp 487 (29d12+348)

mp 234

Fort +27, Ref +20, Will +25

DR 20/magic; Immune Earth, Paralysis, Sleep; SR 33; Strong Lightning

Weakness Wind

---

### OFFENSE

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Speed 60 ft., burrow 40 ft.

Melee Bite +39 (6d6+27 plus 4d6 earth damage/19-20), 2 Claws +39 (4d6+18 plus 2d6 earth damage), Gore +39 (4d6+27 plus 2d6 earth damage), Tail Slap +37 (4d6+27 plus 2d6 earth damage)

Space 30 ft.; Reach 20 ft. (30 ft. with bite & gore)

Special Attacks Breath Weapon (140-ft. line, 24d10 earth damage, Reflex DC 35 half, usable every 1d4 rounds), Crush (Large creatures, DC 35, 4d8+27), Magnitude 8, Slow Breath (70-ft. cone, DC 32), Stony Death, Tail Sweep (Medium creatures, DC 35, 2d8+27), Violent Retort

Special Abilities Dragon Force, Earthen Ward

Spells Known (FC CL 29th, Concentration +37)

At will – [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#)

1st (DC 19) – [pass without trace](#), [stone fist](#)

2nd (DC 20) – [binding earth](#), [elemental resistance](#), [groundswell](#), [soften earth and stone](#), [stone call](#), [wall](#)

## climb

3rd (DC 21) – dispel, meld into stone, shifting sand, stone shape

4th (DC 22) – comet, spike stones

5th (DC 23) – stoneskin, transmute mud to rock, transmute rock to mud

6th (DC 24) – cometra, greater dispel, mass binding earth, move earth, wall of stone

8th (DC 25) – earth rupture, iron body

9th (DC 26) – clashing rocks, meteor

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## STATISTICS

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Str 46, Dex 14, Con 32, Int 19, Wis 26, Cha 22

Base Atk +29; CMB +55; CMD 67 (71 vs. trip)

Feats Awesome Blow, Cleave, Critical Focus, Great Cleave, Improved Bull Rush, Improved Critical (Bite), Improved Natural Attack (Bite), Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Staggering Critical, Toughness, Vital Strike

Skills Appraise +36, Bluff +38, Climb +54, Intimidate +38, Knowledge (arcana, dungeoneering, history, local) +36, Perception +38, Spellcraft +36, Stealth +23; Racial Modifiers +4 Climb, +4 Stealth

Languages Common, Draconic, Undercommon, + 2 others (DM's choice)

SQ Earth glide

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## SPECIAL ABILITIES

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### **Dragon Force (Su)**

A brown dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Earthen Ward (Su)**

As a standard action, a brown dragon grants nearby allies a powerful stony hide. All allies get the effect of Stoneskin, as the white magic spell. Allies must be within 30 feet of the brown dragon at the time he uses this ability to be affected. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### **Magnitude 8 (Su)**

A brown dragon can cause the ground to erupt wildly around it within a 60-ft.-radius. Creatures within the area of effect take 15d10 points of earth damage and are inflicted with the weighted status effect. They must make a successful Reflex save (DC 32) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Slow Breath (Su)**

Instead of a line of jagged rocks, a brown dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell slow) for 1d6+4 rounds.

### **Stony Death (Su)**

Any creature reduced to 0 or fewer hit points by a brown dragon's breath weapon must also make a Fortitude save (DC 35) or be petrified. This is a death effect.

## Violent Retort (Ex)

When a brown dragon takes damage from a melee attack critical hit, it can, as an immediate action, make a claw or tail slap attack against the creature that made the critical hit.

## Crystal Dragon Family

### Crystal Dragon (CR 18)

XP 153,600

CN Gargantuan Dragon

Init +3; Senses Dragon senses; Perception +34

Aura Frightful Presence (360 ft., DC 31), Scintillating Aura (60 ft., DC 30)

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#### DEFENSE

AC 40, touch 5, flat-footed 40 (-1 dex, +35 natural, -4 size)

hp 350 (25d12+200)

mp 198

Fort +24, Ref +15, Will +20

Defensive Abilities Ray Reflection, DR 20/magic; Immune Paralysis, Sleep; SR 29

---

#### OFFENSE

Speed 60 ft., climb 30 ft., fly 250 ft. (clumsy)

Melee Bite +34 (4d6+18/19-20), 2 Claws +33 (2d8+12), 2 Wings +31 (2d6+6), Tail Slap +31 (2d8+18)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks Breath Weapon (60-ft. Cone, 24d4 non-elemental damage, Reflex DC 30 half, usable every 1d4 rounds), Crush (DC 30, 4d6+18), Dragon Force, Tail Sweep (2d6+18, DC 30)

Spells Known (FC CL 25th, Concentration +34)

At will (DC 19) – Amanuensis, Detect Magic, Mending, Message Moment, Read Magic

1st (DC 20) – Anticipate Peril, Awaiting, Deceleration, Mage Armor, True Strike

2nd (DC 21) – Clockwork Timer, Delay Response, Lesser Celerity, Recall Agony, Slow Magic, Time Shudder

3rd (DC 22) – Alter Fortune, Blink, Dimension Step, Dispel, Haste, Mass Deceleration, Slow

4th (DC 23) – Baleful Blink, Celerity, Dimension Door, Temporal Jolt, Time Shield

5th (DC 24) – Anticipatory Strike, Greater Blink, Second Chance, Temporary Repair

6th (DC 25) – 24 Hours, Age Resistance, Contingency, Greater Dispel, Hastega, Mass Recall Agony, Slowga

7th (DC 26) – Déjà vu, Fate of One, Lesser Time Stop, Reverse, Slow Skin, Stop, Time Spellurge

8th (DC 27) – Greater Celerity, Moment of Prescience, Recall Death (DC 24), Withering (DC 24)

9th (DC 28) – Paradox Haze, Stopga, Timeless Body, Time Regression, Time Stop

---

#### STATISTICS

Str 35, Dex 8, Con 27, Int 22, Wis 23, Cha 28

Base Atk +25; CMB +41; CMD 50 (54 vs. trip)

Feats Deceitful, Great Fortitude, Greater Vital Strike, Hover, Improved Critical (bite), Improved

Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon

Focus (bite), Wingover

Skills Appraise +34, Bluff +41, Climb +48, Disguise +38, Fly +13, Intimidate +37, Knowledge

(dungeoneering, geography) +34, Perception +34, Sense Motive +34, Stealth +15, Survival +34; Racial Modifiers +8 Climb  
Languages Common, Draconic + 6 others (DM's choice)  
SQ Razor Sharp

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## **SPECIAL ABILITIES**

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### **Dragon Force (Su)**

A crystal dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Razor Sharp (Ex)**

All of a crystal dragon's natural attacks deal slashing damage.

### **Ray Reflection (Ex)**

A crystal dragon's scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon's spell resistance.

### **Scintillating Aura (Su)**

A crystal dragon radiates an aura of scintillating color from its jeweled scales to a radius of 60 feet. All within this area must make a Will save each round to avoid being stunned (if the victim has 15 or fewer Hit Dice) or confused (if the victim has more than 15 Hit Dice) for 1 round. The save DC is equal to the dragon's breath weapon save DC. This is a mind-affecting effect. The dragon can activate or suppress this aura as a free action.

## **Faerie Dragon Family**

### **Faerie Dragon (CR 3)**

A pair of brightly colored butterfly wings sprouts from the back of this miniature dragon.

XP 800

CG Tiny Dragon

Init +3; Senses Dragon senses; Perception +8

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#### **DEFENSE**

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AC 18, touch 16, flat-footed 14 (+3 dex, +1 dodge, +2 natural, +2 size)

hp 27 (3d12+3)

mp 4

Fort +4, Ref +6, Will +5

Immune Paralysis, Sleep; SR 14

---

#### **OFFENSE**

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Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.

Melee Bite +8 (1d3-1)



Space 2.5 ft.; Reach 0 ft. (2.5 ft. with bite)

Special Attacks Breath Weapon (15-ft. cone, Fort DC 12, euphoria 1d4 rounds, usable every 1d4 rounds)

Spell Known (FC CL 3rd, concentration +6)

At will (DC 13) – Burst of Light, Detect Magic, Elemental Orb, Read Magic, Torchlight

1st (DC 14) – Aero, Cure, Disappear, Fire, Protect, Shell, Stone, Wind Runner

---

### STATISTICS

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Str 9, Dex 17, Con 13, Int 16, Wis 14, Cha 16

Base Atk +3; CMB +4; CM 14 (18 vs. trip)

Feats Acrobatics, Dodge, Weapon Finesse\*

Skills Acrobatics +8, Bluff +9, Diplomacy +9, Fly +23, Knowledge (nature) +9, Perception +8, Sense

Motive +8, Stealth +17, Swim +11, Use Magic Device +9;

Languages Common, Draconic, Elvaan, Sylvan; telepathy 100 ft.

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### SPECIAL ABILITIES

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## Breath Weapon (Su)

A faerie dragon's breath weapon is a 15-foot cone of pink gas. Creatures caught in the puff must succeed on a Fortitude save or experience extreme euphoria for 1d4 rounds. Affected creatures are staggered, sickened, and immune to fear effects for the duration of the euphoria.

## Green Dragon Family

### Green Dragon, Hatchling (CR 2)

XP 600

LE or LN Tiny Dragon ([Wind](#))

Init +9; Senses Cloud sight, Dragon senses; Perception +6

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### DEFENSE

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AC 19, touch 19, flat-footed 12 (+7 dex, +2 size)

hp 25 (3d12)

Fort +3, Ref +10, Will +3

Immune Wind, Paralysis, Sleep; Strong Earth

Weakness Ice

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### OFFENSE

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Speed 60 ft., fly 150 ft. (average)

Melee Bite +3 (1d6-2), 2 Claws +3 (1d4-2)

Space 2.5 ft.; Reach 0 ft. (2.5 ft. with bite)

Special Attacks Breath Weapon (15-ft. cone, 1d10 wind damage, Reflex DC 11 half, usable every 1d4 rounds), Engulfing Winds

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### STATISTICS

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Str 6, Dex 24, Con 10, Int 6, Wis 10, Cha 8

Base Atk +3; CMB +8; CMD 16 (20 vs. trip)

Feats [Improved Initiative](#), [Power Attack](#)

Skills Fly +25, Perception +6, Spellcraft +4, Stealth +12; Racial Modifiers +8 Fly  
Languages Draconic

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## SPECIAL ABILITIES

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### Cloud Sight (Su)

A green dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### Engulfing Winds (Su)

Once every 1d4 rounds as a standard action, a green dragon can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage and is inflicted with the Squall status for 1d4 rounds. The target of this ability must make a Fortitude save (DC 11) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Green Dragon, Wyrmling (CR 6)

XP 2,400

LE or LN Small Dragon ([Wind](#))

Init +12; Senses Cloud sight, Dragon senses; Perception +11

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## DEFENSE

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AC 22, touch 20, flat-footed 13 (+8 dex, +2 natural, +1 dodge, +1 size)

hp 63 (7d12+7)

mp 21

Fort +6, Ref +13, Will +10

Immune Wind, Paralysis, Sleep; Strong Earth

Weakness Ice

---

## OFFENSE

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Speed 60 ft., fly 150 ft. (average)

Melee Bite +8 (1d6+1), 2 Claws +8 (1d4+1)

Special Attacks Breath Weapon (20-ft. cone, 2d10 wind damage, Reflex DC 14 half, usable every 1d4 rounds), Engulfing Winds

Special Abilities White Wind

Spells Known (FC CL 7th, Concentration +8)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 12) – [alter winds](#), [choco feather](#), [wind armor](#), [wind runner](#), [wind shield](#)

2nd (DC 13) – [elemental resistance](#), [float](#), [whisper wind](#), [wind barrier](#)

3rd (DC 14) – [battering blast](#), [cloak of winds](#), [dispel](#), [hurricane blast](#), [wind wall](#)

4th (DC 15) – [air walk](#), [freedom of movement](#), [river of wind](#)

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## STATISTICS

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Str 12, Dex 26, Con 12, Int 8, Wis 16, Cha 10

Base Atk +7; CMB +7; CMD 26 (30 vs. trip)

Feats [Dodge](#), [Improved Initiative](#), [Iron Will](#), [Power Attack](#)

Skills Fly +28, Perception +11, Spellcraft +9, Stealth +22, Survival +11; Racial Modifiers +8 Fly  
Languages Draconic

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## SPECIAL ABILITIES

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### Cloud Sight (Su)

A green dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### Engulfing Winds (Su)

As a standard action, a green dragon can launch a gust of wind that engulfs their enemy within 30 feet for 4d4 points of wind damage and is inflicted with the Squallied status for 1d4 rounds. The target of this ability must make a Fortitude save (DC 16) to reduce the damage by half and negate the status effect. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### White Wind (Su)

Once every 1d2 rounds as a standard action, a green dragon summons a soft healing wind, healing herself and all nearby allies within 30 ft. for 4d6+15 points of damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Green Dragon, Young (CR 8)

XP 4,800

LE or LN Medium Dragon ([Wind](#))

Init +11; Senses Cloud sight, Dragon senses; Perception +14

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#### DEFENSE

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AC 23, touch 18, flat-footed 15 (+7 dex, +5 natural, +1 dodge)

hp 88 (9d12+18)

mp 40

Fort +8, Ref +15, Will +13

DR 5/magic; Immune Wind, Paralysis, Sleep; Strong Earth

Weakness Ice

---

#### OFFENSE

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Speed 60 ft., fly 150 ft. (average)

Melee Bite +11 (1d8+3), 2 Claws +11 (1d6+2), 2 Wings +6 (1d4+1)

Special Attacks Breath Weapon (30-ft. cone, 4d10 wind damage, Reflex DC 16 half, usable every 1d4 rounds), Breath Wing

Special **Abilities** White Wind

Spells Known (FC CL 9th, Concentration +14)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 16) – [alter winds](#), [choco feather](#), [wind armor](#), [wind runner](#), [wind shield](#)

2nd (DC 17) – [elemental resistance](#), [float](#), [whisper wind](#), [wind barrier](#)

3rd (DC 18) – [battering blast](#), [cloak of winds](#), [dispel](#), [hurricane blast](#), [wind wall](#)

4th (DC 19) – [air walk](#), [freedom of movement](#), [river of wind](#)

5th (DC 20) – [control winds](#), [fickle winds](#)

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#### STATISTICS

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Str 14, Dex 24, Con 14, Int 10, Wis 20, Cha 12

Base Atk +9; CMB +11; CMD 29 (33 vs. trip)

Feats [Dodge](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Power Attack](#)

Skills Fly +27, Knowledge (nature) +12, Perception +19, Spellcraft +12, Stealth +20, Survival +19;  
Racial Modifiers +8 Fly  
Languages Draconic

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## SPECIAL ABILITIES

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### Breath Wing (Su)

Once every 1d4 rounds as a standard action, a green dragon can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.- cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 19) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Cloud Sight (Su)

A green dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### White Wind (Su)

As a standard action, a green dragon summons a soft healing wind, healing herself and all nearby allies within 30 ft. for 4d6+15 points of damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## Green Dragon, Juvenile (CR 10)

XP 9,600

LE or LN Large Dragon ([Wind](#))

Init +11; Senses Cloud sight, Dragon senses; Perception +16

---

## DEFENSE

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AC 25, touch 17, flat-footed 17 (+7 dex, +8 natural, +1 dodge, -1 size)

hp 115 (11d12+33)

mp 66

Fort +10, Ref +16, Will +15

DR 5/magic; Immune Wind, Paralysis, Sleep; Strong Earth

Weakness Ice

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## OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +14 (2d6+6), 2 Claws +14 (1d8+4), 2 Wings +9 (1d6+2), Tail Slap +9 (1d8+6)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks Breath Weapon (40-ft. cone, 6d10 wind damage, Reflex DC 18 half, usable every 1d4 rounds), Sandstorm

Special **Abilities** White Wind

Spells Known (FC CL 11th, Concentration +17)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – [alter winds](#), [choco feather](#), [wind armor](#), [wind runner](#), [wind shield](#)

2nd (DC 18) – [elemental resistance](#), [float](#), [whisper wind](#), [wind barrier](#)

3rd (DC 19) – [battering blast](#), [cloak of winds](#), [dispel](#), [hurricane blast](#), [wind wall](#)

4th (DC 20) – [air walk](#), [freedom of movement](#), [river of wind](#)

5th (DC 21) – [control winds](#), [fickle winds](#)

6th (DC 22) – [greater dispel](#), [wind walk](#)

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## STATISTICS

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Str 18, Dex 25, Con 16, Int 10, Wis 22, Cha 12

Base Atk +11; CMB +16; CMD 34 (38 vs. trip)

Feats [Cleave](#), [Dodge](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Power Attack](#)

Skills Fly +24, Knowledge (nature) +14, Perception +16, Spellcraft +14, Stealth +18, Survival +16;

Racial Modifiers +8 Fly

Languages Draconic

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## SPECIAL ABILITIES

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### Breath Wing (Su)

Once every 1d3 rounds as a standard action, a green dragon can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.- cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 21) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Cloud Sight (Su)

A green dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### Sandstorm (Su)

Once every 1d4 rounds as a standard action, a green dragon can cause a sandstorm at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 21) for half damage and negating the effect or takes 6d6 points of wind damage, 6d6 points of earth damage, and be inflicted with Blind status for 1d6 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### White Wind (Su)

As a standard action, a green dragon summons a soft healing wind, healing herself and all nearby allies within 30 ft. for 4d6+15 points of damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Green Dragon, Young Adult (CR 13)

XP 25,600

LE or LN Huge Dragon ([Wind](#))

Init +12; Senses Cloud sight, Dragon senses; Perception +25

---

## DEFENSE

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AC 31, touch 17, flat-footed 22 (+8 Dex, +1 dodge, +14 natural, -2 size)

hp 168 (15d12+60)

mp 97

Fort +13, Ref +19, Will +18

DR 10/magic; Immune Wind, Paralysis, Sleep; SR 24; Strong Earth

Weakness Ice

---

## OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +19 (2d8+9 plus 1d6 wind damage), 2 Claws +19 (2d6+6), 2 Wings +17 (1d8+3), Tail

Slap +17 (2d6+9)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (50-ft. cone, 10d10 wind damage, Reflex DC 21 half, usable every 1d4 rounds), Crush (Small creatures, DC 21, 2d8+9), Sandstorm

Special **Abilities** Dragon Force

Spells Known (Geomancer CL 15th, Concentration +22)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 18) – [alter winds](#), [choco feather](#), [wind armor](#), [wind runner](#), [wind shield](#)

2nd (DC 19) – [elemental resistance](#), [float](#), [whisper wind](#), [wind barrier](#)

3rd (DC 20) – [battering blast](#), [cloak of winds](#), [dispel](#), [hurricane blast](#), [wind wall](#)

4th (DC 21) – [air walk](#), [freedom of movement](#), [river of wind](#)

5th (DC 22) – [control winds](#), [fickle winds](#)

6th (DC 23) – [greater dispel](#), [wind walk](#)

7th (DC 24) – [control weather](#), [souring winds](#)

8th (DC 25) – [whirlwind](#)

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## STATISTICS

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Str 22, Dex 26, Con 18, Int 12, Wis 24, Cha 14

Base Atk +15; CMB +23; CMD 52 (56 vs. trip)

Feats [Cleave](#), [Dodge](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Mobility](#), [Multiattack](#), [Power Attack](#)

Skills Fly +26, Knowledge (arcana, nature) +19, Perception +25, Spellcraft +19, Stealth +18,

Survival +25; Racial Modifiers +8 Fly

Languages Common, Draconic

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## SPECIAL ABILITIES

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### Breath Wing (Su)

Once every 1d2 rounds as a standard action, a green dragon can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.- cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 24) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Cloud Sight (Su)

A green dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### Dragon Force (Su)

1/day, A green dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Sandstorm (Su)

Once every 1d4 rounds as a standard action, a green dragon can cause a sandstorm at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 24) for half damage and negating the effect or takes 6d6 points of wind damage, 6d6 points of earth damage, and be inflicted with Blind status for 1d6 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Green Dragon, Mature Adult (CR 16)

XP 76,800

LE or LN Huge Dragon ([Wind](#))

Init +13; Senses Cloud sight, Dragon senses; Perception +29

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### DEFENSE

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AC 37, touch 17, flat-footed 28 (+8 dex, +20 natural, +1 dodge, -2 size)

hp 226 (19d12+95)

mp 132

Fort +16, Ref +21, Will +20

DR 10/magic; Immune Wind, Paralysis, Sleep; SR 27; Strong Earth

Weakness Ice

---

### OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +25 (2d8+12 plus 2d6 wind damage/19-20), 2 Claws +25 (2d6+8 plus 1d6 wind damage), 2 Wings +23 (1d8+4 plus 1d6 wind damage), Tail Slap +23 (2d6+12 plus 1d6 wind damage)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (50-ft. cone, 14d10 wind damage, Reflex DC 23 half, usable every 1d4 rounds), Crush (Small creatures, DC 23, 2d8+12), Sandstorm, Wind Slash

Special **Abilities** Crimson Rays, Dragon Force

Spells Known (Geomancer CL 19th, Concentration +26)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 18) – [alter winds](#), [choco feather](#), [wind armor](#), [wind runner](#), [wind shield](#)

2nd (DC 19) – [elemental resistance](#), [float](#), [whisper wind](#), [wind barrier](#)

3rd (DC 20) – [battering blast](#), [cloak of winds](#), [dispel](#), [hurricane blast](#), [wind wall](#)

4th (DC 21) – [air walk](#), [freedom of movement](#), [river of wind](#)

5th (DC 22) – [control winds](#), [fickle winds](#)

6th (DC 23) – [greater dispel](#), [wind walk](#)

7th (DC 24) – [control weather](#), [souring winds](#)

8th (DC 25) – [whirlwind](#)

9th (DC 26) – [winds of vengeance](#)

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### STATISTICS

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Str 26, Dex 28, Con 20, Int 14, Wis 24, Cha 16

Base Atk +19; CMB +29; CMD 51 (55 vs. trip)

Feats [Cleave](#), [Dodge](#), [Great Cleave](#), [Improved Critical](#) (Bite), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Mobility](#), [Multiattack](#), [Power Attack](#)

Skills Fly +31, Knowledge (arcana, nature) +24, Perception +29, Spellcraft +24, Stealth +21,

Survival +26, Use Magic Device +22; Racial Modifiers +8 Fly

Languages Auran, Common, Draconic



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## SPECIAL ABILITIES

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### Breath Wing (Su)

As a standard action, a green dragon can use its wings to cause a breath-like attack to slice the air in front of it in a 30-ft.- cone. Creatures within the area of effect take 8d6 points of wind damage, Reflex save (DC 26) for half damage. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Cloud Sight (Su)

A green dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### Crimson Rays (Su)

Once every 1d3 rounds as a standard action, a green dragon releases a crimson rainbow of lights hitting all foes within a 20-ft.-cone radius. All creatures in the area of effect are inflicted with the Imperil status effect for 1d6 rounds unless they must make a Will save (DC 26) to negate the Imperil status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### Dragon Force (Su)

A green dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Sandstorm (Su)

Once every 1d2 rounds as a standard action, a green dragon can cause a sandstorm at its enemies within a 30-ft.-radius. Creatures within the area of effect must make a Fortitude save (DC 26) for half damage and negating the effect or takes 6d6 points of wind damage, 6d6 points of earth damage, and be inflicted with Blind status for 1d6 rounds. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### Wind Slash (Su)

Once every 1d4+1 rounds as a full round action, a green dragon can choose to do this effect twice since it reacts really quickly. A green dragon uses its wings to cause the wind to slice all those in a 60-ft.- cone. Creatures within the area of effect take 15d6 points of wind damage, a successful Reflex save (DC 26) reduces the damage by half. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Green Dragon, Ancient (CR 19)

XP 204,800

LE or LN Gargantuan Dragon ([Wind](#))

Init +15; Senses Cloud sight, Dragon senses; Perception +36

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## DEFENSE

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AC 46, touch 17, flat-footed 35 (+10 dex, +29 natural, +1 dodge, -4 size)

hp 332 (25d12+175)

mp 198

Fort +21, Ref +26, Will +24  
DR 15/magic; Immune Wind, Paralysis, Sleep; SR 30; Strong Earth  
Weakness Ice

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## OFFENSE

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Speed 60 ft., fly 250 ft. (poor)

Melee Bite +35 (4d6+16 plus 3d6 wind damage/19-20), 2 Claws +33 (2d8+11 plus 1d6 wind damage), 2 Wings +31 (2d6+5 1d6 plus wind damage), Tail Slap +31 (2d8+16 plus 1d6 wind damage)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks Breath Weapon (60-ft. cone, 20d10 wind damage, Reflex DC 29 half, usable every 1d4 rounds), Confusion Breath, Crush (Medium creatures, DC 29, 4d6+16), Dragon Force, Tail Sweep (Small creatures, DC 29, 2d6+16), Wind Slash

Spells Known (FC CL 25th, Concentration +33)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 19) – [alter winds](#), [choco feather](#), [wind armor](#), [wind runner](#), [wind shield](#)

2nd (DC 20) – [elemental resistance](#), [float](#), [whisper wind](#), [wind barrier](#)

3rd (DC 21) – [battering blast](#), [cloak of winds](#), [dispel](#), [hurricane blast](#), [wind wall](#)

4th (DC 22) – [air walk](#), [freedom of movement](#), [river of wind](#)

5th (DC 23) – [control winds](#), [fickle winds](#)

6th (DC 24) – [greater dispel](#), [wind walk](#)

7th (DC 25) – [control weather](#), [souring winds](#)

8th (DC 26) – [whirlwind](#)

9th (DC 27) – [winds of vengeance](#)

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## STATISTICS

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Str 32, Dex 30, Con 24, Int 18, Wis 26, Cha 20

Base Atk +25; CMB +40; CMD 63 (67 vs. trip)

Feats [Cleave](#), [Dodge](#), [Great Cleave](#), [Improved Critical](#) (Bite), [Improved Initiative](#), [Iron](#)

[Will](#), [Juke](#), [Lightning Reflexes](#), [Mobility](#), [Multiattack](#), [Osyluth Guile](#), [Power Attack](#), [Sidestep](#)

Skills Bluff +33, Diplomacy +33, Fly +29, Knowledge (arcana, nature) +32, Perception +36,

Spellcraft +32, Stealth +40, Survival +36, Use Magic Device +32; Racial Modifiers +8 Fly

Languages Auran, Common, Draconic + 2 others (DM's choice)

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## SPECIAL ABILITIES

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### Cloud Sight (Su)

A green dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### Confusion Breath (Su)

A green dragon can choose his breath weapon as a cone of warm mist. Creatures caught in the area must succeed on a Fortitude save or be affected by the confuse status effect for 1d6 rounds.

### Crimson Rays (Su)

As a standard action, a green dragon releases a crimson rainbow of lights hitting all foes within a 20-ft.-cone radius. All creatures in the area of effect are inflicted with the Imperil status effect for 1d6 rounds unless they must make a Will save (DC 30) to negate the Imperil status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## Dragon Force (Su)

A green dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Wind Slash (Su)

Once every 1d4 rounds as a full round action, a green dragon can choose to do this effect twice since it reacts really quickly. A green dragon uses its wings to cause the wind to slice all those in a 60-ft.- cone. Creatures within the area of effect take 15d6 points of wind damage, a successful Reflex save (DC 30) reduces the damage by half. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Green Dragon, Wyrms (CR 22)

XP 615,000

LE or LN Colossal Dragon ([Wind](#))

Init +14; Senses Cloud sight, Dragon senses; Perception +35

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### DEFENSE

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AC 48, touch 13, flat-footed 37 (+10 dex, +35 natural, +1 dodge, -8 size)

hp 406 (29d12+232)

mp 234

Fort +24, Ref +28, Will +26

DR 20/magic; Immune Wind, Paralysis, Sleep; SR 33; Strong Earth

Weakness Ice

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### OFFENSE

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Speed 60 ft., fly 250 ft. (clumsy)

Melee Bite +36 (4d8+19 plus 4d6 wind damage/19-20), 2 Claws +34 (4d6+13 plus 2d6 wind damage), 2 Wings +32 (2d8+6 plus 2d6 wind damage), Tail Slap +32 (4d6+19 plus 2d6 wind damage)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks Breath Weapon (70-ft. cone, 24d10 wind damage, Reflex DC 32 half, usable every 1d4 rounds), Confusion Breath, Crush (Large creatures, DC 32, 4d8+19), Dragon Force, Tail Sweep (Medium creatures, DC 32, 2d8+19), Wind Slash

Spells Known (Geomancer CL 29th, Concentration +36)

At will – [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 18) – [alter winds](#), [choco feather](#), [wind armor](#), [wind runner](#), [wind shield](#)

2nd (DC 19) – [elemental resistance](#), [float](#), [whisper wind](#), [wind barrier](#)

3rd (DC 20) – [battering blast](#), [cloak of winds](#), [dispel](#), [hurricane blast](#), [wind wall](#)

4th (DC 21) – [air walk](#), [freedom of movement](#), [river of wind](#)

5th (DC 22) – [control winds](#), [fickle winds](#)

6th (DC 23) – [greater dispel](#), [wind walk](#)

7th (DC 24) – [control weather](#), [souring winds](#)

8th (DC 25) – [whirlwind](#)

9th (DC 26) – [winds of vengeance](#)

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## STATISTICS

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Str 36, Dex 30, Con 26, Int 20, Wis 27, Cha 22

Base Atk +29; CMB +50; CMD 73 (77 vs. trip)

Feats [Cleave](#), [Dodge](#), [Great Cleave](#), [Improved Critical](#) (Bite), [Improved Initiative](#), [Iron Will](#), [Juke](#), [Lightning Reflexes](#), [Mobility](#), [Multiattack](#), [Osyluth Guile](#), [Power Attack](#), [Redirect Attack](#), [Sidestep](#), [Wind Stance](#)

Skills Bluff +33, Diplomacy +33, Fly +30, Knowledge (arcana, nature) +32, Perception +35, Spellcraft +32, Stealth +41, Survival +35, Use Magic Device +32; Racial Modifiers +8 Fly  
Languages Auran, Common, Draconic + 3 others (DM's choice)

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## SPECIAL ABILITIES

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### Cloud Sight (Su)

A green dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

### Confusion Breath (Su)

A green dragon can choose his breath weapon as a cone of warm mist. Creatures caught in the area must succeed on a Fortitude save or be affected by the confuse status effect for 1d6 rounds.

### Crimson Rays (Su)

As a standard action, a green dragon releases a crimson rainbow of lights hitting all foes within a 20-ft.-cone radius. All creatures in the area of effect are inflicted with the Imperil status effect for 1d6 rounds unless they must make a Will save (DC 32) to negate the Imperil status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### Dragon Force (Su)

A green dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Wind Slash (Su)

Once every 1d3 rounds as a full round action, a green dragon can choose to do this effect twice since it reacts really quickly. A green dragon uses its wings to cause the wind to slice all those in a 60-ft.- cone. Creatures within the area of effect take 15d6 points of wind damage, a successful Reflex save (DC 32) reduces the damage by half. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Red Dragon Family

### Red Dragon, Hatchling (CR 2)

XP 600

CE or CN Tiny Dragon ([Fire](#))

Init +7; Senses Dragon senses, smoke vision; Perception +5

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**DEFENSE**

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AC 17, touch 15, flat-footed 14 (+3 dex, +2 natural, +2 size)  
hp 27 (3d12+3)  
Fort +4, Ref +6, Will +2  
Immune Fire, Paralysis, Sleep; Strong Ice  
Weakness Water

---

**OFFENSE**

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Speed 60 ft., fly 100 ft. (average)  
Melee Bite +8 (1d4+2), 2 Claws +8 (1d3+1)  
Space 2.5 ft.; Reach 0 ft. (2.5 ft. with bite)  
Special Attacks Blast Shot, Breath Weapon (15-ft. cone, 1d10 fire damage, Reflex DC 12 half, usable every 1d4 rounds)

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**STATISTICS**

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Str 13, Dex 16, Con 13, Int 8, Wis 9, Cha 8  
Base Atk +3; CMB +4; CMD 15 (19 vs. trip)  
Feats [Improved Initiative](#), [Power Attack](#)  
Skills Bluff +5, Fly +13, Intimidate +5, Perception +5, Stealth +13  
Languages Draconic

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**SPECIAL ABILITIES**

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**Blast Shot (Su)**

Once every 1d4 rounds as a standard action, a red dragon can shoot out a bolt of fire towards a single target within 30 feet. The red dragon must make a ranged touch attack (+8), if it hits, the attack deals 1d6+5 points of fire damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

**Smoke Vision (Ex)**

A red dragon can see perfectly in smoky conditions.

**Red Dragon, Wyrmling (CR 6)**

XP 2,400  
CE or CN Small Dragon ([Fire](#))  
Init +6; Senses Dragon senses, smoke vision; Perception +10

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**DEFENSE**

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AC 19, touch 13, flat-footed 17 (+2 dex, +6 natural, +1 size)  
hp 75 (7d12+21)  
mp 21  
Fort +8, Ref +7, Will +10  
Immune Fire, Paralysis, Sleep; Strong Ice  
Weakness Water

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**OFFENSE**

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Speed 60 ft., fly 150 ft. (average)  
Melee Bite +11 (1d6+4), 2 Claws +11 (1d4+3)

Special Attacks Blast Shot, Breath Weapon (20-ft. cone, 2d10 fire damage, Reflex DC 16 half, usable every 1d4 rounds), Fireball

Spells Known (FC CL 7th, Concentration +10)

At will – [bleed](#), [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#), [torchlight](#)

1st (DC 14) – [detonate](#), [fire](#)

2nd (DC 15) – [detonate II](#), [elemental resistance](#), [fire II](#), [see invisibility](#)

3rd (DC 16) – [detonate III](#), [dispel](#), [fira](#), [fire III](#), [haste](#)

4th (DC 17) – [blaze spikes](#), [fire IV](#), [volcanic storm](#)

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## STATISTICS

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Str 17, Dex 14, Con 16, Int 10, Wis 16, Cha 10

Base Atk +7; CMB +9; CMD 21 (25 vs. trip)

Feats [Improved Initiative](#), [Iron Will](#), [Power Attack](#), [Vital Strike](#)

Skills Bluff +10, Fly +14, Intimidate +10, Perception +10, Spellcraft +10, Stealth +16

Languages Draconic

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## SPECIAL ABILITIES

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### Blast Shot (Su)

As a standard action, a red dragon can shoot out a bolt of fire towards a single target within 30 feet. The red dragon must make a ranged touch attack (+10), if it hits, the attack deals 1d6+5 points of fire damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Fireball (Su)

Once every 1d2 rounds as a standard action, a red dragon generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 16) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Smoke Vision (Ex)

A red dragon can see perfectly in smoky conditions.

### Red Dragon, Young (CR 8)

XP 4,800

CE or CN Medium Dragon ([Fire](#))

Init +6; Senses Dragon senses, smoke vision; Perception +16

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## DEFENSE

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AC 21, touch 12, flat-footed 19 (+2 dex, +9 natural)

hp 94 (9d12+27)

mp 34

Fort +9, Ref +8, Will +12

DR 5/magic; Immune Fire, Paralysis, Sleep; Strong Ice

Weakness Water

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## OFFENSE

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Speed 60 ft., fly 150 ft. (average)

Melee Bite +14 (1d8+7), 2 Claws +14 (1d6+5), 2 Wings +9 (1d4+2)

Special Attacks Breath Weapon (30-ft. cone, 4d10 fire damage, Reflex DC 17 half, usable every 1d4 rounds), Fireball, Healing Flame

Spells Known (FC CL 9th, Concentration +14)

At will – [bleed](#), [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#), [torchlight](#)

1st (DC 16) – [detonate](#), [fire](#)

2nd (DC 17) – [detonate II](#), [elemental resistance](#), [fire II](#), [see invisibility](#)

3rd (DC 18) – [detonate III](#), [dispel](#), [fira](#), [fire III](#), [haste](#)

4th (DC 19) – [blaze spikes](#), [fire IV](#), [volcanic storm](#)

5th (DC 20) – [burn](#), [firaga](#)

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## STATISTICS

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Str 21, Dex 14, Con 17, Int 12, Wis 18, Cha 12

Base Atk +9; CMB +14; CMD 26 (30 vs. trip)

Feats [Cleave](#), [Improved Initiative](#), [Iron Will](#), [Power Attack](#), [Vital Strike](#)

Skills Appraise +13, Bluff +13, Fly +14, Intimidate +13, Perception +16, Spellcraft +13, Stealth +14

Languages Common, Draconic

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## SPECIAL ABILITIES

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### Fireball (Su)

As a standard action, a red dragon generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 18) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Healing Flame (Su)

Once every 1d4 rounds as a standard action, the red dragon manifests a scared flame beneath his foe up to 30 feet away, dealing 6d6 points of damage (half holy/fire) and heals himself for half the damage dealt. The target must make a successful Fortitude save (DC 18) to take half damage and the red dragon does not gain any hit points. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Smoke Vision (Ex)

A red dragon can see perfectly in smoky conditions.

Red Dragon, Juvenile (CR 10)

XP 9,600

CE or CN Large Dragon ([Fire](#))

Init +5; Senses Dragon senses, smoke vision; Perception +19

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## DEFENSE

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AC 23, touch 11, flat-footed 21 (+2 dex, +12 natural, -1 size)

hp 123 (11d12+44)

mp 58

Fort +11, Ref +9, Will +14

DR 5/magic; Immune Fire, Paralysis, Sleep; Strong Ice

Weakness Water



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## OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +17 (2d6+10), 2 Claws +17 (1d8+7), 2 Wings +12 (1d6+3), Tail Slap +12 (1d8+10)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks Breath Weapon (40-ft. cone, 6d10 fire damage, Reflex DC 19 half, usable every 1d4 rounds), Fire Roar, Fireball, Healing Flame

Spells Known (FC CL 11th, Concentration +16)

At will – [bleed](#), [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#), [torchlight](#)

1st (DC 12) – [detonate](#), [fire](#)

2nd (DC 13) – [detonate II](#), [elemental resistance](#), [fire II](#), [see invisibility](#)

3rd (DC 14) – [detonate III](#), [dispel](#), [fira](#), [fire III](#), [haste](#)

4th (DC 15) – [blaze spikes](#), [fire IV](#), [volcanic storm](#)

5th (DC 16) – [burn](#), [firaga](#)

6th (DC 17) – [blaze spikes II](#), [flare](#), [greater dispel](#)

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## STATISTICS

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Str 25, Dex 15, Con 19, Int 12, Wis 20, Cha 12

Base Atk +11; CMB +19; CMD 31 (35 vs. trip)

Feats [Cleave](#), [Improved Initiative](#), [Improved Vital Strike](#), [Iron Will](#), [Power Attack](#), [Vital Strike](#)

Skills Appraise +15, Bluff +15, Fly +11, Intimidate +15, Perception +19, Spellcraft +15, Stealth +13

Languages Common, Draconic

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## SPECIAL ABILITIES

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### Fire Roar (Su)

Once every 1d4 rounds as a standard action, a red dragon roars a fiery cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of fire damage and are inflicted with the Burn status effect for 1d6 rounds. A successful Reflex save (DC 20) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### Fireball (Su)

As a standard action, a red dragon generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 20) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Healing Flame (Su)

Once every 1d3 rounds as a standard action, the red dragon manifests a scared flame beneath his foe up to 30 feet away, dealing 6d6 points of damage (half holy/fire) and heals himself for half the damage dealt. The target must make a successful Fortitude save (DC 20) to take half damage and the red dragon does not gain any hit points. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Smoke Vision (Ex)

A red dragon can see perfectly in smoky conditions.

## Red Dragon, Young Adult (CR 13)

XP 25,600

CE or CN Huge Dragon ([Fire](#))

Init +7; Senses Dragon senses, smoke vision; Perception +24

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### DEFENSE

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AC 29, touch 11, flat-footed 26 (+3 dex, +18 natural, -2 size)

hp 172 (15d12+75)

mp 87

Fort +14, Ref +12, Will +17

DR 10/magic; Immune Fire, Paralysis, Sleep; SR 24; Strong Ice

Weakness Water

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### OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +22 (2d8+13 plus 1d6 fire damage), 2 Claws +22 (2d6+9), 2 Wings +20 (1d8+4), Tail Slap +20 (2d6+13)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (50-ft. cone, 10d10 fire damage, Reflex DC 22 half, usable every 1d4 rounds), Crush (Small creatures, DC 22, 2d8+13), Dragon Force, Fire Roar, Fireball, Healing Flame

Spells Known (FC CL 15th, Concentration +21)

At will – [bleed](#), [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#), [torchlight](#)

1st (DC 17) – [detonate](#), [fire](#)

2nd (DC 18) – [detonate II](#), [elemental resistance](#), [fire II](#), [see invisibility](#)

3rd (DC 19) – [detonate III](#), [dispel](#), [fira](#), [fire III](#), [haste](#)

4th (DC 20) – [blaze spikes](#), [fire IV](#), [volcanic storm](#)

5th (DC 21) – [burn](#), [firaga](#)

6th (DC 22) – [blaze spikes II](#), [flare](#), [greater dispel](#)

7th (DC 23) – [burn II](#)

8th (DC 24) – [blaze spikes III](#), [flare II](#), [wall of lava](#)

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### STATISTICS

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Str 29, Dex 16, Con 21, Int 14, Wis 22, Cha 14

Base Atk +15; CMB +26; CMD 39 (43 vs. trip)

Feats [Cleave](#), [Improved Initiative](#), [Improved Iron Will](#), [Improved Vital Strike](#), [Iron Will](#), [Multiattack](#), [Power Attack](#), [Vital Strike](#)

Skills Appraise +20, Bluff +20, Fly +13, Intimidate +20, Knowledge (arcana) +20, Perception +24, Spellcraft +20, Stealth +13

Languages Common, Draconic + 2 other (DM's choice)

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### SPECIAL ABILITIES

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#### Dragon Force (Su)

1/day, A red dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Fire Roar (Su)

Once every 1d4 rounds as a standard action, a red dragon roars a fiery cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of fire damage and are inflicted with the Burn status effect for 1d6 rounds. A successful Reflex save (DC 23) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Fireball (Su)

As a standard action, a red dragon generates a searing explosion of flame that detonates with a low roar and deals 5d8 points of fire damage to every creature within the 20-ft.-radius. Every creature caught in the explosion must make a Reflex save (DC 23) to take half damage. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## Healing Flame (Su)

Once every 1d2 rounds as a standard action, the red dragon manifests a scared flame beneath his foe up to 30 feet away, dealing 6d6 points of damage (half holy/fire) and heals himself for half the damage dealt. The target must make a successful Fortitude save (DC 23) to take half damage and the red dragon does not gain any hit points. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## Smoke Vision (Ex)

A red dragon can see perfectly in smoky conditions.

Red Dragon, Mature Adult (CR 16)

XP 76,800

CE or CN Huge Dragon ([Fire](#))

Init +4; Senses Dragon senses, smoke vision; Perception +28

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### DEFENSE

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AC 35, touch 11, flat-footed 32 (+3 dex, +24 natural, -2 size)

hp 239 (19d12+114)

mp 122

Fort +17, Ref +14, Will +19

DR 10/magic; Immune Fire, Paralysis, Sleep; SR 27; Strong Ice

Weakness Water

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### OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +28 (2d8+16 plus 2d6 fire damage/19-20), 2 Claws +28 (2d6+11 plus 1d6 fire damage), 2 Wings +26 (1d8+5 plus 1d6 fire damage), Tail Slap +26 (2d6+16 plus 1d6 fire damage)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (50-ft. cone, 14d10 fire damage, Reflex DC 25 half, usable every 1d4 rounds), Crush (Small creatures, DC 25, 2d8+16), Dragon Force, Eruption, Fire Roar, Glare, Healing Flame

Spells Known (FC CL 19th, Concentration +25)

At will – [bleed](#), [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#), [torchlight](#)

1st (DC 17) – [detonate](#), [fire](#)

2nd (DC 18) – [detonate II](#), [elemental resistance](#), [fire II](#), [see invisibility](#)

3rd (DC 19) – [\*detonate III\*](#), [\*dispel\*](#), [\*fira\*](#), [\*fire III\*](#), [\*haste\*](#)  
4th (DC 20) – [\*blaze spikes\*](#), [\*fire IV\*](#), [\*volcanic storm\*](#)  
5th (DC 21) – [\*burn\*](#), [\*firaga\*](#)  
6th (DC 22) – [\*blaze spikes II\*](#), [\*flare\*](#), [\*greater dispel\*](#)  
7th (DC 23) – [\*burn II\*](#)  
8th (DC 24) – [\*blaze spikes III\*](#), [\*flare II\*](#), [\*wall of lava\*](#)  
9th (DC 25) – [\*meteor\*](#)

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## STATISTICS

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Str 33, Dex 17, Con 23, Int 16, Wis 22, Cha 16

Base Atk +19; CMB +32; CMD 45 (49 vs. trip)

Feats [Cleave](#), [Greater Vital Strike](#), [Improved Critical](#) (Bite), [Improved Initiative](#), [Improved Iron Will](#), [Improved Vital Strike](#), [Iron Will](#), [Multiattack](#), [Power Attack](#), [Vital Strike](#)

Skills Appraise +25, Bluff +25, Fly +17, Intimidate +25, Knowledge (arcana) +25, Perception +28, Spellcraft +25, Stealth +17

Languages Common, Draconic + 2 others (DM's choice)

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A red dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Eruption (Su)

Once every 1d3 rounds as a standard action, a red dragon can cause the ground to erupt in a 20-ft.-radius diameter within 60 feet. Creatures within the area of effect take 15d6 fire damage and are knocked prone. A successful Reflex save DC 25 reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### Fire Roar (Su)

Once every 1d2 rounds as a standard action, a red dragon roars a fiery cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of fire damage and are inflicted with the Burn status effect for 1d6 rounds. A successful Reflex save (DC 25) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### Glare (Su)

Once every 1d4 rounds as a standard action, a red dragon may select a single target within 90 feet, who then takes 15d10 fire damage, dealing half damage to those normally immune to fire and treating fire resistance as if it was 10 points lower. They must then make a Reflex save (DC 25) for half damage. Blue mages can learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Healing Flame (Su)

As a standard action, the red dragon manifests a scared flame beneath his foe up to 30 feet away, dealing 6d6 points of damage (half holy/fire) and heals himself for half the damage dealt. The target must make a successful Fortitude save (DC 25) to take half damage and the red dragon does not

gain any hit points. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## Smoke Vision (Ex)

A red dragon can see perfectly in smoky conditions.

Red Dragon, Ancient (CR 19)

XP 204,800

CE or CN Gargantuan Dragon ([Fire](#))

Init +3; Senses Dragon senses, smoke vision; Perception +35

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### DEFENSE

AC 44, touch 11, flat-footed 39 (+5 dex, +33 natural, -4 size)

hp 362 (25d12+200)

mp 186

Fort +22, Ref +18, Will +23

DR 15/magic; Immune Fire, Paralysis, Sleep; SR 30; Strong Ice

Weakness Water

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### OFFENSE

Speed 60 ft., fly 250 ft. (clumsy)

Melee Bite +35 (4d6+21 plus 3d6 fire damage/19-20), 2 Claws +35 (2d8+14 plus 1d6 fire damage),

2 Wings +33 (2d6+7 plus 1d6 fire damage), Tail Slap +33 (2d8+21 plus 1d6 fire damage)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks Breath Weapon (60-ft. cone, 20d10 fire damage, Reflex DC 30 half, usable every

1d4 rounds), Crush (Medium creatures, DC 30, 4d6+21), Dragon Force, Eruption, Glare, Manipulate

Flames, Melt Stone, Tail Sweep (Small creatures, DC 30, 2d6+21)

Spells Known (FC CL 25th, Concentration +32)

At will – [bleed](#), [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#), [torchlight](#)

1st (DC 18) – [detonate](#), [fire](#)

2nd (DC 19) – [detonate II](#), [elemental resistance](#), [fire II](#), [see invisibility](#)

3rd (DC 20) – [detonate III](#), [dispel](#), [fira](#), [fire III](#), [haste](#)

4th (DC 21) – [blaze spikes](#), [fire IV](#), [volcanic storm](#)

5th (DC 22) – [burn](#), [firaga](#)

6th (DC 23) – [blaze spikes II](#), [flare](#), [greater dispel](#)

7th (DC 24) – [burn II](#)

8th (DC 25) – [blaze spikes III](#), [flare II](#), [wall of lava](#)

9th (DC 26) – [meteor](#)

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### STATISTICS

Str 39, Dex 19, Con 27, Int 20, Wis 24, Cha 20

Base Atk +25; CMB +43; CMD 57 (61 vs. trip)

Feats [Cleave](#), [Critical Focus](#), [Greater Vital Strike](#), [Improved Critical](#) (Bite), [Improved](#)

[Initiative](#), [Improved Iron Will](#), [Improved Vital Strike](#), [Iron Will](#), [Multiattack](#), [Power Attack](#), [Quicken](#)

[Spell](#), [Staggering Critical](#), [Vital Strike](#)

Skills Appraise +33, Bluff +33, Diplomacy +33, Fly +16, Intimidate +33, Knowledge (arcana, history)

+33, Perception +35, Sense Motive +35, Spellcraft +33, Stealth +20

Languages Common, Draconic + 3 others (DM's choice)

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A red dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Eruption (Su)

As a standard action, a red dragon can cause the ground to erupt in a 20-ft.-radius diameter within 60 feet. Creatures within the area of effect take 15d6 fire damage and are knocked prone. A successful Reflex save DC 29 reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### Glare (Su)

Once every 1d4 rounds as a standard action, a red dragon may select a single target within 90 feet, who then takes 15d10 fire damage, dealing half damage to those normally immune to fire and treating fire resistance as if it was 10 points lower. They must then make a Reflex save (DC 29) for half damage. Blue mages can learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Manipulate Flames (Su)

A red dragon can control any fire spell within 100 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its are of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

### Melt Stone (Su)

A red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 50-ft.-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If uses on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

### Smoke Vision (Ex)

A red dragon can see perfectly in smoky conditions.

Red Dragon, Wyrms (CR 22)

XP 615,000

CE or CN Colossal Dragon ([Fire](#))

Init +8; Senses Dragon senses, smoke vision; Perception +40

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## DEFENSE

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AC 45, touch 6, flat-footed 41 (+4 dex, +39 natural, -8 size)  
hp 426 (29d12+261)

mp 234

Fort +25, Ref +20, Will +26

DR 20/magic; Immune Fire, Paralysis, Sleep; SR 33; Strong Ice

Weakness Water

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## OFFENSE

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Speed 60 ft., fly 250 ft. (clumsy)

Melee Bite +37 (4d8+24 plus 4d6 fire damage/19-20), 2 Claws +37 (4d6+16 plus 2d6 fire damage), 2 Wings +35 (2d8+8 plus 2d6 fire damage), Tail Slap +35 (4d6+24 plus 2d6 fire damage)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks Breath Weapon (70-ft. cone, 24d10 fire damage, Reflex DC 33 half, usable every 1d4 rounds), Crush (Large creatures, DC 33, 4d8+24), Dragon Force, Eruption, Glare, Incinerate, Manipulate Flames, Melt Stone, Tail Sweep (Medium creatures, DC 33, 2d8+24)

Spells Known (FC CL 29th, Concentration +37)

At will – [bleed](#), [detect magic](#), [ignite](#), [mending](#), [message](#), [read magic](#), [torchlight](#)

1st (DC 19) – [detonate](#), [fire](#)

2nd (DC 20) – [detonate II](#), [elemental resistance](#), [fire II](#), [see invisibility](#)

3rd (DC 21) – [detonate III](#), [dispel](#), [fira](#), [fire III](#), [haste](#)

4th (DC 22) – [blaze spikes](#), [fire IV](#), [volcanic storm](#)

5th (DC 23) – [burn](#), [firaga](#)

6th (DC 24) – [blaze spikes II](#), [flare](#), [greater dispel](#)

7th (DC 25) – [burn II](#)

8th (DC 26) – [blaze spikes III](#), [flare II](#), [wall of lava](#)

9th (DC 27) – [meteor](#)

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## STATISTICS

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Str 43, Dex 19, Con 29, Int 22, Wis 26, Cha 22

Base Atk +29; CMB +53; CMD 67 (71 vs. trip)

Feats [Cleave](#), [Critical Focus](#), [Empower Spell](#), [Greater Vital Strike](#), [Improved Critical](#) (Bite), [Improved Initiative](#), [Improved Iron Will](#), [Improved Vital Strike](#), [Iron Will](#), [Multiattack](#), [Power Attack](#), [Quicken Spell](#), [Staggering Critical](#), [Stunning Critical](#), [Vital Strike](#)

Skills Appraise +38, Bluff +38, Diplomacy +38, Fly +20, Intimidate +38, Knowledge (arcana, history) +38, Perception +40, Sense Motive +40, Spellcraft +38, Stealth +20

Languages Abyssal, Common, Draconic + 4 others (DM's choice)

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A red dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Eruption (Su)

As a standard action, a red dragon can cause the ground to erupt in a 20-ft.-radius diameter within 60 feet. Creatures within the area of effect take 15d6 fire damage and are knocked prone. A successful Reflex save DC 32 reduces the damage by half and are not knocked prone. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).



## Glare (Su)

Once every 1d4 rounds as a standard action, a red dragon may select a single target within 90 feet, who then takes 15d10 fire damage, dealing half damage to those normally immune to fire and treating fire resistance as if it was 10 points lower. They must then make a Reflex save (DC 32) for half damage. Blue mages can learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Incinerate (Su)

A red dragon can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Fortitude save (using the breath weapon's DC). Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through Arise or higher resurrection magic.

## Manipulate Flames (Su)

A red dragon can control any fire spell within 100 feet as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its are of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

## Melt Stone (Su)

A red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 50-ft.-radius area. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If uses on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

## Smoke Vision (Ex)

A red dragon can see perfectly in smoky conditions.

# Silver Dragon Family

## Silver Dragon, Hatchling (CR 2)

XP 600

LG or NG Tiny Dragon ([Holy](#))

Init +6; Senses Dragon sense; Perception +9

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### DEFENSE

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AC 19, touch 15, flat-footed 16 (+3 dex, +4 natural, +2 size)

hp 23 (3d12-3)

Fort +2, Ref +6, Will +9

Immune Holy, Paralysis, Sleep

Weakness Shadow

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**OFFENSE**

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Speed 60 ft., fly 100 ft. (average)  
Melee Bite +4 (1d4-1), 2 Claws +4 (1d3-1)  
Space 2.5 ft.; Reach 0 ft. (2.5 ft. with bite)  
Special Attacks Breath Weapon (15-ft. cone, 1d10 holy damage, Reflex DC 10 half, usable every 1d4 rounds), Holybolt

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**STATISTICS**

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Str 8, Dex 16, Con 8, Int 8, Wis 17, Cha 10  
Base Atk +3; CMB +4; CMD 13 (17 vs. trip)  
Feats [Improved Initiative](#), Iron Will  
Skills Diplomacy +6, Fly +13, Perception +9, Sense Motive +9, Spellcraft +5  
Languages Common, Draconic  
SQ dogmatic discordance

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**SPECIAL ABILITIES**

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**Dogmatic Discordance (Su)**

Good or evil creatures take a -2 penalty when making saving throws against a silver dragon's spells, spell-like abilities, breath weapon, and aura.

**Holybolt (Su)**

Once every 1d4 rounds as a standard action, a holy elemental can shoot out a bolt of light towards a single target within 30 feet. The holy elemental must make a ranged touch attack (+8), if it hits, the attack deals 1d6+5 points of holy damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

**Silver Dragon, Wyrmling (CR 6)**

XP 2,400  
LG or NG Small Dragon ([Holy](#))  
Init +6; Senses Dragon sense; Perception +14

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**DEFENSE**

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AC 21, touch 13, flat-footed 19 (+2 dex, +8 natural, +1 size)  
hp 65 (7d12+7)  
mp 25  
Fort +5, Ref +9, Will +11  
Immune Holy, Paralysis, Sleep  
Weakness Shadow

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**OFFENSE**

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Speed 60 ft., fly 150 ft. (average)  
Melee Bite +10 (1d6+3), 2 Claws +10 (1d4+2)  
Special Attacks Breath Weapon (20-ft. cone, 2d10 holy damage, Reflex DC 13 half, usable every 1d4 rounds), holybolt  
Spells Known (FC CL 7th, Concentration +11)  
At will – [dancing light](#), [detect magic](#), [holy orb](#), [mending](#), [purify food and drink](#), [message](#), [read magic](#)  
1st (DC 16) – [Cure](#), [Dia](#), [Heal](#), [Light](#)

2nd (DC 17) – [Aid](#), [Cure II](#), [Dia II](#), [Elemental Resistance](#), [Grace](#), [Healara](#), [Light II](#), [See Invisibility](#)  
3rd (DC 18) – [Cura](#), [Cure III](#), [Dia III](#), [Dispel](#), [Haste](#), [Healaga](#), [Light III](#), [Lightra](#)  
4th (DC 19) – [Diara](#), [Esuna](#), [Holy](#), [Raise](#), [Vanish](#)

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## STATISTICS

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Str 15, Dex 14, Con 13, Int 10, Wis 19, Cha 12

Base Atk +7; CMB +7; CMD 19 (23 vs. trip)

Feats [Combat Casting](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#)

Skills Diplomacy +11, Fly +14, Knowledge (nobility) +10, Perception +14, Sense Motive +14, Spellcraft +10

Languages Common, Draconic

SQ dogmatic discordance

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## SPECIAL ABILITIES

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### Dogmatic Discordance (Su)

Good or evil creatures take a -2 penalty when making saving throws against a silver dragon's spells, spell-like abilities, breath weapon, and aura.

### Holybolt (Su)

As a standard action, a silver dragon can shoot out a bolt of light towards a single target within 30 feet. The silver dragon must make a ranged touch attack (+10), if it hits, the attack deals 1d6+5 points of holy damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Light Rays (Su)

Once every 1d2 rounds as a standard action, a silver dragon fires 3 beams of holy energy at its foes, up to 30 feet away. Each ray requires a ranged touch attack (+10) to hit and deals 2d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Silver Dragon, Young (CR 8)

XP 4,800

LG or NG Medium Dragon ([Holy](#))

Init +6; Senses Dragon sense; Perception +18

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## DEFENSE

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AC 23, touch 11, flat-footed 23 (+2 dex, +14 natural, -1 size)

hp 99 (9d12+27)

mp 42

Fort +9, Ref +10, Will +14

DR 5/magic; Immune Holy, Paralysis, Sleep

Weakness Shadow

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## OFFENSE

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Speed 60 ft., fly 150 ft. (average)

Melee Bite +12 (1d8+4), 2 Claws +12 (1d6+3), 2 Wings +7 (1d4+1)

Special Attacks Breath Weapon (30-ft. cone, 4d10 holy damage, Reflex DC 17 half, usable every 1d4 rounds), Light Rays

Special Abilities Hallowed Armor

Spells Known (FC CL 9th, Concentration +15)

At will – [dancing light](#), [detect magic](#), [holy orb](#), [mending](#), [purify food and drink](#), [message](#), [read magic](#)

1st (DC 17) – [Cure](#), [Dia](#), [Heal](#), [Light](#)

2nd (DC 18) – [Aid](#), [Cure II](#), [Dia II](#), [Elemental Resistance](#), [Grace](#), [Healara](#), [Light II](#), [See Invisibility](#)

3rd (DC 19) – [Cura](#), [Cure III](#), [Dia III](#), [Dispel](#), [Haste](#), [Healaga](#), [Light III](#), [Lightra](#)

4th (DC 20) – [Diara](#), [Esuna](#), [Holy](#), [Raise](#), [Vanish](#)

5th (DC 21) – [Bless](#), [Breath of Life](#), [Curaga](#), [Diaga](#), [Holy Light](#), [Lightga](#)

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## STATISTICS

Str 16, Dex 14, Con 16, Int 12, Wis 22, Cha 14

Base Atk +9; CMB +12; CMD 24 (28 vs. trip)

Feats [Arcane Strike](#), [Combat Casting](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#)

Skills Diplomacy +14, Fly +14, Knowledge (arcana, nobility) +13, Perception +18, Sense Motive +18, Spellcraft +13

Languages Common, Draconic

SQ dogmatic discordance

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## SPECIAL ABILITIES

### Dogmatic Discordance (Su)

Good or evil creatures take a -2 penalty when making saving throws against a silver dragon's spells, spell-like abilities, breath weapon, and aura.

### Hallowed Armor (Su)

Once every 1d4 rounds as a standard action, the silver dragon grants allies an scared barrier. All allies gain the effect of Radiant Spikes, as the white magic spell. The allies must be within 30 feet of the silver dragon when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Light Rays (Su)

As a standard action, a silver dragon fires 3 beams of holy energy at its foes, up to 30 feet away. Each ray requires a ranged touch attack (+10) to hit and deals 2d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Silver Dragon, Juvenile (CR 10)

XP 9,600

LG or NG Large Dragon ([Holy](#))

Init +7; Senses Dragon sense; Perception +21

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## DEFENSE

AC 26, touch 12, flat-footed 23 (+3 dex, +14 natural, -1 size)

hp 129 (11d12+44)

mp 69

Fort +11, Ref +12, Will +11  
DR 5/magic; Immune Holy, Paralysis, Sleep  
Weakness Shadow

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## OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +15 (2d6+7), 2 Claws +15 (1d8+5), 2 Wings +10 (1d6+2), Tail Slap +10 (1d8+7)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks Breath Weapon (40-ft. cone, 6d10 holy damage, Reflex DC 17 half, usable every 1d4 rounds), Light Rays, MP Absorb, Paralyzing Breath

Special Abilities Hallowed Armor

Spells Known (FC CL 11th, Concentration +18)

At will – [dancing light](#), [detect magic](#), [holy orb](#), [mending](#), [purify food and drink](#), [message](#), [read magic](#)

1st (DC 18) – [Cure](#), [Dia](#), [Heal](#), [Light](#)

2nd (DC 19) – [Aid](#), [Cure II](#), [Dia II](#), [Elemental Resistance](#), [Grace](#), [Healaga](#), [Light II](#), [See Invisibility](#)

3rd (DC 20) – [Cura](#), [Cure III](#), [Dia III](#), [Dispel](#), [Haste](#), [Healaga](#), [Light III](#), [Lightra](#)

4th (DC 21) – [Diara](#), [Esuna](#), [Holy](#), [Raise](#), [Vanish](#)

5th (DC 22) – [Bless](#), [Breath of Life](#), [Curaga](#), [Diaga](#), [Holy Light](#), [Lightga](#)

6th (DC 23) – [Arise](#), [Auto-Cure](#), [Esunaga](#), [Greater Dispel](#), [Holy II](#)

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## STATISTICS

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Str 20, Dex 16, Con 18, Int 12, Wis 24, Cha 14

Base Atk +11; CMB +17; CMD 30 (34 vs. trip)

Feats [Arcane Strike](#), [Combat Casting](#), [Improved Counterspell](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#)

Skills Diplomacy +16, Fly +11, Knowledge (arcana, nobility) +15, Perception +21, Sense Motive +21, Spellcraft +15

Languages Common, Draconic

SQ dogmatic discordance

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## SPECIAL ABILITIES

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### Dogmatic Discordance (Su)

Good or evil creatures take a -2 penalty when making saving throws against a silver dragon's spells, spell-like abilities, breath weapon, and aura.

### Hallowed Armor (Su)

Once every 1d3 rounds as a standard action, the silver dragon grants allies an scared barrier. All allies gain the effect of Radiant Spikes, as the white magic spell. The allies must be within 30 feet of the silver dragon when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Light Rays (Su)

As a standard action, a silver dragon fires 3 beams of holy energy at its foes, up to 30 feet away. Each ray requires a ranged touch attack (+13) to hit and deals 2d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## MP Absorb (Su)

Once every 1d4 rounds as a standard action, a silver dragon can fire a pulsating green beam at a single target that drains MPs and heals itself. The attack deals 5d6 points of MP damage (Fortitude save DC 22 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Paralyzing Breath (Su)

Instead of a cone of sacred light, a silver dragon can breath a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d2 rounds.

## Silver Dragon, Young Adult (CR 13)

XP 76,800

LG or NG Huge Dragon ([Holy](#))

Init +4; Senses Dragon sense; Perception +26

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### DEFENSE

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AC 31, touch 11, flat-footed 28 (+3 dex, +20 natural, -2 size)

hp 187 (15d12+75)

mp 109

Fort +14, Ref +14, Will +19

DR 10/magic; Immune Holy, Paralysis, Sleep; SR 24

Weakness Shadow

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### OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +20 (2d8+10 plus 1d6 holy damage), 2 Claws +20 (2d6+7), 2 Wings +18 (1d8+3), Tail Slap +18 (2d6+10)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (50-ft. cone, 10d10 holy damage, Reflex DC 22 half, usable every 1d4 rounds), Crush (Small creatures, DC 20, 2d8+10), Light Rays, MP Absorb, Paralyzing Breath

Special Abilities Dragon Force, Hallowed Armor

Spells Known (FC CL 15th, Concentration +23)

At will – [dancing light](#), [detect magic](#), [holy orb](#), [mending](#), [purify food and drink](#), [message](#), [read magic](#)

1st (DC 20) – [Cure](#), [Dia](#), [Heal](#), [Light](#)

2nd (DC 21) – [Aid](#), [Cure II](#), [Dia II](#), [Elemental Resistance](#), [Grace](#), [Healara](#), [Light II](#), [See Invisibility](#)

3rd (DC 23) – [Cura](#), [Cure III](#), [Dia III](#), [Dispel](#), [Haste](#), [Healaga](#), [Light III](#), [Lightra](#)

4th (DC 24) – [Diara](#), [Esuna](#), [Holy](#), [Raise](#), [Vanish](#)

5th (DC 25) – [Bless](#), [Breath of Life](#), [Curaga](#), [Diaga](#), [Holy Light](#), [Lightga](#)

6th (DC 26) – [Arise](#), [Auto-Cure](#), [Esunaga](#), [Greater Dispel](#), [Holy II](#)

7th (DC 27) – [Auto-Raise](#), [Bless II](#), [Full-Cure](#)

8th (DC 28) – [Arisega](#), [Condemn](#), [Holy III](#), [Holy Burst](#)

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### STATISTICS

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Str 24, Dex 16, Con 20, Int 14, Wis 26, Cha 18

Base Atk +15; CMB +24; CMD 37 (41 vs. trip)

Feats [Arcane Strike](#), [Combat Casting](#), [Destructive Dispel](#), [Improved Counterspell](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Parry Spell](#)

Skills Acrobatics +21, Diplomacy +21, Fly +13, Knowledge (arcana, nobility) +20, Perception +26,

Sense Motive +26, Spellcraft +20  
Languages Common, Draconic + 1 other (DM's choice)  
SQ dogmatic discordance

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## **SPECIAL ABILITIES**

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### **Dogmatic Discordance (Su)**

Good or evil creatures take a -2 penalty when making saving throws against a silver dragon's spells, spell-like abilities, breath weapon, and aura.

### **Dragon Force (Su)**

1/day, A silver dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Hallowed Armor (Su)**

Once every 1d2 rounds as a standard action, the silver dragon grants allies an sacred barrier. All allies gain the effect of Radiant Spikes, as the white magic spell. The allies must be within 30 feet of the silver dragon when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### **Light Rays (Su)**

As a standard action, a silver dragon fires 3 beams of holy energy at its foes, up to 30 feet away. Each ray requires a ranged touch attack (+16) to hit and deals 2d6 points of holy damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### **MP Absorb (Su)**

Once every 1d4 rounds as a standard action, a silver dragon can fire a pulsating green beam at a single target that drains MPs and heals itself. The attack deals 5d6 points of MP damage (Fortitude save DC 22 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### **Paralyzing Breath (Su)**

Instead of a cone of sacred light, a silver dragon can breath a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d4 rounds.

### **Silver Dragon, Mature Adult (CR 16)**

XP 76,800

LG or NG Huge Dragon ([Holy](#))

Init +8; Senses Dragon sense; Perception +26



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## DEFENSE

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AC 38, touch 12, flat-footed 34 (+4 dex, +26 natural, -2 size)  
hp 230 (19d12+94)  
mp 144  
Fort +17, Ref +17, Will +21  
DR 10/magic; Immune Holy, Paralysis, Sleep; SR 27  
Weakness Shadow

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## OFFENSE

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Speed 60 ft., fly 200 ft. (poor)  
Melee Bite +26 (2d8+13 plus 2d6 holy damage), 2 Claws +26 (2d6+9 plus 1d6 holy damage), 2 Wings +24 (1d8+4 plus 1d6 holy damage), Tail Slap +24 (2d6+13 plus 1d6 holy damage)  
Space 15 ft.; Reach 10 ft. (15 ft. with bite)  
Special Attacks Breath Weapon (50-ft. cone, 14d10 holy damage, Reflex DC 25 half, usable every 1d4 rounds), Crush (Small creatures, DC 23, 2d8+13), Lvl. ? Holy, MP Absorb, Paralyzing Breath, Spirit Blades  
Special Abilities Dragon Force, Hallowed Armor  
Spells Known (FC CL 19th, Concentration +27)  
At will – [dancing light](#), [detect magic](#), [holy orb](#), [mending](#), [purify food and drink](#), [message](#), [read magic](#)  
1st (DC 19) – [Cure](#), [Dia](#), [Heal](#), [Light](#)  
2nd (DC 20) – [Aid](#), [Cure II](#), [Dia II](#), [Elemental Resistance](#), [Grace](#), [Healara](#), [Light II](#), [See Invisibility](#)  
3rd (DC 21) – [Cura](#), [Cure III](#), [Dia III](#), [Dispel](#), [Haste](#), [Healaga](#), [Light III](#), [Lightra](#)  
4th (DC 22) – [Diara](#), [Esuna](#), [Holy](#), [Raise](#), [Vanish](#)  
5th (DC 23) – [Bless](#), [Breath of Life](#), [Curaga](#), [Diaga](#), [Holy Light](#), [Lightga](#)  
6th (DC 24) – [Arise](#), [Auto-Cure](#), [Esunaga](#), [Greater Dispel](#), [Holy II](#)  
7th (DC 25) – [Auto-Raise](#), [Bless II](#), [Full-Cure](#)  
8th (DC 26) – [Arisega](#), [Condemn](#), [Holy III](#), [Holy Burst](#)  
9th (DC 27) – [Basuna](#), [Full-Life](#), [Mass Full-Cure](#), [Saintly Beam](#)

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## STATISTICS

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Str 28, Dex 18, Con 22, Int 16, Wis 26, Cha 18  
Base Atk +19; CMB +30; CMD 40 (44 vs. trip)  
Feats [Arcane Strike](#), [Combat Casting](#), [Destructive Dispel](#), [Dispelling Critical](#), [Hover](#), [Improved Counterspell](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Parry Spell](#)  
Skills Acrobatics +21, Diplomacy +26, Fly +18, Knowledge (arcana, local, nobility) +25, Perception +30, Sense Motive +30, Spellcraft +25  
Languages Common, Draconic + 2 others (DM's choice)  
SQ dogmatic discordance

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## SPECIAL ABILITIES

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### Dogmatic Discordance (Su)

Good or evil creatures take a -2 penalty when making saving throws against a silver dragon's spells, spell-like abilities, breath weapon, and aura.

### Dragon Force (Su)

A silver dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three

caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Hallowed Armor (Su)**

As a standard action, the silver dragon grants allies an sacred barrier. All allies gain the effect of Radiant Spikes, as the white magic spell. The allies must be within 30 feet of the silver dragon when it uses this ability to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### **Level ? Holy (Su)**

Once every 1d3 rounds as a standard action, the silver dragon releases beams of holy energy blasts towards all his enemies within a 30 ft. radius of him, exploding into intense light inflicting to all creatures with a total HD that is prime number dealing 19d8 points of holy damage and inflicting the dazzled status effect for 2d4 rounds. Blue mages may learn this ability as a 6th-level spell (Knowledge: Arcana DC 27).

### **MP Absorb (Su)**

Once every 1d2 rounds as a standard action, a silver dragon can fire a pulsating green beam at a single target that drains MPs and heals itself. The attack deals 5d6 points of MP damage (Fortitude save DC 22 to negate). Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### **Paralyzing Breath (Su)**

Instead of a cone of sacred light, a silver dragon can breath a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds.

### **Spirit Blades (Su)**

Once every 1d4+1 rounds as a standard action, the silver dragon calls forth up to six longsword-shaped force effects that float near him until directed for nineteen rounds. The silver dragon can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once he directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the silver dragon's turn until directed otherwise by him and as long as the foe remains within 50 feet of the caster. As a move action, the silver dragon can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the caster's base attack bonus modified by its Intelligence modifier, and deal 3d6 points of damage plus an amount of force damage equal to the caster's Wisdom modifier. Physical attacks do not affect these blades, but disintegrate, a sphere of annihilation, or a rod of cancellation (touch AC 25) causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the caster does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the caster at the end of its turn also vanish.

### **Silver Dragon, Ancient (CR 19)**

XP 204,800

LG or NG Gargantuan Dragon ([Holy](#))

Init +9; Senses Dragon sense; Perception +37

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## DEFENSE

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AC 46, touch 11, flat-footed 40 (+5 dex, +35 natural, -4 size)  
hp 365 (25d12+200)  
mp 213  
Fort +22, Ref +21, Will +25  
DR 15/magic; Immune Holy, Paralysis, Sleep; SR 30  
Weakness Shadow

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## OFFENSE

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Speed 60 ft., fly 250 ft. (clumsy)  
Melee Bite +33 (4d6+18 plus 3d6 holy damage), 2 Claws +33 (2d8+12 plus 1d6 holy damage), 2 Wings +31 (2d6+6 plus 1d6 holy damage), Tail Slap +31 (2d8+18 plus 1d6 holy damage)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite)  
Special Attacks Breath Weapon (60-ft. cone, 20d10 holy damage, Reflex DC 30 half, usable every 1d4 rounds), Crush (Medium creatures, DC 28, 4d6+18), Level ? Holy, Paralyzing Breath, Spirit Blades, Tail Sweep (Small creatures, DC 28, 2d6+18)  
Special Abilities Dragon Force  
Spells Known (FC CL 25th, Concentration +34)  
At will – dancing light, detect magic, holy orb, mending, purify food and drink, message, read magic  
1st (DC 20) – cure, dia, heal, light  
2nd (DC 21) – aid, cure II, dia II, elemental resistance, grace, healara, light II, see invisibility  
3rd (DC 22) – cura, cure III, dia III, dispel, haste, healaga, light III, lightra  
4th (DC 23) – diara, esuna, holy, raise, vanish  
5th (DC 24) – bless, breath of life, curaga, diaga, holy light, lightga  
6th (DC 25) – arise, auto-cure, esunaga, greater dispel, holy II  
7th (DC 26) – auto-raise, bless II, full-cure  
8th (DC 27) – arisega, condemn, holy III, holy burst  
9th (DC 28) – basuna, full-life, mass full-cure, saintly beam

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## STATISTICS

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Str 34, Dex 20, Con 26, Int 20, Wis 28, Cha 22  
Base Atk +25; CMB +41; CMD 50 (54 vs. trip)  
Feats Arcane Strike, Combat Casting, Destructive Dispel, Dispelling Critical, Hover, Improved Counterspell, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Parry Spell, Solar Spell, Quicken Spell  
Skills Acrobatics +33, Appraise +33, Bluff +33, Diplomacy +34, Fly +17, Knowledge (arcana, local, nobility) +33, Perception +37, Sense Motive +37, Spellcraft +33  
Languages Common, Draconic + 3 others (DM's choice)  
SQ dogmatic discordance

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## SPECIAL ABILITIES

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### Dogmatic Discordance (Su)

Good or evil creatures take a -2 penalty when making saving throws against a silver dragon's spells, spell-like abilities, breath weapon, and aura.

### Dragon Force (Su)

A silver dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster

levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Level ? Holy (Su)**

As a standard action, the silver dragon releases beams of holy energy blasts towards all his enemies within a 30 ft. radius of him, exploding into intense light inflicting to all creatures with a total HD that is prime number dealing 20d8 points of holy damage and inflicting the dazzled status effect for 2d4 rounds. Blue mages may learn this ability as a 6th-level spell (Knowledge: Arcana DC 27).

### **Paralyzing Breath (Su)**

Instead of a cone of sacred light, a silver dragon can breath a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds.

### **Spirit Blades (Su)**

Once every 1d4+1 rounds as a standard action, the silver dragon calls forth up to six longsword-shaped force effects that float near him until directed for nineteen rounds. The silver dragon can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once he directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the silver dragon's turn until directed otherwise by him and as long as the foe remains within 50 feet of the caster. As a move action, the silver dragon can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the caster's base attack bonus modified by its Intelligence modifier, and deal 3d6 points of damage plus an amount of force damage equal to the caster's Wisdom modifier. Physical attacks do not affect these blades, but disintegrate, a sphere of annihilation, or a rod of cancellation (touch AC 25) causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the caster does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the caster at the end of its turn also vanish.

### **Silver Dragon, Wyrm (CR 22)**

XP 615,000

LG or NG Colossal Dragon ([Holy](#))

Init +3; Senses Dragon sense; Perception +42

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#### **DEFENSE**

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AC 49, touch 0, flat-footed 49 (+6 dex, +41 natural, -8 size)

hp 443 (29d12+261)

mp 257

Fort +25, Ref +24, Will +28

DR 20/magic; Immune Holy, Paralysis, Sleep; SR 33

Weakness Shadow

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#### **OFFENSE**

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Speed 60 ft., fly 250 ft. (clumsy)

Melee Bite +35 (4d8+21 plus 4d6 holy damage), 2 Claws +35 (4d6+14 plus 2d6 holy damage), 2

Wings +33 (2d8+7 plus 2d6 holy damage), Tail Slap +33 (4d6+21 plus 2d6 holy damage)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks Breath Weapon (70-ft. cone, 24d10 holy damage, Reflex DC 31 half, usable every 1d4 rounds), Crush (Large creatures, DC 31, 4d8+21), Master Counterspelling, Level ? Holy, Paralyzing Breath, Spirit Blades, Tail Sweep (Medium creatures, DC 31, 2d8+21)

Special Abilities Dragon Force

Spells Known (FC CL 29th, Concentration +39)

At will – [dancing light](#), [detect magic](#), [holy orb](#), [mending](#), [purify food and drink](#), [message](#), [read magic](#)

1st (DC 21) – [Cure](#), [Dia](#), [Heal](#), [Light](#)

2nd (DC 22) – [Aid](#), [Cure II](#), [Dia II](#), [Elemental Resistance](#), [Grace](#), [Healara](#), [Light II](#), [See Invisibility](#)

3rd (DC 23) – [Cura](#), [Cure III](#), [Dia III](#), [Dispel](#), [Haste](#), [Healaga](#), [Light III](#), [Lightra](#)

4th (DC 24) – [Diara](#), [Esuna](#), [Holy](#), [Raise](#), [Vanish](#)

5th (DC 25) – [Bless](#), [Breath of Life](#), [Curaga](#), [Diaga](#), [Holy Light](#), [Lightga](#)

6th (DC 26) – [Arise](#), [Auto-Cure](#), [Esunaga](#), [Greater Dispel](#), [Holy II](#)

7th (DC 27) – [Auto-Raise](#), [Bless II](#), [Full-Cure](#)

8th (DC 28) – [Arisega](#), [Condemn](#), [Holy III](#), [Holy Burst](#)

9th (DC 29) – [Basuna](#), [Full-Life](#), [Mass Full-Cure](#), [Sainly Beam](#)

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## STATISTICS

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Str 38, Dex 22, Con 28, Int 22, Wis 30, Cha 24

Base Atk +29; CMB +51; CMD 59 (63 vs. trip)

Feats [Arcane Strike](#), [Combat Casting](#), [Destructive Dispel](#), [Dispelling Critical](#), [Empower Spell](#), [Hover](#), [Improved Counterspell](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Parry Spell](#), [Solar Spell](#), [Spell Perfection](#), [Quicken Spell](#)

Skills Acrobatics +30, Appraise +38, Bluff +39, Diplomacy +39, Fly +14, Knowledge (arcana, history, local, nobility) +38, Perception +42, Sense Motive +42, Spellcraft +38

Languages Celestial, Common, Draconic + 4 others (DM's choice)

SQ dogmatic discordance

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## SPECIAL ABILITIES

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### Dogmatic Discordance (Su)

Good or evil creatures take a -2 penalty when making saving throws against a silver dragon's spells, spell-like abilities, breath weapon, and aura.

### Dragon Force (Su)

A silver dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Level ? Holy (Su)

As a standard action, the silver dragon releases beams of holy energy blasts towards all his enemies within a 30 ft. radius of him, exploding into intense light inflicting to all creatures with a total HD that is prime number dealing 20d8 points of holy damage and inflicting the dazzled status effect for 2d4 rounds. Blue mages may learn this ability as a 6th-level spell (Knowledge: Arcana DC 27).

## Master Counterspelling (Su)

A silver dragon can counterspell once per round as an immediate action. It need not know the spell it is countering, but can instead expend any spell that is one level higher to automatically counter the spell.

## Paralyzing Breath (Su)

Instead of a cone of sacred light, a silver dragon can breath a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds.

## Spirit Blades (Su)

Once every 1d4 rounds as a standard action, the silver dragon calls forth up to six longsword-shaped force effects that float near him until directed for nineteen rounds. The silver dragon can use a standard action to direct one blade to attack a target up to a distance of 50 feet away, or use a full-attack action to cause all six blades to attack up to six different targets up to a distance of 50 feet away, each to a different location if desired. Once he directs a spirit blade to attack a foe, the blade continues to make a single attack against that foe each round on the silver dragon's turn until directed otherwise by him and as long as the foe remains within 50 feet of the caster. As a move action, the silver dragon can direct all currently attacking blades to switch targets to new foes within 50 feet. These weapons attack using the caster's base attack bonus modified by its Intelligence modifier, and deal 3d6 points of damage plus an amount of force damage equal to the caster's Wisdom modifier. Physical attacks do not affect these blades, but disintegrate, a sphere of annihilation, or a rod of cancellation (touch AC 25) causes them to vanish. If a spirit blade's target dies or moves beyond a 50-foot range and the caster does not retarget that blade by the end of its turn, the blade vanishes. Likewise, any blades that are not within 50 feet of the caster at the end of its turn also vanish.

## White Dragon Family

### White Dragon, Hatchling (CR 2)

XP 600

CE or NE Tiny Dragon ([Ice](#))

Init +7; Senses Dragon senses; Perception +10

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#### DEFENSE

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

hp 25 [42] (3d12+6)

Fort +5, Ref +6, Will +3

Immune Ice, Paralysis, Sleep; Strong Wind

Weakness Fire

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#### OFFENSE

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Speed 60 ft., burrow 30 ft., fly 100 ft. (average), swim 60 ft.

Melee Bite +5 (1d4), 2 Claws +5 (1d3)

Space 2.5 ft.; Reach 0 ft. (5 ft. with bite)

Special Attacks Breath Weapon (15-ft. cone, 1d10 ice damage, Reflex DC 13 half, usable every 1d4 rounds), Frostbolt

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## STATISTICS

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Str 10, Dex 16, Con 15, Int 8, Wis 10, Cha 8

Base Atk +3; CMB +4; CMD 14 (18 vs. trip)

Feats [Alertness](#), [Improved Initiative](#)

Skills Fly +13, Intimidate +5, Perception +10, Stealth +11, Swim +12; Racial Modifiers +8 Swim

Languages Draconic

SQ Icewalking

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## SPECIAL ABILITIES

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### Frostbolt (Su)

Once every 1d4 rounds, a white dragon can shoot out a bolt of ice towards a single target within 30 feet. The white dragon must make a ranged touch attack (+8), if it hits, the attack deals 1d6+5 points of ice damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Icewalking (Ex)

This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

### White Dragon, Wyrmling (CR 6)

XP 2,400

CE or NE Small Dragon ([Ice](#))

Init +6; Senses Dragon senses; Perception +18

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## DEFENSE

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AC 19, touch 13, flat-footed 17 (+2 dex, +6 natural, +1 size)

hp 80 (7d12+28)

mp 21

Fort +9, Ref +9, Will +8

Immune Ice, Paralysis, Sleep; Strong Wind

Weakness Fire

---

## OFFENSE

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Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

Melee Bite +10 (1d6+3), 2 Claws +10 (1d4+2)

Special Attacks Breath Weapon (20-ft. cone, 2d10 ice damage, Reflex DC 16 half, usable every 1d4 rounds), Frostbolt, Ice Block

Spells Known (FC CL 7th, Concentration +10)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – [blizzard](#), [slick](#)

2nd (DC 15) – [blizzard II](#), [elemental resistance](#), [see invisibility](#), [slick II](#)

3rd (DC 16) – [blizzara](#), [blizzard III](#), [dispel](#), [haste](#), [slick III](#)

4th (DC 17) – [blizzard IV](#), [ice spikes](#), [ice storm](#), [vanish](#)



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## STATISTICS

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Str 14, Dex 14, Con 19, Int 10, Wis 16, Cha 10

Base Atk +7; CMB +8; CMD 20 (24 vs. trip)

Feats [Alertness](#), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#)

Skills Fly +14, Intimidate +10, Perception +18, Spellcraft +10, Stealth +16, Swim +18; Racial Modifiers +8 Swim

Languages Draconic

SQ Icewalking

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## SPECIAL ABILITIES

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### Frostbolt (Su)

As a standard action, a white dragon can shoot out a bolt of ice towards a single target within 30 feet. The white dragon must make a ranged touch attack (+10), if it hits, the attack deals 1d6+5 points of ice damage. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Icewalking (Ex)

This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

### Ice Block (Su)

Once every 1d2 rounds as a standard action, a white dragon creating an ice encasing around the victims feet in solid ice 5 inch thick within 75 ft. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save (Fort DC 16) they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it.

The ice has hardness 0 and 15 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 17) or Escape Artist skill check (DC 22). Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

### White Dragon, Young (CR 8)

XP 4,800

CE or NE Medium Dragon ([Ice](#))

Init +6; Senses Dragon senses, Snow vision; Perception +20

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## DEFENSE

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AC 21, touch 12, flat-footed 19 (+2 dex, +9 natural)

hp 100 (9d12+36)

mp 34

Fort +10, Ref +9, Will +10

DR 5/magic; Immune Ice, Paralysis, Sleep; Strong Wind

Weakness Fire

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## OFFENSE

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Speed 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.

Melee Bite +13 (1d8+6), 2 Claws +13 (1d6+4), 2 Wings +11 (1d4+2)

Special Attacks Breath Weapon (30-ft. cone, 4d10 ice damage, Reflex DC 18 half, usable every 1d4 rounds), Ice Block

Special Abilities Frost Armor

Spells Known (FC CL 9th, Concentration +13)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 15) – [blizzard](#), [slick](#)

2nd (DC 16) – [blizzard II](#), [elemental resistance](#), [see invisibility](#), [slick II](#)

3rd (DC 17) – [blizzara](#), [blizzard III](#), [dispel](#), [haste](#), [slick III](#)

4th (DC 18) – [blizzard IV](#), [ice spikes](#), [ice storm](#), [vanish](#)

5th (DC 19) – [blizzaga](#), [freeze](#), [icy prison](#)

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## STATISTICS

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Str 18, Dex 14, Con 19, Int 12, Wis 18, Cha 12

Base Atk +9; CMB +13; CMD 25 (29 vs. trip)

Feats [Alertness](#), [Improved Initiative](#), [Improved Sunder](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#)

Skills Fly +14, Intimidate +13, Perception +20, Sense Motive +16, Spellcraft +13, Stealth +13, Swim +21; Racial Modifiers +8 Swim

Languages Common, Draconic

SQ Icewalking, Ice shape

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## SPECIAL ABILITIES

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### Frost Armor (Su)

Once every 1d4 rounds as a standard action, white dragons grants allies an icy barrier. All allies gain the effect of [Ice Spikes](#), as the black magic spell. The allies must be within 30 feet of the white dragon, when he uses this ability, to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Ice Shape (Su)

A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

### Icewalking (Ex)

This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

### Ice Block (Su)

As a standard action, a white dragon creating an ice encasing around the victims feet in solid ice 5 inch thick within 75 ft. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save (Fort DC 18) they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it.

The ice has hardness 0 and 15 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 19) or Escape Artist skill check (DC 24). Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

## Snow Vision (Ex)

A white dragon learns to see perfectly in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

## White Dragon, Juvenile (CR 10)

XP 9,600

CE or NE Large Dragon ([Ice](#))

Init +7; Senses Dragon senses, Snow vision; Perception +20

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### DEFENSE

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AC 22, touch 10, flat-footed 21 (+3 dex, +12 natural, -1 size)

hp 130 (11d12+55)

mp 58

Fort +12, Ref +12, Will +12

DR 5/magic; Immune Ice, Paralysis, Sleep; Strong Wind

Weakness Fire

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### OFFENSE

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Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee Bite +16 (2d6+9/19-20), 2 Claws +16 (1d8+6), 2 Wings +14 (1d6+3), Tail Slap +14 (1d8+9)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks Breath Weapon (40-ft. cone, 6d10 ice damage, Reflex DC 20 half, usable every 1d4 rounds), Ice Block, Ice Roar

Special Abilities Frost Armor

Spells Known (FC CL 11th, Concentration +16)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 16) – [blizzard](#), [slick](#)

2nd (DC 17) – [blizzard II](#), [elemental resistance](#), [see invisibility](#), [slick II](#)

3rd (DC 18) – [blizzara](#), [blizzard III](#), [dispel](#), [haste](#), [slick III](#)

4th (DC 19) – [blizzard IV](#), [ice spikes](#), [ice storm](#), [vanish](#)

5th (DC 20) – [blizzaga](#), [freeze](#), [icy prison](#)

6th (DC 21) – [glacier](#), [freezing sphere](#), [greater dispel](#), [ice spikes II](#), [icy blast](#)

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### STATISTICS

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Str 22, Dex 16, Con 21, Int 12, Wis 20, Cha 12

Base Atk +11; CMB +18; CMD 31 (35 vs. trip)

Feats [Alertness](#), [Improved Initiative](#), [Improved Sunder](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#)

Skills Fly +11, Intimidate +15, Perception +20, Sense Motive +16, Spellcraft +15, Stealth +13, Swim +25; Racial Modifiers +8 Swim

Languages Common, Draconic

SQ Icewalking, Ice shape

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### SPECIAL ABILITIES

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## Frost Armor (Su)

Once every 1d3 rounds as a standard action, white dragons grants allies an icy barrier. All allies gain the effect of [Ice Spikes](#), as the black magic spell. The allies must be within 30 feet of the white

dragon, when he uses this ability, to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### **Ice Block (Su)**

As a standard action, a white dragon creating an ice encasing around the victims feet in solid ice 5 inch thick within 75 ft. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save (Fort DC 20) they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it.

The ice has hardness 0 and 15 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 21) or Escape Artist skill check (DC 26). Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

### **Ice Roar (Su)**

Once every 1d4 rounds as a standard action, a white dragon roars an icy cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of ice damage and are inflicted with the Frozen status effect. A successful Reflex save (DC 20) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

### **Ice Shape (Su)**

A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

### **Icwalking (Ex)**

This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

### **Snow Vision (Ex)**

A white dragon learns to see perfectly in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

## **White Dragon, Young Adult (CR 13)**

XP 25,600

CE or NE Huge Dragon ([Ice](#))

Init +4; Senses Dragon senses, Snow vision; Perception +25

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### **DEFENSE**

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AC 30, touch 12, flat-footed 26 (+4 dex, +18 natural, -2 size)

hp 189 (15d12+90)

mp 87

Fort +15, Ref +11, Will +15

DR 10/magic; Immune Ice, Paralysis, Sleep; SR 24; Strong Wind

Weakness Fire

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### **OFFENSE**

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Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee Bite +21 (2d8+12/19-20 plus 1d6 ice damage), 2 Claws +21 (2d6+8), 2 Wings +19 (1d8+4),

Tail Slap +19 (2d6+12)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (50-ft. cone, 10d10 ice damage, Reflex DC 23 half, usable every 1d4 rounds), Crush (Small creatures, DC 23, 2d8+15), Dragon Force, Ice Roar

Special Abilities Frost Armor

Spells Known (FC CL 15th, Concentration +21)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – [blizzard](#), [slick](#)

2nd (DC 18) – [blizzard II](#), [elemental resistance](#), [see invisibility](#), [slick II](#)

3rd (DC 19) – [blizzara](#), [blizzard III](#), [dispel](#), [haste](#), [slick III](#)

4th (DC 20) – [blizzard IV](#), [ice spikes](#), [ice storm](#), [vanish](#)

5th (DC 21) – [blizzaga](#), [freeze](#), [icy prison](#)

6th (DC 22) – [glacier](#), [freezing sphere](#), [greater dispel](#), [ice spikes II](#), [icy blast](#)

7th (DC 23) – [freeze II](#)

8th (DC 24) – [glacier II](#), [ice spikes III](#), [polar ray](#)

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## STATISTICS

Str 26, Dex 18, Con 23, Int 14, Wis 22, Cha 14

Base Atk +15; CMB +31; CMD 45 (49 vs. trip)

Feats [Alertness](#), [Improved Critical](#) (Bite), [Improved Initiative](#), [Improved Sunder](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#), [Vital Strike](#)

Skills Fly +14, Intimidate +20, Knowledge (arcana) +20, Perception +25, Sense Motive +21,

Spellcraft +20, Stealth +14, Swim +31; Racial Modifiers +8 Swim

Languages Common, Draconic + 1 other (DM's choice)

SQ Icewalking, Ice shape

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## SPECIAL ABILITIES

### Dragon Force (Su)

1/day, a white dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Frost Armor (Su)

Once every 1d2 rounds as a standard action, white dragons grants allies an icy barrier. All allies gain the effect of [Ice Spikes](#), as the black magic spell. The allies must be within 30 feet of the white dragon, when he uses this ability, to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Ice Block (Su)

As a standard action, a white dragon creating an ice encasing around the victims feet in solid ice 5 inch thick within 75 ft. The target of this spell receives the Immobilize status effect and takes 3d6 points of ice damage, if the victim makes the save (Fort DC 23) they take half damage and resist the immobilize status effect. The victim is unable to move for the duration of the spell, until cured, removed with fire, or by smashing through it.

The ice has hardness 0 and 15 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 25) or Escape Artist skill check (DC 30). Blue mages may learn this ability as a 3rd level spell (Knowledge: Planes DC 21).

## Ice Roar (Su)

Once every 1d4 rounds as a standard action, a white dragon roars an icy cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of ice damage and are inflicted with the Frozen status effect. A successful Reflex save (DC 23) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Ice Shape (Su)

A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

## Icewalking (Ex)

This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

## Snow Vision (Ex)

A white dragon learns to see perfectly in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

## White Dragon, Mature Adult (CR 16)

XP 76,800

CE or NE Huge Dragon ([Ice](#))

Init +4; Senses Dragon senses, Snow vision; Perception +32

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### DEFENSE

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AC 36, touch 12, flat-footed 32 (+4 dex, +24 natural, -2 size)

hp 252 (19d12+133)

mp 122

Fort +17, Ref +17, Will +17

DR 10/magic; Immune Ice, Paralysis, Sleep; SR 27; Strong Wind

Weakness Fire

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### OFFENSE

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Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.

Melee Bite +27 (2d8+15 plus 2d6 ice damage/19-20), 2 Claws +27 (2d6+10 plus 1d6 ice damage),

2 Wings +25 (1d8+5 plus 1d6 ice damage), Tail Slap +25 (2d6+15 plus 1d6 ice damage)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (50-ft. cone, 14d10 ice damage, Reflex DC 26 half, usable every 1d4 rounds), Crush (Small creatures, DC 26, 2d8+15), Ice Roar, Snowstorm

Special Abilities Dragon Force, Frost Armor

Spells Known (FC CL 19th, Concentration +25)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – [blizzard](#), [slick](#)

2nd (DC 18) – [blizzard II](#), [elemental resistance](#), [see invisibility](#), [slick II](#)

3rd (DC 19) – [blizzara](#), [blizzard III](#), [dispel](#), [haste](#), [slick III](#)

4th (DC 20) – [blizzard IV](#), [ice spikes](#), [ice storm](#), [vanish](#)

5th (DC 21) – [blizzaga](#), [freeze](#), [icy prison](#)

6th (DC 22) – [glacier](#), [freezing sphere](#), [greater dispel](#), [ice spikes II](#), [icy blast](#)  
7th (DC 23) – [freeze II](#)  
8th (DC 24) – [glacier II](#), [ice spikes III](#), [polar ray](#)  
9th (DC 25) – [mass icy prison](#), [polar midnight](#)

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## STATISTICS

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Str 30, Dex 18, Con 25, Int 16, Wis 22, Cha 16  
Base Atk +19; CMB +31; CMD 45 (49 vs. trip)  
Feats [Alertness](#), [Flyby Attack](#), [Greater Vital Strike](#), [Improved Critical](#) (Bite), [Improved Initiative](#), [Improved Sunder](#), [Improved Vital Strike](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#), [Vital Strike](#)  
Skills Fly +14, Intimidate +25, Knowledge (arcana) +25, Perception +32, Sense Motive +30, Spellcraft +25, Stealth +14, Swim +37; Racial Modifiers +8 Swim  
Languages Common, Draconic + 2 others (DM's choice)  
SQ Icewalking, Ice shape

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A white dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Frost Armor (Su)

As a standard action, white dragons grants allies an icy barrier. All allies gain the effect of [Ice Spikes](#), as the black magic spell. The allies must be within 30 feet of the white dragon, when he uses this ability, to receive these bonuses. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Ice Roar (Su)

Once every 1d2 rounds as a standard action, a white dragon roars an icy cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of ice damage and are inflicted with the Frozen status effect. A successful Reflex save (DC 27) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arana DC 25).

### Ice Shape (Su)

A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

### Icewalking (Ex)

This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

### Northern Cross (Su)

Once every 1d4 rounds, a white dragon will summon a 30 ft.-radius blizzard in a select area completely freezing all those who fail their Fortitude save (DC 27). Every target can be trapped in



solid ice 19 inches thick. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 19 points of ice damage each round it is helpless or entangled in the ice.

The ice has hardness 0 and 57 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 29) or Escape Artist skill check (DC 34). A white dragon will always start the fight with this ability. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Snow Vision (Ex)

A white dragon learns to see perfectly in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

## Snowstorm (Su)

Once every 1d3 rounds as a standard action, the white dragon can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage are inflicted with Frozen status for 1d4 rounds, a successive Reflex save (DC 27) for half damage and negates status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## White Dragon, Ancient (CR 19)

XP 204,800

CE or NE Gargantuan Dragon ([Ice](#))

Init +8; Senses Dragon senses, Snow vision; Perception +39

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### DEFENSE

AC 43, touch 10, flat-footed 39 (+4 dex, +33 natural, -4 size)

hp 385 (25d12+250)

mp 186

Fort +24, Ref +20, Will +21

DR 15/magic; Immune Ice, Paralysis, Sleep; SR 30; Strong Wind

Weakness Fire

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### OFFENSE

Speed 60 ft., burrow 30 ft., fly 250 ft. (poor), swim 60 ft.

Melee Bite +28 (4d6+18 plus 3d6 ice damage/19-20), 2 Claws +28 (2d8+12 plus 1d6 ice damage),

2 Wings +26 (2d6+6 plus 1d6 ice damage), Tail Slap +26 (2d8+18 plus 1d6 ice damage)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks Blizzard, Breath Weapon (60-ft. cone, 20d10 ice damage, Reflex DC 32 half, usable every 1d4 rounds), Crush (Medium creatures, DC 32, 4d6+18), Dragon Force, Northern Cross, Snowstorm, Tail Sweep (Small creatures, DC 32, 2d6+18)

Spells Known (FC CL 25th, Concentration +32)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 18) – [blizzard](#), [slick](#)

2nd (DC 19) – [blizzard II](#), [elemental resistance](#), [see invisibility](#), [slick II](#)

3rd (DC 20) – [blizzara](#), [blizzard III](#), [dispel](#), [haste](#), [slick III](#)

4th (DC 21) – [blizzard IV](#), [ice spikes](#), [ice storm](#), [vanish](#)

5th (DC 22) – [blizzaga](#), [freeze](#), [icy prison](#)

6th (DC 23) – [glacier](#), [freezing sphere](#), [greater dispel](#), [ice spikes II](#), [icy blast](#)

7th (DC 24) – [freeze II](#)

8th (DC 25) – [glacier II](#), [ice spikes III](#), [polar ray](#)

9th (DC 26) – [mass icy prison](#), [polar midnight](#)

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## STATISTICS

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Str 34, Dex 18, Con 30, Int 20, Wis 24, Cha 20

Base Atk +25; CMB +41; CMD 55 (59 vs. trip)

Feats [Alertness](#), [Flyby Attack](#), [Greater Sunder](#), [Greater Vital Strike](#), [Improved](#)

[Critical](#) (Bite), [Improved Initiative](#), [Improved Sunder](#), [Improved Vital Strike](#), [Lightning](#)

[Reflexes](#), [Multiattack](#), [Power Attack](#), [Vital Strike](#), [Wingover](#)

Skills Appraise +33, Bluff +33, Fly +16, Intimidate +33, Knowledge (arcana, history) +33, Perception +39, Sense Motive +35, Spellcraft +33, Stealth +21, Swim +45; Racial Modifiers +8 Swim

Languages Common, Draconic, Giant + 3 others (DM's choice)

SQ Icewalking, Ice shape

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## SPECIAL ABILITIES

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### Blizzard (Su)

A white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-ft.-radius for 1 minutes, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

### Dragon Force (Su)

A white dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Ice Shape (Su)

A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

### Icewalking (Ex)

This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

### Northern Cross (Su)

Once every 1d4 rounds, a white dragon will summon a 30 ft.-radius blizzard in a select area completely freezing all those who fail their Fortitude save (DC 28). Every target can be trapped in solid ice 21 inches thick. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but can otherwise act normally. Whether or not the target saves, it takes 21 points of ice damage each round it is helpless or entangled in the ice.

The ice has hardness 0 and 63 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 31) or Escape Artist skill check (DC

36). A white dragon will always start the fight with this ability. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Snow Vision (Ex)

A white dragon learns to see perfectly in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

## Snowstorm (Su)

As a standard action, the white dragon can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage and are inflicted with Frozen status for 1d4 rounds, a successive Reflex save (DC 28) for half damage and negates status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## White Dragon, Wyrm (CR 22)

XP 615,000

CE or NE Colossal Dragon ([Ice](#))

Init +9; Senses Dragon senses, Snow vision; Perception +44

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### DEFENSE

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AC 46, touch 7, flat-footed 41 (+5 dex, +39 natural, -8 size)

hp 466 (29d12+319)

mp 234

Fort +27, Ref +24, Will +23

DR 20/magic; Immune Ice, Paralysis, Sleep; SR 33; Strong Wind

Weakness Fire

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### OFFENSE

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Speed 60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.

Melee Bite +35 (4d8+21 plus 4d6 ice damage/19-20), 2 Claws +35 (4d6+14 plus 2d6 ice damage),

2 Wings +33 (2d8+7 plus 2d6 ice damage), Tail Slap +33 (4d6+21 plus 2d6 ice damage)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks Blizzard, Breath Weapon (70-ft. cone, 24d10 ice damage, Reflex DC 35 half, usable every 1d4 rounds), Crush (Large creatures, DC 35, 4d8+21), Dragon Force, Freezing Fog (3/day, DC 24), Northern Cross, Snowstorm, Tail Sweep (Medium creatures, DC 35, 2d8+21)

Spells Known (FC CL 29th, Concentration +37)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 19) – [blizzard](#), [slick](#)

2nd (DC 20) – [blizzard II](#), [elemental resistance](#), [see invisibility](#), [slick II](#)

3rd (DC 21) – [blizzara](#), [blizzard III](#), [dispel](#), [haste](#), [slick III](#)

4th (DC 22) – [blizzard IV](#), [ice spikes](#), [ice storm](#), [vanish](#)

5th (DC 23) – [blizzaga](#), [freeze](#), [icy prison](#)

6th (DC 24) – [glacier](#), [freezing sphere](#), [greater dispel](#), [ice spikes II](#), [icy blast](#)

7th (DC 25) – [freeze II](#)

8th (DC 26) – [glacier II](#), [ice spikes III](#), [polar ray](#)

9th (DC 27) – [mass icy prison](#), [polar midnight](#)

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## STATISTICS

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Str 38, Dex 20, Con 32, Int 22, Wis 26, Cha 22

Base Atk +29; CMB +51; CMD 59 (63 vs. trip)

Feats [Alertness](#), [Empower Spell](#), [Flyby Attack](#), [Greater Sunder](#), [Greater Vital Strike](#), [Improved Critical](#) (Bite), [Improved Initiative](#), [Improved Sunder](#), [Improved Vital Strike](#), [Lightning Reflexes](#), [Multiattack](#), [Power Attack](#), [Quicken Spell](#), [Vital Strike](#), [Wingover](#)

Skills Appraise +38, Bluff +38, Fly +22, Intimidate +38, Knowledge (arcana, geogrphy, history) +38, Perception +44, Sense Motive +40, Spellcraft +38, Stealth +22, Swim +52; Racial Modifiers +8 Swim

Languages Common, Draconic, Giant + 4 others (DM's choice)

SQ Icewalking, Ice shape

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## SPECIAL ABILITIES

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### Blizzard (Su)

A white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-ft.-radius for 1 minutes, centered on the dragon. This snow slow movement (4 squares of movement per square entered) and limits vision as fog does.

### Dragon Force (Su)

A white dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Freezing Fog (Sp)

A white dragon can use this ability 3/day. It is similar to an acid fog spell but deals ice damage instead. It also causes a rime of slippy ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

### Ice Shape (Su)

A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

### Icewalking (Ex)

This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

### Northern Cross (Su)

Once every 1d4 rounds, a white dragon will summon a 30 ft.-radius blizzard in a select area completely freezing all those who fail their Fortitude save (DC 29). Every target can be trapped in solid ice 21 inches thick. If the creature fails its save, it is helpless, but can still breathe (the ice blocks line of effect to the target). If the target makes its save, it gains the entangled condition but

can otherwise act normally. Whether or not the target saves, it takes 21 points of ice damage each round it is helpless or entangled in the ice.

The ice has hardness 0 and 66 hit points; if broken, the creature is freed. A creature can break the ice as a full-round action with a successful Strength check (DC 32) or Escape Artist skill check (DC 37). A white dragon will always start the fight with this ability. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Snow Vision (Ex)**

A white dragon learns to see perfectly in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

### **Snowstorm (Su)**

As a standard action, the white dragon can create a shredding flurry of icy slivers hitting all creatures within the 30-ft. line. Creatures in the area of effect take 14d6 points of ice damage and are inflicted with Frozen status for 1d4 rounds, a successive Reflex save (DC 29) for half damage and negates status effect. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## **Yellow Dragon Family**

### **Yellow Dragon, Hatchling (CR 2)**

XP 600

NE Tiny Dragon ([Lightning](#))

Init +10; Senses Dragon senses, mist vision; Perception +3

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#### **DEFENSE**

AC 18, touch 18, flat-footed 12 (+6 dex, +2 size)

hp 27 (3d12+3)

Fort +4, Ref +9, Will +2

Immune Lightning, Paralysis, Sleep; Strong Water

Weakness Earth

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#### **OFFENSE**

Speed 60 ft., fly 100 ft. (average)

Melee Bite +4 (1d4-1), 2 Claws +4 (1d3-1)

Space 2.5 ft.; Reach 0 ft. (2.5 ft. with bite)

Special Attacks Breath Weapon (30-ft. line, 1d10 lightning damage, Reflex DC 12 half, usable every 1d4 rounds), Umbral Gaze

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#### **STATISTICS**

Str 8, Dex 22, Con 12, Int 12, Wis 5, Cha 8

Base Atk +3; CMB +7; CMD 16 (20 vs. trip)

Feats [Improved Initiative](#), [Iron Will](#)

Skills Appraise +7, Fly +16, Intimidate +25, Knowledge (arcana) +7, Perception +3, Spellcraft +7,

Stealth +16, Survival +3

Languages Common, Draconic

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## SPECIAL ABILITIES

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### Mist Vision (Ex)

A yellow dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

### Umbral Gaze (Su)

Once every 1d4 rounds as a standard action, a yellow dragon can unleash a blast of electricity against a single target within 30 feet. The yellow dragon must make a range touch attack (+11), if it hits, the attack deals 1d6+2 points of lightning damage and must make a Fortitude save (DC 12) or be inflicted with the Blind status for 1d4 rounds. The save DC is Intelligence-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Yellow Dragon, Wyrmling (CR 6)

XP 2,400

NE Small Dragon ([Lightning](#))

Init +9; Senses Dragon senses, mist vision; Perception +8

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#### DEFENSE

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AC 20, touch 16, flat-footed 15 (+4 natural, +5 dex, +1 size)

hp 68 (7d12+14)

mp 21

Fort +7, Ref +12, Will +5

Immune Lightning, Paralysis, Sleep; Strong Water

Weakness Earth

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#### OFFENSE

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Speed 60 ft., fly 150 ft. (average)

Melee Bite +11 (1d6+4), 2 Claws +11 (1d4+3)

Special Attacks Blaster, Breath Weapon (40-ft. line, 2d10 lightning damage, Reflex DC 15 half, usable every 1d4 rounds), Umbral Gaze

Spells Known (FC CL 7th, Concentration +10)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 14) – [spark](#), [thunder](#)

2nd (DC 15) – [elemental resistance](#), [see invisibility](#), [spark II](#), [thunder II](#)

3rd (DC 16) – [dispel](#), [haste](#), [spark III](#), [thundara](#), [thunder III](#)

4th (DC 17) – [ball lightning](#), [shock spikes](#), [thunder IV](#), [vanish](#)

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#### STATISTICS

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Str 16, Dex 20, Con 14, Int 16, Wis 7, Cha 10

Base Atk +7; CMB +9; CMD 24 (28 vs. trip)

Feats [Combat Casting](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#)

Skills Appraise +13, Fly +19, Knowledge (arcana, dungeoneering, local) +13, Perception +8,

Spellcraft +13, Stealth +21, Survival +8

Languages Auran, Common, Draconic

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## SPECIAL ABILITIES

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### Blaster (Su)

Once every 1d2 rounds as a standard action, a yellow dragon can send out a pulse of electricity through its whiskers at a single target within 30 ft. The yellow dragon must make a ranged touch attack (+13), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 16) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Mist Vision (Ex)

A yellow dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

### Umbral Gaze (Su)

As a standard action, a yellow dragon can unleash a blast of electricity against a single target within 30 feet. The yellow dragon must make a range touch attack (+13), if it hits, the attack deals 1d6+2 points of lightning damage and must make a Fortitude save (DC 16) or be inflicted with the Blind status for 1d4 rounds. The save DC is Intelligence-based. Blue mages may learn this ability as a 1st level spell (Knowledge: Arcana DC 17).

### Yellow Dragon, Young (CR 8)

XP 4,800

NE Medium Dragon ([Lightning](#))

Init +9; Senses Dragon senses, mist vision; Perception +11

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#### DEFENSE

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AC 22, touch 15, flat-footed 17 (+7 natural, +5 dex)

hp 94 (9d12+27)

mp 40

Fort +9, Ref +12, Will +7

DR 5/magic; Immune Lightning, Paralysis, Sleep; Strong Water

Weakness Earth

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#### OFFENSE

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Speed 60 ft., fly 150 ft. (poor)

Melee Bite +13 (1d8+4), 2 Claws +12 (1d6+3), 2 wings +7 (1d4+1)

Special Attacks Blaster, Breath Weapon (60-ft. line, 4d10 lightning damage, Reflex DC 17 half, usable every 1d4 rounds)

Special Abilities Lightning Armor

Spells Known (FC CL 9th, Concentration +14)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 16) – [spark](#), [thunder](#)

2nd (DC 17) – [elemental resistance](#), [see invisibility](#), [spark II](#), [thunder II](#)

3rd (DC 18) – [dispel](#), [haste](#), [spark III](#), [thundara](#), [thunder III](#)

4th (DC 19) – [ball lightning](#), [shock spikes](#), [thunder IV](#), [vanish](#)

5th (DC 20) – [lightning arc](#), [shock](#), [thundaga](#)



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## STATISTICS

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Str 16, Dex 20, Con 16, Int 20, Wis 9, Cha 12

Base Atk +9; CMB +12; CMD 32 (36 vs. trip)

Feats [Combat Casting](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Weapon Focus](#) (Bite)

Skills Appraise +15, Bluff +13, Fly +17, Intimidate +13, Knowledge (arcana, dungeoneering) +15,

Perception +11, Sense Motive +11, Spellcraft +15, Stealth +17, Survival +11

Languages Auran, Common, Draconic + 4 others (DM's choice)

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## SPECIAL ABILITIES

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### Blaster (Su)

As a standard action, a yellow dragon can send out a pulse of electricity through its whiskers at a single target within 30 ft. The yellow dragon must make a ranged touch attack (+14), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 19) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Lightning Armor (Su)

Once every 1d4 rounds as a standard action, a yellow dragon grants herself a shocking barrier as a standard action. All allies can gain the effect of Shock Spikes. The allies must be within 30 feet of yellow dragon when it uses this ability to receive these bonuses for 6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Mist Vision (Ex)

A yellow dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

### Yellow Dragon, Juvenile (CR 10)

XP 9,600

NE Large Dragon ([Lightning](#))

Init +9; Senses Dragon senses, mist vision; Perception +13

---

## DEFENSE

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AC 24, touch 14, flat-footed 19 (+10 natural, +4 dex, -1 size)

hp 123 (11d12+44)

mp 41

Fort +14, Ref +16, Will +11

DR 5/magic; Immune Lightning, Paralysis, Sleep; Strong Water

Weakness Earth

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## OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +16 (2d6+7), 2 Claws +15 (1d8+5), 2 wings +13 (1d6+2), Tail Slap +13 (1d8+7)

Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks Blaster, Breath Weapon (80-ft. line, 6d10 lightning damage, Reflex DC 19 half, usable every 1d4 rounds), Thunderbolt

Special Abilities Lightning Armor

Spells Known (FC CL 11th, Concentration +17)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 17) – [spark](#), [thunder](#)

2nd (DC 18) – [elemental resistance](#), [see invisibility](#), [spark II](#), [thunder II](#)

3rd (DC 19) – [dispel](#), [haste](#), [spark III](#), [thundara](#), [thunder III](#)

4th (DC 20) – [ball lightning](#), [shock spikes](#), [thunder IV](#), [vanish](#)

5th (DC 21) – [lightning arc](#), [shock](#), [thundaga](#)

6th (DC 22) – [burst](#), [chain lightning](#), [greater dispel](#), [shock spikes II](#)

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## STATISTICS

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Str 20, Dex 21, Con 18, Int 22, Wis 9, Cha 12

Base Atk +11; CMB +17; CMD 31 (35 vs. trip)

Feats [Combat Casting](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Weapon Focus](#) (Bite)

Skills Appraise +17, Bluff +15, Fly +13, Intimidate +15, Knowledge (arcana, dungeoneering, technology) +18, Perception +13, Spellcraft +18, Stealth +15, Survival +13

Languages Auran, Common, Draconic + 5 others (DM's choice)

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## SPECIAL ABILITIES

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### Blaster (Su)

As a standard action, a yellow dragon can send out a pulse of electricity through its whiskers at a single target within 30 ft. The yellow dragon must make a ranged touch attack (+15), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 21) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Lightning Armor (Su)

Once every 1d3 rounds as a standard action, a yellow dragon grants herself a shocking barrier as a standard action. All allies can gain the effect of Shock Spikes. The allies must be within 30 feet of yellow dragon when it uses this ability to receive these bonuses for 6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Mist Vision (Ex)

A yellow dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

### Thunderbolt (Su)

Once every 1d4 rounds as a standard action, a yellow dragon can discharge a large lightning storm within 120 ft. and in a 40-ft.-radius. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Reflex save (DC 21) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Yellow Dragon, Young Adult (CR 13)

XP 25,600

NE Huge Dragon ([Lightning](#))

Init +10; Senses Dragon senses, mist vision; Perception +18

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## DEFENSE

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AC 36, touch 14, flat-footed 30 (+22 natural, +6 dex, -2 size)  
hp 172 [255] (15d12+75)  
mp 108  
Fort +17, Ref +19, Will +14  
DR 10/magic; Immune Lightning, Paralysis, Sleep; SR 27; Strong Water  
Weakness Earth

---

## OFFENSE

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Speed 60 ft., fly 200 ft. (poor)  
Melee Bite +21 (2d8+10/19-20 plus 1d6 lightning damage), 2 Claws +20 (2d6+7), 2 wings +18 (1d8+3), Tail Slap +18 (2d6+10)  
Space 15 ft.; Reach 10 ft. (15 ft. with bite)  
Special Attacks Blaster, Breath Weapon (100-ft. line, 10d10 lightning damage, Reflex DC 22 half, usable every 1d4 rounds), Crush (Small creatures, DC 22, 2d8+10), Thunderbolt  
Special Abilities Dragon Force, Lightning Armor  
Spells Known (FC CL 15th, Concentration +22)  
At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)  
1st (DC 18) – [spark](#), [thunder](#)  
2nd (DC 19) – [elemental resistance](#), [see invisibility](#), [spark II](#), [thunder II](#)  
3rd (DC 20) – [dispel](#), [haste](#), [spark III](#), [thundara](#), [thunder III](#)  
4th (DC 21) – [ball lightning](#), [shock spikes](#), [thunder IV](#), [vanish](#)  
5th (DC 22) – [lightning arc](#), [shock](#), [thundaga](#)  
6th (DC 23) – [burst](#), [chain lightning](#), [greater dispel](#), [shock spikes II](#)  
7th (DC 24) – [shock II](#)  
8th (DC 25) – [burst II](#), [shock spikes III](#), [stormbolts](#)

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## STATISTICS

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Str 24, Dex 22, Con 20, Int 24, Wis 11, Cha 14  
Base Atk +15; CMB +24; CMD 40 (43 vs. trip)  
Feats [Combat Casting](#), [Dazzling Display](#), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Shatter Defenses](#), [Weapon Focus](#) (Bite)  
Skills Appraise +23, Bluff +20, Diplomacy +20, Fly +16, Intimidate +20, Knowledge (arcana, dungeoneering, technology) +22, Perception +18, Sense Motive +22, Spellcraft +22, Stealth +16, Survival +18  
Languages Auran, Common, Draconic + 2 others (DM's choice)

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## SPECIAL ABILITIES

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### Blaster (Su)

As a standard action, a yellow dragon can send out a pulse of electricity through its whiskers at a single target within 30 ft. The yellow dragon must make a ranged touch attack (+20), if it hits, the target takes 3d6 points of lightning damage and must make a Fortitude save (DC 24) or be inflicted with Immobilize status for 1d4 rounds. Blue mages may learn this ability as a 3rd level spell (Knowledge: Arcana DC 21).

### Dragon Force (Su)

1/day, a yellow dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three

caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Lightning Armor (Su)

Once every 1d2 rounds as a standard action, a yellow dragon grants herself a shocking barrier as a standard action. All allies can gain the effect of Shock Spikes. The allies must be within 30 feet of yellow dragon when it uses this ability to receive these bonuses for 6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

## Mist Vision (Ex)

A yellow dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

## Thunderbolt (Su)

Once every 1d4 rounds as a standard action, a yellow dragon can discharge a large lightning storm within 120 ft. and in a 40-ft.-radius. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Reflex save (DC 24) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Yellow Dragon, Mature Adult (CR 16)

XP 76,800

NE Huge Dragon ([Lightning](#))

Init +11; Senses Dragon senses, mist vision; Perception +23

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### DEFENSE

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AC 37, touch 15, flat-footed 30 (+22 natural, +7 dex, -2 size)

hp 239 (19d12+114)

mp 144

Fort +17, Ref +20, Will +14

DR 10/magic; Immune Lightning, Paralysis, Sleep; SR 27; Strong Water

Weakness Earth

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### OFFENSE

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Speed 60 ft., fly 200 ft. (poor)

Melee Bite +27 (2d8+13 plus 2d6 lightning damage/19-20), 2 Claws +27 (2d6+9 plus 1d6 lightning damage), 2 wings +24 (1d8+4 plus 1d6 lightning damage), Tail Slap +24 (2d6+13 plus 1d6 lightning damage)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

Special Attacks Breath Weapon (100-ft. line, 14d10 lightning damage, Reflex DC 25 half, usable every 1d4 rounds), Crush (Small creatures, DC 25, 2d8+13), Gigavolt, Lightning Roar, Thunderbolt

Special Abilities Dragon Force, Lightning Armor

Spells Known (FC CL 19th, Concentration +26)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 18) – [spark](#), [thunder](#)

2nd (DC 19) – [elemental resistance](#), [see invisibility](#), [spark II](#), [thunder II](#)

3rd (DC 20) – [dispel](#), [haste](#), [spark III](#), [thundara](#), [thunder III](#)

4th (DC 21) – [ball lightning](#), [shock spikes](#), [thunder IV](#), [vanish](#)

5th (DC 22) – [lightning arc](#), [shock](#), [thundaga](#)

6th (DC 23) – [burst](#), [chain lightning](#), [greater dispel](#), [shock spikes II](#)

7th (DC 24) – [shock II](#)

8th (DC 25) – [burst II](#), [shock spikes III](#), [stormbolts](#)

9th (DC 26) – [lightning form](#)

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## STATISTICS

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Str 28, Dex 24, Con 22, Int 24, Wis 13, Cha 16

Base Atk +19; CMB +30; CMD 47 (51 vs. trip)

Feats [Combat Casting](#), [Dazzling Display](#), [Deadly Stroke](#), [Extend Spell](#), [Greater Weapon](#)

[Focus](#) (Bite), [Improved Critical](#) (Bite), [Improved Initiative](#), [Iron Will](#), [Lightning](#)

[Reflexes](#), [Multiattack](#), [Shatter Defenses](#), [Weapon Focus](#) (Bite)

Skills Appraise +29, Bluff +25, Diplomacy +22, Fly +21, Intimidate +25, Knowledge (arcana, dungeoneering, technology) +29, Perception +23, Sense Motive +23, Spellcraft +29, Stealth +21, Survival +23

Languages Auran, Common, Draconic + 3 others (DM's choice)

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## SPECIAL ABILITIES

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### Dragon Force (Su)

A yellow dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Gigavolt (Su)

Once every 1d4 rounds as a standard action, a yellow dragon can charges up and shoots out a charged bolt towards its target or a 60-ft. radius of lightning centered shock wave from its self. The single target shot does 15d10 points of lightning damage or the radius blast does 10d10 points of lightning damage per target, a Reflex save for half damage (DC 26). A blue mage may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### Lightning Armor (Su)

As a standard action, a yellow dragon grants herself a shocking barrier as a standard action. All allies can gain the effect of Shock Spikes. The allies must be within 30 feet of yellow dragon when it uses this ability to receive these bonuses for 6 rounds. Blue mages may learn this ability as a 4th level spell (Knowledge: Arcana DC 23).

### Lightning Roar (Su)

Once every 1d3 rounds as a standard action, a yellow dragon roars an electrifying cone blast within 45-ft. burst. Any creature within the area of effect takes 15d6 points of lightning damage and are inflicted with the Static status effect for 1d6 rounds. A successful Reflex save (DC 26) reduces the damage by half and negates the status effect or. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### Mist Vision (Ex)

A yellow dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

## Thunderbolt (Su)

Once every 1d2 rounds as a standard action, a yellow dragon can discharge a large lightning storm within 120 ft. and in a 40-ft.-radius. Creatures within the area of effect take 10d6 points of lightning damage and are inflicted with Static status effect for 1d4 rounds. A successful Reflex save (DC 26) reduces the damage by half and negates the status effect. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Yellow Dragon, Ancient (CR 19)

XP 204,800

NE Gargantuan Dragon ([Lightning](#))

Init +6; Senses Dragon senses, mist vision; Perception +31

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### DEFENSE

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AC 45, touch 14, flat-footed 37 (+31 natural, +8 dex, -4 size)

hp 350 (25d12+200)

mp 198

Fort +22, Ref +18, Will +21

DR 15/magic; Immune Lightning, Paralysis, Sleep; SR 30; Strong Water

Weakness Earth

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### OFFENSE

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Speed 60 ft., fly 250 ft. (clumsy)

Melee Bite +34 (4d6+16 plus 3d6 lightning damage/19-20), 2 Claws +32 (2d8+11 plus 1d6 lightning damage), 2 wings +30 (2d6+5 plus 1d6 lightning damage), Tail Slap +30 (2d8+16 plus 1d6 lightning damage)

Space 20 ft.; Reach 15 ft. (20 ft. with bite)

Special Attacks Breath Weapon (120-ft. line, 20d10 lightning damage, Reflex DC 30 half, usable every 1d4 rounds), Crush (Medium creatures, DC 30, 4d6+16), Gigavolt, Grounding Breath,

Lightning Roar, Primal Lightning, Tail Sweep (DC 30, 2d6+16)

Special Abilities Dragon Force

Spells Known (FC CL 25th, Concentration +33)

At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)

1st (DC 19) – [spark](#), [thunder](#)

2nd (DC 20) – [elemental resistance](#), [see invisibility](#), [spark II](#), [thunder II](#)

3rd (DC 21) – [dispel](#), [haste](#), [spark III](#), [thundara](#), [thunder III](#)

4th (DC 22) – [ball lightning](#), [shock spikes](#), [thunder IV](#), [vanish](#)

5th (DC 23) – [lightning arc](#), [shock](#), [thundaga](#)

6th (DC 24) – [burst](#), [chain lightning](#), [greater dispel](#), [shock spikes II](#)

7th (DC 25) – [shock II](#)

8th (DC 26) – [burst II](#), [shock spikes III](#), [stormbolts](#)

9th (DC 27) – [lightning form](#)

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### STATISTICS

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Str 32, Dex 26, Con 26, Int 26, Wis 17, Cha 20

Base Atk +25; CMB +40; CMD 58 (62 vs. trip)

Feats [Combat Casting](#), [Dazzling Display](#), [Deadly Stroke](#), [Extend Spell](#), [Greater Weapon](#)

[Focus](#) (Bite), [Improved Critical](#) (Bite), [Improved Initiative](#), [Iron Will](#), [Lightning](#)

[Reflexes](#), [Multiattack](#), [Shatter Defenses](#), [Quicken Spell](#), [Weapon Focus](#) (Bite)

Skills Appraise +36, Bluff +33, Diplomacy +33, Fly +20, Intimidate +33, Knowledge (arcana, dungeoneering, planes, technology) +36, Perception +31, Sense Motive +31, Spellcraft +35, Stealth +24, Survival +31  
Languages Auran, Common, Draconic + 5 others (DM's choice)

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## **SPECIAL ABILITIES**

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### **Dragon Force (Su)**

A yellow dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Gigavolt (Su)**

A yellow dragon can charges up and shoots out a charged bolt towards its target or a 60-ft. radius of lightning centered shock wave from its self. The single target shot does 15d10 points of lightning damage or the radius blast does 10d10 points of lightning damage per target, a Reflex save for half damage (DC 30). A blue mage may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

### **Grounding Breath (Su)**

Any flying creature damaged by the breath weapon must make a Fortitude save with the same DC as the yellow dragon's breath weapon or lose the ability to fly for 1d4 rounds.

### **Lightning Roar (Su)**

As a standard action, a yellow dragon roars an electrifying cone blast within 45-ft. burst. Any creature within the area of effect takes 15d6 points of lightning damage and are inflicted with the Static status effect for 1d6 rounds. A successful Reflex save (DC 30) reduces the damage by half and negates the status effect or. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

### **Mist Vision (Ex)**

A yellow dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

### **Primal Lightning (Su)**

A yellow dragon breath weapon can affect creatures normally immune or resistance to lightning damage. A creature immune to lightning damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistance creatures' lightning resistance is treated as 10 less than normal.

### **Yellow Dragon, Wyrms (CR 22)**

XP 615,000

NE Colossal Dragon ([Lightning](#))

Init +5; Senses Dragon senses, mist vision; Perception +36



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## DEFENSE

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AC 47, touch 10, flat-footed 39 (+37 natural, +8 dex, -8 size)  
hp 426 (29d12+261)  
mp 234  
Fort +22, Ref +24, Will +21  
DR 20/magic; Immune Lightning, Paralysis, Sleep; SR 33; Strong Water  
Weakness Earth

---

## OFFENSE

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Speed 60 ft., fly 250 ft. (clumsy)  
Melee Bite +35 (4d8+19 plus 4d6 lightning damage/19-20), 2 Claws +33 (4d6+13 plus 2d6 lightning damage), 2 wings +31 (2d8+6 plus 2d6 lightning damage), Tail Slap +31 (4d6+16 plus 2d6 lightning damage)  
Space 30 ft.; Reach 20 ft. (30 ft. with bite)  
Special Attacks Breath Weapon (140-ft. line, 24d10 lightning damage, Reflex DC 33 half, usable every 1d4 rounds), Cloud Breath, Crush (Large creatures, DC 33, 4d8+19), Gigavolt, Grounding Breath, Lightning Roar, Primal Lightning, Tail Sweep (DC 33, 2d8+19)  
Special Abilities Dragon Force  
Spells Known (FC CL 29th, Concentration +37)  
At will – [bleed](#), [detect magic](#), [mending](#), [message](#), [read magic](#)  
1st (DC 19) – [spark](#), [thunder](#)  
2nd (DC 20) – [elemental resistance](#), [see invisibility](#), [spark II](#), [thunder II](#)  
3rd (DC 21) – [dispel](#), [haste](#), [spark III](#), [thundara](#), [thunder III](#)  
4th (DC 22) – [ball lightning](#), [shock spikes](#), [thunder IV](#), [vanish](#)  
5th (DC 23) – [lightning arc](#), [shock](#), [thundaga](#)  
6th (DC 24) – [burst](#), [chain lightning](#), [greater dispel](#), [shock spikes II](#)  
7th (DC 25) – [shock II](#)  
8th (DC 26) – [burst II](#), [shock spikes III](#), [stormbolts](#)  
9th (DC 27) – [lightning form](#)

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## STATISTICS

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Str 36, Dex 26, Con 28, Int 27, Wis 19, Cha 22  
Base Atk +29; CMB +50; CMD 68 (72 vs. trip)  
Feats [Combat Casting](#), [Dazzling Display](#), [Deadly Stroke](#), [Disheartening Display](#), [Extend Spell](#), [Greater Weapon Focus](#) (Bite), [Improved Critical](#) (Bite), [Improved Initiative](#), [Iron Will](#), [Lightning Reflexes](#), [Multiattack](#), [Persistent Spell](#), [Shatter Defenses](#), [Quicken Spell](#), [Weapon Focus](#) (Bite)  
Skills Appraise +40, Bluff +38, Diplomacy +38, Fly +24, Intimidate +38, Knowledge (arcana, dungeoneering, planes, technology) +40, Perception +36, Sense Motive +36, Spellcraft +40, Stealth +24, Survival +36  
Languages Auran, Common, Draconic + 6 others (DM's choice)

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## SPECIAL ABILITIES

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### Cloud Breath (Su)

A yellow dragon's breath weapon creates a cloud that persists in its cone shape for 1d4 rounds. Treat this cloud as a fog cloud that deals lightning damage equal to half the Dragon's breath weapon damage to any creature that ends its turn still within the cloud (Reflex save halves the damage – DC equals the dragon's breath weapon save DC).

## Dragon Force (Su)

A yellow dragon releases the dragon soul within, improving itself or an ally by touch. This ability grants the subject an increase to all physical damage, melee and range, by +1 per three caster levels. It also grants the subject an increase to all magical damage and healing by +1 per three caster levels. This ability lasts for a minute. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Gigavolt (Su)

A yellow dragon can charge up and shoot out a charged bolt towards its target or a 60-ft. radius of lightning centered shock wave from its self. The single target shot does 15d10 points of lightning damage or the radius blast does 10d10 points of lightning damage per target, a Reflex save for half damage (DC 32). A blue mage may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Grounding Breath (Su)

Any flying creature damaged by the breath weapon must make a Fortitude save with the same DC as the yellow dragon's breath weapon or lose the ability to fly for 1d4 rounds.

## Lightning Roar (Su)

As a standard action, a yellow dragon roars an electrifying cone blast within 45-ft. burst. Any creature within the area of effect takes 15d6 points of lightning damage and are inflicted with the Static status effect for 1d6 rounds. A successful Reflex save (DC 32) reduces the damage by half and negates the status effect or. Blue mages may learn this ability as a 6th level spell (Knowledge: Arcana DC 27).

## Mist Vision (Ex)

A yellow dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

## Primal Lightning (Su)

A yellow dragon breath weapon can affect creatures normally immune or resistance to lightning damage. A creature immune to lightning damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistance creatures' lightning resistance is treated as 10 less than normal.

# Hydra Family

## Dualizard (CR 2)

A large two headed lizard or perhaps a small two headed hydra?

XP 600

N Large Dragon

Init +1; Senses Dragon senses, scent; Perception +7

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### DEFENSE

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AC 14, touch 10; flat-footed 13 (+1 Dex, +4 natural, -1 size)

hp 31 [48] (3d12+12); Fast Healing 4 [2 heads]

Fort +7, Ref +6, Will +3

Immune Paralysis, Sleep; Resist Ice 5, Fire 5  
Weakness Wind

---

### OFFENSE

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Speed 20 ft., Swim 20 ft.  
Melee 2 Bites +5 (1d8+4)  
Space 10 ft.; Reach 10 ft.  
Special Attacks Pounce, 2 Breath Weapons (15-ft. cone, DC 15, 1d4 fire or ice)

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### STATISTICS

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Str 16, Dex 12, Con 18, Int 2, Wis 10, Cha 8  
Base Atk +3; CMB +7; CMD 18  
Feats Combat Reflexes, Lightning Reflexes  
Skills Perception +7, Swim +8; Racial Modifier +2 Perception  
SQ Hydra Traits, Fast Healing

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### SPECIAL ABILITIES

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#### Fast Healing (Ex)

A dualizard's fast healing ability is double to its current number of heads. A dualizard loses all fast healing when it is reduced to a single head.

#### Hydra Traits (Ex)

Any critical hit has a 75% chance to sever a head also you cannot sever the last head but a dualizard loses its fast healing if they only have one head remaining. A dualizard can't attack with a severed head, but takes no other penalties. A dualizard also loses one of its breath weapons per head lost.

#### Pounce (Ex)

When a dualizard makes a charge, it can make a full attack.

#### Hydra (CR 4)

Multiple angry snake-like heads rise from the sleek, serpentine body of this terrifying monster.  
XP 1,200  
N Huge Dragon  
Init +1; Senses Dragon senses, scent; Perception +10

---

### DEFENSE

---

AC 15, touch 9; flat-footed 14 (+1 Dex, +6 natural, -2 size)  
hp 59 (5d12+25); Fast Healing 6 [3 heads]  
Fort +9, Ref +7, Will +6  
Immune Paralysis, Sleep; Resist Ice 5, Fire 5, Water 5

---

### OFFENSE

---

Speed 30 ft., Swim 30 ft.  
Melee 3 Bites +7 (2d6+4), Tail Slap +2 (1d8+2)  
Space 15 ft.; Reach 10 ft.  
Special Attacks Pounce, 3 Breath Weapons (15-ft. cone, DC 20, 2d4 fire, ice, or water)

---

## STATISTICS

---

Str 18, Dex 12, Con 20, Int 2, Wis 11, Cha 9  
Base Atk +5; CMB +11; CM 22 (can't be trip)  
Feats Combat Reflexes, Iron Will, Lightning Reflexes  
Skills Perception +10, Swim +11; Racial Modifier +2 Perception  
SQ Hydra Traits, Fast Healing

---

## SPECIAL ABILITIES

---

### Fast Healing (Ex)

A hydra's fast healing ability is double to its current number of heads. A hydra loses all fast healing when it is reduced to a single head.

### Hydra Traits (Ex)

Any critical hit has a 75% chance to sever a head also you cannot sever the last head but a hydra loses its fast healing if they only have one head remaining. A hydra can't attack with a severed head, but takes no other penalties. A hydra also loses one of its breath weapons per head lost.

### Pounce (Ex)

When a hydra makes a charge, it can make a full attack.

### Cryohydra (CR 6)

Multiple angry icy snake-like heads rise from the sleek, serpentine blue body of this terrifying monster.

XP 2,400

N Huge Dragon ([Ice](#))

Init +1; Senses Dragon senses, scent; Perception +13

---

## DEFENSE

---

AC 18, touch 9; flat-footed 17 (+1 dex, +9 natural, -2 size)

hp 106 (8d12+56); Fast Healing 8 [4 heads]

Fort +12, Ref +9, Will +9

Immune Paralysis, Sleep; Resist Ice 10; Strong Wind

Weakness Fire

---

## OFFENSE

---

Speed 30 ft., Swim 30 ft.

Melee 4 Bites +11 (2d6+7), Tail Slap +6 (1d8+5)

Space 15 ft.; Reach 10 ft.

Special Attacks Pounce, 4 Breath Weapons (15-ft. cone, DC 20, 3d4 ice)

---

## STATISTICS

---

Str 20, Dex 12, Con 22, Int 2, Wis 12, Cha 9

Base Atk +8; CMB +15; CM 26 (can't be trip)

Feats Combat Reflexes, Iron Will, Lightning Reflexes, Toughness

Skills Perception +13, Swim +12; Racial Modifier +2 Perception

SQ Hydra Traits, Polar Bulwark, Fast Healing

---

## SPECIAL ABILITIES

---

### Fast Healing (Ex)

A cryohydra's fast healing ability is double to its current number of heads. A cryohydra loses all fast healing when it is reduced to a single head.

### Hydra Traits (Ex)

Any critical hit has a 75% chance to sever a head also you cannot sever the last head but a cryohydra loses its fast healing if they only have one head remaining. A cryohydra can't attack with a severed head, but takes no other penalties. A cryohydra also loses one of its breath weapons per head lost.

### Polar Bulwark (Su)

Once per day, a cryohydra can become immune to physical damage for one round, must have at least two heads to use this ability and those two heads must channel this effect until the end of the round.

### Pounce (Ex)

When a cryohydra makes a charge, it can make a full attack.

### Pyrohydra (CR 6)

Multiple angry fiery snake-like heads rise from the sleek, serpentine red body of this terrifying monster.

XP 2,400

N Huge Dragon ([Fire](#))

Init +1; Senses Dragon senses, scent; Perception +13

---

## DEFENSE

---

AC 18, touch 9; flat-footed 17 (+1 dex, +9 natural, -2 size)

hp 106 (8d12+56); Fast Healing 8 [4 heads]

Fort +12, Ref +9, Will +9

Immune Paralysis, Sleep; Resist Fire 10; Strong Ice

Weakness Water

---

## OFFENSE

---

Speed 30 ft., Swim 30 ft.

Melee 4 Bites +11 (2d6+7), Tail Slap +6 (1d8+5)

Space 15 ft.; Reach 10 ft.

Special Attacks Pounce, 4 Breath Weapons (15-ft. cone, DC 20, 3d4 fire)

---

## STATISTICS

---

Str 20, Dex 12, Con 22, Int 2, Wis 12, Cha 9

Base Atk +8; CMB +15; CM 26 (can't be trip)

Feats Combat Reflexes, Iron Will, Lightning Reflexes, Toughness

Skills Perception +13, Swim +12; Racial Modifier +2 Perception

SQ Hydra Traits, Pyric Bulwark, Fast Healing

---

## SPECIAL ABILITIES

---

### Fast Healing (Ex)

A pyrohydra's fast healing ability is double to its current number of heads. A pyrohydra loses all fast healing when it is reduced to a single head.

### Hydra Traits (Ex)

Any critical hit has a 75% chance to sever a head also you cannot sever the last head but a pyrohydra loses its fast healing if they only have one head remaining. A pyrohydra can't attack with a severed head, but takes no other penalties. A pyrohydra also loses one of its breath weapons per head lost.

### Pyric Bulwark (Su)

Once per day, a pyrohydra can become immune to magical damage for one round, must have at least two heads to use this ability and those two heads must channel this effect until the end of the round.

### Pounce (Ex)

When a pyrohydra makes a charge, it can make a full attack.

### Ghidra (CR 10)

A ghidra is a greater hydra with more heads, stronger bites, and stronger breath weapon.

XP 9,600

N Huge Dragon (Fire)

Init +6; Senses Dragon senses, scent; Perception +17

---

## DEFENSE

---

AC 22, touch 10; flat-footed 20(+2 Dex, +12 natural, -2 size)

hp 168 (12d12+96); Fast Healing 10 [5 heads]

Fort +17, Ref +12, Will +11

Immune Paralysis, Sleep; Resist Earth 5, Fire 5, Ice 5, Lightning 5, Water 5

---

## OFFENSE

---

Speed 30 ft., Swim 30 ft.

Melee 5 Bites +16 (2d6+9), Tail Slap +11 (1d8+6)

Space 15 ft.; Reach 10 ft.

Special Attacks Pounce, 5 Breath Weapons (15-ft. cone, DC 20, 4d4 earth, fire, ice, lightning, or water)

---

## STATISTICS

---

Str 22, Dex 14, Con 24, Int 2, Wis 13, Cha 11

Base Atk +12; CMB +20; CM 32 (can't be trip)

Feats Combat Reflexes, Great Fortitude, Improved Initiative, Improved Natural Attack (bite), Iron Will, Lightning Reflexes, Snatch, Toughness

Skills Perception +17, Swim +16; Racial Modifier +2 Perception

SQ Hydra Traits, Polar Bulwark, Pyric Bulwark, Fast Healing

---

## SPECIAL ABILITIES

---

### Fast Healing (Ex)

A ghidra's fast healing ability is double to its current number of heads. A ghidra loses all fast healing when it is reduced to a single head.

### Hydra Traits (Ex)

Any critical hit has a 75% chance to sever a head also you cannot sever the last head but a ghidra loses its fast healing if they only have one head remaining. A ghidra can't attack with a severed head, but takes no other penalties. A ghidra also loses one of its breath weapons per head lost.

### Polar Bulwark (Su)

Once per day, a ghidra can become immune to physical damage for one round, must have at least two heads to use this ability and those two heads must channel this effect until the end of the round.

### Pyric Bulwark (Su)

Once per day, a ghidra can become immune to magical damage for one round, must have at least two heads to use this ability and those two heads must channel this effect until the end of the round.

### Pounce (Ex)

When a ghidra makes a charge, it can make a full attack.

## Ratholos Family

### Wyrmling Rathalos (CR 2)

A baby red winged dragon-like creature without forearms, thick spiky scales on his back, and a spiky tail.

XP 600

N Small Dragon

Init +6; Senses Dragon senses; Perception +7

---

#### DEFENSE

---

AC 16, touch 13, flat-footed 14 (+2 dex, +3 natural, +1 size)

hp 22 [39] (3d12+3)

Fort +4, Ref +4, Will +3

Immune Fire, Paralysis, Poison, Sleep; Resist Earth 5, Shadow 5

Weakness Lightning and Holy

---

#### OFFENSE

---

Speed 20 ft., Fly 100 ft. (average)

Melee Tail Slap +5 (1d4+1), Bite +5 (1d4+1)

Space 5 ft.; Reach 5 ft. (10 ft. with Tail)

Special Attacks Breath Weapon (15-ft. Cone, 1d8 fire damage, Reflex DC 12 half, usable every 1d4 rounds)



---

## STATISTICS

---

Str 13, Dex 14, Con 13, Int 7, Wis 10, Cha 8  
Base Atk +3; CMB +3; CMD 15  
Feats Improved Initiative, Power Attack  
Skills Fly +13, Perception +7, Sense Motive +7, Stealth +9  
Languages Draconic  
Wyrmling Rathalos

---

## STARTING STATISTICS

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Size: Small; Speed: 20 ft., Fly 100 ft. (Average); AC: +2 natural armor; Attack: bite (1d4), tail slap (1d4); Ability Scores: Str 13, Dex 14, Con 13, Int 7, Wis 10, Cha 8; Special Qualities: Dragon Senses, Immunity to Sleep, Poison and Paralysis effects, Fire Affinity.  
At 4th level, the wyrmling rathalos advances into a young rathalos.

## Young Rathalos (CR 4)

A young red winged dragon-like creature without forearms, thick spiky scales on his back, and a poison spiky tail/claws.

XP 1,200

N Medium Dragon

Init +2; Senses Dragon senses; Perception +7

---

## DEFENSE

---

AC 17, touch 12, flat-footed 15 (+2 dex, +5 natural)  
hp 42 [70] (5d12+10)  
Fort +6, Ref +6, Will +6  
Immune Fire, Paralysis, Poison, Sleep; Resist Earth 5, Shadow 5  
Weakness Lightning and Holy

---

## OFFENSE

---

Speed 25 ft., Fly 100 ft. (average)  
Melee Tail Slap +7 (1d6+2), Bite +7 (1d6+2), 2 Wings +2 (1d4+1) or [Mid-Air] Tail Slap +7 (1d6+2), Bite +7 (1d6+2), 2 Claws +2 (1d4+1 plus poison)  
Space 5 ft.; Reach 5 ft. (10 ft. with Tail)  
Special Attacks Breath Weapon (20-ft. Cone, 2d8 fire damage, Reflex DC 14 half, usable every 1d4 rounds), Rake (2 claws +2, 1d4+2),

---

## STATISTICS

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Str 15, Dex 14, Con 14, Int 7, Wis 10, Cha 8  
Base Atk +5; CMB +7 (+11 bull rush); CMD 19  
Feats Hover, Improved Bull Rush, Power Attack  
Skills Fly +11, Perception +9, Sense Motive +9, Stealth +11  
Languages Draconic

---

## SPECIAL ABILITIES

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### Poison (Ex)

Claw – injury; Fortitude save DC 14; frequency 1/round for 6 rounds; effect 1d6 non-elemental damage; cure 2 consecutive saves. The save DC is Constitution-based.

## Young Rathalos

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### 4TH-LEVEL ADVANCEMENT

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Size: Medium; Speed: 20 ft., Fly 100 ft. (Average); AC: +3 natural armor; Attack: bite (1d6), tail slap (1d6); Ability Scores: Str 15, Dex 14, Con 14, Int 7, Wis 10, Cha 8; Special Attacks: Breath Weapon (1d6/HD); Special Qualities: Dragon Senses, Immunity to Sleep, Poison and Paralysis effects, Fire Affinity.

At 8th level, the young rathalos advances into a juvenile rathalos.

## Juvenile Rathalos (CR 7)

A young red winged dragon-like creature without forearms, thick spiky scales on his back, and a poison spiky tail/claws. He grapples his targets and drops them from high depths.

XP 3,200

N Large Dragon

Init +1; Senses Dragon senses; Perception +12

---

### DEFENSE

---

AC 19, touch 10, flat-footed 18 (+1 dex, +9 natural, -1 size)

hp 84 [128] (8d12+32)

Fort +10, Ref +7, Will +6

DR 5/magic; Immune Fire, Paralysis, Poison, Sleep; Resist Earth 10, Shadow 10

Weakness Lightning and Holy

---

### OFFENSE

---

Speed 30 ft., Fly 120 ft. (poor)

Melee Tail Slap +11 (1d8+4), Bite +12 (1d8+4 plus grab), 2 Wings +6 (1d6+2) or [Mid-Air] Tail Slap +11 (1d8+4), Bite +12 (1d8+4), 2 Claws +6 (1d6+2 plus poison and grab)

Space 10 ft.; Reach 10 ft. (15 ft. with Tail)

Special Attacks Breath Weapon (40-ft. Cone, 4d8 fire damage, Reflex DC 18 half, usable every 1d4 rounds), Rake (2 claws +6, 1d6+4),

---

### STATISTICS

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Str 19, Dex 13, Con 18, Int 7, Wis 10, Cha 8

Base Atk +8; CMB +13 (+15 grapple and +17 bull rush); CMD 24

Feats Hover, Improved Bull Rus, Power Attack, Weapon Focus (Bite)

Skills Fly +9, Perception +12, Sense Motive +12, Stealth +11

Languages Draconic

---

### SPECIAL ABILITIES

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## Poison (Ex)

Claw – injury; Fortitude save DC 14; frequency 1/round for 6 rounds; effect 1d6 non-elemental damage; cure 2 consecutive saves. The save DC is Constitution-based.

Juvenile Rathalos

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### 8TH-LEVEL ADVANCEMENT

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Size: Large; Speed: 20 ft., Fly 100 ft. (Poor); AC: +4 natural armor; Attack: bite (1d8), tail slap (1d8), 2 wings (1d6); Ability Scores: Str 18, Dex 13, Con 17, Int 7, Wis 10, Cha 8; Special Attacks: Breath

Weapon (1d6/HD); Special Qualities: Dragon Senses, Immunity to Sleep, Poison and Paralysis effects, Fire Affinity, DR 2/-.

At 12th level, the juvenile rathalos advances into a rathalos.

## Rathalos (CR 10)

The apex monster of the Ancient Forest, also known as the “King of the Skies”. A fierce wyvern that descends upon invaders, attacking with its venomous claws and fiery breath.

XP 9,600

N Huge Dragon

Init +0; Senses Dragon senses; Perception +16

---

### DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size)

hp 138 [204] (12d12+60)

Fort +13, Ref +8, Will +10

DR 5/magic; Immune Fire, Paralysis, Poison, Sleep; Resist Earth 10, Shadow 10

Weakness Lightning and Holy

---

### OFFENSE

Speed 30 ft., Fly 120 ft. (poor)

Melee Tail Slap +17 (2d6+7), Bite +18 (2d6+7 plus grab), 2 Wings +12 (1d8+3) or [Mid-Air] Tail Slap +17 (2d6+7), Bite +18 (2d6+7 plus grab), 2 Claws +12 (1d8+3 plus poison)

Space 10 ft.; Reach 10 ft. (15 ft. with Tail)

Special Attacks Breath Weapon (40-ft. Cone, 6d8 fire damage, Reflex DC 21 half, usable every 1d4 rounds), Rake (2 claws +12, 1d8+7),

---

### STATISTICS

Str 24, Dex 11, Con 20, Int 7, Wis 10, Cha 8

Base Atk +12; CMB +19 (+23 grapple and bull rush); CMD 29

Feats Hover, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Power Attack, Weapon Focus (Bite)

Skills Fly +7, Perception +16, Sense Motive +16, Stealth +12

Languages Draconic

---

### SPECIAL ABILITIES

#### Glorious Roar (Ex)

Once every 1d6+1 rounds, a rathalos roars a glorious roar that echoes within a 40-ft.-radius burst. Any creature within the area of effect are inflicted with the Stun status effect for 1d2 rounds. A successful Fortitude save (DC 21) negates this status effect.

#### Poison (Ex)

Claw – injury; Fortitude save DC 21; frequency 1/round for 6 rounds; effect 1d8 non-elemental damage; cure 2 consecutive saves. The save DC is Constitution-based.

Rathalos

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## 12TH-LEVEL ADVANCEMENT

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Size: Huge; Speed: 20 ft., Fly 100 ft. (Poor); AC: +4 natural armor; Attack: bite (2d6 plus grab), tail slap (2d6), 2 wings (1d8); Ability Scores: Str 24, Dex 11, Con 20, Int 7, Wis 10, Cha 8; Special Attacks: Breath Weapon (1d8/HD); Special Qualities: Dragon Senses, Immunity to Sleep, Poison and Paralysis effects, Fire Affinity, DR 2/-.

At 16th level, the rathalos advances into a greater rathalos.

## Greater Rathalos (CR 15)

The apex monster of the Ancient Forest, also known as the “Legend of the Skies”. A fierce great wyvern that descends upon invaders, attacking with its venomous claws, glorious roar, and fiery breath.

XP 51,200

N Huge Dragon

Init +0; Senses Dragon senses; Perception +23

---

### DEFENSE

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AC 25, touch 8, flat-footed 22 (+17 natural, -2 size)

hp 250 [360] (20d12+120)

Fort +18, Ref +12, Will +15

DR 10/magic; Immune Fire, Paralysis, Poison, Sleep; Resist Earth 15, Shadow 15

Weakness Lightning and Holy

---

### OFFENSE

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Speed 30 ft., Fly 120 ft. (poor)

Melee Tail Slap +26 (2d6+8), Bite +26 (2d6+8 plus grab), 2 Wings +21 (1d8+4) or [Mid-Air] Tail Slap +26 (2d6+8), Bite +26 (2d6+8 plus grab), 2 Claws +21 (1d8+4 plus poison)

Space 10 ft.; Reach 10 ft. (15 ft. with Tail)

Special Attacks Breath Weapon (50-ft. Cone, 12d8 fire damage, Reflex DC 26 half, usable every 1d4 rounds), Glorious Roar, Fire Roar, Rake (2 claws +21, 1d8+8)

---

### STATISTICS

---

Str 26, Dex 11, Con 22, Int 7, Wis 12, Cha 8

Base Atk +20; CMB +30 (+34 grapple and bull rush); CMD 40

Feats Cleave, Greater Bull Rush, Hover, Improved Bull Rush, Improved Grapple, Improved Unarmed Strike, Iron Will, Power Attack, Vital Strike, Weapon Focus (Bite)

Skills Fly +15, Perception +23, Sense Motive +23, Stealth +20

Languages Draconic

---

### SPECIAL ABILITIES

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#### Glorious Roar (Ex)

Once every 1d6+1 rounds, a greater rathalos roars a glorious roar that echoes within a 50-ft.-radius burst. Any creature within the area of effect are inflicted with the Stun status effect for 1d2 rounds. A successful Fortitude save (DC 26) negates this status effect.

#### Fire Roar (Su)

Once every 1d2+1 rounds, a greater rathalos roars a fiery cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of fire damage and are inflicted with the Burn

status effect for 1d6 rounds. A successful Reflex save (DC 26) reduces the damage by half and negates the status effect. This is a constitution based-save. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25).

## Poison (Ex)

Claw – injury; Fortitude save DC 26; frequency 1/round for 6 rounds; effect 2d6 non-elemental damage; cure 2 consecutive saves. The save DC is Constitution-based.

Greater Rathos

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### 16TH-LEVEL ADVANCEMENT

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Size: Huge; Speed: 20 ft., Fly 100 ft. (Poor); AC: +4 natural armor; Attack: bite (2d6 plus grab), tail slap (2d6), 2 wings (1d8); Ability Scores: Str 24, Dex 11, Con 20, Int 7, Wis 10, Cha 8; Special Attacks: Breath Weapon (1d10/HD); Special Qualities: Dragon Senses, Immunity to Sleep, Poison and Paralysis effects, Fire Affinity, DR 4/-.

At 20th level, the greater rathalos advances into an ancient rathalos.

## Ancient Rathalos (CR 20)

The most fearful of the great ancient wyverns that descends upon invaders, attacking with its venomous claws, glorious roar, and fiery breath. He bring terror and destruction among his prey.

XP 307,200

N Huge Dragon

Init +0; Senses Dragon senses; Perception +33

---

### DEFENSE

---

AC 33, touch 8, flat-footed 33 (+25 natural, -2 size)

hp 435 [600] (30d12+240)

Fort +25, Ref +17, Will +20

DR 15/magic; Immune Fire, Paralysis, Poison, Sleep; Resist Earth 25, Shadow 25

Weakness Lightning

---

### OFFENSE

---

Speed 30 ft., Fly 120 ft. (poor)

Melee Tail Slap +40 (2d8+12), Bite +41 (2d8+12 plus grab), 2 Wings +35 (1d8+6) or [Mid-Air] Tail Slap +40 (2d8+12), Bite +41 (2d8+12), 2 Claws +35 (1d8+6 plus poison and grab)

Space 10 ft.; Reach 10 ft. (15 ft. with Tail)

Special Attacks Breath Weapon (70-ft. Cone, 24d8 fire damage, Reflex DC 33 half, usable every 1d4 rounds), Glorious Roar, Fire Roar, Rake (2 claws +35, 1d8+12)

---

### STATISTICS

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Str 34, Dex 11, Con 26, Int 7, Wis 12, Cha 8

Base Atk +30; CMB +42 (+46 grapple and bull rush); CMD 52

Feats Bull Rush Strike, Cleave, Devastating Strike, Feral Combat Training, Greater Bull Rush, Greater Grapple, Hover, Improved Bull Rush, Improved Grapple, Improved Natural Attack (Bite), Improved Unarmed Strike, Iron Will, Power Attack, Vital Strike, Weapon Focus (Bite)

Skills Fly +25, Perception +33, Sense Motive +33, Stealth +30

Languages Draconic

---

## SPECIAL ABILITIES

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### Glorious Roar (Ex)

Once every 1d6+1 rounds, an ancient rathalos roars a glorious roar that echoes within a 50-ft.-radius burst. Any creature within the area of effect are inflicted with the Stun status effect for 1d2 rounds. A successful Fortitude save (DC 33) negates this status effect.

### Fire Roar (Su)

An ancient rathalos roars a fiery cone blast within 30-ft. burst. Any creature within the area of effect takes 10d6 points of fire damage and are inflicted with the Burn status effect for 1d6 rounds. A successful Reflex save (DC 33) reduces the damage by half and negates the status effect. This is a constitution based-save. Blue mages may learn this ability as a 5th level spell (Knowledge: Arcana DC 25). Once every 1d4+2 rounds, the ancient rathalos can choose to do this ability three times in one turn.

### Poison (Ex)

Claw – injury; Fortitude save DC 33; frequency 1/round for 6 rounds; effect 2d8 non-elemental damage; cure 2 consecutive saves. The save DC is Constitution-based.

Ancient Rathalos

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## 20TH-LEVEL ADVANCEMENT

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Size: Huge; Speed: 20 ft., Fly 100 ft. (Poor); AC: +6 natural armor; Attack: bite (2d6 plus grab), tail slap (2d6), 2 wings (1d8); Ability Scores: Str 26, Dex 11, Con 22, Int 7, Wis 12, Cha 8; Special Attacks: Breath Weapon (1d10/HD); Special Qualities: Dragon Senses, Immunity to Sleep, Poison and Paralysis effects, Fire Affinity, DR 6/-.

## Wyvern Family

### Wyvern (CR 6)

A red winged dragon-like creature without forearms and its tail tipped with a hooked stinger.

XP 2,400

N Large Dragon

Init +5; Senses Darkvision 60 ft., low-light vision, scent; Perception +18

---

## DEFENSE

---

AC 19, touch 10, flat-footed 18 (+1 dex, +9 natural, -1 size)

hp 73 (7d12+28)

Fort +9, Ref +6, Will +8

Immune Paralysis, Sleep; Resist Earth 10, Fire 10

Weakness Wind

---

## OFFENSE

---

Speed 20 ft., Fly 60 ft. (poor)

Melee Sting +10 (1d6+4 plus poison), Bite +10 (2d6+4 plus grab), 2 Wings +5 (1d6+2)

Space 10 ft.; Reach 10 ft.

Special Attacks Breath Weapon (40-ft. Cone, 4d8 fire damage, Reflex DC 17 half, usable every 1d4 rounds), Rake (2 wings +5, 1d6+2), Wing Cutter

---

### STATISTICS

---

Str 19, Dex 12, Con 18, Int 7, Wis 12, Cha 9  
Base Atk +7; CMB +12 (+16 grapple); CMD 23  
Feats Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)  
Skills Fly +5, Perception +18, Sense Motive +11, Stealth +7; Racial Modifier +4 Perception  
Languages Draconic

---

### SPECIAL ABILITIES

---

#### Poison (Ex)

Sting – injury; Fortitude save DC 17; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

#### Wing Cutter (Su)

3/day, a wyvern can cause the wind to slice the air in front of it in a 30-ft.-cone. Creatures within the area of effect take 4d6 points of wind damage, Reflex save (DC 16) for half damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

#### Lesser Lopros (CR 9)

A blue winged dragon-like creature without forearms and its tail tipped with a hooked stinger. This creature hides on ceilings of icy caves waiting for their next target to eat.

XP 6,400

N Large Dragon

Init +5; Senses Darkvision 60 ft., low-light vision, scent; Perception +22

---

### DEFENSE

---

AC 23, touch 11, flat-footed 21 (+1 dex, +1 dodge, +12 natural, -1 size)

hp 130 (11d12+55)

Fort +12, Ref +8, Will +10

Immune Paralysis, Sleep; Resist Earth 15, Fire 10

Weakness Wind

---

### OFFENSE

---

Speed 20 ft., Fly 60 ft. (poor)

Melee Sting +15 (1d8+5 plus poison), Bite +15 (2d6+5 plus grab), 2 Wings +10 (1d6+2 plus poison2)

Space 10 ft.; Reach 10 ft.

Special Attacks Breath Weapon (40-ft. Cone, 6d8 ice damage, Reflex DC 20 half, usable every 1d4 rounds), Rake (2 wings +10, 1d6+2 plus poison2), Wing Cutter

---

### STATISTICS

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Str 21, Dex 13, Con 20, Int 7, Wis 12, Cha 9

Base Atk +11; CMB +17 (+21 grapple); CMD 28

Feats Critical Focus, Dodge, Improved Initiative, Improved Natural Attack (sting), Iron Will, Power Attack



Skills Fly +9, Perception +22, Sense Motive +15, Stealth +11; Racial Modifier +4 Perception  
Languages Draconic

---

## SPECIAL ABILITIES

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### Poison (Ex)

Sting – injury; Fortitude save DC 20; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

### Poison2 (Ex)

Wings or Talons – injury; save Fortitude DC 20; frequency 1/round for 6 rounds; effect 1d6 non-elemental damage; cure 1 save. The save DC is Constitution-based.

### Wing Cutter (Su)

3/day, a lesser loproos can cause the wind to slice the air in front of it in a 30-ft.-cone. Creatures within the area of effect take 4d6 points of wind damage, Reflex save (DC 17) for half damage. Blue mages may learn this ability as a 2nd level spell (Knowledge: Arcana DC 19).

### Wurm (CR 13)

A green winged dragon-like creature without forearms and its tail tipped with a hooked stinger also called the greater wyvern. These creatures sometimes can be found near other wyverns.

XP 25,600

N Large Dragon

Init +2; Senses Darkvision 60 ft., low-light vision, scent; Perception +27

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## DEFENSE

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AC 26, touch 12, flat-footed 23 (+2 dex, +1 dodge, +14 natural, -1 size)

hp 201 (16d12+96)

Fort +16, Ref +12, Will +11

Immune Paralysis, Sleep Resist Earth 15, Fire 10, Ice 10

Weakness Wind

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## OFFENSE

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Speed 20 ft., Fly 60 ft. (poor)

Melee Sting +22 (1d8+6 plus poison), Bite +22 (2d8+6 plus grab), 2 Wings +17 (1d8+3 plus poison2)

Space 10 ft.; Reach 10 ft.

Special Attacks Breath Weapon (40-ft. Cone, 10d8 fire damage, Reflex DC 24 half, usable every 1d4 rounds), Rake (2 talons +10, 1d8+6 plus poison2), Wind Slash

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## STATISTICS

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Str 23, Dex 14, Con 22, Int 7, Wis 12, Cha 9

Base Atk +16; CMB +23 (+27 grapple); CMD 39

Feats Critical Focus, Dodge, Improved Natural Attack (bite), Improved Natural Attack (sting), Improved Natural Attack (wing), Power Attack, Staggering Critical, Vital Strike

Skills Fly +14, Perception +27, Sense Motive +20, Stealth +16; Racial Modifier +4 Perception  
Languages Draconic

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## SPECIAL ABILITIES

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### Poison (Ex)

Sting – injury; Fortitude save DC 24; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

### Poison2 (Ex)

Wings or Talons – injury; save Fortitude DC 24; frequency 1/round for 6 rounds; effect 1d6 non-elemental damage; cure 1 save. The save DC is Constitution-based.

### Wind Slash (Su)

3/day, a wyrm uses its wings to cause the wind to slice all those in a 60-ft.-cone. Creatures within the area of effect take 15d6 points of wind damage, Reflex save (DC 19) for half damage. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).

## Dragon Aevis (CR 15)

A crystal winged dragon-like creature without forearms and its tail tipped with a hooked stinger. A rare breed of wyvern with an aggressive attitude for intruders.

XP 51,200

N Huge Dragon

Init +3; Senses Darkvision 60 ft., low-light vision, scent; Perception +31

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## DEFENSE

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AC 28, touch 12, flat-footed 24 (+3 dex, +1 dodge, +16 natural, -2 size)

hp 252 (20d12+120)

Fort +18, Ref +15, Will +13

Defensive Abilities Ray reflection; Immune Paralysis, Sleep; Resist Earth 15, Fire 10, Ice 10; SR 26  
Weakness Wind

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## OFFENSE

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Speed 30 ft., Fly 60 ft. (poor)

Melee Sting +26 (2d6+8 plus poison), Bite +26 (4d6+6 plus grab), 2 Wings +21 (2d6+3 plus poison2)

Space 15 ft.; Reach 15 ft.

Special Attacks Breath Weapon (40-ft. Cone, 12d8 fire damage, Reflex DC 26 half, usable every 1d4 rounds), Rake (2 wings +21, 2d6+3 plus poison2), Wind Slash

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## STATISTICS

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Str 27, Dex 16, Con 22, Int 7, Wis 12, Cha 9

Base Atk +20; CMB +30 (+34 grapple); CMD 44

Feats Critical Focus, Dodge, Improved Critical (bite), Improved Natural Attack (bite), Improved Natural Attack (sting), Improved Natural Attack (wing), Improved Vital Strike, Power Attack, Staggering Critical, Vital Strike

Skills Fly +16, Perception +31, Sense Motive +24 Stealth +16; Racial Modifier +4 Perception  
Languages Draconic

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## **SPECIAL ABILITIES**

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### **Poison (Ex)**

Sting – injury; Fortitude save DC 26; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

### **Poison2 (Ex)**

Wings or Talons – injury; save Fortitude DC 26; frequency 1/round for 6 rounds; effect 1d6 non-elemental damage; cure 1 save. The save DC is Constitution-based.

### **Ray Reflection (Ex)**

A dragon aevis' scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon aevis's spell resistance.

### **Wind Slash (Su)**

Once every 1d4+1 rounds as a full round action, a dragon aevis can choose to do this effect twice since it reacts really quickly. A dragon aevis uses its wings to cause the wind to slice all those in a 60-ft.-cone. Creatures within the area of effect take 15d6 points of wind damage, Reflex save (DC 19) for half damage. Blue mages may learn this ability as an 8th level spell (Knowledge: Arcana DC 31).