

## Companions of the Firmament Monster Sheets

# The Dragons (Expanded Flying Template)

Dragon	CR	Dragon	CR
White Dragon, Wyrmling	2	Green Dragon, Adult	12
Crystal Dragon, Wyrmling	2	Underworld Dragon, Mature Adult	12
Black Dragon, Wyrmling	3	Sovereign Dragon, Juvenile	12
Brass Dragon, Wyrmling	3	Blue Dragon, Adult	13
Brine Dragon, Wyrmling	3	Copper Dragon, Mature Adult	13
Copper Dragon, Wyrmling	4	Sea Dragon, Mature Adult	13
Green Dragon, Wyrmling	4	Brine Dragon, Old	14
Magma Dragon, Wyrmling	4	Bronze Dragon, Mature Adult	14
Blue Dragon, Wyrmling	5	Cloud Dragon, Mature Adult	14
Bronze Dragon, Wyrmling	5	Gold Dragon, Adult	15
Cloud Dragon, Wyrmling	5	Copper Dragon, Old	15
Forest Dragon, Wyrmling	6	Forest Dragon, Mature Adult	15
Red Dragon, Wyrmling	6	Sovereign Dragon, Mature Adult	16
Silver Dragon, Wyrmling	6	Sky Dragon, Old	16
Gold Dragon, Wyrmling	7	Cloud Dragon, Old	16
Sovereign Dragon, Wyrmling	7	Bronze Dragon, Very Old	17
Sky Dragon, Very Young	7	Blue Dragon, Very Old	17
Sea Dragon, Young	8	Black Dragon, Wyrmling	17
Umbral Dragon, Very Young	8	Sea Dragon, Wyrmling	18
Underworld Dragon, Juvenile	8	Crystal Dragon, Great Wyrmling	18
White Dragon, Young Adult	9	White Dragon, Great Wyrmling	18
Crystal Dragon, Young Adult	9	Brass Dragon, Great Wyrmling	19
Sky Dragon, Young	9	Brine Dragon, Great Wyrmling	19
Black Dragon, Young Adult	10	Underworld Dragon, Great Wyrmling	19
Red Dragon, Young	10	Green Dragon, Great Wyrmling	20
Umbral Dragon, Young	10	Magma Dragon, Great Wyrmling	20
Brass Dragon, Young Adult	10	Silver Dragon, Wyrmling	20
Magma Dragon, Young Adult	11	Red Dragon, Great Wyrmling	22
Forest Dragon, Juvenile	11	Umbral Dragon, Great Wyrmling	22
Silver Dragon, Juvenile	11	Gold Dragon, Great Wyrmling	23

White Dragon, Wyrmling CR 2

XP 600  
CE Tiny dragon (cold)  
Init +7; Senses dragon senses, Perception +7

DEFENSE  
AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)  
hp 22 (3d12+3)  
Fort +4, Ref +6, Will +2  
Immune cold, paralysis, sleep  
Weaknesses Vulnerability to fire (+ 50% damage, -4 save)

OFFENSE  
Speed 60 ft., burrow 30 ft., fly 100 ft. (average), swim 60 ft., climb 20 (ice)  
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, DC 12, 2d4 cold)

STATISTICS  
Str 11, Dex 16, Con 13, Int 6, Wis 9, Cha 6  
Base Atk +3; CMB +4; CMD 14 (18 vs. trip)  
Feats Alertness, Improved Initiative  
Skills Fly +13, Perception +7, Stealth +17, Swim +14; Racial Modifiers +8 Swim  
Languages Draconic  
SQ icewalking

SPECIAL ABILITIES  
Icewalking (Ex): This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon gains a climb speed of 20 when moving across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 2 or less, range 30 ft., DC 9; Location: Aura; Effect: Panicked 5d6 rounds. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Crystal Dragon, Wyrmling CR 2

XP 600  
LN Tiny dragon (earth)  
Init +3; Senses dragon senses; Perception +6

DEFENSE  
AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)  
hp 22 (3d12+3)  
Fort +4, Ref +6, Will +3  
Immune paralysis, sleep, sonic

OFFENSE  
Speed 60 ft., burrow 30 ft., climb 30 ft., fly 100 ft. (average)  
Melee bite +4 (1d4+1), 2 claws +4 (1d3+1)  
Space 2.5 ft.; Reach 0 ft. (5 ft. with bite)  
Special Attacks breath weapon (15-ft. cone, 2d4 sonic, DC 12)

STATISTICS  
Str 9, Dex 16, Con 13, Int 10, Wis 11, Cha 16  
Base Atk +3; CMB +4; CMD 13 (17 vs. trip)  
Feats Deceitful, Power Attack  
Skills Bluff +11, Climb +13, Disguise +8, Fly +13, Perception +6, Stealth +17;  
Racial Modifiers +8 Climb  
Languages Draconic  
SQ razor sharp

SPECIAL ABILITIES  
Razor Sharp (Sp): All of a crystal dragon's natural attacks deal slashing damage.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 2 or less, range 30 ft., DC 14; Location: Aura; Effect: Panicked 5d6 rounds. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Black Dragon, Wyrmling CR 3

XP 800  
CE tiny dragon (water)  
Init +3; Senses dragon senses; Perception +9

DEFENSE  
AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)  
hp 30 (4d12+4)  
Fort +5, Ref +7, Will +4  
Immune acid, paralysis, sleep

OFFENSE  
Speed 60 ft., fly 100 ft. (average), swim 60 ft.  
Melee bite +6 (1d4), 2 claws +6 (1d3)  
Space 2.5 ft.; Reach 0 ft. (5 ft. with bite)  
Special Attacks breath weapon (30 ft. line, DC 13, 2d6 acid)

STATISTICS  
Str 11, Dex 16, Con 13, Int 8, Wis 11, Cha 8  
Base Atk +4; CMB +5; CMD 15 (19 vs. trip)  
Feats Alertness, Skill Focus (Stealth)  
Skills Fly +14, Intimidate +6, Perception +9, Stealth +21, Swim +15; Racial Modifiers +8 Swim  
Languages Draconic  
SQ water breathing

SPECIAL ABILITIES  
Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 3 or less, range 30 ft., DC 10; Location: Aura; Effect: Panicked 5d6 rounds. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Brass Dragon, Wyrmling CR 3

XP 800  
CG Tiny dragon (fire)  
Init +3; Senses dragon senses; Perception +9

DEFENSE  
AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)  
hp 30 (4d12+4)  
Fort +5, Ref +7, Will +4  
Immune fire, paralysis, sleep  
Weaknesses Vulnerability to cold (+ 50% damage, -4 save)

OFFENSE  
Speed 60 ft., burrow 30 ft., fly 100 ft. (average)  
Melee bite +6 (1d4), 2 claws +6 (1d3)  
Space 0 ft.; Reach 0 ft. (5 ft. with bite)  
Special Attacks breath weapon (30-ft. line, DC 13, 2d4 fire), sleep breath

STATISTICS  
Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 10  
Base Atk +4; CMB +5; CMD 15 (19 vs. trip)  
Feats Alertness, Hover  
Skills Bluff +7, Diplomacy +7, Fly +14, Linguistics +7, Perception +9, Sense Motive +9  
Languages Common, Draconic, plus any 3 others

SPECIAL ABILITIES  
Sleep Breath (Su): Instead of a line of fire, a brass dragon can breathe a 15 ft. cone of sleep gas. Creatures within the cone must succeed on a Will save or fall asleep for 1d6+1 rounds.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 3 or less, range 30 ft., DC 11; Location: Aura; Effect: Panicked 5d6 rounds. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Brine Dragon, Wyrmling CR 3

XP 800  
LN Tiny dragon (water)  
Init +6; Senses dragon senses; Perception +7

DEFENSE  
AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)  
hp 26 (4d12)  
Fort +4, Ref +6, Will +4  
Immune acid, paralysis, sleep

OFFENSE  
Speed 60 ft., fly 100 ft. (average), swim 60 ft.  
Melee bite +9 (1d4+4), 2 claws +9 (1d3+3)  
Space 2.5 ft.; Reach 0 ft. (5 ft. with bite)  
Special Attacks breath weapon (30-ft. line, 2d6 acid, DC 12)

STATISTICS  
Str 16, Dex 15, Con 11, Int 13, Wis 10, Cha 11  
Base Atk +4; CMB +4; CMD 17 (21 vs. trip)  
Feats Improved Initiative, Skill Focus (Swim)  
Skills Diplomacy +7, Fly +13, Knowledge (nature) +8, Perception +7, Sense Motive +7, Survival +7, Swim +21; Racial Modifiers +8 Swim  
Languages Common, Draconic

SPECIAL ABILITIES  
Water Breathing (Ex): Brine dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 3 or less, range 30 ft., DC 10; Location: Aura; Effect: Panicked 5d6 rounds. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Copper Dragon, Wyrmling CR 4

XP 1,200  
CG Tiny dragon (earth)  
Init +7; Senses dragon senses; Perception +9

DEFENSE  
AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)  
hp 37 (5d12+5)  
Fort +5, Ref +7, Will +5  
Immune acid, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 100 ft. (average); climb stone  
Melee bite +7 (1d4/19–20), 2 claws +7 (1d3)  
Space 2.5 ft.; Reach 0 ft. (5 ft. with bite)  
Special Attacks breath weapon (30-ft. line, DC 13, 2d6 acid), slow breath

STATISTICS  
Str 11, Dex 16, Con 13, Int 12, Wis 13, Cha 12  
Base Atk +5; CMB +6; CMD 16 (20 vs. trip)  
Feats Improved Critical (bite), Improved Initiative, Power Attack  
Skills Bluff +9, Craft (traps) +9, Fly +15, Perception +9, Perform (comedy) +6, Sense Motive +9, Stealth +19  
Languages Common, Draconic

SPECIAL ABILITIES  
Climb Stone (Ex): A copper dragon can climb on stone surfaces as though using the spider climb spell.

Slow Breath (Su): Instead of a line of acid, a copper 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 plus 1 round per age category of the dragon.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 4 or less, range 30 ft., DC 13; Location: Aura; Effect: Panicked 5d6 rounds. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Green Dragon, Wyrmling CR 4

XP 1,200  
LE Small dragon (air)  
Init +2; Senses dragon senses; Perception +10

DEFENSE  
AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)  
hp 37 (5d12+5)  
Fort +5, Ref +6, Will +6  
Immune acid, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 150 ft. (average), swim 40 ft.  
Melee bite +7 (1d6+1), 2 claws +7 (1d4+1)  
Special Attacks breath weapon (20-ft. cone, DC 13, 2d6 acid)  
STATISTICS  
Str 13, Dex 14, Con 13, Int 10, Wis 11, Cha 10  
Base Atk +5; CMB +5; CMD 17 (21 vs. trip)  
Feats Alertness, Iron Will, Power Attack  
Skills Fly +12, Knowledge (nature) +8, Perception +10, Stealth +14, Survival +8, Swim +17;  
Racial Modifiers +8 Swim  
Languages Draconic  
SQ water breathing

SPECIAL ABILITIES  
Water Breathing (Ex): A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 4 or less, range 30 ft., DC 12; Location: Aura; Effect: Panicked 5d6 rounds. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Magma Dragon, Wyrmling CR 4

**XP** 1,200  
**CN** Tiny dragon (fire)  
**Init** +7; **Senses** dragon senses; Perception +9

**DEFENSE**  
**AC** 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)  
**hp** 37 (5d12+5)  
**Fort** +5, **Ref** +7, **Will** +7  
**Immune** fire, paralysis, sleep  
**Weaknesses** vulnerable to cold

**OFFENSE**  
**Speed** 40 ft., fly 100 ft. (average)  
**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 (15-ft. cone, DC 13, 2d6 fire)

**STATISTICS**  
**Str** 13, **Dex** 16, **Con** 13, **Int** 12, **Wis** 12, **Cha** 11  
**Base Atk** +5; **CMB** +6; **CMD** 17 (21 vs. trip)  
**Feats** Improved Initiative, Iron Will, Power Attack  
**Skills** Acrobatics +8 (+12 jump), Climb +9, Fly +15, Perception +9, Sense Motive +9, Stealth +19, Swim +9  
**Languages** Common, Draconic

**SPECIAL ABILITIES**  
**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 4 or less, range 30 ft., DC 12; Location: Aura; Effect: Panicked 5d6 rounds. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° <u>turn</u> Cost +5'	<u>Glide</u> Half Minimum	45° <u>turn</u> Cost +5'
90° <u>turn</u> Cost +10'	<u>Hover</u> No	90° <u>turn</u> Cost +10'
135° <u>turn</u> Move Action	180° <u>turn</u> Standard Action	135° <u>turn</u> Move Action
Sidescroll Average Maneuverability		
<u>Ascend</u> Diagonal Cost	<u>Vertical</u> Cost +5'	<u>Ascend</u> Diagonal Cost
<u>Glide</u> Half Minimum	<u>Hover</u> No	<u>Glide</u> Half Minimum
<u>Descend</u> Diagonal Cost	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Blue Dragon, Wyrmling CR 5

XP 1,600  
LE Small Dragon (earth)  
Init +6; Senses dragon senses, Perception +9

DEFENSE  
AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)  
hp 45 (6d12+6)  
Fort +6, Ref +7, Will +5  
Immune electricity, paralysis, sleep

OFFENSE  
Speed 40 ft., burrow 20 ft., fly 150 ft. (average)  
Melee bite +9 (1d6+1), 2 claws +8 (1d4+1)  
Special Attacks breath weapon (40-ft. line, DC 14, 2d8 electricity), desert thirst (DC 14)  
Tactics Blue dragons prefer to surprise foes if possible, and are not above retreating if the odds turn against them.

STATISTICS  
Str 13, Dex 14, Con 13, Int 10, Wis 11, Cha 10  
Base Atk +6; CMB +6; CMD 18 (22 vs. trip)  
Feats Dazzling Display, Improved Initiative, Weapon Focus (bite)  
Skills Bluff +9, Fly +13, Intimidate +9, Knowledge (local) +9, Perception +9, Stealth +15  
Languages Draconic

SPECIAL ABILITIES  
Desert Thirst (Su): A blue dragon can cast create water at Will (CL 6). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 14) or be destroyed.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 5 or less, range 30 ft., DC 13; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Bronze Dragon, Wyrmling CR 5

XP 1,600  
LG Small dragon (water)  
Init +2; Senses dragon senses; Perception +13

DEFENSE  
AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)  
hp 45 (6d12+6)  
Fort +6, Ref +7, Will +7  
Immune electricity, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 150 ft. (average); swim 60 ft.  
Melee bite +8 (1d6+1), 2 claws +8 (1d4+1)  
Special Attacks breath weapon (40-ft. line, DC 14, 2d6 electricity), repulsion breath

STATISTICS  
Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14  
Base Atk +6; CMB +6; CMD 18 (22 vs. trip)  
Feats Alertness, Power Attack, Vital Strike  
Skills Diplomacy +11, Fly +13, Intimidate +11, Knowledge (arcana) +11, Perception +13, Sense Motive +13, Stealth +15, Swim +18; Racial Modifiers +8 Swim  
Languages Aquan, Common, Draconic  
SQ water breathing

SPECIAL ABILITIES  
Repulsion Breath (Su): Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category. This is a mind-affecting compulsion effect.

Water Breathing (Ex): A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 5 or less, range 30 ft., DC 15; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Cloud Dragon, Wyrmling CR 5

XP 1,600  
CN Small dragon (air)  
Init +1; Senses dragon senses, mist vision; Perception +11

DEFENSE  
AC 17, touch 12, flat-footed 16 (+1 Dex, +5 natural, +1 size)  
hp 45 (6d12+6)  
Fort +6, Ref +6, Will +7  
Immune electricity, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 150 ft. (average), swim 40 ft.  
Melee bite +7 (1d6), 2 claws +8 (1d4)  
Special Attacks breath weapon (20-ft. cone, 2d8 electricity, DC 14)

STATISTICS  
Str 10, Dex 13, Con 13, Int 10, Wis 14, Cha 13  
Base Atk +6; CMB +5; CMD 16 (20 vs. trip)  
Feats Power Attack, Skill Focus (Diplomacy), Weapon Focus (claws)  
Skills Diplomacy +13, Fly +12, Intimidate +10, Knowledge (planes) +9, Perception +11, Stealth +14, Swim +8; Racial Modifiers +8 Swim  
Languages Draconic

SPECIAL ABILITIES  
Mist Vision (Su): A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 5 or less, range 30 ft., DC 14; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Forest Dragon, Wyrmling CR 6

XP 2,400  
CE Small dragon (earth)  
Init +6; Senses dragon senses, tremorsense 60 ft.; Perception +10

DEFENSE  
AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)  
hp 66 (7d12+21)  
Fort +7, Ref +7, Will +5  
Immune paralysis, poison, sleep

OFFENSE  
Speed 40 ft., burrow 20 ft., climb 30 ft., fly 150 ft. (average)  
Melee bite +11 (1d6+3), 2 claws +10 (1d4+2)  
Space 5 ft.; Reach 5 ft. (10 ft. with bite)  
Special Attacks breath weapon (20-ft. cone, 2d6 piercing damage, DC 15)

STATISTICS  
Str 15, Dex 14, Con 14, Int 10, Wis 11, Cha 10  
Base Atk +7; CMB +8; CMD 20 (24 vs. trip)  
Feats Improved Initiative, Power Attack, Toughness, Weapon Focus (bite)  
Skills Acrobatics +9 (+13 when jumping), Climb +20, Fly +4, Intimidate +10, Knowledge (nature) +7, Perception +10, Stealth +16, Survival +6  
Languages Common, Draconic  
SQ woodland stride

SPECIAL ABILITIES  
Woodland Stride (Ex): As the druid ability of the same name.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 6 or less, range 30 ft., DC 13; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Red Dragon, Wyrmling CR 6

XP 2,400  
CE Small dragon (fire)  
Init +6; Senses dragon senses; Perception +10

DEFENSE  
AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)  
hp 59 (7d12+14)  
Fort +7, Ref +7, Will +7  
Immune fire, paralysis, sleep  
Weaknesses Vulnerability to cold

OFFENSE  
Speed 40 ft., fly 150 ft. (average)  
Melee bite +11 (1d6+4), 2 claws +11 (1d4+3)  
Special Attacks breath weapon (20-ft. cone, DC 15, 2d10 fire)

STATISTICS  
Str 17, Dex 14, Con 15, Int 10, Wis 11, 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, Sense Motive +10, Stealth +16  
Languages Draconic

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 6 or less, range 30 ft., DC 13; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Silver Dragon, Wyrmling CR 6

XP 2,400  
LG Small dragon (cold)  
Init +6; Senses dragon senses; Perception +12

DEFENSE  
AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size)  
hp 52 (7d12+7)  
Fort +6, Ref +7, Will +9  
Immune acid, cold, paralysis, sleep  
Weaknesses vulnerability to fire

OFFENSE  
Speed 40 ft., fly 150 ft. (average)  
Melee bite +10 (1d6+1), 2 claws +9 (1d4+1)  
Special Attacks breath weapon (20-ft. cone, DC 14, 2d8 cold), paralyzing breath

STATISTICS  
Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14  
Base Atk +7; CMB +7; CMD 19 (23 vs. trip)  
Feats Improved Initiative, Iron Will, Power Attack, Weapon Focus (bite)  
Skills Diplomacy +12, Fly +14, Heal +12, Intimidate +12, Knowledge (local) +12, Perception +12, Sense Motive +12, Spellcraft +12  
Languages Auran, Common, Draconic  
SQ change shape

SPECIAL ABILITIES  
Change Shape (Su): A silver dragon can assume any animal or humanoid form 3/day as if using polymorph.  
Paralyzing Breath (Su): Instead of a cone of cold, a silver dragon can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age category of the dragon.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 6 or less, range 30 ft., DC 15; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Gold Dragon, Wyrmling CR 7

XP 3,200  
LG Small dragon (fire)  
Init +2; Senses dragon senses; Perception +15

DEFENSE  
AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)  
hp 68 (8d12+16)  
Fort +8, Ref +8, Will +10  
Immune fire, paralysis, sleep  
Weaknesses vulnerability to cold

OFFENSE  
Speed 60 ft., fly 150 ft. (average), swim 60 ft.  
Melee bite +12 (1d6+4), 2 claws +12 (1d4+3)  
Special Attacks breath weapon (20-ft. cone, 2d10 fire, DC 16), weakening breath

STATISTICS  
Str 17, Dex 14, Con 15, Int 14, Wis 15, Cha 14  
Base Atk +8; CMB +10; CMD 22 (26 vs. trip)  
Feats Alertness, Iron Will, Power Attack, Vital Strike  
Skills Diplomacy +13, Fly +15, Heal +13, Knowledge (local) +13, Perception +15, Sense Motive +15, Spellcraft +13, Swim +22; Racial Modifiers +8 Swim  
Languages Common, Draconic, Elven

SPECIAL ABILITIES  
Weakening Breath (Su): Instead of a cone of fire, a gold dragon can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 1 poInt of Strength damage per age category (Will save half).  
  
Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.  
  
Frightful Presence (Ex): Against HD 7 or less, range 30 ft., DC 16; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Sovereign Dragon, Wyrmling CR 7

XP 3,200  
N Small dragon  
Init +6; Senses dragon senses; Perception +13

DEFENSE  
AC 20, touch 13, flat-footed 18 (Dex +2, natural +7, size +1)  
hp 68 (8d12+16)  
Fort +8, Ref +10, Will +10  
Immune paralysis, sleep

OFFENSE  
Speed 50 ft., fly 150 ft. (average)  
Melee bite +13 (1d6+4), 2 claws +12 (1d4+3)  
Special Attacks breath weapon (20 ft. cone, 2d6 sonic, DC 16)

STATISTICS  
Str 17, Dex 14, Con 15, Int 14, Wis 15, Cha 14  
Base Atk +8; CMB +10; CMD 22 (26 vs. trip)  
Feats Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (bite)  
Skills Appraise +13, Bluff +13, Diplomacy +13, Fly +4, Intimidate +13, Knowledge (arcana, history) +13, Perception +13, Sense Motive +13  
Languages Celestial, Common, Draconic  
SQ dogmatic discordance

SPECIAL ABILITIES  
Dogmatic Discordance (Su): Good or evil creatures take a -2 penalty when making saving throws against a sovereign dragon's spells, spell-like abilities, breath weapon, and aura.  
Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 7 or less, range 30 ft., DC 16; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Sky Dragon, Very Young CR 7

XP 3,200  
LG Medium dragon (air)  
Init +1; Senses cloud sight, dragon senses; Perception +17

DEFENSE  
AC 20, touch 11, flat-footed 19 (Dex +1, natural +9)  
hp 68 (8d12+16)  
Fort +8, Ref +9, Will +9  
Immune electricity, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 150 ft. (good)  
Melee bite +11 (1d8+4), 2 claws +11 (1d6+3), gore +11 (1d6+4)  
Special Attacks breath weapon (30 ft. cone, 4d8 electricity, DC 16)

STATISTICS  
Str 17, Dex 12, Con 15, Int 16, Wis 17, Cha 16  
Base Atk +8; CMB +11; CMD 22 (26 vs. trip)  
Feats Flyby Attack, Hover, Lightning Reflexes, Skill Focus (Perception)  
Skills Diplomacy +14, Fly +16, Heal +14, Knowledge (arcana, religion) +14, Perception +17, Perform (sing) +11, Sense Motive +14, Spellcraft +14  
Languages Auran, Celestial, Common, Draconic  
SQ borne aloft

SPECIAL ABILITIES  
Borne Aloft (Su): Old or younger sky dragons fly with good maneuverability while all older sky dragons have perfect.

Cloud Sight (Su): A very young or older sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 7 or less, range 60 ft., DC 17; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Good Maneuverability		
45° turn Cost +5'	Glide Zero Minimum	45° turn Cost +5'
90° turn Cost +5'	Hover Move Action	90° turn Cost +5'
135° turn Cost +10'	180° turn Move Action	135° turn Cost +10'
Sidescroll Good Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Zero Minimum	Hover Move Action	Glide Zero Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? Yes / Turn Around: Swift Action		

Hit Points	Disabled	Negative	Conditions
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Sea Dragon, Young CR 8

XP 4,800  
CG Large dragon (water)  
Init +5; Senses dragon senses; Perception +5

DEFENSE  
AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)  
hp 85 (9d12+27)  
Fort +11, Ref +7, Will +9  
Immune electricity, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 200 ft. (poor), swim 60 ft.  
Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), gore +13 (1d8+7), tail slap +11 (1d8+7)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite and gore)  
Special Attacks breath weapon (40-ft. cone, 6d6 fire damage, DC 17), torrent breath  
Spell-Like Abilities (CL 9th; concentration +12)

At will—create water

Spells Known (CL 1st; concentration +4)  
  
1st (4/day □□□□)—color spray (DC 14), sleep (DC 14)  
o (at will)—acid splash, mage hand, ray of frost, resistance

STATISTICS  
Str 21, Dex 12, Con 17, Int 16, Wis 17, Cha 16  
Base Atk +9; CMB +15; CMD 26 (30 vs. trip)  
Feats Alertness, Great Fortitude, Improved Initiative, Lunge, Multiattack  
Skills Diplomacy +15, Fly +7, Intimidate +15, Knowledge (arcana, nature) +15, Perception +5, Sense Motive +17, Stealth +9, Survival +15, Swim +25  
Languages Aquan, Common, Draconic  
SQ change shape, water breathing

SPECIAL ABILITIES  
Change Shape (Su): A young or older sea dragon can assume any humanoid form three times per day as if using polymorph.

Torrent Breath (Su): Instead of a cone of super-heated steam, a very young or older sea dragon can breathe a line of pressurized water twice the length of the sea dragon's cone breath weapon. This line deals bludgeoning damage.

Unfettered Swimmer (Su): A juvenile sea dragon gains a 10-foot bonus to its swim speed. The sea dragon's swim Speed continues to increase by an additional 10 feet every two age categories. Furthermore, while swimming, the sea dragon is treated as if under the effects of the spell freedom of movement.

Frightful Presence (Ex): Against HD 8 or less, range 90 ft., DC 17; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Umbral Dragon, Very Young CR 8

XP 4,800  
CE Medium dragon (extraplanar)  
Init +5; Senses dragon senses; Perception +15

DEFENSE  
AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)  
hp 76 (9d12+18)  
Fort +8, Ref +7, Will +9  
Immune cold, death effects, negative energy, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 150 ft. (average)  
Melee bite +12 (1d8+4), 2 claws +12 (1d6+3) and 2 wings +10 (1d4+1)  
Special Attacks breath weapon (30-ft cone. 4d8 neg energy DC 16)  
Spell-Like Abilities (CL 9th; concentration +12)

At will—darkness

STATISTICS  
Str 17, Dex 12, Con 15, Int 16, Wis 17, Cha 16  
Base Atk +9; CMB +12; CMD 23 (27 vs trip)  
Feats Hover, Improved Initiative, Multiattack, Power Attack, Vital Strike  
Skills Bluff +15, Diplomacy +15, Fly +13, Knowledge (arcana, local, planes) +15, Perception +15, Sense Motive +15, Stealth +13  
Languages Abyssal, Common, Draconic, Undercommon  
SQ umbral scion

SPECIAL ABILITIES  
Breath Weapon (Su): Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

Umbral Scion (Ex): Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 8 or less, range 60 ft., DC 17; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Hit Points	Disabled	Negative	Conditions
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Underworld Dragon, Juvenile CR 8

**XP** 4,800  
**LE** Medium dragon (fire)  
**Init** +5; **Senses** dragon senses, smoke vision; Perception +15  
**Aura** frightful presence (120 ft., DC 17)  
  
**DEFENSE**  
**AC** 25, touch 11, flat-footed 24 (+1 Dex, +14 natural)  
**hp** 105 (10d12+40)  
**Fort** +11, **Ref** +8, **Will** +9 **Immune** fire, paralysis, sleep  
**Weaknesses** vulnerability to cold  
  
**OFFENSE**  
**Speed** 40 ft., burrow 30 ft., fly 150 ft. (average)  
**Melee** bite +17 (1d8+9), 2 claws +16 (1d6+6/19-20), gore +16 (1d6+9)  
**Space** 5 ft.; Reach 5 ft. (10 ft. with bite and gore)  
**Special Attacks** adamantine claws, breath weapon (60-ft. line, 8d6 fire damage, DC 19)  
**Spell-Like Abilities** (CL 10th; concentration +12)

At will—soften earth and stone, stone shape

**Spells Known** (CL 1st; concentration +3)  
  
1st (4/day ☐☐☐☐)—cause fear (DC 13), magic missile  
o (at will)—bleed (DC 12), detect magic, flare (DC 12), read magic

**STATISTICS**  
**Str** 23, **Dex** 12, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14  
**Base Atk** +10; **CMB** +16; **CMD** 27 (31 vs. trip)  
**Feats** Improved Critical (claw), Improved Initiative, Improved Natural Armor, Skill Focus (Stealth), Weapon Focus (bite)  
**Skills** Appraise +15, Climb +19, Fly +14, Intimidate +15, Knowledge (dungeoneering, geography) +15, Perception +15, Stealth +20  
**Languages** Common, Draconic  
**SQ** change shape

**SPECIAL ABILITIES**  
**Adamantine Claws (Ex):** The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.

**Change Shape (Su):** A young or older underworld dragon can assume any humanoid form three times per day as if using polymorph.

**Smoke Vision (Ex):** A very young and older underworld dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

**Frightful Presence (Ex):** Against HD 9 or less, range 120 ft., DC 17; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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White Dragon, Young Adult CR 9

XP 6,400  
CE Large dragon (cold)  
Init +5; Senses dragon senses, snow vision; Perception +19

DEFENSE  
AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)  
hp 115 (11d12+44)  
Fort +11, Ref +8, Will +8  
DR 5/magic; Immune cold, paralysis, sleep; SR 20  
Weaknesses Vulnerability to fire

OFFENSE  
Speed 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.  
Melee bite +17 (2d6+9/19-20), 2 claws +16 (1d8+6), 2 wings +11 (1d6+3), tail slap +11 (1d8+9)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite)  
Special Attacks breath weapon (40-ft. cone, DC 19, 10d4 cold)  
Spell-Like Abilities (CL 11th; concentration +11)

At will—fog cloud, gust of wind

STATISTICS  
Str 23, Dex 12, Con 19, Int 10, Wis 13, Cha 10  
Base Atk +11; CMB +18; CMD 29 (33 vs. trip)  
Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (bite)  
Skills Fly +9, Intimidate +14, Perception +19, Spellcraft +14, Stealth +11, Swim +28; Racial Modifiers +8 Swim  
Languages Draconic  
SQ icewalking, ice shape

SPECIAL ABILITIES  
Ice Shape (Su): A young 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 very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.  
  
Frightful Presence (Ex): Against HD 10 or less, range 150 ft., DC 15; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Crystal Dragon, Young Adult CR 9

XP 6,400  
LN Large dragon (earth)  
Init +1; Senses dragon senses, tremorsense 30 ft.; Perception +16

DEFENSE  
AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)  
hp 115 (11d12+44)  
Fort +13, Ref +10, Will +9  
DR 5/magic; Immune paralysis, sleep, sonic; SR 20

OFFENSE  
Speed 60 ft., burrow 30 ft., climb 30 ft., fly 200 ft. (poor)  
Melee bite +16 (2d6+7/19-20), 2 claws +15 (1d8+5), tail slap +10 (1d8+7), 2 wings +10 (1d6+2)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite)  
Special Attacks breath weapon (40-ft. cone, 10d4 sonic, DC 19)  
Spell-Like Abilities (CL 11th; concentration +16)

At will—color spray (DC 16), glitterdust (DC 17)

STATISTICS  
Str 21, Dex 12, Con 19, Int 14, Wis 15, Cha 20  
Base Atk +11; CMB +17; CMD 28 (32 vs. trip)  
Feats Deceitful, Great Fortitude, Improved Critical (bite), Lightning Reflexes, Power Attack, Weapon Focus (bite)  
Skills Bluff +23, Climb +27, Disguise +20, Fly +9, Intimidate +19, Knowledge (dungeoneering) +16, Perception +16, Stealth +11; Racial Modifiers +8 Climb  
Languages Common, Draconic, Undercommon  
SQ razor sharp

SPECIAL ABILITIES  
Razor Sharp (Sp): All of a crystal dragon's natural attacks deal slashing damage.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 10 or less, range 150 ft., DC 20; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Hit Points	Disabled	Negative	Conditions
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Sky Dragon, Young CR 9

XP 6,400  
LG Large dragon (air)  
Init +1; Senses cloud sight, dragon senses; Perception +22

DEFENSE  
AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)  
hp 95 (10d12+30)  
Fort +10, Ref +10, Will +10  
Immune electricity, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 200 ft. (good)  
Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), gore +14 (1d8+7), tail slap +12 (1d8+7)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite and gore)  
Special Attacks breath weapon (40-ft. cone, 6d8 electricity damage, DC 18)  
Spell-Like Abilities (CL 10th; concentration +13)

At will—detect evil

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day ☐☐☐☐)—obscuring mist, shocking grasp  
o (at will)—disrupt undead, mending, message, read magic

STATISTICS  
Str 21, Dex 12, Con 17, Int 16, Wis 17, Cha 16  
Base Atk +10; CMB +16; CMD 27 (31 vs. trip)  
Feats Flyby Attack, Hover, Lightning Reflexes, Multiattack, Skill Focus (Perception)  
Skills Diplomacy +16, Fly +16, Heal +16, Knowledge (arcana, religion) +16, Perception +22, Perform (sing) +16, Sense Motive +16, Spellcraft +16  
Languages Auran, Common, Draconic  
SQ borne aloft, change shape

SPECIAL ABILITIES  
Borne Aloft (Su): Old or younger sky dragons fly with good maneuverability while all older sky dragons have perfect.

Change Shape (Su): A young or older sky dragon can assume any humanoid form three times per day as if using polymorph.

Cloud Sight (Su): A very young or older sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.

Frightful Presence (Ex): Against HD 9 or less, range 90 ft., DC 18; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Good Maneuverability		
45° turn Cost +5'	Glide Zero Minimum	45° turn Cost +5'
90° turn Cost +5'	Hover Move Action	90° turn Cost +5'
135° turn Cost +10'	180° turn Move Action	135° turn Cost +10'
Sidescroll Good Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Zero Minimum	Hover Move Action	Glide Zero Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? Yes / Turn Around: Swift Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Black Dragon, Young Adult CR 10

XP 9,600  
CE Large Dragon (Water)  
Init +5; Senses dragon senses; Perception +21

DEFENSE  
AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)  
hp 126 (12d12+48)  
Fort +12, Ref +9, Will +10  
DR 5/magic; Immune acid, paralysis, sleep; SR 21

OFFENSE  
Speed 60 ft., fly 200 ft. (poor), swim 60 ft.  
Melee bite +18 (2d6+9), 2 claws +17 (1d8+6), 2 wings +12 (1d6+3), tail slap +12 (1d8+9)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite)  
Special Attacks breath weapon (80-ft. line, DC 21, 10d6 acid)  
Spell-Like Abilities (CL 12th)

At will—darkness (50-ft. radius)

Sorcerer Spells Known (CL 1st)

1st (4/day ☐☐☐☐)—alarm, obscuring mist  
o (at will)—detect magic, mending, message, read magic

STATISTICS  
Str 23, Dex 12, Con 19, Int 12, Wis 15, Cha 12  
Base Atk +12; CMB +19; CMD 30 (34 vs. trip)  
Feats Alertness, Improved Initiative, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)  
Skills Fly +10, Handle Animal +13, Intimidate +16, Knowledge (arcana) +16, Perception +21, Stealth +18, Swim +29; Racial +8 Swim  
Language Common, Draconic  
SQ speak with reptiles, swamp stride, water breathing

SPECIAL ABILITIES  
Speak with Reptiles (Sp): A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

Swamp Stride (Ex): A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex): A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Frightful Presence (Ex): Against HD 11 or less, range 150 ft., DC 17; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Red Dragon, Young CR 10

XP 9,600  
CE Large dragon (fire)  
Init +5; Senses dragon senses, smoke vision; Perception +15

DEFENSE  
AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)  
hp 115 (11d12+44)  
Fort +11, Ref +8, Will +10  
Immune fire, paralysis, sleep  
Weaknesses vulnerability to cold

OFFENSE  
Speed 40 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, DC 19, 6d10 fire)  
Spell-Like Abilities (CL 11th)

At will—detect magic

Sorcerer Spells Known (CL 1st)

1st (3/day ☐☐☐)—shield, true strike  
0 (at will)—mage hand, message, prestidigitation, read magic

STATISTICS  
Str 25, Dex 12, Con 19, Int 12, Wis 13, Cha 12  
Base Atk +11; CMB +19; CMD 30 (34 vs. trip)  
Feats Cleave, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike  
Skills Appraise +15, Bluff +15, Fly +9, Intimidate +15, Perception +15, Sense Motive +15, Stealth +11  
Languages Common, Draconic

SPECIAL ABILITIES  
Smoke Vision (Ex): A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 10 or less, range 90 ft., DC 16; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Hit Points	Disabled	Negative	Conditions
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Umbral Dragon, Young CR 10

XP 9,600  
CE Large dragon (extraplanar)  
Init +5; Senses dragon senses; Perception +17

DEFENSE  
AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size)  
hp 104 (11d12+33)  
Fort +10, Ref +8, Will +10  
Immune cold, death effects, energy drain, paralysis, sleep

OFFENSE  
Speed 40 ft., fly 200 ft. (poor)  
Melee bite +15 (2d6+7/19-20), 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 breath weapon (40-ft. cone, 6d8 neg. energy, DC 18)  
Spell-Like Abilities (CL 11th; concentration +14)

At will—darkness

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4/day ☐☐☐☐)—inflict light wounds (DC 14), shield  
o (at will)—bleed (DC 13), detect magic, detect poison, read magic

STATISTICS  
Str 21, Dex 12, Con 17, Int 16, Wis 17, Cha 16  
Base Atk +11; CMB +17; CMD 28 (32 vs. trip)  
Feats Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Vital Strike  
Skills Bluff +17, Diplomacy +17, Fly +9, Knowledge (arcana, local, planes) +17, Perception +17, Sense Motive +17, Stealth +11  
Languages Abyssal, Common, Draconic, Undercommon  
SQ ghost bane, umbral scion

SPECIAL ABILITIES  
Breath Weapon (Su): Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

Ghost Bane (Su): A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Umbral Scion (Ex): Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 10 or less, range 90 ft., DC 18; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Hit Points	Disabled	Negative	Conditions
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Brass Dragon, Young Adult CR 10

XP 9,600  
CG Large dragon (fire)  
Init +5; Senses blindsense 60 ft., dragon senses; Perception +21

DEFENSE  
AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)  
hp 126 (12d12+48)  
Fort +12, Ref +9, Will +10  
DR 5/magic; Immune fire, paralysis, sleep; SR 21  
Weaknesses vulnerability to cold

OFFENSE  
Speed 60 ft., burrow 30 ft., fly 200 ft. (poor)  
Melee bite +17 (2d6+9), 2 claws +17 (1d8+6), 2 wings +12 (1d6+3), tail slap +12 (1d8+9)  
Space 10 ft.; Reach 10 ft. (15 ft. with bite)  
Special Attacks breath weapon (80-ft. line, DC 20, 10d4 fire), desert wind, sleep breath  
Spell-Like Abilities (CL 12th; concentration +14)

At will—endure elements, speak with animals

Sorcerer Spells Known (CL 5th; concentration +7)

2nd (5/day □□□□□)—alter self, see invisibility  
1st (7/day □□□□□□□)—charm person (DC 14), protection from evil, shield, ventriloquism  
0 (at will)—arcane mark, dancing lights, ghost sound (DC 12), detect magic, mage hand, message

STATISTICS  
Str 23, Dex 12, Con 19, Int 14, Wis 15, Cha 14  
Base Atk +12; CMB +19; CMD 30 (34 vs. trip)  
Feats Alertness, Flyby Attack, Hover, Improved Initiative, Power Attack, Spell Focus (Enchantment)  
Skills Bluff +17, Diplomacy +17, Fly +10, Heal +17, Linguistics +17, Perception +21, Sense Motive +21, Spellcraft +17  
Languages Common, Draconic, plus any 13 others  
SQ move sand

SPECIAL ABILITIES  
Desert Wind (Su): A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Fortitude save (DC 20) or be blinded for 1d4 rounds by the sand.  
Move Sand (Su): A young or older brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.  
Sleep Breath (Su): Instead of a line of fire, a brass dragon can breathe a 40 ft. cone of sleep gas. Creatures within the cone must succeed on a Will save or fall asleep for 1d6+5 rounds.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.  
Frightful Presence (Ex): Against HD 11 or less, range 150 ft., DC 18; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points	Disabled	Negative	Conditions
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Magma Dragon, Young Adult CR 11

XP 12,800  
CN Large dragon (fire)  
Init +5; Senses dragon senses; Perception +19

DEFENSE  
AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, -1 size)  
hp 136 (13d12+52)  
Fort +14, Ref +9, Will +13  
DR 5/magic; Immune fire, paralysis, sleep; SR 22  
Weaknesses vulnerable to cold

OFFENSE  
Speed 40 ft., fly 200 ft. (poor)  
Melee bite +19 (2d6+10/19-20 plus 5 fire), 2 claws +19 (1d8+7/19-20), tail slap +14 (1d8+10), 2 wings +14 (1d6+3)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite)  
Special Attacks breath weapon (40-ft. cone, DC 20, 10d6 fire)  
Spell-Like Abilities (CL 13th; concentration +15)

At will—burning hands (DC 13), scorching ray

Sorcerer Spells Known (CL 5th; concentration +7)

2nd (5/day □□□□□)—dust of twilight\*, scorching ray  
1st (7/day □□□□□□□)—flare burst\* (DC 13), grease (DC 13), shield, true strike  
0 (at will)—bleed (DC 12), detect magic, open/close, read magic, spark\*, touch of fatigue  
\*This spell is from the Pathfinder RPG Advanced Player's Guide

STATISTICS  
Str 25, Dex 12, Con 19, Int 16, Wis 16, Cha 15  
Base Atk +13; CMB +21; CMD 32 (36 vs. trip)  
Feats Great Fortitude, Improved Critical (bite, claws), Improved Initiative, Iron Will, Power Attack, Vital Strike  
Skills Acrobatics +14 (+17 jump), Climb +23, Escape Artist +14, Fly +11, Intimidate +18, Perception +19, Sense Motive +19, Stealth +13, Swim +23  
Languages Common, Draconic, Dwarven, Ignan  
SQ superheated

SPECIAL ABILITIES  
Superheated (Su): At young age and older, a magma dragon's bite attack deals additional fire damage equal to its age category.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 12 or less, range 150 ft., DC 18; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Hit Points	Disabled	Negative	Conditions
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Forest Dragon, Juvenile CR 11

XP 12,800  
CE Large dragon (earth)  
Init +5; Senses dragon senses, tremorsense 60 ft.; Perception +18  
Aura frightful presence (120 ft., DC 18)

DEFENSE  
AC 26, touch 10, flat-footed 25 (+1 Dex, +16 natural, -1 size)  
hp 162 (13d12+78)  
Fort +13, Ref +9, Will +10  
Immune paralysis, poison, sleep

OFFENSE  
Speed 40 ft., burrow 20 ft., climb 30 ft., fly 200 ft. (poor)  
Melee bite +20 (2d6+10), 2 claws +19 (1d8+7), gore +19 (1d8+10), tail slap +17 (1d8+10)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite and gore)  
Special Attacks breath weapon (60-ft. cone, 8d6 piercing damage, DC 21)  
Spell-Like Abilities (CL 13th; concentration +15)

At will—entangle (DC 13), pass without trace

Spells Known (CL 3rd; concentration +5)

1st (6/day □□□□□□)—obscuring mist, magic missile, shield  
o (at-will)—detect magic, ghost sound, read magic, resistance, touch of fatigue

STATISTICS  
Str 25, Dex 12, Con 20, Int 14, Wis 15, Cha 14  
Base Atk +13; CMB +21; CMD 32 (36 vs. trip)  
Feats Improved Initiative, Improved Natural Armor, Multiattack, Power Attack, Skill Focus (Stealth), Toughness, Weapon Focus (bite)  
Skills Acrobatics +14 (+18 when jumping), Bluff +18, Climb +31, Fly -5, Intimidate +18, Knowledge (arcana) +11, Knowledge (nature) +11, Perception +18, Spellcraft +11, Stealth +19, Survival +13  
Languages Common, Draconic, Elven, Sylvan  
SQ sound imitation, woodland stride

SPECIAL ABILITIES  
Sound Imitation (Ex): A very young or older forest dragon can mimic any voice or sound it has heard by making a successful Bluff check against the listener's Sense Motive check.

Woodland Stride (Ex): As the druid ability of the same name.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 12 or less, range 120 ft., DC 18; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Hit Points	Disabled	Negative	Conditions
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Silver Dragon, Juvenile CR 11

XP 12,800  
LG Large dragon (cold)  
Init +5; Senses dragon senses, fog vision; Perception +20

DEFENSE  
AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)  
hp 136 (13d12+52)  
Fort +12, Ref +11, Will +14  
Immune acid, cold, paralysis, sleep  
Weaknesses vulnerability to fire

OFFENSE  
Speed 40 ft., fly 200 ft. (average); cloudwalking, graceful flight  
Melee bite +19 (2d6+9), 2 claws +18 (1d8+6), tail slap +16 (1d8+9), 2 wings +16 (1d6+3)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite)  
Special Attacks breath weapon (40-ft. cone, DC 20, 8d8 cold), paralyzing breath  
Spell-Like Abilities (CL 13th; concentration +17)

At will—detect evil, feather fall

Spells Known (CL 3rd; concentration +7)

1st (6/day □□□□□□)—alarm, divine favor, true strike  
0 (at will)—detect magic, flare (DC 14), light, message, read magic  
Note: A silver dragon can cast cleric spells as arcane spells

STATISTICS  
Str 23, Dex 12, Con 19, Int 18, Wis 19, Cha 18  
Base Atk +13; CMB +20; CMD 31 (35 vs. trip)  
Feats Hover, Improved Initiative, Iron Will, Lighting Reflexes, Multiattack, Power Attack, Weapon Focus (bite)  
Skills Acrobatics +14 (+18 jump), Diplomacy +20, Fly +15, Heal +20, Intimidate +20, Knowledge (local, nobility) +20, Perception +20, Sense Motive +20, Spellcraft +20  
Languages Auran, Common, Draconic, Giant, Terran  
SQ change shape

SPECIAL ABILITIES  
Change Shape (Su): A silver dragon can assume any animal or humanoid form 3/day as if using polymorph.

Cloudwalking (Su): A very young or older silver dragon can tread on clouds or fog as though on solid ground.

Fog Vision (Ex): A juvenile or older silver dragon can see perfectly well in fog and clouds.

Graceful Flight (Ex): A young or older silver dragon's aerial maneuverability is one step better than normal.

Paralyzing Breath (Su): Instead of a cone of cold, a silver dragon can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age category of the dragon.

Frightful Presence (Ex): Against HD 12 or less, range 120 ft., DC 20; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Average Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Cost +10'	Hover No	90° turn Cost +10'
135° turn Move Action	180° turn Standard Action	135° turn Move Action
Sidescroll Average Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Move Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Green Dragon, Adult CR 12

XP 19,200  
LE Huge dragon (air)  
Init +0; Senses dragon senses; Perception +25  
Aura frightful presence (180 ft., DC 20)

DEFENSE  
AC 27, touch 8, flat-footed 27 (+19 natural, -2 size)  
hp 172 (15d12+75)  
Fort +14, Ref +9, Will +14  
DR 5/magic; Immune acid, paralysis, sleep; SR 23

OFFENSE  
Speed 40 ft., fly 200 ft. (poor), swim 40 ft.  
Melee bite +21 (2d8+12/19-20), 2 claws +21 (2d6+8/19-20), 2 wings +16 (1d8+4), tail slap +16 (2d6+12)  
Space 15 ft.; Reach 10 ft. (15 ft. with bite)  
Special Attacks breath weapon (50-ft. cone, DC 22, 12d6 acid), crush (Small creatures, DC 22, 2d8+12)  
Spell-Like Abilities (CL 15th)

At will—charm person (DC 14), entangle (DC 14), suggestion (DC 16)

Spells Known (CL 5th)

2nd (5/day □□□□□)—alter self, mirror image  
1st (7/day □□□□□□□)—shield, silent image (DC 14), summon monster I, ventriloquism (DC 14)  
0 (at will)—dancing lights, detect magic, ghost sound, mage hand, message, prestidigitation

STATISTICS  
Str 27, Dex 10, Con 21, Int 16, Wis 17, Cha 16  
Base Atk +15; CMB +25; CMD 35 (39 vs. trip)  
Feats Alertness, Cleave, Flyby Attack, Great Cleave, Improved Critical (bite, claws), Iron Will, Power Attack  
Skills Fly +10, Knowledge (arcane) +21, Knowledge (nature) +21, Perception +25, Spellcraft +21, Stealth +10, Survival +21, Swim +34, Use Magic Device +21  
Languages Common, Draconic, Elven, Sylvan

SPECIAL ABILITIES  
Trackless Step (Ex): An adult or older green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Water Breathing (Ex): A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Woodland Stride (Ex): A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Frightful Presence (Ex): Against HD 14 or less, range 180 ft., DC 20; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Underworld Dragon, Mature Adult CR 12

**XP** 19,200  
**LE** Large dragon (fire)  
**Init** +4; **Senses** dragon senses, smoke vision; Perception +22  
**Aura** frightful presence (210 ft., DC 21)

**DEFENSE**  
**AC** 32, touch 9, flat-footed 32 (+23 natural, -1 size)  
**hp** 184 (16d12+80)  
**Fort** +15, **Ref** +10, **Will** +13  
**DR** 10/magic; **Immune** fire, paralysis, sleep; **SR** 23  
**Weaknesses** vulnerability to cold

**OFFENSE**  
**Speed** 40 ft., burrow 40 ft., fly 200 ft. (poor)  
**Melee** bite +25 (2d6+13/19-20), 2 claws +25 (1d8+9/19-20), gore +24 (1d8+13), tail slap +19 (1d8+13)  
**Space** 10 ft.; Reach 5 ft. (10 ft. with bite and gore)  
**Special Attacks** adamantine claws, breath weapon (80-ft. line, 14d6 fire damage, DC 23)  
**Spell-Like Abilities** (CL 16th; concentration +19)

At will—soften earth and stone, spike stones (DC 17), stone shape

**Spells Known** (CL 7th; concentration +10)

3rd (5/day □□□□□)—displacement, fireball (DC 16)  
2nd (7/day □□□□□□□)—acid arrow, flaming sphere (DC 15), scorching ray  
1st (7/day □□□□□□□)—burning hands (DC 14), cause fear (DC 14), magic missile, ray of enfeeblement (DC 14), true strike  
o (at will)—acid splash, bleed (DC 13), detect magic, flare (DC 13), mage hand, read magic, resistance

**STATISTICS**  
**Str** 29, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16  
**Base Atk** +16; **CMB** +26; **CMD** 36 (40 vs. trip)  
**Feats** Improved Critical (bite, claw), Improved Initiative, Improved Natural Armor, Lunge, Skill Focus (Stealth), Weapon Focus (bite, claw)  
**Skills** Appraise +22, Bluff +22, Climb +28, Fly +13, Intimidate +22, Knowledge (dungeoneering, geography) +22, Perception +22, Stealth +21  
**Languages** Common, Draconic, Ignan, Terran  
**SQ** change shape, underworld burrower

**SPECIAL ABILITIES**  
**Adamantine Claws (Ex):** The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.

**Change Shape (Su):** A young or older underworld dragon can assume any humanoid form three times per day as if using polymorph.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

**Smoke Vision (Ex):** A very young and older underworld dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

**Underworld Burrower (Ex):** An adult underworld dragon gains a 10-foot bonus to its burrow speed. When the underworld dragon becomes old and every two age categories thereafter, its burrow speed increases by an additional 10 feet.

**Frightful Presence (Ex):** Against HD 15 or less, range 210 ft., DC 21; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points	Disabled	Negative	Conditions
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Sovereign Dragon, Juvenile CR 12

**XP** 19,200  
N Large dragon  
**Init** +5; **Senses** dragon senses; Perception +21  
**Aura** frightful presence (120 ft., DC 21)  
  
**DEFENSE**  
**AC** 26, touch 10, flat-footed 25 (**Dex** +1, natural +16, size -1)  
**hp** 161 (14d12+70)  
**Fort** +14, **Ref** +12, **Will** +15  
**Immune** paralysis, sleep  
  
**OFFENSE**  
**Speed** 50 ft., fly 200 ft. (poor)  
**Melee** bite +22 (2d6+12/19-20), 2 claws +21 (1d8+8), gore +21 (1d8+12), tail slap +19 (1d8+12)  
**Space** 10 ft.; Reach 5 ft. (10 ft. with bite and gore)  
**Special Attacks** breath weapon (40 ft. cone, 8d6 sonic, DC 22), violent retort  
**Spell-Like Abilities** (CL 14th; concentration +18)

At will—calm emotions (DC 16), detect evil/good

**Spells Known** (CL 3th; concentration +7)

1st (6/day □□□□□□)—charm person (DC 15), color spray (DC 15), true strike  
o (at will)—daze (DC 14), detect magic, ghost sound, read magic, resistance

**STATISTICS**  
**Str** 27, **Dex** 12, **Con** 21, **Int** 18, **Wis** 19, **Cha** 18  
**Base Atk** +14; **CMB** +23; **CMD** 34 (38 vs. trip)  
**Feats** Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Persuasive, Weapon Focus (bite)  
**Skills** Appraise +21, Bluff +21, Diplomacy +25, Fly -5, Intimidate +25, Knowledge (arcana, history, nobility) +21, Perception +21, Sense Motive +21, Spellcraft +21  
**Languages** Auran, Celestial, Common, Draconic, Infernal  
**SQ** change shape, dogmatic discordance

**SPECIAL ABILITIES**  
**Change Shape (Su):** A young or older sovereign dragon can assume any humanoid form three times per day as polymorph.

**Dogmatic Discordance (Su):** Good or evil creatures take a -2 penalty when making saving throws against a sovereign dragon's spells, spell-like abilities, breath weapon, and aura.

**Violent Retort (Ex):** When a young or older sovereign 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.

**Frightful Presence (Ex):** Against HD 13 or less, range 120 ft., DC 21; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Blue Dragon, Adult CR 13

**XP** 25,600  
**LE** Huge dragon (earth)  
**Init** +4; **Senses** dragon senses; Perception +22  
**Aura** electricity (5 ft., 1d6 elect.), frightful presence (180 ft., DC 21)

**DEFENSES**  
**AC** 28, touch 8, flat-footed 28 (+20 natural, -2 size)  
**hp** 184 (16d12+80)  
**Fort** +15, **Ref** +10, **Will** +13  
**DR** 5/magic; **Immune** electricity, paralysis, sleep; **SR** 24

**OFFENSE**  
**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)  
**Melee** bite +23 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)  
**Space** 15 ft.; Reach 10 ft. (15 ft. with bite)  
**Special Attacks** breath weapon (100-ft. line, DC 23, 12d8 electricity), crush, desert thirst (DC 21)  
**Spell-Like Abilities** (CL 16th)

At will—ghost sound (DC 13), minor image (DC 15), ventriloquism (DC 14)

Spells Known (CL 5th)

2nd (5/day □□□□□)—invisibility, resist energy,  
1st (7/day □□□□□□□)—alarm, mage armor, shield, true strike,  
oth (at will)—arcane mark, detect magic, mage hand, mending, read magic, resistance

**STATISTICS**  
**Str** 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16  
**Base Atk** +16; **CMB** +26; **CMD** 36 (40 vs. trip)  
**Feats** Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, ShatterDEFENSEs, Weapon Focus (bite)  
**Skills** Bluff +22, Fly +11, Intimidate +22, Knowledge (local) +22, Knowledge (geography) +22, Perception +22, Spellcraft +22, Stealth +11, Survival +22  
**Languages** Auran, Common, Draconic, Giant

**SPECIAL ABILITIES**  
**Desert Thirst (Su):** A blue dragon can cast create water at Will (CL 24). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 29) or be destroyed.

**Electricity Aura (Su):** An adult blue dragon is surrounded by an aura of electricity. Creatures within 5 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 17 or less, range 180 ft., DC 21; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points	Disabled	Negative	Conditions
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Copper Dragon, Mature Adult CR 13

XP 25,600  
CG Large dragon (earth)  
Init +5; Senses dragon senses; Perception +24  
Aura frightful presence (210 ft., DC 22)  
  
DEFENSE  
AC 32, touch 10, flat-footed 31 (+1 Dex, +22 natural, -1 size)  
hp 195 (17d12+85)  
Fort +15, Ref +11, Will +14  
Defensive Abilities uncanny dodge; DR 10/magic; Immune acid, paralysis, sleep;  
SR 24

OFFENSE  
Speed 40 ft., fly 200 ft. (poor); climb stone  
Melee bite +24 (2d6+12/19–20), 2 claws +24 (1d8+8/19–20), tail slap +19 (1d8+12), 2 wings +19 (1d6+4)  
Space 10 ft.; Reach 5 ft. (10 ft. with bite)  
Special Attacks breath weapon (80-ft. line, DC 23, 1d6 acid), slow breath  
Spell-Like Abilities (CL 17th; concentration +21)

At will—grease (DC 15), hideous laughter (DC 16), stone shape

Sorcerer Spells Known (CL 9th; concentration +13)

4th (5/day □□□□□)—confusion, rainbow pattern  
3rd (7/day □□□□□□□)—dispel magic, haste, major image (DC 17)  
2nd (7/day □□□□□□□)—glitterdust (DC 16), invisibility, phantom trap, see invisibility  
1st (7/day □□□□□□□)—alarm, identify, magic missile, shield, silent image (DC 15)  
o (at will)—detect magic, ghost sound (DC 14), light, mage hand, message, open/close, prestidigitation, read magic

STATISTICS  
Str 27, Dex 12, Con 21, Int 18, Wis 19, Cha 18  
Base Atk +17; CMB +26 (+30 trip); CMD 37 (43 vs. trip)  
Feats Combat Expertise, Greater Trip, Improved Critical (bite, claw), Improved Initiative, Improved Trip, Improved Vital Strike, Power Attack, Vital Strike  
Skills Bluff +24, Craft (traps) +31, Diplomacy +24, Fly +15, Knowledge (history) +24, Perception +24 (+31 vs. traps), Perform (comedy) +21, Sense Motive +24, Stealth +17, Use Magic Device +24  
Languages Common, Draconic, Elven, Gnome, Halfling  
SQ trap master

SPECIAL ABILITIES  
Climb Stone (Ex): A copper dragon can climb on stone surfaces as though using the spider climb spell.

Slow Breath (Su): Instead of a line of acid, a copper 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 plus 1 round per age category of the dragon.

Trap Master (Ex): A juvenile or older copper dragon receives a +1 bonus per age category on Craft (traps) and Perception checks made to locate a trap. Upon becoming a mature adult, he can also use Disable Device to disarm magic traps as if he had the rogue's Trapfinding class feature.

Top Down Poor Maneuverability		
45° turn Cost +5'	Glide Half Minimum	45° turn Cost +5'
90° turn Move Action	Hover No	90° turn Move Action
135° turn Standard Action	180° turn No	135° turn Standard Action
Sidescroll Poor Maneuverability		
Ascend Diagonal Cost	Vertical Cost +10'	Ascend Diagonal Cost
Glide Half Minimum	Hover No	Glide Half Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Frightful Presence (Ex): Against HD 6 or less, range 210 ft., DC 22; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points	Disabled	Negative	Conditions
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Sea Dragon, Mature Adult CR 13

**XP** 25,600  
CG Huge dragon (water)  
**Init** +4; **Senses** dragon senses; Perception +29  
**Aura** frightful presence (210 ft., DC 23)

**DEFENSE**  
**AC** 31, touch 8, flat-footed 31 (+23 natural, -2 size)  
**hp** 195 (17d12+85)  
**Fort** +17, **Ref** +12, **Will** +14  
**DR** 10/magic; **Immune** electricity, paralysis, sleep; **SR** 24

**OFFENSE**  
**Speed** 40 ft., fly 200 ft. (poor), swim 80 ft.  
**Melee** bite +25 (2d8+13), 2 claws +25 (2d6+9), gore +24 (2d6+13), tail slap +23 (2d6+13)  
**Space** 15 ft.; Reach 10 ft. (15 ft. with bite and gore)  
**Special Attacks** breath weapon (50-ft. cone, 14d6 fire damage, DC 23), crush (DC 23, 2d8+13), torrent breath  
**Spell-Like Abilities** (CL 17th; concentration +21)

At will—call lightning (DC 18), create water, hydraulic push

**Spells Known** (CL 9th; concentration +13)

4th (5/day □□□□□)—black tentacles, confusion (DC 19)  
3rd (7/day □□□□□□□)—haste, hold person (DC 18), sleet storm  
2nd (7/day □□□□□□□)—gust of wind (DC 17), mirror image, scare (DC 17), see invisibility  
1st (8/day □□□□□□□□□)—charm person (DC 16), chill touch, color spray (DC 16), expeditious retreat, sleep (DC 16)  
0 (at will)—acid splash, daze (DC 15), detect magic, ghost sound, mage hand, ray of frost, read magic, resistance

**STATISTICS**  
**Str** 29, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20  
**Base Atk** +17; **CMB** +28; **CMD** 38 (42 vs. trip)  
**Feats** Alertness, Flyby Attack, Great Fortitude, Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Weapon Focus (bite and claw)  
**Skills** Diplomacy +25, Fly +12, Intimidate +25, Knowledge (arcana, geography, nature) +25, Perception +29, Sense Motive +29, Stealth +12, Survival +25, Swim +37  
**Languages** Aquan, Auran, Celestial, Common, Draconic, Elven  
**SQ** change shape, unfettered swimmer, water breathing

SPECIAL ABILITIES

**Change Shape (Su):** A young or older sea dragon can assume any humanoid form three times per day as if using polymorph.

**Torrent Breath (Su):** Instead of a cone of super-heated steam, a very young or older sea dragon can breathe a line of pressurized water twice the length of the sea dragon's cone breath weapon. This line deals bludgeoning damage.

**Unfettered Swimmer (Su):** A juvenile sea dragon gains a 10-foot bonus to its swim speed. The sea dragon's swim speed continues to increase by an additional 10 feet every two age categories. Furthermore, while swimming, the sea dragon is treated as if under the effects of the spell freedom of movement.

**Frightful Presence (Ex):** Against HD 6 or less, range 210 ft., DC 23; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn  Cost +5'	Glide  Half Minimum	45° turn  Cost +5'
90° turn  Move Action	Hover  No	90° turn  Move Action
135° turn  Standard Action	180° turn  No	135° turn  Standard Action
Sidescroll Poor Maneuverability		
Ascend  Diagonal Cost	Vertical  Cost +10'	Ascend  Diagonal Cost
Glide  Half Minimum	Hover  No	Glide  Half Minimum
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Brine Dragon, Old CR 14

XP 38,400  
LN Huge dragon (water)  
Init +3; Senses dragon senses; Perception +25  
Aura frightful presence (240 ft., DC 23)

DEFENSE  
AC 31, touch 7, flat-footed 31 (-1 Dex, +24 natural, -2 size)  
hp 207 (18d12+90)  
Fort +16, Ref +12, Will +15  
DR 10/magic; Immune acid, paralysis, sleep; SR 25

OFFENSE  
Speed 60 ft., fly 200 ft. (poor), swim 60 ft.  
Melee bite +28 (2d8+18), 2 claws +28 (2d6+12), tail slap +23 (2d6+18), 2 wings +23 (1d8+6)  
Space 15 ft.; Reach 10 ft. (15 ft. with bite)  
Special Attacks breath weapon (100-ft. line, 16d6 acid, DC 24), capsize, crush (2d8+18, DC 24)

Spell-Like Abilities (CL 18th; concentration +22)

At will—control water, obscuring mist, speak with animals (fish only), water breathing

Spells Known (CL 11th; concentration +15)

5th (4/day □□□□)—teleport, wall of force  
4th (7/day □□□□□□□□)—ball lightning\* (DC 18), ice storm, greater invisibility  
3rd (7/day □□□□□□□□)—aqueous orb\* (DC 17), deep slumber (DC 17), dispel magic, sleet storm (DC 17)  
2nd (7/day □□□□□□□□)—alter self, detect thoughts, invisibility, make whole, slipstream\*  
1st (7/day □□□□□□□□)—color spray (DC 15), feather fall, flare burst\* (DC 15), ray of enfeeblement, touch of the sea\*  
0 (at will)—arcane mark, detect magic, detect poison, mage hand, message, open/close, prestidigitation, read magic, resistance  
\* - denotes spell from Advanced Player's Guide.

STATISTICS  
Str 34, Dex 9, Con 21, Int 21, Wis 18, Cha 19  
Base Atk +18; CMB +32 (+34 bull rush); CMD 41 (43 vs. bull rush; 45 vs. trip)  
Feats Greater Vital Strike, Hover, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Swim), Vital Strike  
Skills Bluff +25, Diplomacy +25, Fly +12, Heal +25, Knowledge (arcana, geography, nature) +26, Perception +25, Sense Motive +25, Survival +25, Swim +47; Racial Modifiers +8 Swim  
Languages Aquan, Common, Draconic, Dwarven, Elven, Halfling  
SQ water breathing

SPECIAL ABILITIES  
Capsize (Ex): An old or older brine dragon can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger the ship is than the brine dragon's size, the dragon takes a cumulative -10 penalty on the check.

Frightful Presence (Ex): Against HD 17 or less, range 240 ft., DC 23; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn  Cost +5'	Glide  Half Minimum	45° turn  Cost +5'
90° turn  Move Action	Hover  No	90° turn  Move Action
135° turn  Standard Action	180° turn  No	135° turn  Standard Action
Sidescroll Poor Maneuverability		
Ascend  Diagonal Cost	Vertical  Cost +10'	Ascend  Diagonal Cost
Glide  Half Minimum	Hover  No	Glide  Half Minimum
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Bronze Dragon, Mature Adult CR 14

**XP** 38,400  
LG Huge dragon (water)  
**Init** +4; **Senses** dragon senses; Perception +30  
**Aura** frightful presence (210 ft., DC 24)

**DEFENSE**  
**AC** 31, touch 8, flat-footed 31 (+23 natural, -2 size)  
**hp** 207 (18d12+90)  
**Fort** +16, **Ref** +11, **Will** +16  
**DR** 10/magic; **Immune** electricity, paralysis, sleep; **SR** 25

**OFFENSE**  
**Speed** 40 ft., fly 200 ft. (poor); swim 60 ft.  
**Melee** bite +25 (2d8+13), 2 claws +25 (2d6+9), tail slap +23 (2d6+13), 2 wings +23 (1d8+4)  
**Space** 15 ft.; Reach 10 ft. (15 ft. with bite)  
**Special Attacks** breath weapon (100-ft. line, DC 24, 14d6 electricity), crush (2d8+13, DC 24), repulsion breath  
**Spell-Like Abilities** (CL 18th; concentration +23)

At will— create food and water, fog cloud, speak with animals

**Sorcerer Spells Known** (CL 9th; concentration +14)

4th (5/day □□□□□)— ice storm, solid fog  
3rd (7/day □□□□□□□)— dispel magic, heroism, slow (DC 18)  
2nd (7/day □□□□□□□)— blur, gust of wind, invisibility, mirror image  
1st (8/day □□□□□□□□)— alarm, mage armor, obscuring mist, shield, true strike  
o (at will)— detect magic, light, mage hand, mending, message, read magic, resistance, prestidigitation

**STATISTICS**  
**Str** 29, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20  
**Base Atk** +18; **CMB** +29; **CMD** 39 (43 vs. trip)  
**Feats** Alertness, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Vital Strike  
**Skills** Diplomacy +26, Fly +13, Handle Animal +23, Intimidate +26, Knowledge (arcana, geography) +26, Perception +30, Sense Motive +30, Spellcraft +26, Stealth +13, Swim +38;  
**Racial Modifiers** +8 Swim  
**Languages** Aquan, Common, Draconic, Elven, Gnome, 1 more  
**SQ** change shape (animal or humanoid, polymorph), water breathing, wave mastery (70 min)

**SPECIAL ABILITIES**  
**Repulsion Breath (Su):** Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category. This is a mind-affecting compulsion effect.

**Water Breathing (Ex):** A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

**Wave Mastery (Su):** For up to 10 minutes per age category per day, a juvenile bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

**Frightful Presence (Ex):** Against HD 17 or less, range 210 ft., DC 24; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn  Cost +5'	Glide  Half Minimum	45° turn  Cost +5'
90° turn  Move Action	Hover  No	90° turn  Move Action
135° turn  Standard Action	180° turn  No	135° turn  Standard Action
Sidescroll Poor Maneuverability		
Ascend  Diagonal Cost	Vertical  Cost +10'	Ascend  Diagonal Cost
Glide  Half Minimum	Hover  No	Glide  Half Minimum
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Cloud Dragon, Mature Adult CR 14

XP 38,400  
CN Huge dragon (air)  
Init +3; Senses dragon senses, mist vision; Perception +26  
Aura frightful presence (210 ft., DC 23)

DEFENSE  
AC 30, touch 7, flat-footed 30 (–1 Dex, +23 natural, –2 size)  
hp 207 (18d12+90)  
Fort +16, Ref +10, Will +16  
DR 10/magic; Immune electricity, paralysis, sleep; SR 25

OFFENSE  
Speed 40 ft., fly 200 ft. (poor), swim 40 ft.  
Melee bite +25 (2d8+12/19-20), 2 claws +25 (2d6+8), tail slap +22 (2d6+12), 2 wings +22 (1d8+4)  
Space 15 ft.; Reach 10 ft. (15 ft. with bite)  
Special Attacks breath weapon (50-ft. cone, 14d8 electricity, DC 24), crush (2d8+12)  
Spell-Like Abilities (CL 18th; concentration +22)

At will—fog cloud, obscuring mist, solid fog

Spells Known (CL 7th; concentration +11)

3rd (5/day □□□□□□)—arcane sight, cloak of winds\*  
2nd (7/day □□□□□□□□)—eagle's splendor, glitterdust (DC 16), gust of wind  
1st (7/day □□□□□□□□)—alter winds\*, charm person (DC 15), detect secret doors, erase, true strike  
o (at will)—dancing lights, detect poison, light, message, prestidigitation, read magic, touch of fatigue  
\*This spell is from the Pathfinder RPG Advanced Player's Guide.

STATISTICS  
Str 26, Dex 9, Con 21, Int 16, Wis 20, Cha 19  
Base Atk +18; CMB +28; CMD 37 (41 vs. trip)  
Feats Critical Focus, Dazzling Display, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Skill Focus (Diplomacy), Weapon Focus (bite, claws)  
Skills Appraise +24, Diplomacy +31, Fly +12, Intimidate +25, Knowledge (planes) +24, Perception +26, Sense Motive +26, Stealth +12, Survival +26, Swim +16; Racial Modifiers +8 Swim  
Languages Auran, Common, Draconic, Elven  
SQ cloud form (18 rounds/day)

SPECIAL ABILITIES  
Cloud Form (Su): An adult or older cloud dragon can change itself into a cloudy vapor as a swift action for a number of rounds per day equal to its Hit Dice. This ability functions as gaseous form but the dragon's fly speed is unchanged.

Mist Vision (Su): A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

Frightful Presence (Ex): Against HD 17 or less, range 210 ft., DC 23; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Poor Maneuverability		
45° turn  Cost +5'	Glide  Half Minimum	45° turn  Cost +5'
90° turn  Move Action	Hover  No	90° turn  Move Action
135° turn  Standard Action	180° turn  No	135° turn  Standard Action
Sidescroll Poor Maneuverability		
Ascend  Diagonal Cost	Vertical  Cost +10'	Ascend  Diagonal Cost
Glide  Half Minimum	Hover  No	Glide  Half Minimum
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Gold Dragon, Adult CR 15

XP 51,200  
LG Huge dragon (fire)  
Init +0; Senses dragon senses; Perception +30  
Aura frightful presence (180 ft., DC 24)

DEFENSE  
AC 30, touch 8, flat-footed 30 (+22 natural, -2 size)  
hp 225 (18d12+108)  
Fort +17, Ref +11, Will +18  
DR 5/magic; Immune fire, paralysis, sleep; SR 26  
Weaknesses vulnerability to cold

OFFENSE  
Speed 60 ft., fly 250 ft. (poor), swim 60 ft.  
Melee bite +26 (2d8+15/19-20), 2 claws +26 (2d6+10/19-20), 2 wings +24 (1d8+5), tail +24 (2d6+15)  
Space 15 ft.; Reach 10 ft. (15 ft. with bite)  
Special Attacks breath weapon (50-ft. cone, DC 25, 12d10 fire), crush (small, DC 25, 2d8+15), weakening breath  
Spell-Like Abilities (CL 18th; concentration +23)

At will—bless, daylight, detect evil

Spells Known (CL 7th; concentration +12)

- 3rd (5/day □□□□□)—dispel magic, prayer
- 2nd (7/day □□□□□□□)—aid, cure moderate wounds (DC 17), resist energy
- 1st (7/day □□□□□□□□)—alarm, divine favor, mage armor, shield, shield of faith
- 0 (at will)—detect magic, light, mending, stabilize, mage hand, open/close, and prestidigitation

STATISTICS  
Str 31, Dex 10, Con 23, Int 20, Wis 21, Cha 20  
Base Atk +18; CMB +30; CMD 40 (44 vs. trip)  
Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite, claw), Iron Will, Multiattack, Power Attack, Vital Strike  
Skills Diplomacy +26, Fly +13, Heal +26, Knowledge (arcana) +26, Knowledge (local) +26, Knowledge (nobility) +26, Knowledge (religion) +26, Perception +30, Sense Motive +30, Spellcraft +26, Swim +39  
Languages Celestial, Common, Draconic, 3 more

SPECIAL ABILITIES  
Change Shape (Su): A very young or older gold dragon can assume any animal or humanoid form 3/day as if using polymorph.

Detect Gems (Sp): A young or older gold dragon can detect gems three times per day. This functions as locate object, but can only be used to locate gemstones.

Fast Flight (Ex): A young or older gold dragon is treated as one size category larger when determining his fly speed.

Weakening Breath (Su): Instead of a cone of fire, a gold dragon can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 1 point of Strength damage per age category (Will save half).

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Top Down Poor Maneuverability		
45° turn  Cost +5'	Glide  Half Minimum	45° turn  Cost +5'
90° turn  Move Action	Hover  No	90° turn  Move Action
135° turn  Standard Action	180° turn  No	135° turn  Standard Action
Sidescroll Poor Maneuverability		
Ascend  Diagonal Cost	Vertical  Cost +10'	Ascend  Diagonal Cost
Glide  Half Minimum	Hover  No	Glide  Half Minimum
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Luck (Sp): Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (10 ft. per age category) receives a +1 luck bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon. This ability is the equivalent of a 2nd-level spell.

Frightful Presence (Ex): Against HD 17 or less, range 180 ft., DC 24; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points	Disabled	Negative	Conditions
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Copper Dragon, Old CR 15

**XP** 51,200  
CG Huge dragon (earth)  
**Init** +4; **Senses** dragon senses; Perception +27  
**Aura** frightful presence (240 ft., DC 24), slow (5 ft., DC 25, 1 round)

**DEFENSE**  
**AC** 33, touch 8, flat-footed 33 (+25 natural, -2 size)  
**hp** 237 (19d12+114)  
**Fort** +17, **Ref** +11, **Will** +16  
Defensive Abilities uncanny dodge; **DR** 10/magic; **Immune** acid, paralysis, sleep; **SR** 26

**OFFENSE**  
**Speed** 40 ft., fly 200 ft. (poor); climb stone  
**Melee** bite +26 (2d8+13/19–20), 2 claws +26 (2d6+9/19–20), tail slap +21 (2d6+13), 2 wings +21 (1d8+4)  
**Space** 15 ft.; Reach 10 ft. (15 ft. with bite)  
**Special Attacks** breath weapon (100-ft. line, DC 25, 16d6 acid), crush (2d8+13, DC 25), slow breath  
**Spell-Like Abilities** (CL 19th; concentration +24)

At will— grease (DC 16), hideous laughter (DC 17), stone shape, transmute mud to rock, transmute rock to mud

Sorcerer Spells Known (CL 11th; concentration +16)

- 5th (5/day □□□□□)—mind fog (DC 20), teleport
- 4th (7/day □□□□□□□)—confusion (DC 19), rainbow pattern (DC 20), stone shape
- 3rd (7/day □□□□□□□)—dispel magic, haste, major image (DC 19), tongues
- 2nd (7/day □□□□□□□)—glitterdust (DC 17), invisibility, phantom trap, pyrotechnics, see invisibility
- 1st (8/day □□□□□□□□)—alarm, identify, magic missile, shield, silent image (DC 17)
- 0 (at will)—dancing lights, detect magic, ghost sound (DC 16), light, mage hand, message, open/close, prestidigitation, read magic

**STATISTICS**  
**Str** 29, **Dex** 10, **Con** 23, **Int** 20, **Wis** 21, **Cha** 20  
**Base Atk** +19; **CMB** +30 (+34 trip); **CMD** 40 (46 vs. trip)  
**Feats** Combat Expertise, Greater Trip, Improved Critical (bite, claw), Improved Initiative, Improved Trip, Improved Vital Strike, Power Attack, Spell Focus (Illusion), Vital Strike  
**Skills** Bluff +27, Craft (traps) +35, Diplomacy +27, Fly +14, Knowledge (geography, history) +27, Perception +27 (+35 vs. traps), Perform (comedy) +24, Sense Motive +27, Stealth +14, Use Magic Device +27  
**Languages** Common, Draconic, Dwarven, Elven, Gnome, Halfling  
**SQ** trap master

**SPECIAL ABILITIES**  
**Climb Stone (Ex):** A copper dragon can climb on stone surfaces as though using the spider climb spell.

**Slow Aura (Su):** An old or older copper dragon is surrounded by an aura of slowness. All creatures within 5 feet of the dragon must make a Will save or be affected as per slow for 1 round. An ancient dragon's Aura extends to 10 feet. For great wyrms copper dragons, those opponents that fail their saves are slowed for 1d4 rounds. The DC of this save is equal to the dragon's breath weapon. A copper dragon can suppress or activate this aura at Will as a free action.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Top Down Poor Maneuverability		
45° turn  Cost +5'	Glide  Half Minimum	45° turn  Cost +5'
90° turn  Move Action	Hover  No	90° turn  Move Action
135° turn  Standard Action	180° turn  No	135° turn  Standard Action
Sidescroll Poor Maneuverability		
Ascend  Diagonal Cost	Vertical  Cost +10'	Ascend  Diagonal Cost
Glide  Half Minimum	Hover  No	Glide  Half Minimum
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

**Slow Breath (Su):** Instead of a line of acid, a copper 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 plus 1 round per age category of the dragon.

**Trap Master (Ex):** A juvenile or older copper dragon receives a +1 bonus per age category on Craft (traps) and Perception checks made to locate a trap. Upon becoming a mature adult, he can also use Disable Device to disarm magic traps as if he had the rogue's Trapfinding class feature.

**Frightful Presence (Ex):** Against HD 18 or less, range 240 ft., DC 24; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points	Disabled	Negative	Conditions
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Forest Dragon, Mature Adult CR 15

**XP** 51,200  
CE Huge dragon (earth)  
**Init** +4; **Senses** dragon senses, tremorsense 60 ft.; Perception +25  
**Aura** frightful presence (210 ft., DC 22)

**DEFENSE**  
**AC** 33, touch 8, flat-footed 33 (+25 natural, -2 size)  
**hp** 256 (19d12+133)  
**Fort** +17, **Ref** +11, **Will** +16  
**DR** 5/adamantine; **Immune** paralysis, poison, sleep; **SR** 26

**OFFENSE**  
**Speed** 40 ft., burrow 20 ft., climb 30 ft., fly 200 ft. (poor)  
**Melee** bite +28 (2d8+15/19-20), 2 claws +27 (2d6+10), gore +27 (2d6+15), tail slap +25 (2d6+15)  
**Space** 15 ft.; Reach 10 ft. (15 ft. with bite and gore)  
**Special Attacks** breath weapon (60-ft. cone, 14d6 piercing damage, DC 25) crush (DC 27, 2d8+15)  
**Spell-Like Abilities** (CL 19th; concentration +23)

At will—entangle (DC 14), blight (DC 18), pass without trace

**Spells Known** (CL 9th; concentration +13)

4th (4/day ☐☐☐☐)—charm monster (DC 17), solid fog  
3rd (7/day ☐☐☐☐☐☐)—lightning bolt (DC 16), wind wall, stinking cloud (DC 16)  
2nd (7/day ☐☐☐☐☐☐)—fog cloud, hideous laughter, invisibility, touch of idiocy  
1st (7/day ☐☐☐☐☐☐☐)—hypnotism (DC 14), obscuring mist, magic missile, ray of enfeeblement (DC 14), shield  
o (at-will)—daze (DC 13), detect magic, ghost sound, mage hand, mending, read magic, resistance, touch of fatigue

**STATISTICS**  
**Str** 31, **Dex** 10, **Con** 22, **Int** 16, **Wis** 17, **Cha** 16  
**Base Atk** +19; **CMB** +31; **CMD** 41 (45 vs. trip)  
**Feats** Improved Critical (bite), Improved Initiative, Improved Natural Armor, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Stealthy, Toughness, Weapon Focus (bite)  
**Skills** Acrobatics +19 (+23 when jumping), Bluff +25, Climb +40, Escape Artist +2, Fly -8, Intimidate +25, Knowledge (arcana) +16, Knowledge (nature) +15, Perception +25, Spellcraft +25, Stealth +20, Survival +25  
**Languages** Common, Draconic, Elven, Goblin, Sylvan  
**SQ** change shape, sound imitation, woodland stride

**SPECIAL ABILITIES**  
**Change Shape (Su):** An adult or older forest dragon can assume any humanoid form three times per day as if using polymorph.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Top Down Poor Maneuverability		
45° turn  Cost +5'	Glide  Half Minimum	45° turn  Cost +5'
90° turn  Move Action	Hover  No	90° turn  Move Action
135° turn  Standard Action	180° turn  No	135° turn  Standard Action
Sidescroll Poor Maneuverability		
Ascend  Diagonal Cost	Vertical  Cost +10'	Ascend  Diagonal Cost
Glide  Half Minimum	Hover  No	Glide  Half Minimum
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

**Sound Imitation (Ex):** A very young or older forest dragon can mimic any voice or sound it has heard by making a successful Bluff check against the listener's Sense Motive check.

**Woodland Stride (Ex):** As the druid ability of the same name.

**Frightful Presence (Ex):** Against HD 18 or less, range 210 ft., DC 22; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points	Disabled	Negative	Conditions
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**XP** 76,800  
**N** Huge dragon  
**Init** +4; **Senses** dragon senses; Perception +28  
**Aura** frightful presence (210 ft., DC 25)

**AC** 33, touch 8, flat-footed 33 (natural +25, size -2)

Fort +18, Ref +14, Will +19

**Speed** 50 ft., fly 200 ft. (poor)

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

### Spell-Like Abilities (CL 20th; concentration +25)

**Spells Known** (CL 9th; concentration +14)

4th (5/day □□□□□)—lesser geas (DC 19), rainbow pattern (DC 19)

3rd (7/day □□□□□□)—hold person (DC 18), lightning bolt (DC 18), suggestion (DC 18)

2nd (7/day □□□□□□)—detect thoughts (DC 17), fog cloud, hideous laughter (DC 17), scorching ray

1st (8/day □□□□□□□)—charm person (DC 16), chill touch (DC 16), color spray (DC 16), endure elements, true strike

o (at will)—daze (DC 15), detect magic, flare (DC 15), ghost sound, mending, message, read magic, resistance

**Str 33, Dex 10, Con 23, Int 20, Wis 21, Cha 20**

**Base Atk** +20; **CMB** +33; **CMD** 43 (47 vs. trip)

**Feats** Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Persuasive, Weapon Focus (bite, claw)

**Skills** Appraise +28, Bluff +28, Diplomacy +32, Fly -8, Heal +28, Intimidate +32, Knowledge (arcana, history, nobility) +28, Perception +28, Sense Motive +28, Spellcraft +28

**Languages** Abyssal, Auran, Celestial, Common, Draconic, Infernal

SQ change shape, dogmatic discordance

**Change Shape (Su):** A young or older sovereign dragon can assume any humanoid form three times per day as polymorph.

**Dogmatic Discordance (Su):** Good or evil creatures take a -2 penalty when making saving throws against a sovereign dragon's spells, spell-like abilities, breath weapon, and aura.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Violent Retort (Ex):** When a young or older sovereign 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.

**Frightful Presence (Ex):** Against HD 19 or less, range 210 ft., DC 25; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points								Disabled	Negative	Conditions																																																															
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Sky Dragon, Old CR 16

XP 76,800  
LG Gargantuan dragon (air)  
Init +3; Senses cloud sight, dragon senses; Perception +35  
Aura frightful presence (240 ft., DC 26)

DEFENSE  
AC 32, touch 5, flat-footed 32 (Dex -1, natural +27, size -4)  
hp 250 (20d12+120)  
Fort +18, Ref +13, Will +20  
DR 10/magic; Immune electricity, paralysis, sleep; SR 27

OFFENSE  
Speed 40 ft., fly 250 ft. (good)  
Melee bite +27 (4d6+15/19-20), 2 claws +26 (2d8+10), gore +26 (2d8+15), tail slap +24 (2d8+15)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite and gore)  
Special Attacks breath weapon (60 ft. cone, 16d8 electricity, DC 26), crush (DC 26, 4d6+15), primal lightning, tail sweep (DC 26, 2d6+15)  
Spell-Like Abilities (CL 20th; concentration +26)

At will—call lightning storm (DC 21), detect evil, feather fall, gust of wind (DC 18)

Spells Known (CL 11th; concentration +17)

5th (5/day □□□□□)—cloudkill (DC 21), teleport  
4th (7/day □□□□□□□)—dimension door, greater invisibility, rainbow pattern (DC 20)  
3rd (7/day □□□□□□□)—blink, lightning bolt (DC 19), sleet storm (DC 19), wind wall  
2nd (8/day □□□□□□□□)—daze monster (DC 18), fog cloud, glitterdust (DC 18), invisibility, resist energy  
1st (8/day □□□□□□□□□)—endure elements, expeditious retreat, magic missile, obscuring mist, shocking grasp  
0 (at will)—detect magic, disrupt undead, mage hand, mending, message, ray of frost, read magic

STATISTICS  
Str 31, Dex 8, Con 23, Int 22, Wis 23, Cha 22  
Base Atk +20; CMB +34; CMD 43 (47 vs. trip)  
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Lunge, Multiattack, Skill Focus (Perception), Weapon Focus (bite)  
Skills Acrobatics +19, Diplomacy +29, Fly +20, Heal +29, Knowledge (arcana, geography, planes, religion) +29, Perception +35, Perform (sing) +26, Sense Motive +29, Spellcraft +29  
Languages Auran, Celestial, Common, Draconic, Elven, Infernal, Sylvan  
SQ borne aloft, change shape

SPECIAL ABILITIES  
Borne Aloft (Su): Old or younger sky dragons fly with good maneuverability while all older sky dragons have perfect.  
Change Shape (Su): A young or older sky dragon can assume any humanoid form three times per day as if using polymorph.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points								Disabled	Negative	Conditions
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Top Down Good Maneuverability		
45° turn Cost +5'	Glide Zero Minimum	45° turn Cost +5'
90° turn Cost +5'	Hover Move Action	90° turn Cost +5'
135° turn Cost +10'	180° turn Move Action	135° turn Cost +10'
Sidescroll Good Maneuverability		
Ascend Diagonal Cost	Vertical Cost +5'	Ascend Diagonal Cost
Glide Zero Minimum	Hover Move Action	Glide Zero Minimum
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? Yes / Turn Around: Swift Action		

Cloud Sight (Su): A very young or older sky dragon's sight is not impeded by clouds or fog, or by spells that create areas of fog.  
Primal Lightning (Su): An old or older sky dragon's breath weapon can affect creatures normally immune or resistant to electricity damage. A creature immune to electricity damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' electricity resistance is treated as 10 less than normal.

Frightful Presence (Ex): Against HD 19 or less, range 240 ft., DC 26; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Cloud Dragon, Old CR 16

XP 76,800  
CN Gargantuan dragon (air)  
Init +2; Senses dragon senses, mist vision; Perception +29  
Aura frightful presence (240 ft., DC 25)

DEFENSE  
AC 30, touch 4, flat-footed 30 (−2 Dex, +26 natural, −4 size)  
hp 250 (20d12+120)  
Fort +18, Ref +10, Will +18  
DR 10/magic; Immune electricity, paralysis, sleep; SR 27

OFFENSE  
Speed 40 ft., fly 250 ft. (clumsy), swim 40 ft.  
Melee bite +26 (4d6+13/19-20), 2 claws +26 (2d8+9), tail slap +23 (2d8+13), 2 wings +23 (2d6+4)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite)  
Special Attacks breath weapon (60-ft. cone, 16d8 electricity, DC 26), crush (4d6+13), tail sweep (2d6+13)  
Spell-Like Abilities (CL 20th; concentration +25)

At will—fog cloud, obscuring mist, solid fog 3/day—cloudkill (DC 20)

Spells Known (CL 9th; concentration +14)

- 4th (5/day □□□□□)—ice storm, river of wind\*
  - 3rd (7/day □□□□□□□)—arcane sight, cloak of winds\*, stinking cloud (DC 18)
  - 2nd (7/day □□□□□□□)—eagle's splendor, glitterdust (DC 17), gust of wind, see invisibility
  - 1st (8/day □□□□□□□□□)—alter winds\*, charm person (DC 16), detect secret doors, erase, true strike
  - o (at will)—dancing lights, detect poison, light, mage hand, message, prestidigitation, read magic, touch of fatigue
- \* This spell is from the Pathfinder RPG Advanced Player's Guide.

STATISTICS  
Str 28, Dex 7, Con 23, Int 18, Wis 22, Cha 21  
Base Atk +20; CMB +33; CMD 41 (45 vs. trip)  
Feats Critical Focus, Dazzling Display, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Skill Focus (Diplomacy), Stunning Critical, Weapon Focus (bite, claws)  
Skills Appraise +27, Diplomacy +34, Fly +7, Intimidate +28, Knowledge (planes) +27, Perception +29, Sense Motive +29, Stealth +9, Survival +29, Swim +40; Racial Modifiers +8 Swim  
Languages Auran, Common, Draconic, Elven, Sylvan  
SQ cloud form (20 rounds/day)

SPECIAL ABILITIES  
Cloud Form (Su): An adult or older cloud dragon can change itself into a cloudy vapor as a swift action for a number of rounds per day equal to its Hit Dice. This ability functions as gaseous form but the dragon's fly speed is unchanged.

Mist Vision (Su): A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

Frightful Presence (Ex): Against HD 19 or less, range 240 ft., DC 25; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Clumsy Maneuverability		
45° turn Cost +10'	Glide Fly Speed	45° turn Cost +10'
90° turn Standard Action	Hover No	90° turn Standard Action
135° turn No	180° turn No	135° turn No
Sidescroll Clumsy Maneuverability		
Ascend Diagonal Cost	Vertical No	Ascend Diagonal Cost
Glide Fly Speed	Hover No	Glide Fly Speed
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points								Disabled	Negative	Conditions
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Bronze Dragon, Very Old CR 17

XP 102,400  
LG Gargantuan dragon (water)  
Init +3; Senses dragon senses; Perception +35  
Aura electricity Aura (5 ft., 1d6 electricity), frightful presence (270 ft., DC 27)

DEFENSE  
AC 34, touch 5, flat-footed 34 (-1 Dex, +29 natural, -4 size)  
hp 275 (22d12+132)  
Fort +19, Ref +12, Will +19  
DR 15/magic; Immune electricity, paralysis, sleep; SR 28

OFFENSE  
Speed 40 ft., fly 250 ft. (clumsy); swim 60 ft.  
Melee bite +29 (4d6+16/19–20), 2 claws +29 (2d8+11), tail slap +27 (2d8+16), 2 wings +27 (2d6+5)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite)  
Special Attacks breath weapon (120-ft. line, DC 27, 18d6 electricity), crush (4d6+16, DC 27), repulsion breath, tail sweep (2d6+16, DC 27)  
Spell-Like Abilities (CL 22nd; concentration +28)

At will— create food and water, detect thoughts (DC 18), fog cloud, speak with animals

Sorcerer Spells Known (CL 13th; concentration +19)

6th (5/day □□□□□□)— mass suggestion (DC 22), mislead  
5th (7/day □□□□□□□□)— interposing hand, mind fog, teleport  
4th (7/day □□□□□□□□)— dimension door, ice storm, solid fog, stoneskin  
3rd (7/day □□□□□□□□)— dispel magic, heroism, slow (DC 19), suggestion  
2nd (8/day □□□□□□□□□□)— blur, gust of wind, invisibility, mirror image, web  
1st (8/day □□□□□□□□□□)— alarm, mage armor, obscuring mist, shield, true strike  
o (at will)— detect magic, detect poison, light, mage hand, mending, message, read magic, resistance, prestidigitation

STATISTICS  
Str 33, Dex 8, Con 23, Int 22, Wis 23, Cha 22  
Base Atk +22; CMB +37; CMD 46 (50 vs. trip)  
Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Vital Strike  
Skills Diplomacy +31, Fly +10, Handle Animal +28, Intimidate +31, Knowledge (arcana, geography, history) +31, Perception +35, Sense Motive +35, Spellcraft +31, Stealth +12, Swim +44; Racial Modifiers +8 Swim  
Languages Aquan, Common, Draconic, Elven, Gnome, 2 more  
SQ change shape (animal or humanoid, polymorph), water breathing, wave mastery (90 min)

SPECIAL ABILITIES  
Electricity Aura (Su): An old or older bronze dragon has an aura of electricity. All creatures within 5 feet take 1d6 points of electricity damage at the start of the dragon's turn. An ancient dragon's aura is 10 feet. A great wyrm's damage increases to 2d6. A bronze dragon can suppress this aura at will.

Repulsion Breath (Su): Instead of a line of electricity, a bronze dragon can breathe a cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category. This is a mind-affecting compulsion effect.

Frightful Presence (Ex): Against HD 21 or less, range 270 ft., DC 27; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Top Down Clumsy Maneuverability		
45° turn Cost +10'	Glide Fly Speed	45° turn Cost +10'
90° turn Standard Action	Hover No	90° turn Standard Action
135° turn No	180° turn No	135° turn No
Sidescroll Clumsy Maneuverability		
Ascend Diagonal Cost	Vertical No	Ascend Diagonal Cost
Glide Fly Speed	Hover No	Glide Fly Speed
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Water Breathing (Ex): A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Wave Mastery (Su): For up to 10 minutes per age category per day, a juvenile bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Hit Points	Disabled	Negative	Conditions
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Blue Dragon, Very Old CR 17

XP 102,400  
LE Gargantuan dragon (earth)  
Init +3; Senses dragon senses; Perception +29  
Aura electricity (10ft., 1d6 electricity), frightful presence (270 ft., DC 25)

DEFENSE  
AC 34, touch 5, flat-footed 34 (-1 Dex, +29 natural, -4 size)  
hp 275 (22d12+132)  
Fort +19, Ref +12, Will +17  
DR 15/magic; Immune electricity, paralysis, sleep; SR 28

OFFENSE  
Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)  
Melee bite +30 (4d6+16/19-20), 2 claws +29 (2d8+11), 2 wings +27 (2d6+5), tail slap +27 (2d8+16)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite)  
Special Attacks breath weapon (120-ft. line, DC 27, 18d8 electricity), crush (Medium creatures, DC 27, 4d6+16), desert thirst (DC 27), mirage, tail sweep (Small creatures, DC 27, 2d6+16)  
Spell-Like Abilities (CL 22nd; concentration +26)

At will—ghost sound (DC 14),hallucinatory terrain (DC 18), minor image (DC 16), ventriloquism (DC 15)

Spells Known (CL 11th; concentration +15)

5th (4/day □□□□) —persistent image, hold monster (DC 19)  
4th (7/day □□□□□□□) —dimension door, enervation, fire shield  
3rd (7/day □□□□□□□) —dispel magic, displacement, haste, vampiric touch  
2nd (7/day □□□□□□□) —darkness, false life, invisibility, resist energy, shatter  
1st (7/day □□□□□□□) —alarm, mage armor, shield, true strike, unseen servant  
0 (at will) —arcane mark, bleed (DC 14), detect magic, light, mage hand, mending, message, read magic, resistance

STATISTICS  
Str 33, Dex 8, Con 23, Int 18, Wis 19, Cha 18  
Base Atk +22; CMB +37; CMD 46 (50 vs. trip)  
Feats Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Quicken Spell, ShatterDEFENSEs, Weapon Focus (bite)  
Skills Bluff +29, Fly +10, Intimidate +29, Knowledge (arcana) +29, Knowledge (geography) +29, Knowledge (local) +29, Perception +29, Spellcraft +29, Stealth +12, Survival +29  
Languages Auran, Common, Draconic, Giant, Ignan  
SQ sound imitation

SPECIAL ABILITIES  
Desert Thirst (Su): A blue dragon can cast create water at Will (CL 22). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 27) or be destroyed.

Electricity Aura (Su): A very old blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.

Dragon Senses (Ex): Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Top Down Clumsy Maneuverability		
45° turn  Cost +10'	Glide  Fly Speed	45° turn  Cost +10'
90° turn  Standard Action	Hover  No	90° turn  Standard Action
135° turn  No	180° turn  No	135° turn  No
Sidescroll Clumsy Maneuverability		
Ascend  Diagonal Cost	Vertical  No	Ascend  Diagonal Cost
Glide  Fly Speed	Hover  No	Glide  Fly Speed
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Mirage (Su): A very old blue dragon can make itself appear to be in two places at once as a free action for 22 rounds per day. This ability functions as project image but the dragon can use its breath weapon through the mirage.

Sound Imitation (Ex): A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Frightful Presence (Ex): Against HD 21 or less, range 270 ft., DC 25; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Hit Points	Disabled	Negative	Conditions
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Black Dragon, Wyrm CR 17

**XP** 102,400  
**CE** Huge dragon (water)  
**Init** +3; **Senses** dragon senses; Perception +31  
**Aura** frightful presence (330 ft., DC 26)

**DEFENSE**  
**AC** 40, touch 7, flat-footed 40 (-1 Dex, +33 natural, -2 size)  
**hp** 324 (24d12+168)  
**Fort** +21, **Ref** +13, **Will** +19  
**DR** 20/magic; **Immune** acid, paralysis, sleep, **SR** 28

**OFFENSE**  
**Speed** 60 ft., fly 200 ft. (poor), swim 60 ft.  
**Melee** bite +35 (2d8+18 plus 4d6 acid), 2 claws +34 (2d6+12), 2 wings +32 (1d8+6), tail slap +32 (2d6+18)  
**Space** 15 ft.; Reach 10 ft. (15 ft. with bite)  
**Special Attacks** acid pool (55-ft. radius), acidic bite, breath weapon (100-ft. line, DC 29, 2d6 acid), corrupt water, crush (Small creatures, DC 29, 2d8+18)  
**Spell-Like Abilities** (CL 24th, concentration +28)

At will—darkness (110-ft. radius), insect plague, plant growth

**Spells Known** (CL 13th, concentration +17)

- 6th (4/day □□□□)—acid fog, contingency
- 5th (6/day □□□□□□)—cone of cold (DC 19), dominate person, wall of force
- 4th (7/day □□□□□□□)—arcane eye, black tentacles, dimension door, enervation
- 3rd (7/day □□□□□□□)—dispel magic, heroism, hold person (DC 17), slow (DC 17)
- 2nd (7/day □□□□□□□)—blur, glitterdust (DC 16), invisibility, summon swarm, whispering wind
- 1st (7/day □□□□□□□)—alarm, mage armor, magic missile, obscuring mist, true strike
- o (at will)—dancing lights, detect magic, light, mage hand, mending, message, prestidigitation, read magic, resistance

**STATISTICS**  
**Str** 35, **Dex** 8, **Con** 25, **Int** 18, **Wis** 21, **Cha** 18  
**Base Atk** +24; **CMB** +38; **CMD** 47 (51 vs. trip)  
**Feats** Alertness, Combat Expertise, Flyby Attack, Greater Vital Strike, Improved Initiative, Improved Natural Attack (Bite), Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)  
**Skills** Fly +18, Handle Animal +28, Intimidate +31, Knowledge (arcana) +31, Knowledge (history) +31, Knowledge (geography) +31, Perception +34, Spellcraft +31, Stealth +24, Swim +47; **Racial Modifiers** +8 Swim  
**Languages** Common, Draconic, Giant, Goblin, Orc  
**SQ** speak with reptiles, swamp stride, water breathing

Top Down Poor Maneuverability		
45° turn  Cost +5'	Glide  Half Minimum	45° turn  Cost +5'
90° turn  Move Action	Hover  No	90° turn  Move Action
135° turn  Standard Action	180° turn  No	135° turn  Standard Action
Sidescroll Poor Maneuverability		
Ascend  Diagonal Cost	Vertical  Cost +10'	Ascend  Diagonal Cost
Glide  Half Minimum	Hover  No	Glide  Half Minimum
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Standard Action		

Hit Points	Disabled	Negative	Conditions
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## Black Dragon, Wyrms CR 17

### SPECIAL ABILITIES

**Acid Pool (Su):** An ancient or older black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 55 feet. When an acid pool is created, anyone inside its area takes 2d6 points of acid damage (Reflex half). Any creature that starts its turn touching this pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved (10d6 round 2, 5d6 round 3, 2d6 round 4, 1d6 round 5) until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.

**Acidic Bite (Su):** At old age, a black dragon's bite deals an additional 2d6 points of acid damage. An ancient dragon's damage increases to 4d6, and a great wyrms to 6d6.

**Corrupt Water (Sp):** Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to the dragon's frightful presence) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

**Crush (Ex):** A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus  $1\frac{1}{2}$  times the dragon's Strength bonus.

**Speak with Reptiles (Sp):** A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as speak with animals, but only with reptilian animals.

**Swamp Stride (Ex):** A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

**Water Breathing (Ex):** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 23 or less, range 330 ft., DC 26; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Sea Dragon, Wyrms CR 18

XP 153,600  
CG Gargantuan dragon (water)  
Init +2; Senses dragon senses; Perception +39  
Aura frightful presence (330 ft., DC 29)

DEFENSE  
AC 39, touch 4, flat-footed 39 (-2 Dex, +35 natural, -4 size)  
hp 337 (25d12+175)  
Fort +23, Ref +14, Will +21  
DR 20/magic; Immune electricity, paralysis, sleep; SR 29

OFFENSE  
Speed 40 ft., fly 250 ft. (clumsy), swim 100 ft.  
Melee bite +36 (4d6+19), 2 claws +35 (2d8+13), gore +35 (2d8+19), tail slap +32 (2d8+19)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite and gore)  
Special Attacks breath weapon (60-ft. cone, 22d6 fire damage, DC 29), crush (DC 29, 4d6+19), tail sweep (DC 29, 2d6+19), torrent breath  
Spell-Like Abilities (CL 25th; concentration +32)

At will—control water, call lightning (DC 20), create water, hydraulic push, water walk

Spells Known (CL 17th; concentration +24)

8th (4/day □□□□)—polar ray (DC 25), seamantle  
7th (7/day □□□□□□□)—insanity (DC 24), ki shout (DC 24), plane shift (DC 24)  
6th (7/day □□□□□□□)—chain lightning (DC 23), freezing sphere (DC 23), forceful hand  
5th (7/day □□□□□□□)—cone of cold (DC 22), dream, mind fog (DC 22), persistent image (DC 22)  
4th (7/day □□□□□□□)—black tentacles, confusion (DC 21), lesser geas (DC 21), rainbow pattern (DC 21)  
3rd (8/day □□□□□□□□)—haste, hold person (DC 20), lightning bolt (DC 20), sleet storm  
2nd (8/day □□□□□□□□)—gust of wind (DC 19), mirror image, obscure object, scare (DC 19), see invisibility  
1st (8/day □□□□□□□□)—charm person (DC 18), chill touch, color spray (DC 18), expeditious retreat, sleep  
o (at will)—acid splash, daze (DC 17), detect magic, ghost sound, mage hand, message, ray of frost, read magic, resistance

STATISTICS  
Str 37, Dex 6, Con 25, Int 24, Wis 25, Cha 24  
Base Atk +25; CMB +42; CMD 50 (54 vs. trip)  
Feats Alertness, Flyby Attack, Great Fortitude, Greater Weapon Focus (bite), Hover, Improved Initiative, Lightning Reflexes, Lunge, Multiattack, Snatch, Weapon Focus (bite, claws, gore)  
Skills Bluff +35, Diplomacy +35, Fly +12, Intimidate +35, Knowledge (arcana, geography, history, nature) +35, Perception +39, Sense Motive +35, Stealth +14, Survival +35, Swim +49  
Languages Aquan, Auran, Celestial, Common, Draconic, Elven, Gnome, Sylvan  
SQ change shape, sea strider, unfettered swimmer, water breathing

Top Down Clumsy Maneuverability		
45° turn Cost +10'	Glide Fly Speed	45° turn Cost +10'
90° turn Standard Action	Hover No	90° turn Standard Action
135° turn No	180° turn No	135° turn No
Sidescroll Clumsy Maneuverability		
Ascend Diagonal Cost	Vertical No	Ascend Diagonal Cost
Glide Fly Speed	Hover No	Glide Fly Speed
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Hit Points	Disabled	Negative	Conditions
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## Sea Dragon, Wyrms CR 18

### SPECIAL ABILITIES

**Change Shape (Su):** A young or older sea dragon can assume any humanoid form three times per day as if using polymorph.

**Sea Strider (Su):** Three times per day as a standard action, an old or older sea dragon can move from one body of water to another as if using the teleport spell (self only).

**Frightful Presence (Ex):** Against HD 24 or less, range 330 ft., DC 29; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

**Torrent Breath (Su):** Instead of a cone of super-heated steam, a very young or older sea dragon can breathe a line of pressurized water twice the length of the sea dragon's cone breath weapon. This line deals bludgeoning damage.

**Unfettered Swimmer (Su):** A juvenile sea dragon gains a 10-foot bonus to its swim speed. The sea dragon's swim speed continues to increase by an additional 10 feet every two age categories. Furthermore, while swimming, the sea dragon is treated as if under the effects of the spell freedom of movement.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

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## Crystal Dragon, Great Wyrms CR 18

### SPECIAL ABILITIES

**Razor Sharp (Sp):** All of a crystal dragon's natural attacks deal slashing damage.

**Ray Reflection (Ex):** An ancient crystal dragon's scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon's spell resistance.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 24 or less, range 360 ft., DC 31; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

**Scintillating Aura (Su):** A great wyrms 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.

White Dragon, Great Wyrm CR 18

**XP** 153,600  
**CE** Gargantuan dragon (cold)  
**Init** +3; **Senses** dragon senses, snow vision; Perception +37  
**Aura** cold (10 ft., 2d6 cold damage), frightful presence (360 ft., DC 26)

**DEFENSE**  
**AC** 40, touch 5, flat-footed 40 (-1 Dex, +35 natural, -4 size)  
**hp** 362 (25d12+200)  
**Fort** +22, **Ref** +15, **Will** +19  
**DR** 20/magic; **Immune** cold, paralysis, sleep; **SR** 29  
**Weaknesses** Vulnerability to fire

**OFFENSE**  
**Speed** 60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.  
**Melee** bite +35 (4d6+19/19-20), 2 claws +34 (2d8+13), 2 wings +29 (2d6+6), tail slap +29 (2d8+19)  
**Space** 20 ft.; Reach 15 ft. (20 ft. with bite)  
**Special Attacks** breath weapon (60-ft. cone, DC 30, 24d4 cold), crush (Medium creatures, DC 30, 4d6+19), freezing fog (3/day, DC 20), ice tomb (1/day, DC 23), tail sweep (Small creatures, DC 30, 2d6+19)  
**Spell-Like Abilities** (CL 25th; concentration +29)

At will—control weather, fog cloud, gust of wind, wall of ice (DC 18)

**Spells Known** (CL 13th; concentration +17, touch +34)

6th (4/day □□□□)—guards and wards, mislead  
5th (6/day □□□□□□)—feeblemind, hold monster, wall of force  
4th (7/day □□□□□□□)—blink, charm monster (DC 18), dimension door, stoneskin  
3rd (7/day □□□□□□□)—dispel magic, displacement, lightning bolt (DC 17), slow  
2nd (7/day □□□□□□□)—blur, fog cloud, invisibility, resist energy, see invisibility  
1st (7/day □□□□□□□)—alarm, grease (DC 15), magic aura, shield, true strike  
0 (at will)—acid splash, dancing lights, detect magic, ghost sound, mage hand, mending, message, ray of frost, resistance

**STATISTICS**  
**Str** 37, **Dex** 8, **Con** 27, **Int** 18, **Wis** 21, **Cha** 18  
**Base Atk** +25; **CMB** +42 (+46 sunder); **CMD** 51 (55 vs. sunder, 55 vs. trip)  
**Feats** Alertness, Flyby Attack, Greater Sunder, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite), Wingover  
**Skills** Fly +13, Intimidate +32, Knowledge (arcana) +32, Knowledge (history) +32, Perception +37, Sense Motive +37, Spellcraft +32, Stealth +15, Survival +33, Swim +43; **Racial Modifiers** +8 Swim  
**Languages** Common, Draconic, Dwarven, Giant, Orc  
**SQ** icewalking, ice shape

Top Down Clumsy Maneuverability		
45° turn Cost +10'	Glide Fly Speed	45° turn Cost +10'
90° turn Standard Action	Hover No	90° turn Standard Action
135° turn No	180° turn No	135° turn No
Sidescroll Clumsy Maneuverability		
Ascend Diagonal Cost	Vertical No	Ascend Diagonal Cost
Glide Fly Speed	Hover No	Glide Fly Speed
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Hit Points	Disabled	Negative	Conditions
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## White Dragon, Great Wyrms CR 18

### SPECIAL ABILITIES

**Blizzard (Su):** An ancient 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-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

**Freezing Fog (Sp):** An old white dragon can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery 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 young 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.

**Ice Tomb (Sp):** A great wyrms can, as a standard action, cause a creature to sink into ice. This works as imprisonment, but only while the target is touching an icy surface. A white dragon can use this ability once per day (CL equals dragon's HD). Targets entombed by this ability can be freed by casting freedom or by physically freeing the creature from the ice (Hardness 0, 360 hit points). The save DC is Charisma-based.

**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 with a climb speed of 20 without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Snow Vision (Ex):** A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 24 or less, range 360 ft., DC 26; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.



Brass Dragon, Great Wyrms CR 19

**XP** 204,800  
CG Gargantuan dragon (fire)  
**Init** +3; **Senses** blindsense 60 ft., dragon senses; Perception +39  
**Aura** fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 29)

**DEFENSE**  
**AC** 41, touch 5, flat-footed 41 (-1 Dex, +36 natural, -4 size)  
**hp** 377 (26d12+208)  
**Fort** +23, **Ref** +14, **Will** +21  
**DR** 20/magic; **Immune** fire, paralysis, sleep; **SR** 30  
**Weaknesses** vulnerability to cold

**OFFENSE**  
**Speed** 60 ft., burrow 30 ft., fly 250 ft. (clumsy)  
**Melee** bite +35 (4d6+19), 2 claws +35 (2d8+13), 2 wings +33 (2d6+7), tail slap +33 (2d8+19)  
**Space** 20 ft.; Reach 20 ft. (25 ft. with bite)  
**Special Attacks** breath weapon (120-ft. line, DC 31, 24d4 fire), crush (medium creatures, DC 31, 4d6+19), desert wind, sandstorm, sleep breath, summon djinni, tail sweep (small creatures, DC 31, 2d6+19)  
**Spell-Like Abilities** (CL 26th; concentration +32)

At will– control weather, control winds, endure elements, speak with animals, suggestion (DC 19), whirlwind

**Sorcerer Spells Known** (CL 19th; concentration +25)

9th (4/day □□□□)–dominate monster (DC 27), power word kill  
8th (6/day □□□□□□)–demand (DC 26), discern location, power word stun  
7th (6/day □□□□□□)–greater teleport, mass hold person (DC 25), power word blind  
6th (7/day □□□□□□□)–forceful hand, geas, greater dispel magic  
5th (7/day □□□□□□□)–contact other plane, dominate person (DC 23), mirage arcana, prying eyes  
4th (7/day □□□□□□□)–charm monster (DC 22), confusion (DC 22), dimensional anchor, locate creature  
3rd (7/day □□□□□□□)–displacement, heroism, hold person (DC 20), tongues  
2nd (8/day □□□□□□□□)–alter self, detect thoughts (DC 18), locate object, resist energy, see invisibility  
1st (8/day □□□□□□□□)–alarm, charm person (DC 19), protection from evil, shield, ventriloquism  
o (at will)–arcane mark, dancing lights, detect magic, detect poison, ghost sound (DC 16), mage hand, message, prestidigitation, read magic

**STATISTICS**  
**Str** 37, **Dex** 8, **Con** 27, **Int** 22, **Wis** 23, **Cha** 22  
**Base Atk** +26; **CMB** +43; **CMD** 52 (56 vs. trip)  
**Feats** Alertness, Flyby Attack, Hover, Greater Spell Focus (enchantment), Greater Spell Penetration, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell, Spell Focus (enchantment), Spell Penetration, Vital Strike  
**Skills** Bluff +35, Diplomacy +35, Fly +14, Heal +35, Knowledge (geography) +35, Knowledge (history) +35, Knowledge (local) +35, Linguistics +35, Perception +39, Sense Motive +39, Spellcraft +35, Survival +35  
**Languages** Common, Draconic, plus any 31 more  
**SQ** move sand

Top Down Clumsy Maneuverability		
45° turn  Cost +10'	Glide  Fly Speed	45° turn  Cost +10'
90° turn  Standard Action	Hover  No	90° turn  Standard Action
135° turn  No	180° turn  No	135° turn  No
Sidescroll Clumsy Maneuverability		
Ascend  Diagonal Cost	Vertical  No	Ascend  Diagonal Cost
Glide  Fly Speed	Hover  No	Glide  Fly Speed
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Hit Points	Disabled	Negative	Conditions
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## Brass Dragon, Great Wyrms CR 19

### SPECIAL ABILITIES

**Desert Wind (Su):** A juvenile or older brass dragon can call up the desert wind to serve him. This functions as gust of wind, but any creature in its path must make a Fortitude save (DC 31) or be blinded for 1d4 rounds by the sand.

**Fire Aura (Su):** An old or older brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 points of fire damage at the beginning of the dragon's turn. An ancient brass dragon's aura extends to 10 feet. A great wyrms damage increases to 2d6. A brass dragon can suppress or activate this aura at Will as a free action.

**Move Sand (Su):** A young or older brass dragon can move sand to excavate ruins or hide treasures. This functions as move earth, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 25 or less, range 360 ft., DC 29; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

**Sandstorm (Su):** An ancient or older brass dragon can create a powerful sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute per age category of the dragon. This functions as a sandstorm (Pathfinder RPG Core Rulebook 431), except that it is also accompanied by windstorm-level winds.

**Sleep Breath (Su):** Instead of a line of fire, a brass dragon can breathe a 60 ft. cone of sleep gas. Creatures within the cone must succeed on a Will save or fall asleep for 1d6+12 rounds.

**Summon Djinni (Sp):** This ability, usable by a great wyrms brass dragon once per day, works like a summon monster spell, except that it summons one noble djinni. This ability is the equivalent of a 9th-level spell.

Brine Dragon, Great Wyrms CR 19

































































**XP** 204,800  
LN Gargantuan dragon (water)  
**Init** +2; **Senses** dragon senses; Perception +35  
**Aura** frightful presence (360 ft., DC 29)

**DEFENSE**  
**AC** 40, touch 4, flat-footed 40 (-2 Dex, +36 natural, -4 size)  
**hp** 351 (26d12+182)  
**Fort** +22, **Ref** +15, **Will** +21  
**DR** 20/magic; **Immune** acid, paralysis, sleep; **SR** 30

**OFFENSE**  
**Speed** 60 ft., fly 250 ft. (clumsy), swim 60 ft.  
**Melee** bite +38 (4d6+24 plus 1d4 **Str** plus stun), 2 claws +38 (2d8+16 plus stun), tail slap +36 (2d8+24 plus stun), 2 wings +36 (2d6+8 plus stun)  
**Space** 20 ft.; Reach 15 ft. (20 ft. with bite)  
**Special Attacks** breath weapon (120-ft. line, 24d6 acid, DC 30), capsize, crush (4d6+24, DC 30), desiccating bite, painful strikes, tail sweep (2d6+24, DC 30)  
**Spell-Like Abilities** (CL 26th; concentration +32)

At will—control water, obscuring mist, speak with animals (fish only), water breathing  
3/day—horrid wilting (DC 24), tsunami\*

**Spells Known** (CL 19th; concentration +25)

- 9th (4/day )—mage's disjunction, prismatic sphere
  - 8th (6/day )—seamantle, screen, temporal stasis
  - 7th (6/day )—control weather, mass fly\*, plane shift
  - 6th (7/day )—fluid form\*, true seeing, transformation
  - 5th (7/day )—break enchantment, dismissal, teleport, wall of force
  - 4th (7/day )—ball lightning\* (DC 20), ice storm, greater invisibility, solid fog
  - 3rd (7/day )—aqueous orb\* (DC 19), deep slumber (DC 19), dispel magic, sleet storm (DC 19)
  - 2nd (8/day )—alter self, detect thoughts, invisibility, make whole, slipstream\*
  - 1st (8/day )—color spray (DC 17), feather fall, flare burst\* (DC 17), ray of enfeeblement, touch of the sea\*
  - 0 (at will)—arcane mark, detect magic, detect poison, mage hand, message, open/close, prestidigitation, read magic, resistance
- \* - denotes spell from Advanced Player's Guide.

**STATISTICS**  
**Str** 42, **Dex** 7, **Con** 25, **Int** 25, **Wis** 22, **Cha** 23  
**Base Atk** +26; **CMB** +46(+48 bull rush); **CMD** 54 (56 vs. bull rush; 58 vs. trip)  
**Feats** Awesome Blow, Greater Vital Strike, Hover, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Swim), Snatch, Vital Strike, Wingover  
**Skills** Bluff +35, Diplomacy +35, Fly +13, Heal +35, Knowledge (arcana, geography, local, nature) +36, Perception +35, Sense Motive +35, Survival +35, Swim +59, Use Magic Device +35; **Racial Modifiers** +8 Swim  
**Languages** Aquan, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan  
**SQ** water breathing

Top Down Clumsy Maneuverability		
45° <u>turn</u> Cost +10'	<u>Glide</u> Fly Speed	45° <u>turn</u> Cost +10'
90° <u>turn</u> Standard Action	<u>Hover</u> No	90° <u>turn</u> Standard Action
135° <u>turn</u> No	180° <u>turn</u> No	135° <u>turn</u> No
Sidescroll Clumsy Maneuverability		
<u>Ascend</u> Diagonal Cost	<u>Vertical</u> No	<u>Ascend</u> Diagonal Cost
<u>Glide</u> Fly Speed	<u>Hover</u> No	<u>Glide</u> Fly Speed
<u>Descend</u> Diagonal Cost	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Hit Points								Disabled	Negative	Conditions
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## Brine Dragon, Great Wurm CR 19

### SPECIAL ABILITIES

**Capsize (Ex):** An old or older brine dragon can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger the ship is than the brine dragon's size, the dragon takes a cumulative –10 penalty on the check.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 25 or less, range 360 ft., DC 29; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

**Desiccating Bite (Su):** An Ancient brine dragon's bite causes weakness, dealing 1d2 points of Strength drain in addition to its normal damage. A great wyrms bite deals 1d4 points of Strength drain. A Fortitude save (DC equals the Dragon's breath weapon save DC) negates the Strength drain.

**Painful Strikes (Su):** A great wyrms brine dragon's natural attacks are so laden with salt and acidic crystals that every time it strikes a creature with one of these attacks, the target must make a Fortitude save (DC equals the dragon's breath weapon save DC) or be stunned for a round from the pain.

Underworld Dragon, Great Wyrm CR 19

XP 204,800  
LE Gargantuan dragon (fire)  
Init +2; Senses dragon senses, smoke vision; Perception +35  
Aura frightful presence (360 ft., DC 29)

DEFENSE  
AC 42, touch 4, flat-footed 42 (-2 Dex, +38 natural, -4 size)  
hp 377 (26d12+208)  
Fort +23, Ref +13, Will +21  
DR 20/magic; Immune fire, paralysis, sleep; SR 30  
Weaknesses vulnerability to cold

OFFENSE  
Speed 40 ft., burrow 60 ft., fly 250 ft. (clumsy)  
Melee bite +37 (4d6+21/19-20), 2 claws +38 (2d8+14/19-20), gore +36 (2d8+21), tail slap +31 (2d8+21)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite and gore)  
Special Attacks adamantine claws, breath weapon (120-ft. line, 24d6 fire damage, DC 31), crush (DC 31, 4d6+21), lava eruption, tail sweep (2d6+21, DC 31)  
Spell-Like Abilities (CL 26th; concentration +32)

At will—clashing rocks, repel metal or stone, soften earth and stone, spike stones (DC 20), stone shape, wall of stone

Spells Known (CL 17th; concentration +23)

- 8th (4/day □□□□)—incendiary cloud (DC 24), wall of lava
- 7th (6/day □□□□□□)—caustic eruption (DC 23), delayed blast fireball (DC 23), finger of death (DC 23)
- 6th (7/day □□□□□□□)—disintegrate (DC 22), flesh to stone (DC 22), wall of iron
- 5th (7/day □□□□□□□)—acidic spray (DC 21), passwall, transmute rock to mud, waves of fatigue
- 4th (7/day □□□□□□□)—enervation, shout (DC 20), solid fog, stone shape
- 3rd (7/day □□□□□□□)—displacement, fireball (DC 19), protection from good, slow
- 2nd (8/day □□□□□□□□)—acid arrow, daze monster (DC 18), flaming sphere (DC 18), resist energy, scorching ray
- 1st (8/day □□□□□□□□)—burning hands (DC 17), cause fear (DC 17)
- magic missile, ray of enfeeblement (DC 17), true strike
- 0 (at will)—acid splash, bleed (DC 16), detect magic, flare (DC 16), ghost sound, mage hand, read magic, resistance, touch of fatigue (DC 16)

STATISTICS  
Str 39, Dex 6, Con 27, Int 22, Wis 23, Cha 22  
Base Atk +26; CMB +44 (+46 bull rush); CMD 52 (54 vs bull rush, 56 vs. trip)  
Feats Critical Focus, Greater Weapon Focus (claw), Improved Bull Rush, Improved Critical (bite, claw), Improved Initiative, Improved Natural Armor, Lunge, Power Attack, Skill Focus (Stealth), Staggering Critical, Weapon Focus (bite, claw)  
Skills Acrobatics +24 (+28 when jumping), Appraise +35, Bluff +35, Climb +43, Fly +13, Intimidate +35, Knowledge (dungeoneering, geography, planes) +35, Perception +35, Spellcraft +35, Stealth +21  
Languages Common, Draconic, Dwarven, Giant, Ignan, Terran  
SQ change shape, underworld burrower

Top Down Clumsy Maneuverability		
45° turn Cost +10'	Glide Fly Speed	45° turn Cost +10'
90° turn Standard Action	Hover No	90° turn Standard Action
135° turn No	180° turn No	135° turn No
Sidescroll Clumsy Maneuverability		
Ascend Diagonal Cost	Vertical No	Ascend Diagonal Cost
Glide Fly Speed	Hover No	Glide Fly Speed
Descend Diagonal Cost	Dive Normal Speed or DC 10	Descend Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Hit Points	Disabled	Negative	Conditions
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## Underworld Dragon, Great Wyrms CR 19

### SPECIAL ABILITIES

**Adamantine Claws (Ex):** The claws of an underworld dragon are made of adamantine, and have the qualities of a weapon made from that material.

**Change Shape (Su):** A young or older underworld dragon can assume any humanoid form three times per day as if using polymorph.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 25 or less, range 360 ft., DC 29; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

**Lava Eruption (Su):** As a full-round action, a great wyrms underworld dragon can burrow through the ground up to twice its burrow speed. At the end of that movement, if the underworld dragon has use of its breath weapon, it can emerge from the ground spouting lava in a 30-foot-radius burst, dealing damage as the breath weapon.

**Smoke Vision (Ex):** A very young and older underworld dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

**Underworld Burrower (Ex):** An adult underworld dragon gains a 10-foot bonus to its burrow speed. When the underworld dragon becomes old and every two age categories thereafter, its burrow speed increases by an additional 10 feet.

Green Dragon, Great Wyrms CR 20

























































**XP** 307,200  
LE Colossal dragon (air)  
**Init** +2; **Senses** dragon senses; Perception +40  
**Aura** frightful presence (360 ft., DC 29)

**DEFENSE**  
**AC** 37, touch 0, flat-footed 37 (-2 Dex, +37 natural, -8 size)  
**hp** 391 (27d12+216)  
**Fort** +23, **Ref** +13, **Will** +23  
**DR** 20/magic; **Immune** acid, paralysis, sleep, **SR** 31

**OFFENSE**  
**Speed** 40 ft., fly 250 ft. (clumsy), swim 40 ft.  
**Melee** bite +33 (4d8+21/19-20), 2 claws +33 (4d6+14/19-20), 2 wings +31 (2d8+7), tail slap +31 (4d6+21)  
**Space** 30 ft.; Reach 20 ft. (30 ft. with bite)  
**Special Attacks** awaken treants, breath weapon (70-ft. cone, DC 31, 24d6 acid), crush (Large creatures, DC 31, 4d8+21), miasma, tail sweep (Medium creatures, DC 31, 2d8+21)  
**Spell-Like Abilities** (CL 27th; concentration +33)


































































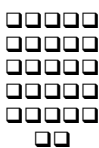
At will—charm person (DC 17), command plants (DC 20), dominate person (DC 21), entangle (DC 17), plant growth, suggestion (DC 19)

**Spells Known** (CL 17th; concentration +23)

8th (4/day )—power word stun, sunburst (DC 24)  
7th (6/day )—plane shift, prismatic spray, summon monster VII  
6th (7/day )—acid fog, disintegrate (DC 22), true seeing  
5th (7/day )—baleful polymorph (DC 21), polymorph, summon monster V, teleport  
4th (7/day )—dimension door, ice storm, scrying (DC 20), stoneskin  
3rd (7/day )—dispel magic, displacement, fireball (DC 19), haste  
2nd (8/day )—alter self, detect thoughts (DC 18), locate object, mirror image, see invisibility  
1st (8/day )—magic missile, shield, silent image (DC 17), summon monster I, ventriloquism (DC 17)  
0 (at will)—acid splash, bleed, dancing lights, detect magic, ghost sound, mage hand, message, resistance, prestidigitation

**STATISTICS**  
**Str** 39, **Dex** 6, **Con** 27, **Int** 22, **Wis** 23, **Cha** 22  
**Base Atk** +27; **CMB** +49 (+51 sunder); **CMD** 57 (59 vs. sunder, 61 vs. trip)  
**Feats** Alertness, Bleeding Critical, Cleave, Critical Focus, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack, Wingover  
**Skills** Fly +12, Intimidate +36, Knowledge (arcane) +36, Knowledge (local) +36, Knowledge (nature) +36, Knowledge (planes) +36, Perception +40, Spellcraft +36, Stealth +12, Survival +36, Swim +52, Use Magic Device +36; **Racial Modifiers** +8 Swim  
**Languages** Abyssal, Auran, Common, Draconic, Elven, Giant, Sylvan  
**SQ** camouflage, trackless step, water breathing, woodland stride

Top Down Clumsy Maneuverability		
45° <u>turn</u> Cost +10'	<u>Glide</u> Fly Speed	45° <u>turn</u> Cost +10'
90° <u>turn</u> Standard Action	<u>Hover</u> No	90° <u>turn</u> Standard Action
135° <u>turn</u> No	180° <u>turn</u> No	135° <u>turn</u> No
Sidescroll Clumsy Maneuverability		
<u>Ascend</u> Diagonal Cost	<u>Vertical</u> No	<u>Ascend</u> Diagonal Cost
<u>Glide</u> Fly Speed	<u>Hover</u> No	<u>Glide</u> Fly Speed
<u>Descend</u> Diagonal Cost	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Hit Points	Disabled	Negative	Conditions
                                                               			

## Green Dragon, Great Wyrms CR 20

### SPECIAL ABILITIES

**Awaken Treants:** A great wyrms dragon can call on the forest itself to aid it, animating a number of trees to serve as treants to protect it. These treants can be called from any Huge or larger living tree. A green dragon can create a single treant as a standard action, up to a total of 4 treants per day. These treants remain animated for up to 1 hour, at which time they revert to being ordinary trees.

**Camouflage (Ex):** An old or older green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

**Miasma (Su):** An ancient or older green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Reflex save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half. A strong wind, such as that created by a gust of wind, disperses the cloud in 1 round.

**Trackless Step(Ex):** An adult or older green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

**Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

**Woodland Stride (Ex):** A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 26 or less, range 360 ft., DC 29; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.



Magma Dragon, Great Wyrms CR 20

XP 307,200  
CN Gargantuan dragon (fire)  
Init +3; Senses dragon senses; Perception +37  
Aura frightful presence (360 ft., DC 29)

DEFENSE  
AC 42, touch 5, flat-footed 42 (-1 Dex, +37 natural, -4 size)  
hp 391 (27d12+216)  
Fort +25, Ref +14, Will +24  
DR 20/magic; Immune fire, paralysis, sleep; SR 31  
Weaknesses vulnerable to cold

OFFENSE  
Speed 40 ft., fly 250 ft. (clumsy)  
Melee bite +37 (4d6+21/19-20 plus 12 fire), 2 claws +37 (2d8+14/19-20), tail slap +35 (2d8+21), 2 wings +35 (2d6+7)  
Space 20 ft.; Reach 15 ft. (20 ft. with bite)  
Special Attacks breath weapon (60-ft. cone, DC 31, 24d6 fire plus special), crush (DC 31, 4d6+21), magma breath, magma tomb, tail sweep (DC 31, 2d6+21)  
Spell-Like Abilities (CL 27th; concentration +33)

Constant-fire shield (warm)  
At will-burning hands (DC 17), scorching ray, wall of fire, wall of lava\*  
3/day-delayed blast fireball (DC 23)

Sorcerer Spells Known (CL 19th; concentration +25)

9th (4/day □□□□)-fiery body, meteor swarm  
8th (6/day □□□□□□)-horrid wilting (DC 24), incendiary cloud (DC 24), protection from spells  
7th (6/day □□□□□□)-grasping hand, greater polymorph, prismatic spray (DC 23)  
6th (7/day □□□□□□□)-chain lightning (DC 22), contagious flame\* (DC 22), eyebite (DC 22)  
5th (7/day □□□□□□□)-hungry pit\* (DC 21), polymorph, teleport, wall of force  
4th (7/day □□□□□□□)-acid pit\* (DC 20), dimensional anchor, fire shield, wall of fire (DC 20)  
3rd (7/day □□□□□□□)-displacement, dispel magic, fireball (DC 19), wind wall  
2nd (8/day □□□□□□□□)-darkness, dust of twilight\*, flaming sphere (DC 18), glitterdust (DC 18), scorching ray  
1st (8/day □□□□□□□□□)-feather fall, flare burst\* (DC 17), grease (DC 17), shield, true strike  
o (at will)-bleed (DC 16), detect magic, detect poison, ghost sound, light, open/close, read magic, spark\*, touch of fatigue  
\* This spell is from the Pathfinder RPG Advanced Player's Guide

STATISTICS  
Str 39, Dex 8, Con 27, Int 24, Wis 24, Cha 23  
Base Atk +27; CMB +45 (+47 bull rush); CMD 54 (56 vs. bull rush, 58 vs. trip)  
Feats Flyby Attack, Great Fortitude, Greater Vital Strike, Hover, Improved Bull Rush, Improved Critical (bite, claws), Improved Initiative, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Snatch, Vital Strike  
Skills Acrobatics +26 (+30 jump), Bluff +36, Climb +44, Escape Artist +26, Fly +15, Intimidate +36, Knowledge (planes) +37, Perception +37, Sense Motive +37, Sleight of Hand +26, Stealth +17, Survival +37, Swim +44  
Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Ignan, 1 more  
SQ superheated

Top Down Clumsy Maneuverability		
45° turn  Cost +10'	Glide  Fly Speed	45° turn  Cost +10'
90° turn  Standard Action	Hover  No	90° turn  Standard Action
135° turn  No	180° turn  No	135° turn  No
Sidescroll Clumsy Maneuverability		
Ascend  Diagonal Cost	Vertical  No	Ascend  Diagonal Cost
Glide  Fly Speed	Hover  No	Glide  Fly Speed
Descend  Diagonal Cost	Dive  Normal Speed or DC 10	Descend  Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Hit Points	Disabled	Negative	Conditions
□□□□□ □	□	□□□□□ □□□□□ □□□□□ □□□□□ □□	

## Magma Dragon, Great Wyrms CR 20

### SPECIAL ABILITIES

**Superheated (Su):** At young age and older, a magma dragon's bite attack deals additional fire damage equal to its age category.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 26 or less, range 360 ft., DC 29; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

**Magma Breath (Su):** Three times per day, an ancient or older magma dragon can breathe a cone of lava instead of fire. The damage is unchanged, but the magma clings to those it damages, dealing half damage each round thereafter for 1d3 rounds. After this magma cools, it crumbles to dust.

**Magma Tomb (Su):** Once per day, a great wyrm magma dragon can spit lava onto a target within 120 feet, dealing damage normally for its breath weapon. This magma cools instantly—it does not continue doing damage at this point but does entrap the victim (DC equals the dragon's breath weapon save DC, 3d6 minutes, hardness 8, hp 45).

[illegible]

## Silver Dragon, Wyrms CR 20

### SPECIAL ABILITIES

**Change Shape (Su):** A silver dragon can assume any animal or humanoid form 3/day as if using polymorph.

**Cloudwalking (Su):** A very young or older silver dragon can tread on clouds or fog as though on solid ground.

**Cold Aura (Su):** An old or older silver dragon is surrounded by an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon's turn. An ancient dragon's aura extends to 10 feet. A great wyrms aura damage increases to 2d6. A silver dragon can suppress or activate this aura at Will as a free action.

**Fog Vision (Ex):** A juvenile or older silver dragon can see perfectly well in fog and clouds.

**Graceful Flight (Ex):** A young or older silver dragon's aerial maneuverability is one step better than normal.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 26 or less, range 330 ft., DC 30; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

**Paralyzing Breath (Su):** Instead of a cone of cold, a silver dragon can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age category of the dragon.

**Reflective Scales (Su):** Any spell that targets an ancient or older silver dragon but fails to penetrate the silver dragon's spell resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as spell turning.

**XP** 615,000  
**CE** Colossal dragon (fire)  
**Init** +2; **Senses** dragon senses, smoke vision; Perception +38  
**Aura** fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 30)

**AC** 39, touch 0, flat-footed 39 (-2 Dex, +39 natural, -8 size)

**Fort** +25, **Ref** +14, **Will** +24

**DR** 20/magic; **Immune** fire, paralysis, sleep; **SR** 33

**Weaknesses** Vulnerability to cold

**Speed** 40 ft., fly 250 ft. (clumsy)

**Melee** bite +37 (4d8+24/19-20), 2 claws +37 (4d6+16), 2 wings +35 (2d8+8), tail slap +35 (4d6+24)

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

**Special Attacks** breath weapon (70-ft. cone, DC 33, 24d10 fire), crush (Large creatures, DC 33, 4d6+24), incinerate, manipulate flames, melt stone, tail sweep (Medium creatures, DC 27, 2d8+24)

### Spell-Like Abilities (CL 29th; concentration +35)

At will—detect magic, discern location, find the path, pyrotechnics (DC 18), suggestion (DC 19), wall of fire

**Spells Known** (CL 19th; concentration +25)

9th (4/day ☐☐☐☐)—time stop, weird

8th (6/day □□□□□□)—greater shout, prismatic wall, screen

7th (6/day ☐☐☐☐☐☐)—limited wish, mass hold person, spell turning

6th (7/day ☐☐☐☐☐☐☐)—antimagic field, contingency, greater dispel magic

5th (7/day □□□□□□□)—polymorph, telekinesis (DC 21), teleport, wall of force

4th (7/day ☐☐☐☐☐☐☐)—fear (DC 20), fire shield, greater invisibility, stonewalk

3rd (7/day □□□□□□□)—dispel magic, displacement, haste, tongues

2nd (8/day□□□□□□□□)—alter self, detect thoughts, misdirection, resist energy, see invisibility

1st (8/day ☐☐☐☐☐☐☐☐)—alarm, grease (DC 17), magic missile, shield, true strike

o (at will)—arcane mark, bleed, light, magehand, mending, message, open/close, prestidigitation, read magic

**Str 43, Dex 6, Con 29, Int 22, Wis 23, Cha 22**

**Base Atk +29; CMB +53; CMD 61 (65 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, Stunning Critical, Vital Strike, Wingover

**Skills** Appraise +38, Bluff +38, Diplomacy +38, Fly +14, Intimidate +38, Knowledge (arcana) +38, Knowledge (history) +38, Perception +38, Sense Motive +38, Spellcraft +38, Stealth +14, Use Magic Device +38

**Languages** Abyssal, Common, Draconic, Dwarven, Giant, Ignan, Orc

[illegible]

## Red Dragon, Great Wyrms CR 22

### SPECIAL ABILITIES

**Fire Aura (Su):** An adult red dragon is surrounded by an aura of intense heat. All creatures within 5 feet take 1d6 points of fire damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

**Incinerate (Su):** A great wyrms 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 true resurrection or similar magic.

**Manipulate Flames (Su):** An old or older red dragon can control any fire spell within 10 feet per age category of the dragon 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 area 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):** An ancient or older red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. 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 used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

**Smoke Vision (Ex):** A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 28 or less, range 360 ft., DC 30; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

Umbral Dragon, Great Wyrm CR 22


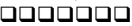




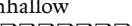
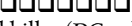
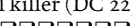
**XP** 615,000  
CE Colossal dragon (extraplanar)  
**Init** +2; **Senses** dragon senses; Perception +40  
**Aura** frightful presence (360 ft., DC 32)

**DEFENSE**  
**AC** 39, touch 0, flat-footed 39 (-2 Dex, +39 natural, -8 size)  
**hp** 420 (29d12+232)  
**Fort** +24, **Ref** +14, **Will** +24  
**DR** 20/magic; **Immune** cold, death effects, negative energy, paralysis, sleep; **SR** 33

**OFFENSE**  
**Speed** 40 ft., fly 250 ft. (clumsy)  
**Melee** bite +35 (4d8+21/19–20 plus energy drain), 2 claws +35 (4d6+14/19–20 plus energy drain), tail slap +33 (4d6+21) and 2 wings +33 (2d8+7)  
**Special Attacks** breath weapon (70-ft. cone, 24d8 neg. energy, DC 32), create shadows, crush (4d8+21, DC 32), energy drain (1 level, DC 32), shadow breath (12 Str), tail sweep (2d8+19, DC 32)  
**Spell-Like Abilities** (CL 29th; concentration +37)



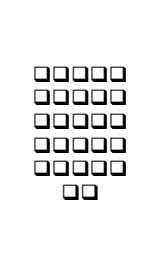
At will—darkness, project image (DC 25), shadow walk, vampiric touch  
3/day—finger of death (DC 25), shades (DC 27)

**Spells Known** (CL 19th; concentration +27)

- 9th (4/day )—suffocation, mass (DC 27), wish  
8th (7/day )—horrid wilting (DC 26), screen, trap the soul (DC 26)  
7th (7/day )—destruction (DC 25), limited wish, waves of exhaustion  
6th (7/day )—harm (DC 24), mislead, veil (DC 24)  
5th (7/day )—greater command (DC 23), slay living (DC 23), teleport, unhallow  
4th (7/day )—enervation, inflict critical wounds (DC 22), phantasmal killer (DC 22), unholy blight (DC 22)  
3rd (7/day )—dispel magic, haste, inflict serious wounds (DC 21), lightning bolt (DC 21)  
2nd (7/day )—alter self, blur, command undead (DC 20), invisibility, web (DC 20)  
1st (7/day )—inflict light wounds (DC 19), grease (DC 19), magic missile, reduce person (DC 19), shield  
0 (at will)—acid splash, bleed (DC 18), detect magic, detect poison, disrupt undead (DC 18), ghost sound, mage hand, ray of frost, read magic

**STATISTICS**  
**Str** 39, **Dex** 6, **Con** 27, **Int** 26, **Wis** 27, **Cha** 26  
**Base Atk** +29; **CMB** +51; **CMD** 59 (63 vs trip)  
**Feats** Bleeding Critical, Blinding Critical, Critical Focus, Flyby Attack, Greater Vital Strike, Hover, Improved Critical (bite, claws), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Snatch, Vital Strike  
**Skills** Appraise +40, Bluff +40, Diplomacy +40, Fly +14, Knowledge (arcana, history, local, planes, religion) +40, Perception +40, Sense Motive +40, Spellcraft +40, Stealth +20, Survival +40  
**Languages** Abyssal, Common, Draconic, Undercommon, 5 more  
**SQ** ghost bane, umbral scion

Top Down Clumsy Maneuverability		
45° <u>turn</u> Cost +10'	<u>Glide</u> Fly Speed	45° <u>turn</u> Cost +10'
90° <u>turn</u> Standard Action	<u>Hover</u> No	90° <u>turn</u> Standard Action
135° <u>turn</u> No	180° <u>turn</u> No	135° <u>turn</u> No
Sidescroll Clumsy Maneuverability		
<u>Ascend</u> Diagonal Cost	<u>Vertical</u> No	<u>Ascend</u> Diagonal Cost
<u>Glide</u> Fly Speed	<u>Hover</u> No	<u>Glide</u> Fly Speed
<u>Descend</u> Diagonal Cost	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

Hit Points	Disabled	Negative	Conditions
			

## Umbral Dragon, Great Wyrms CR 22

### SPECIAL ABILITIES

**Breath Weapon (Su):** Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

**Create Shadows (Su):** Any creature slain by an ancient or older umbral dragon rises as a shadow (if 8 HD or less) or greater shadow (if above 8 HD) under the umbral dragon's control 1d4 rounds later.

**Energy Drain (Su):** A great wyrms umbral dragon deals 1 negative level with each successful bite or claw attack (1 level, DC 32).

**Ghost Bane (Su):** A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

**Shadow Breath (Su):** Three times per day, an adult or older umbral dragon can breathe a cone of shadows. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Str drain per age category possessed by the dragon. A successful save negates the blindness and reduces Str drain to 1d4 points.

**Umbral Scion (Ex):** Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 28 or less, range 360 ft., DC 32; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.



**XP** 820,000  
**LG** Colossal dragon (fire)  
**Init** -2; **Senses** dragon senses; Perception +45  
**Aura** fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 33)

Top Down Clumsy Maneuverability		
45° <u>turn</u> Cost +10'	<u>Glide</u> Fly Speed	45° <u>turn</u> Cost +10'
90° <u>turn</u> Standard Action	<u>Hover</u> No	90° <u>turn</u> Standard Action
135° <u>turn</u> No	180° <u>turn</u> No	135° <u>turn</u> No
Sidescroll Clumsy Maneuverability		
<u>Ascend</u> Diagonal Cost	<u>Vertical</u> No	<u>Ascend</u> Diagonal Cost
<u>Glide</u> Fly Speed	<u>Hover</u> No	<u>Glide</u> Fly Speed
<u>Descend</u> Diagonal Cost	<u>Dive</u> Normal Speed or DC 10	<u>Descend</u> Diagonal Cost
5-foot Step? No / Turn Around: Full Action		

## Gold Dragon, Great Wyrms CR 23

### SPECIAL ABILITIES

**Change Shape (Su):** A very young or older gold dragon can assume any animal or humanoid form three times per day as if using polymorph.

**Detect Gems (Sp):** A young or older gold dragon can detect gems three times per day. This functions as locate object, but can only be used to locate gemstones.

**Divine Aid (Sp):** Once a week, a great wyrms gold dragon can call upon celestial powers for aid. This functions as a miracle.

**Fast Flight (Ex):** A young or older gold dragon is treated as one size category larger when determining his fly speed.

**Fire Aura (Su):** An old or older gold dragon is surrounded by an aura of fire. All creatures within 5 feet of the dragon take 1d6 points of fire damage at the beginning of the dragon's turn. An ancient gold dragon's aura extends to 10 feet. A great wyrms damage increases to 2d6. The dragon can activate or suppress this aura as a free action.

**Dragon Senses (Ex):** Dragons have darkvision 120 ft. and blindsense 60 ft. They see four times as well as a human in dim light and twice as well in normal light. Blindsense allows a dragon to notice and locate creatures within line of effect range without making a Perception check. The creature still gains a miss chance if it can not be visually seen by the dragon or has concealment. Blindsense does not aid with blind movement and the dragon is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

**Frightful Presence (Ex):** Against HD 29 or less, range 360 ft., DC 33; Location: Aura; Effect: Shaken 5d6 rounds if 5hd, panicked if 4hd or below. Successful save gives immunity for 24 hours.

**Luck (Sp):** Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (10 ft. per age category) receives a +1 luck bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon. This ability is the equivalent of a 2nd-level spell.

**Weakening Breath (Su):** Instead of a cone of fire, a gold dragon can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 1 point of Strength damage per age category (Will save half).

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