

MONSTERS OF NEOEXODUS

MONSTERS OF NEOEXODUS: DRAGONS OF THE MIND



The world of Exodus is inhabited by marvelous creatures. Among the mightiest of these are dragons. Described herein are two new categories of dragon that can be found upon the world of Exodus: the crystalline psionic dragons and the strange and malevolent psychic dragons. Both types provide for dangerous new foes. The psionic dragons, while not evil, are often selfish and manipulative, using their powers toward their own ends, and they exhibit all the greed and pride typical of dragonkind. The psychic dragons range in temperament from simply greedy to openly hostile, and their weird powers and magics make them dangerous and unpredictable opponents.

Notations: The following are sections of the Pathfinder Reference Document. ^{ACG} = Advanced Class Guide, ^{OA} = Occult Adventures, ^{UC} = Ultimate Combat, ^{UM} = Ultimate Magic. All psionic classes, feats, items, and powers can be found in Ultimate Psionics (^{UP}) by Dreamscarred Press. Mythic psionics are found in Psionics Augmented: Mythic Psionics by Dreamscarred Press.

The following section provides the basic information needed to design psychic and psionic dragons of any age category, along with specifics concerning their attacks and abilities.

AGE CATEGORIES

Many of a true dragon's abilities, attacks, and other statistics improve as it grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted in **Table: Dragon Age Categories**.

Age Category: This entry is the age category's name.

Age in Years: This entry is the dragon's actual age.

CR: This entry modifies the dragon's base CR.

Size: This entry shows the number of size categories by which to increase the dragon's base size (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it grows to a larger size—instead, it increases its ability scores according to its age category as indicated in **Table: Dragon Ability Scores**.

Hit Dice: This entry shows how many Hit Dice are added to the dragon's base Hit Dice. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increase the dragon's base attack bonus and base save bonuses. A dragon has skill ranks equal to 6 + its Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in its total increases to ability score given in **Table: Dragon Ability Scores**.

Natural Armor: This entry shows the amount added to the dragon's base natural armor bonus.

Breath Weapon: Each dragon has a breath weapon (see Combat) that deals a base amount of damage.

This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon whose base breath weapon dealt 2d6 acid damage would deal 14d6 acid damage (due to the x7 multiplier).

COMBAT

Table: Dragon Attacks and Speeds lists the attacks which a dragon can employ and the damage it deals (a dash indicates a dragon of that size does not possess the listed natural attack). Dragons gain other abilities described here when they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus half of the dragon's Strength bonus.

Tail Slap: Each round, the dragon can slap one foe with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex): As a standard action, a flying or jumping Huge or larger dragon can land on foes, using its whole body to crush them. Crush attacks are effective only against opponents who are 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. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes automatically take bludgeoning damage from the crush each round they are pinned and don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): As a standard action, a Gargantuan or larger dragon can sweep with its tail. The sweep affects a half-circle with a radius of 30 feet (40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. This ability only affects creatures within the swept area that are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex

TABLE: DRAGON AGE CATEGORIES

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrm	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyr	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyr	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

TABLE: DRAGON ABILITY SCORES

Age Category	Str	Dex	Con	Int	Wis	Cha
1 Wyrm	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyr	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyr	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

TABLE: DRAGON ATTACKS AND SPEEDS

Size	Fly Speed	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon (Line)	Breath Weapon (Cone)
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
Small	150 ft. (average)	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Medium	150 ft. (average)	1d8	1d6	1d4	—	—	—	60 ft.	30 ft.
Large	200 ft. (poor)	2d6	1d8	1d6	1d8	—	—	80 ft.	40 ft.
Huge	200 ft. (poor)	2d8	2d6	1d8	2d6	2d8	—	100 ft.	50 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d6	2d8	4d6	2d6	120 ft.	60 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	2d8	4d6	4d8	2d8	140 ft.	70 ft.

saves to take half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su): As a standard action, a dragon can use its breath weapon. A dragon can use its breath weapon once every 1d4 rounds, even if it has multiple

breath weapons. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a weapon deals damage, affected creatures can attempt Reflex saves to take half

damage. The save DC against a breath weapon is $10 + 1/2$ dragon's Hit Dice + dragon's Constitution modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the weapon's description. A dragon can use its breath weapon when it is grappling or being grappled.

ADDITIONAL DRAGON RULES

Dragon Senses (Ex): Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

Frightful Presence (Ex): A juvenile or older dragon has an aura that functions as frightful presence with a range of 30 feet times the dragon's age category. The effect of each dragon's alien presence is noted in its description.

Power Resistance: Young adult psionic dragons gain resistance to psionic powers and psi-like abilities, which increases as they age. A psionic dragon's PR is equal to $11 +$ its CR.

Psionic Powers: A psionic dragon gains power points and knows and manifests psionic powers as a class of the level indicated in its description. A psionic dragon's manifester level increases as it ages, as shown in the appropriate chart under each specific dragon type.

Psi-Like Abilities: A psionic dragon's manifester level for its psi-like abilities is equal to its total Hit Dice. When a psionic dragon uses a psi-like ability, the power is manifested as if the dragon had spent a number of power points equal to its manifester level, which may augment the power to improve its damage or save DC. However, dragons do not actually spend power points for their psi-like abilities.

Psychic Magic: Psychic dragons gain greater psychic skill as they age. A psychic dragon's caster level for its psychic magic spell-like abilities is equal to its total Hit Dice. It has an amount of psychic energy equal to half its total Hit Dice when it first gains psychic magic, and it gains +2 psychic energy for each age category thereafter.

Psychic Resilience (Ex): Psychic dragons gain a +4 bonus on saving throws against all psychic spells at the age category indicated in each dragon's entry.

Refractive Body (Ex): When a ray attack or a targeted spell or spell-like ability with the light descriptor strikes a psionic dragon, it has a 50% chance of being negated, reflecting harmlessly off the dragon's crystalline body.

Damage Reduction: Dragons gain damage reduction as they age, as indicated on each dragon's entry. Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex): Every dragon is immune to sleep and paralysis effects. In addition, a dragon is immune to one

or more additional forms of attack or energy damage no matter what its age, as given in its description.

Spells: A psychic dragon knows and casts psychic spells as a psychic of the level indicated in its description. Its caster level depends on its age, as shown in its entry.

Spell Resistance (Ex): As psychic dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in each dragon's entry. A dragon's SR is equal to $11 +$ its CR.

NEW DRAGON FEATS

The following feats can be taken by dragons that meet their prerequisites, or other creatures as the GM deems appropriate.

ABSORB RAY

The dragon can absorb magic rays, using the magic to refuel its own abilities.

Prerequisites: Deflect Ray, reflective body special ability.

Benefit: Once per round, when the dragon is hit by a ray attack, it can disperse the ray through its crystalline scales, negating the attack and its effects. If the dragon has psionic powers, it can restore 1 power point per spell level of the ray absorbed, up to its maximum power points.

DEFLECT RAY

The dragon can use its scales to reflect rays toward others.

Prerequisite: Reflective body special ability.

Benefit: Once per round when the dragon would be hit by a ray attack, it can deflect this ray back at the caster or another target within the effect's range. Use the original attack roll to determine whether the new target is struck.

SLASHING PASS

The dragon can charge past an opponent, slashing it with three fins.

Prerequisite: Slashing charge special ability.

Benefit: As a full-round action, the dragon can swim up to its speed and make three fin attacks against a target, without provoking attacks of opportunity from the target. The dragon can move both before and after its attacks, but must move at least 10 feet before the attacks, and the total distance it moves cannot be greater than its swim speed.

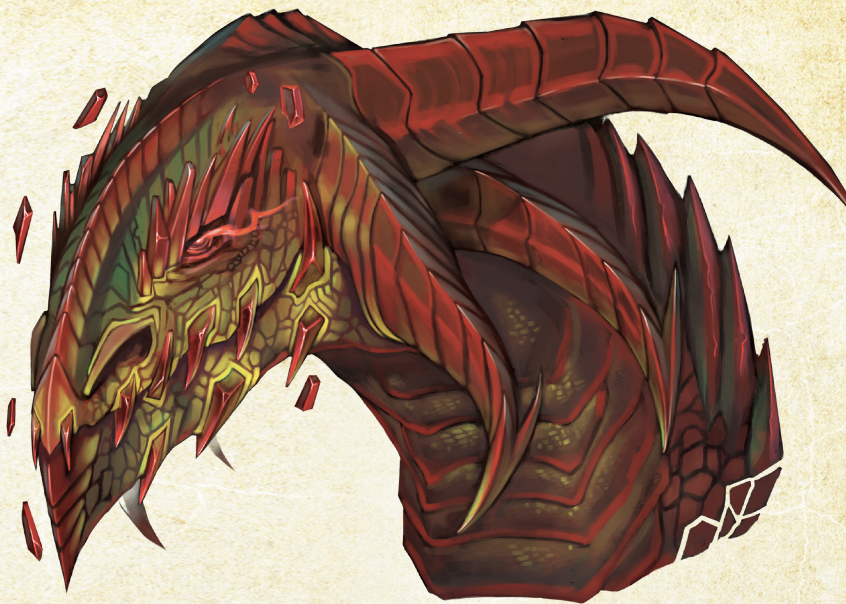
Normal: A dragon's slashing charge ends in a square adjacent to the target.

PSIONIC DRAGONS

Certain species of dragon have developed crystalline bodies, taking on traits of those minerals that facilitate development of psionic powers. The powers of these dragons are defined by the minerals which they resemble. Psionic dragons may come from the same homeworld as the cyneans, though that race and other creatures associated with them rarely exhibit psionic abilities. These dragons often seem aloof and uncaring of humanoid societies and actions, but some take a keen interest in humankind and its cousins, insinuating themselves into social power structures and playing them like musical instruments for amusement or to work toward some grand design.

PSIONIC DRAGON, BLOODSTONE

Crimson horns crown the head of this crystalline dragon. Its translucent green scales are speckled with deep red markings.



the strands, it takes acid damage equal to 2 times the dragon's age category.

Change Shape (Su): Three times per day, a very young or older bloodstone dragon can assume any humanoid form as if using *true metamorphosis*. Treat the dragon's CR as its manifester level.

Emulation (Su): Once per day, young or older bloodstone dragon can touch a solid object or material and emulate its physical characteristics, granting the dragon a hardness score equal to that of the material touched. Any attacks that would normally bypass the material's hardness will also bypass the dragon's hardness (sonic energy vs. crystal, for example). If the emulated material has any special properties, the dragon can replicate them as the GM finds reasonable. For example, a dragon emulating silver could bypass DR/silver with its natural attacks. The dragon retains the properties of the material for 3 rounds plus 1 round per age category of the dragon beyond young.

At adult age, a bloodstone dragon can use this ability twice per day and can emulate liquids. While emulating a liquid, the dragon gains the benefits of *fluid form*. As with Solids, the dragon gains any properties of the liquid it emulates that the GM finds reasonable. For example, while emulating acid, the dragon adds 1d6 acid damage to its natural and touch attacks.

At ancient age, a bloodstone dragon can use this ability three times per day and can emulate gases. While emulating a gas, the dragon gains the benefits of *gaseous form*. As with liquids, the dragon gains any properties of the gas it emulates that the GM finds reasonable. For example, a dragon emulating a poisonous gas could make a touch attack against any creatures who breathe in the gas, causing exposure on a hit to the poison's effects. While a dragon emulates a flammable gas, it gains vulnerability to fire.

BLOODSTONE DRAGON

N dragon (earth)

BASE STATISTICS

CR 4; **Size** Tiny; **Hit Dice** 3d12

Speed 50 ft., climb 30 ft.

Natural Armor +2; **Breath Weapon** cone, 2d6 acid

Str 8, **Dex** 16, **Con** 15, **Int** 15, **Wis** 13, **Cha** 12

ECOLOGY

Environment warm forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Binding Breath (Su): Three times per day, a young adult or older bloodstone dragon can use its breath weapon to breathe a line of sticky, stinging strands. This line inflicts the same acid damage as its normal breath weapon, and any affected creature that fails its Reflex save becomes entangled. The strands remain sticky for 1 minute, after which they dry out and can be easily torn away. An entangled creature can break free by making a Strength check (DC 10 + the dragon's age category) or by dealing damage equal to 10 + the dragon's age category to the strands with a slashing weapon. Dealing damage to the strands does not require an attack roll. An application of *universal solvent* will dissolve the strands in 1 round. The acid of the bloodstone dragon's breath is concentrated in the strands. Every round that a creature is entangled by

PSIONIC DRAGON, BLOODSTONE

Age Category	Special Abilities	Caster Level
Wyrm	Robust	—
Very young	Change shape, strong of form	—
Young	Emulation (solid), fast healing	—
Juvenile	<i>Chameleon</i>	1st
Young adult	Binding breath, DR 5/magic, power resistance	3rd
Adult	Emulation (liquid), frightful presence	5th
Mature adult	DR 10/magic	7th
Old	Resist death	9th
Very old	DR 15/magic	11th
Ancient	<i>Cleanse spirit</i> , emulation (gas)	13th
Wyr	DR 20/magic	15th
Great wyr	<i>Fission</i>	17th

Bloodstone dragons cannot emulate magical properties of enchanted materials, only their natural physical properties.

Ethereal Sight (Ex): A bloodstone dragon can see into the Ethereal Plane, allowing it to see ethereal and out-of-phase creatures within its normal range of vision.

Fast Healing (Ex): A young bloodstone dragon gains fast healing 1. This healing increases by 1 point per age category of the dragon above young.

Manifesting: A bloodstone dragon manifests as an egoist of the level indicated on the table below.

Phased Breath Weapon (Su): A bloodstone dragon's breath weapon also manifests on the Ethereal Plane, allowing it to affect ethereal creatures and creatures that are out of phase, such as phase spiders and wizards under the effects of *blink*.

Psi-Like Abilities (Ps): A bloodstone dragon gains the following psi-like abilities upon reaching the listed age category. Juvenile—*chameleon* at will; old—*resist death* 1/day; ancient—*cleanse spirit* 1/day; great wyr—*fission* 1/day.

Robust (Ex): Bloodstone dragons are immune to disease, including magical diseases, and poison.

Strong of Form (Ex): A very young or older bloodstone dragon gains a +4 racial bonus to saving throws versus polymorph effects.

YOUNG BLOODSTONE DRAGON CR 8

XP 4,800

N Medium dragon (earth)

Init +2; **Senses** dragon senses, ethereal sight; **Perception** +2

DEFENSE

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

hp 73 (7d12+28); fast healing 1

Fort +9, **Ref** +7, **Will** +7; +4 vs. polymorph effects

Defensive Abilities refractive body, robust, strong of form; **Immune** acid, disease, paralysis, poison, sleep

OFFENSE

Speed 50 ft., climb 30 ft., fly 150 ft. (average)

Melee bite +10 (1d8+4), 2 claws +10 (1d6+3), 2 wings +8 (1d4+1)

Special Attacks breath weapon (30-ft. cone, 6d6 acid, DC 17, affects ethereal creatures)

STATISTICS

Str 16, **Dex** 14, **Con** 19, **Int** 17, **Wis** 15, **Cha** 14

Base Atk +7; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Combat Expertise, Improved Initiative, Multiattack, Power Attack

Skills Bluff +12, Climb +21, Diplomacy +12, Fly +12, Knowledge (nature) +13, Knowledge (psionics) +13, Perception +12, Sense Motive +12, Stealth +12

Languages Balite, Common, Draconic, Eukan, Terran
SQ change shape (3/day), emulation (solid, 1/day, 3 rounds)

ADULT BLOODSTONE DRAGON CR 12

XP 19,200

N Large dragon (earth)

Init +5; **Senses** dragon senses, ethereal sight;

Perception +20

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, −1 size)

hp 162 (13d12+78); fast healing 4

Fort +14, **Ref** +11, **Will** +14; +4 vs. polymorph effects

Defensive Abilities refractive body, robust, strong of form; **DR** 5/magic; **Immune** acid, disease, paralysis, poison, sleep; **PR** 23

OFFENSE

Speed 50 ft., climb 30 ft., fly 200 ft. (poor)

Melee bite +18 (2d6+9), 2 claws +18 (1d8+6), 2 wings +16 (1d6+3), tail slap +16 (1d8+9)

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

Special Attacks binding breath 3/day, breath weapon (40-ft. cone, 12d6 acid, DC 22, affects ethereal creatures)

Powers Known (5th-level egoist; 37 pp/day; concentration +10)

3rd—*endorphin surge, physical acceleration*

2nd—*animal affinity, body equilibrium, cleanse body, specified energy adaptation*

1st—*corrosive aura, fortify, inertial armor, matter agitation, mind thrust* (DC 16)

0—*conceal thoughts, detect psionics, missive*

Psi-Like Abilities (ML 13th; concentration +18)

At will—*chameleon*

STATISTICS

Str 22, **Dex** 12, **Con** 23, **Int** 21, **Wis** 19, **Cha** 18

Base Atk +13; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Combat Expertise, Improved Disarm, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack

Skills Bluff +20, Climb +30, Diplomacy +20, Fly +11, Knowledge (nature) +21, Knowledge (psionics) +21, Perception +20, Sense Motive +20, Spellcraft +21, Stealth +13, Use Magic Device +20

Languages Balite, Caliban, Common, Draconic, Enukan, Giant, Terran

SQ change shape 3/day, emulation (solid or liquid, 2/day, 6 rounds)

ANCIENT BLOODSTONE DRAGON CR 17

XP 153,600

N Huge dragon (earth)

Init +3; **Senses** dragon senses, ethereal sight; **Perception** +30

Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 37, touch 8, flat-footed 37 (+29 natural, -2 size)

hp 283 (21d12+147); fast healing 8

Fort +20, **Ref** +13, **Will** +20; +4 vs. polymorph effects

Defensive Abilities refractive body, robust, strong of form; **DR** 15/magic; **Immune** acid, disease, paralysis, poison, sleep; **PR** 28

OFFENSE

Speed 50 ft., climb 30 ft., fly 200 ft. (poor)

Melee bite +29 (2d8+15), 2 claws +29 (2d6+10), 2 wings +27 (1d8+5), tail slap +27 (2d6+15)

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

Special Attacks binding breath 3/day, breath weapon (50-ft. cone, 20d6 acid, DC 28, affects ethereal creatures), crush (DC 28, 2d8)

Powers Known (13th-level egoist; 192 pp; concentration +20)

7th—*energy conversion*

6th—*aura alteration, defer fatality*

5th—*adapt body, catapsi* (DC 22), *psionic revivify*

4th—*energy adaptation, psychic drain* (DC 21), *slip the bonds, wither* (DC 21)

3rd—*dispel psionics, endorphin surge, physical acceleration, ubiquitous vision*

2nd—*animal affinity, body equilibrium, cleanse body, everyman, specified energy adaptation*

1st—*corrosive aura, fortify, inertial armor, matter agitation, mind thrust* (DC 18)

0—*conceal thoughts, detect psionics, missive*

Psi-Like Abilities (ML 21st; concentration +28)

At will—*chameleon*

1/day—*fission, resist death*

3/day—*cleanse spirit*

STATISTICS

Str 30, **Dex** 10, **Con** 27, **Int** 25, **Wis** 23, **Cha** 22

Base Atk +21; **CMB** +33; **CMD** 43 (47 vs. trip)

Feats Combat Expertise, Greater Disarm, Flyby Attack, Hover, Improved Disarm, Improved Initiative, Improved Psi-Like Ability^{UP}, Iron Will, Lightning Reflexes, Multiattack, Power Attack

Skills Appraise +31, Bluff +30, Climb +42, Diplomacy +30, Fly +15, Knowledge (arcana) +31, Knowledge (nature) +31, Knowledge (psionics) +31, Perception +30, Sense Motive +30, Spellcraft +31, Stealth +15, Use Magic Device +30

Languages Auran, Balite, Caliban, Common, Cynean, Draconic, Enukan, Giant, Terran

SQ change shape 3/day, emulation (solid, liquid, or gas, 3/day, 10 rounds)

Bloodstone dragons are most common in the Wyldlands of Bal, where they build elaborate nests atop the mightiest trees in the deep jungle. Arguably the mightiest denizens of their domain, bloodstone dragons will seek out conflicts in order to test the limits of their strength, endurance, and intellect. Some go so far as to invite intruders to their lair, decorating the branches of their trees with precious metals and jewels, so that the sparkle and shine of its decorated canopy can be seen for miles in daylight. Bloodstone dragons that advertise a challenge in this fashion tend either to be short-lived or very old and very capable.

PSIONIC DRAGON, QUARTZ

A crest of clear crystals crowns this dragon's head and runs along its spine and tail. Its translucent scales glitter in the light.

QUARTZ DRAGON

LN dragon

BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 4d12

Speed 40 ft.

Natural Armor +3; **Breath Weapon** line, 2d6 electricity

Str 9, **Dex** 15, **Con** 12, **Int** 16, **Wis** 13, **Cha** 14

ECOLOGY

Environment cold and temperate mountains
Organization solitary
Treasure triple

SPECIAL ABILITIES

Astral Projection Breath

(Ex): The effects of a quartz dragon's breath weapon extend into the Astral Plane, affecting creatures on that plane normally if they are within the area of effect. A quartz dragon can bypass up to 3 points of electricity resistance provided by an aegis's astral suit per age category of the dragon. Ancient or older quartz dragons still deal half damage to an aegis whose astral suit provides immunity to electricity.

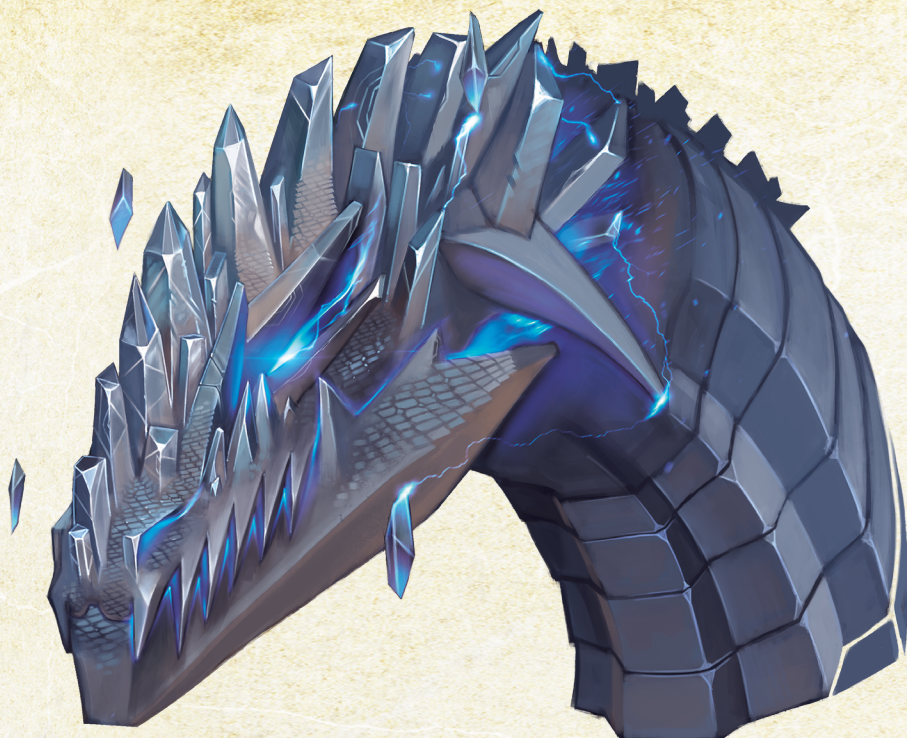
Astral Sight (Ex): A quartz dragon can see into the Astral Plane, allowing it to see astral projections and creatures traveling on that plane within its normal range of sight.

Change Shape (Su): Three times per day, a young or older quartz dragon can assume any humanoid as if using *true metamorphosis*. Treat the dragon's CR as its manifester level.

Debilitating Breath (Su): Three times per day, a young adult or older quartz dragon can breathe a cone of crackling electricity, dealing damage equal to the dragon's standard breath weapon. Creatures damaged by the breath weapon are also staggered for 2d4 rounds, finding their bodies wracked with spasms as the electricity continues to course through them. A successful Reflex save halves this damage and reduces the staggered effect to 1 round.

Discharge (Ex): A quartz dragon that is struck by a physical attack or force effect gives off an electrical current. Any successful attack roll with a weapon, natural weapon, physical object, or force effect automatically generates this effect, delivering electricity damage equal to 2 times the dragon's age category to all creatures adjacent to the dragon. A successful Reflex save halves the damage. This ability is Constitution-based.

Intuitive Spark (Su): A young or older quartz dragon gains limited insight regarding creatures struck by its breath weapon. Against any creatures that take damage from its breath weapon, the dragon gains an insight bonus to AC, attacks, and skill checks equal



to half its age category. The insight bonus lasts for 3 rounds.

Manifesting: A quartz dragon manifests as a seer of the level indicated on the table below.

Prescient (Ex): A very young or older quartz dragon always acts during a surprise round, even if it failed to make a Perception roll to notice a foe, but it remains flat-footed until it takes an action. In addition, the quartz dragon receives a bonus on initiative checks equal to half its age category.

Psi-Like Abilities (Ps): A quartz dragon gains the following psi-like abilities upon reaching the listed age category. Juvenile—*true terror* at will; old—*remote viewing* 3/day; ancient—*fate of one* 3/day; great wyrm—*hypercognition* 3/day.

YOUNG QUARTZ DRAGON

CR 8

XP 4,800

LN Large dragon (air)

Init +6; **Senses** astral sight, dragon senses; **Perception** +13

DEFENSE

AC 20, touch 11, flat-footed 18 (+1 Dex, +1 dodge, +9 natural, -1 size)

hp 76 (8d12+24)

Fort +9, **Ref** +7, **Will** +8

Defensive Abilities discharge (6 electricity damage, DC 18), refractive body; **Immune** electricity, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

PSIONIC DRAGON, QUARTZ

Age Category	Special Abilities	Caster Level
Wyrmling	<i>Discharge</i>	—
Very young	<i>Prescient</i>	—
Young	<i>Change shape</i> , intuitive spark	—
Juvenile	<i>True terror</i>	—
Young adult	Debilitating breath, DR 5/magic, power resistance	1st
Adult	<i>Frightful presence</i>	3rd
Mature adult	DR 10/magic	5th
Old	<i>Remote viewing</i>	7th
Very old	DR 15/magic	9th
Ancient	<i>Fate of one</i>	11th
Wyrmling	DR 20/magic	13th
Great wyrmling	<i>Hypercognition</i>	15th

Melee bite +10 (2d6+4), 2 claws +10 (1d8+3), 2 wings +8 (1d6+1), tail slap +8 (1d8+4)

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

Special Attacks breath weapon (80-ft. line, 6d6 electricity, DC 18, affects astral creatures)

STATISTICS

Str 17, **Dex** 13, **Con** 16, **Int** 18, **Wis** 15, **Cha** 16

Base Atk +8; **CMB** +12; **CMD** 23 (27 vs. trip)

Feats Dodge, Improved Initiative, Multiattack, Power Attack

Skills Appraise +15, Diplomacy +14, Fly +4, Intimidate +14, Knowledge (geography) +15, Knowledge (psionics) +15, Perception +13, Sense Motive +13

Languages Auran, Common, Draconic, Gavean, Giant, Nasian

SQ change shape (3/day), intuitive spark, prescient

ADULT QUARTZ DRAGON

CR 12

XP 19,200

LN Huge dragon (air)

Init +7; **Senses** astral sight, dragon senses; **Perception** +21

Aura frightful presence (180 ft., DC 22)

DEFENSE

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)

hp 161 (14d12+70)

Fort +15, **Ref** +11, **Will** +15

Defensive Abilities discharge (12 electricity damage, DC 22), refractive body; DR 5/magic; **Immune** electricity, paralysis, sleep; **PR** 23

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +18 (2d8+9), 2 claws +18 (2d6+6), 2 wings +16 (1d8+3), tail slap +16 (2d6+9)

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

Special Attacks breath weapon (100-ft. line, 12d6 electricity, DC 22, affects astral creatures), crush (DC 22, 2d8), debilitating breath

Powers Known (3rd-level seer; 20 pp; concentration +9)

2nd—*false future* (DC 18), *object reading*

1st—*force screen*, *offensive precognition*, *offensive prescience*, *precognition*, *psychic tracking*

0—*blinding flash* (DC 16), *conceal thoughts*, *detect psionics*

Psi-Like Abilities (ML 14th; concentration +19)

At will—*true terror*

STATISTICS

Str 23, **Dex** 11, **Con** 20, **Int** 22, **Wis** 19, **Cha** 20

Base Atk +14; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Combat Expertise, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack

Skills Appraise +23, Autohypnosis +21, Diplomacy +22, Fly +9, Knowledge (arcana) +23, Knowledge (geography) +23, Knowledge (local) +23, Knowledge (psionics) +23, Perception +21, Sense Motive +21, Spellcraft +23, Use Magic Device +22

Languages Aquan, Auran, Common, Draconic, Gavean, Giant, Nasian, Prymidian

SQ change shape 3/day, intuitive spark, prescient

ANCIENT QUARTZ DRAGON

CR 17

XP 153,600

LN Gargantuan dragon (air)

Init +9; **Senses** astral sight, dragon senses; **Perception** +31

Aura frightful presence (300 ft., DC 28)

DEFENSE

AC 35, touch 5, flat-footed 35 (-1 Dex, +30 natural, -4 size)

hp 297 (22d12+154)

Fort +20, **Ref** +14, **Will** +21

Defensive Abilities discharge (20 electricity damage, DC 28), refractive body; **DR** 15/magic; **Immune** electricity, paralysis, sleep; **PR** 28

OFFENSE

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

Melee bite +28 (4d6+15), 2 claws +28 (2d8+10), 2 wings +26 (2d6+5), tail slap +26 (2d8+15)

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

Special Attacks breath weapon (120-ft. line, 20d6 electricity, DC 28, affects astral creatures), crush (DC 28, 4d6), debilitating breath, tail sweep (2d6+15, DC 28)

Powers Known (11th-level seer; 150 pp; concentration +19)

6th—*greater precognition*

5th—*catapsi* (DC 23), *clairtangent hand*, *pierce the veils*, *second chance*

4th—*aura sight*, *detect remote viewing*, *power leech*, *trace psychoport*

3rd—*dispel psionics*, *escape detection*, *mental barrier*, *ubiquitous vision*

2nd—*clairvoyant sense*, *false future* (DC 20), *id insinuation* (DC 20), *mental disruption* (DC 20)

1st—*force screen*, *offensive precognition*, *offensive prescience*, *precognition*, *psychic tracking*

0—*blinding flash* (DC 18), *conceal thoughts*, *detect psionics*

Psi-Like Abilities (CL 22nd; concentration +30)

At will—*true terror*

3/day—*fate of one*, *remote viewing*

STATISTICS

Str 31, **Dex** 9, **Con** 24, **Int** 26, **Wis** 23, **Cha** 24

Base Atk +22; **CMB** +36; **CMD** 45 (49 vs. trip)

Feats Combat Expertise, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Psionic Fist^{UP}, Psionic Meditation^{UP}, Quicken Power, Rapid Metabolism

Skills Appraise +33, Autohypnosis +31, Bluff +32, Diplomacy +32, Fly +10, Knowledge (arcana) +33, Knowledge (geography) +33, Knowledge (local) +33, Knowledge (nature) +33, Knowledge (psionics) +33, Perception +31, Sense Motive +31, Spellcraft +33, Use Magic Device +32

Languages Aquan, Auran, Common, Draconic, Gavean, Giant, Khaynite, Nasian, Prymidian, Terran

SQ change shape 3/day, intuitive spark, prescient

Quartz dragons prefer lairs in caves or structures high in the mountains. Some lair in the tall peaks south of the Arman Protectorate, others in the peaks in the central Caneus Empire. A few make their homes in the high places of Gavea. Of all the psionic dragons, quartz dragons most like to meddle in the affairs of the humanoid races, using their ability to change shape and their psionic powers to move through civilization and influence it according to their desires. Some quartz dragons find the idea of stifling psionic development appalling and against natural law. These take umbrage at the actions of Section Omega and

seek to thwart the group whenever possible. Others find control of such dangerous power among humanoids a fine idea and work to help the organization meet their ends. Occasionally such cross purposes bring two quartz dragons into conflict. Such conflicts often result in personal feuds that can go on for decades, sometimes centuries, with humanoids becoming pawns in the dragons' greater game.

PSIONIC DRAGON, AQUAMARINE

The translucent scales of this slim dragon are the color of a clear sky. Its whip-like tail is half again the length of its body.

AQUAMARINE DRAGON

CN dragon (water)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 5d12

Speed 50 ft., swim 50 ft.

Natural Armor +3; **Breath Weapon** cone, 3d4 cold

Str 10, **Dex** 14, **Con** 13, **Int** 13, **Wis** 11, **Cha** 12

ECOLOGY

Environment any lake or ocean

Organization solitary

Treasure triple

SPECIAL ABILITIES

Agile (Ex): Aquamarine dragons have good maneuverability while flying regardless of their age or size.

Blade Sweep (Ex): An old or older aquamarine dragon can incorporate its mind blade into its tail sweep attack, substituting the mind blade's damage and damage type for the tail sweep's.

Change Shape (Su): Three times per day, a juvenile or older aquamarine dragon can assume any humanoid form as if using *true metamorphosis*. Treat the dragon's CR as its manifester level.

Clinging Breath (Su): Mature adult and older aquamarine dragons can use their breath weapon to entrap opponents in ice. Three times per day, the dragon may choose to modify its breath weapon so opponents that fail their Reflex saving throws must roll a Fortitude save at the same DC or become entangled. If an entangled creature is affected by a second clinging breath attack, it must succeed at a Fortitude save or become helpless. Creatures who are underwater and become encased in ice begin to rise to the surface at a rate of 20 feet per round. An entangled creature can attempt to break free of the ice with a Strength check or can try to slip out with an Escape Artist check. The DC to escape is equal to the DC of the dragon's breath weapon. If an ally attempts to break an entangled or helpless target free, the ice has hardness 0 and takes

PSIONIC DRAGON, AQUAMARINE

Age Category	Special Abilities	Caster Level
Wyrmling	Agile, deft	—
Very young	Draconic fortune	—
Young	Mind blade damage 3d6	1st
Juvenile	Change shape, <i>conceal thoughts</i> , detect psionics	3rd
Young adult	DR 5/magic, mind blade damage 4d6, power resistance	5th
Adult	Frightful presence, <i>inevitable strike</i>	7th
Mature adult	Clinging breath, DR 10/magic	9th
Old	Blade sweep, <i>delayed response</i> , mind blade damage 6d6	11th
Very old	DR 15/magic	13th
Ancient	<i>Catapsi</i>	15th
Wyrmling	DR 20/magic	17th
Great wyrmling	Mind blade damage 8d6, <i>personal barred mind</i>	19th

18 hit points of damage before it breaks, freeing the creature.

Deft (Ex): An aquamarine dragon can take the Dodge feat and any feats that require Dodge as a prerequisite without meeting those feats' Dexterity requirements.

Draconic Fortune (Ex): As an immediate action, a very young or older aquamarine dragon can reroll any one d20 roll. The result of this second roll must be taken, even if it is worse than the original roll. An aquamarine dragon can use this ability once per day, plus one use per two age categories beyond gains beyond very young.

Manifesting: An aquamarine dragon manifests as a soulknife of the level indicated on the table below. The dragon's mind blade, when it forms, is attached to the tip of its tail. An aquamarine dragon's mind blade is always considered the two-handed form and does damage equivalent to its size. When the mind blade is in use, it becomes the dragon's primary attack and, if the dragon is Gargantuan or Colossal, replaces its tail slap. When the dragon attacks with its mind blade, all of its natural attacks are considered secondary attacks. While its mind blade is in use, an aquamarine dragon with the tail sweep attack cannot use it, though it can use the blade sweep ability, if it is old enough to have it.

Psi-Like Abilities (Ps): An aquamarine dragon gains the following psi-like abilities upon reaching the listed age category. Juvenile—*conceal thoughts* and *detect psionics* at will; adult—*inevitable strike* 3/day; old—*delayed response* 3/day; ancient—*catapsi* 3/day; great wyrmling—*personal barred mind* 1/day.

Water Breathing (Ex): An aquamarine dragon can breathe underwater indefinitely and can freely use its breath weapon, psionics, and other abilities while submerged.

YOUNG AQUAMARINE DRAGON

CR 9

XP 6,400

CN Large dragon (water)

Init +5; Senses dragon senses; Perception +12

DEFENSE

AC 20, touch 11, flat-footed 18 (+1 Dex, +1 dodge, +9 natural, -1 size)

hp 85 (9d12+27)

Fort +9, Ref +7, Will +7

Defensive Abilities **refractive body**; Immune cold, paralysis, sleep

OFFENSE

Speed 50 ft., fly 200 ft. (good), swim 50 ft.

Melee bite +12 (2d6+6), 2 claws +12 (1d8+4), 2 wings +10 (1d6+2), tail slap (1d8+6) or mind blade +13/+8 (3d6+6/19-20), bite +10 (2d6+2), 2 claws +10 (1d8+2), 2 wings +10 (1d6+2)

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

Special Attacks breath weapon (40-ft. cone, 9d4 cold, DC 17)

STATISTICS

Str 18, Dex 12, Con 17, Int 15, Wis 13, Cha 14

Base Atk +9; CMB +14; CMD 25 (29 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Multiattack, Power Attack

Skills Autohypnosis +13, Bluff +13, Diplomacy +13, Fly +14, Knowledge (nature) +13, Knowledge (psionics) +13, Perception +12, Sense Motive +12, Swim +23

Languages Aquan, Common, Draconic

SQ agile, deft, draconic fortune 1/day

ADULT AQUAMARINE DRAGON

CR 13

XP 25,600

CN Huge dragon (water)

Init +4; Senses dragon senses; Perception +21

Aura frightful presence (180 ft., DC 21)

DEFENSE

AC 27, touch 9, flat-footed 26 (+1 dodge, +18 natural, -2 size)

hp 172 (15d12+75)

Fort +13, **Ref** +9, **Will** +12

Defensive Abilities refractive body; **DR** 5/magic; **Immune** cold, paralysis, sleep; **PR** 24

OFFENSE

Speed 50 ft., fly 200 ft. (good), swim 50 ft.

Melee bite +20 (2d8+10), 2 claws +20 (2d6+7), 2 wings +18 (1d8+3), tail slap +18 (2d6+10) or +1 *corrosive keen mind blade* +21/+16/+11 (4d6+11 plus 1d6 acid/17-20), bite +18 (2d8+3), 2 claws +18 (2d6+3), 2 wings +18 (1d8+3)

Ranged thrown +1 *corrosive keen mind blade* +21 (4d6+8 plus 1d6 acid/17-20)

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

Special Attacks breath weapon (50-ft. cone, 18d4 cold, DC 22), crush (DC 22, 2d8), enhanced mind blade, psychic strike +2d8

Psi-Like Abilities (ML 15th; concentration +19)
At will—*conceal thoughts, detect psionics*
3/day—*inevitable strike*

STATISTICS

Str 24, **Dex** 10, **Con** 21, **Int** 19, **Wis** 17, **Cha** 18

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

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Multiattack, Power Attack, Spring Attack, Wind Stance

Skills Autohypnosis +21, Bluff +22, Diplomacy +22, Fly +18, Knowledge (nature) +22, Knowledge (psionics) +22, Perception +21, Sense Motive +21, Survival +21, Swim +33

Languages Aquan, Common, Draconic

SQ agile, blade skills (dazzling blade [DC 25], disrupting strike, two-handed throw), change shape 3/day, deft, draconic fortune 3/day, quick draw

ANCIENT AQUAMARINE DRAGON CR 18

XP 153,600

CN Gargantuan dragon (water)

Init +3; **Senses** dragon senses; **Perception** +21

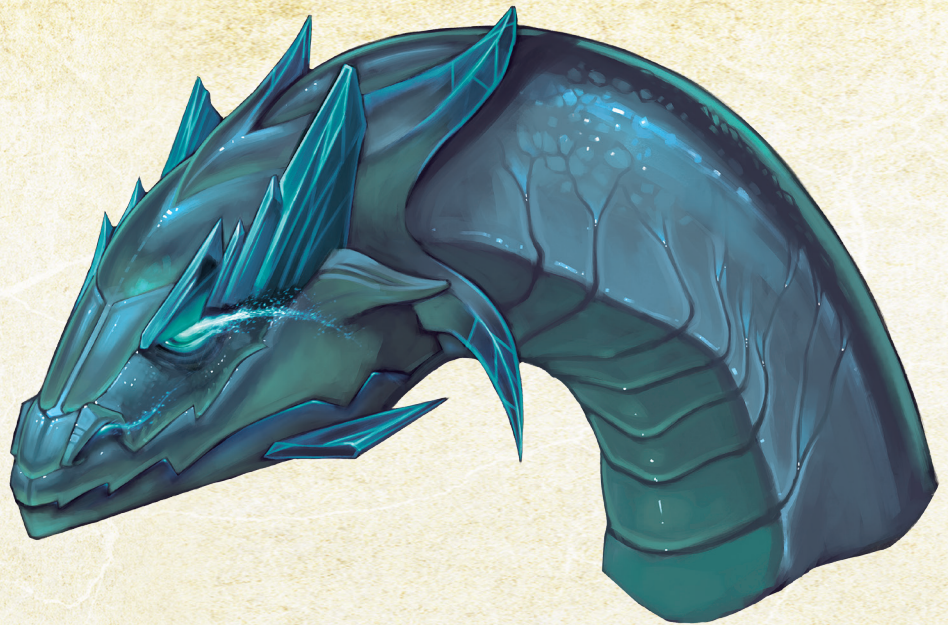
Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 35, touch 5, flat-footed 35 (-1 Dex, +30 natural, -4 size)

hp 310 (23d12+161)

Fort +20, **Ref** +14, **Will** +20



Defensive Abilities refractive body; **DR** 15/magic, **Immune** cold, paralysis, sleep; **PR** 29

OFFENSE

Speed 50 ft., fly 250 ft. (good), swim 50 ft.

Melee bite +30 (4d6+16), 2 claws +30 (2d8+11), 2 wings +28 (2d6+5), tail slap +28 (2d8+16) or +5 *psychokinetic burst mind blade* +35/+30/+25/+20 (6d6+1d4+21/19-20/x3), bite +28 (4d6+5), 2 claws +28 (2d8+5), 2 wings +28 (2d6+5)

Ranged thrown +5 *psychokinetic burst mind blade* +23 (6d6+1d4+11/19-20/x3)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite and tail)

Special Attacks breath weapon (60-ft. cone, 30d4 cold, DC 28), clinging breath (entrap, DC 28, 4d6 rounds, hardness 0, 18 hp), crush (DC 28), psychic strike +5d8, tail sweep (2d6+16, DC 28)

Psi-Like Abilities (ML 23rd; concentration +29)

At will—*conceal thoughts, detect psionics*
3/day—*catapsi, delayed response, inevitable strike*

STATISTICS

Str 32, **Dex** 8, **Con** 25, **Int** 23, **Wis** 21, **Cha** 22

Base Atk +23; **CMB** +38; **CMD** 47 (51 vs. trip)

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Lightning Reflexes, Lightning Stance, Mobility, Multiattack, Power Attack, Spring Attack, Vital Strike, Wind Stance

Skills Autohypnosis +21, Bluff +22, Diplomacy +22, Fly +18, Knowledge (nature) +22, Knowledge (psionics) +22, Perception +21, Sense Motive +21, Survival +21, Swim +33

Languages Aquan, Common, Draconic

SQ agile, blade skills (bladewind, dazzling blade [DC 33], deadly blow, disrupting strike, extended strike, powerful strikes, two-handed throw), change shape 3/day, deft, draconic fortune 5/day, quick draw

Aquamarine dragons inhabit many of the larger rivers and lakes on Exodus, as well as the coastal waters off the mainland, especially the Tyranius Strait. They are a highly unpredictable species, and one is as likely to offer its blade in defense of a village against plundering pirates as it is to extort food from the village in exchange for not destroying it. Despite their chaotic natures, they have something of a code of honor among their own kind. Disputes between individual dragons are often resolved through duels, held privately in remote coastal locations or on distant islands, mind blade against mind blade. These duels rarely end in death, and those few who have been fortunate enough to witness one say they are the most wondrous displays of both skill and savagery to be seen on Exodus.

PSIONIC DRAGON, OPAL

This dragon's translucent scales and spiraling horns catch the light and reflect back all the colors of the rainbow in a dazzling display.

OPAL DRAGON

NG dragon (fire)

BASE STATISTICS

CR 6; Size Small; Hit Dice 6d12

Speed 40 ft.

Natural Armor +5; Breath Weapon line, 2d8 fire

Str 13, Dex 14, Con 15, Int 13, Wis 16, Cha 14

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

SPECIAL ABILITIES

Blazing Breath (Su): The breath weapon of a young or older opal dragon affects creatures that are immune or resistant to fire. A creature immune to fire damage takes half damage from the breath weapon (no damage with a successful saving throw). A resistant creature's fire resistance is treated as 10 less than normal.

Breath Weapon (Su): An opal dragon's breath weapon is a blast of brilliant, multicolored magical light. Any creature damaged by the breath weapon must also make a Fortitude save or be permanently dazzled due to eye damage. Constructs, undead, and creatures without eyes are immune to this effect. This effect can be removed with *regenerate*, *remove blindness/deafness*, *heal*, or similar effects. The breath weapon passes through force effects, such as a *wall of force*, and affects creatures beyond it without damaging the force effect. Glass objects and other transparent barriers do not protect against an opal dragon's breath, but such a barrier does take damage from the breath weapon passing through it. Fog, smoke, and other clouds provide a cover bonus to the saving throws of creatures within them. This breath weapon is unaffected by darkness, magical or otherwise.

Brilliant Aura (Su): A great wyrm opal dragon radiates a brilliant display of colors from its opalescent scales. Each round, all creatures within 60 feet of the dragon must make a Will save on their turn to avoid being dazed (if the victim has 15 or fewer Hit Dice) or staggered (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.

Change Shape (Su): Three times per day, a very young or older opal dragon can assume any humanoid form as if using *true metamorphosis*. Treat the dragon's CR as its manifester level.

Prismatic Breath (Su): Three times per day, a mature adult or older opal dragon can breathe a cone of multicolored light instead of its normal breath weapon. This cone has the same effects as *prismatic spray*.

Manifesting: An opal dragon manifests as a vitalist of the level indicated on the table below.

Morphic Wave (Su): Once per day, an adult or older opal dragon can unleash a wave of raw transformative energy in a radius of 10 feet per age category of the dragon, causing creatures within its area to suffer debilitating body alterations. All affected creatures take 2d4 points of Strength, Dexterity, and Constitution damage. A successful Fortitude saving throw halves this ability damage. This ability damage increases with the dragon's age—3d4 at old, 4d4 at ancient, and 5d4 at great wyrm. This ability is Wisdom-based.

Psi-Like Abilities (Ps): An opal dragon gains the following psi-like abilities upon reaching the listed age category. Young—*body adjustment* at will; juvenile—*body purification* at will; old—*brutalize wounds* 3/day; ancient—*energy conversion*; great wyrm—*affinity field* 3/day.

Shimmering Fortitude (Ex): Opal dragons are immune to spells of the pattern and polymorph subschools, and receive a +4 racial bonus on saving throws against spells with the light descriptor.

YOUNG OPAL DRAGON

CR 10

XP 9,600

NG Large dragon (fire)

Init +5; Senses dragon senses; Perception +16

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 105 (10d12+40)

Fort +11, Ref +8, Will +11; +4 vs. light effects

Defensive Abilities refractive body, shimmering fortitude; **Immune** fire, paralysis, patterns, polymorph, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor)

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

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

Special Attacks blazing breath, breath weapon (80-ft. line, 6d8 fire, DC 19)

Powers Known (1st-level vitalist; 3 pp; concentration +5)

1st—*collapse* (DC 15), *thicken skin*

0—*dazzle* (DC 14), *detect psionics*, *sicken body* (DC 14)

Psi-Like Abilities (ML 10th; concentration +13)

At will—*body adjustment*

STATISTICS

Str 21, **Dex** 12, **Con** 19, **Int** 15, **Wis** 18, **Cha** 16

Base Atk +10; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats Deflect Ray, Flyby Attack, Improved Initiative, Multiattack, Power Attack

Skills Bluff +15, Diplomacy +15, Fly +7, Heal +16, Knowledge (local) +14, Knowledge (psionics) +14, Perception +16, Sense Motive +16, Spellcraft +14

Languages Common, Draconic, Gavean, Ignan, Qijomi
SQ change shape 3/day

ADULT OPAL DRAGON

CR 14

XP 38,400

NG Huge dragon (fire)

Init +4; **Senses** dragon senses; **Perception** +25

Aura frightful presence (180 ft., DC 23)

DEFENSE

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

hp 200 (16d12+96)

Fort +16, **Ref** +10, **Will** +16

Defensive Abilities refractive body, shimmering fortitude; **DR** 5/magic; **Immune** fire, paralysis, patterns, polymorph, sleep; **PR** 25

OFFENSE

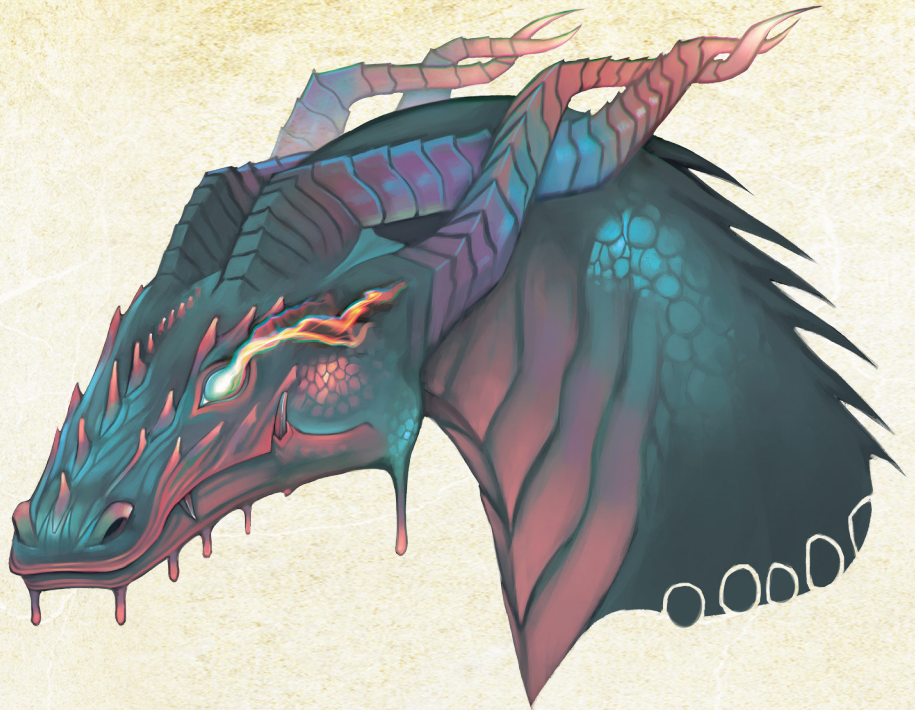
Speed 40 ft., fly 200 ft. (poor)

Melee bite +22 (2d8+12/19–20), 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 blazing breath, breath weapon (100-ft. line, 12d8 fire, DC 24), crush (DC 24, 2d8), morphic wave (DC 24)

Powers Known (7th-level vitalist, 63 pp, concentration +13)



4th—*energy adaptation*

3rd—*mend body*

2nd—*empathic transfer*

1st—*collapse* (DC 17), *thicken skin*

0—*dazzle* (DC 16), *detect psionics*, *sicken body* (DC 16)

Psi-Like Abilities (ML 16th; concentration +21)

At will—*body adjustment*, *body purification*

STATISTICS

Str 27, **Dex** 10, **Con** 23, **Int** 19, **Wis** 22, **Cha** 20

Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)

Feats Deflect Ray, Flyby Attack, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Vital Strike

Skills Bluff +24, Diplomacy +24, Fly +11, Heal +25, Knowledge (arcana) +23, Knowledge (local) +23, Knowledge (psionics) +23, Perception +25, Sense Motive +25, Spellcraft +23, Use Magic Device +24

Languages Abyssal, Common, Draconic, Gavean, Ignan, Qijomi, Sasori

SQ change shape 3/day

ANCIENT OPAL DRAGON

CR 19

XP 204,800

NG Gargantuan dragon (fire)

Init +3; **Senses** dragon senses; **Perception** +35

Aura frightful presence (300 ft., DC 29)

DEFENSE

AC 37, touch 5, flat-footed 37 (–1 Dex, +32 natural, –4 size)

hp 324 (24d12+168)

Fort +22, **Ref** +15, **Will** +22

Defensive Abilities refractive body, shimmering fortitude; **DR** 15/magic; **Immune** fire, paralysis, patterns, polymorph, sleep; **PR** 30

PSIONIC DRAGON, OPAL

Age Category	Special Abilities	Caster Level
Wyrmling	Shimmering fortitude	—
Very young	Change shape	—
Young	Blazing breath, <i>body adjustment</i>	1st
Juvenile	<i>Body purification</i>	3rd
Young adult	DR 5/magic, power resistance	5th
Adult	Frightful presence, morphic wave	7th
Mature adult	DR 10/magic, prismatic breath	9th
Old	<i>Brutalize wounds 3/day</i>	11th
Very old	DR 15/magic	13th
Ancient	<i>Energy conversion</i>	15th
Wyrmling	DR 20/magic	17th
Great wyrmling	<i>Affinity field</i>	19th

OFFENSE

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

Melee bite +32 (4d6+18/19–20), 2 claws +32 (2d8+12), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)

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

Special Attacks blazing breath, breath weapon (120-ft. line, 20d8 fire, DC 30), crush (DC 30, 4d6), morphic wave (DC 30), prismatic breath 3/day, tail sweep (2d6+18, DC 30)

Powers Known (15th-level vitalist, 247 pp, concentration +22)

8th—*true metabolism*

7th—*bend reality*

6th—*cleanse spirit*

5th—*psionic revivify*

4th—*energy adaptation*

3rd—*mend body*

2nd—*empathic transfer*

1st—*collapse* (DC 18), *thicken skin*

0—*dazzle* (DC 17), *detect psionics*, *sicken body* (DC 17)

Psi-Like Abilities (ML 24th; concentration +31)

1/day—*energy conversion*

3/day—*brutalize wounds* (DC 24)

At will—*body adjustment*, *body purification*

STATISTICS

Str 35, **Dex** 8, **Con** 27, **Int** 23, **Wis** 26, **Cha** 24

Base Atk +24; **CMB** +40; **CMD** 49 (53 vs. trip)

Feats Deflect Ray, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Psionic Meditation^{UP}, Quicken Power^{UP}, Vital Strike, Wingover

Skills Appraise +34, Autohypnosis +34, Bluff +34, Diplomacy +34, Fly +12, Heal +35, Knowledge (arcana) +34, Knowledge (local) +34, Knowledge (psionics) +34, Perception +35, Sense Motive +35, Spellcraft +34, Use Magic Device +34

Languages Abyssal, Common, Draconic, Gavean, Ignan, Qijomi, Satori

SQ change shape 3/day

Opal dragons are often found in the deep deserts of the Dominion, and are fond of residing in lost ruins among the dunes or in caves carved from windswept mesas. It is not unheard of for an opal dragon to take on the guise of a wise hermit. In this guise, the dragon will gain renown as a powerful healer, trading its services for gifts. Often the dragon will scale its price to reflect the supplicant. A poor farmer might be charged nothing more than a meal, while a rich merchant may have to provide rare riches imported from afar for the same healing.

PSYCHIC DRAGONS

Psychic dragons are strange creatures wielding weird magics, either from exposure to strange elements on this plane or from long stays in fell realms beyond this one.

Psychic Resilience (Ex): As psychic dragons age, they become less affected by psychic magic, gaining a +4 racial bonus to saving throws against psychic spells and spell-like abilities. The age at which a specific dragon type gains this ability is listed in each individual entry.

PSYCHIC DRAGON, BRIMSTONE

The rough scales and craggy bone protrusions of this dragon are a dark yellow, while its eyes blaze with red light.

BRIMSTONE DRAGON

CN dragon (earth)

BASE STATISTICS

CR 3; **Size** Tiny; **Hit Dice** 4d12

Speed 50 ft.

Natural Armor +3; **Breath Weapon** cone, 2d6 acid

Str 9, **Dex** 16, **Con** 13, **Int** 10, **Wis** 11, **Cha** 12

ECOLOGY

Environment warm mountains and hills

Organization solitary

PSYCHIC DRAGON, BRIMSTONE

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to acid, immunity to poison, stench	—
Very young	Rockhopper	—
Young	<i>Adhesive spittle</i> ^{UC} , destabilizing breath, <i>sift</i>	1st
Juvenile	Change shape	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Adhesive blood</i> ^{ACG} , frightful presence	7th
Mature adult	DR 10/magic, pyrophoric breath	9th
Old	<i>Calcific touch</i>	11th
Very old	DR 15/magic, psychic resilience	13th
Ancient	Obliterating breath, <i>suffocation</i>	15th
Wyrmling	DR 20/magic, thoughtsense	17th
Great wyrmling	<i>Dust form</i> ^{UC}	19th

Treasure triple

SPECIAL ABILITIES

Change Shape (Su): Three times per day, a juvenile or older brimstone dragon can assume any humanoid form as if using *polymorph*.

Destabilizing Breath (Su): As a brimstone dragon ages, the caustic chemicals it can expel interact strangely with the substances with which it comes in contact. When an unattended object takes damage from the dragon's breath weapon, its hardness decreases by 1 for every die of damage taken, to a minimum of 0. Attended objects are not affected in this fashion unless the creature holding them rolls a natural 1 on its saving throw against the breath weapon. The ground in the breath weapon's area of effect reacts as if it were targeted by *soften earth and stone*.

Obliterating Breath (Su): When an ancient or older brimstone dragon kills a creature with its breath weapon, the creature's body dissolves completely and can only be returned to life through *true resurrection* or similar magic.

Pyrophoric Breath (Su): The caustic chemicals breathed by a mature adult or older brimstone dragon are highly flammable. If a creature takes damage from the dragon's breath weapon and then later takes fire damage, before rounds have elapsed equal in number to the dragon's age category, it must succeed at a Reflex save (DC equal to the dragon's breath weapon DC) or catch fire, taking 2d6 fire damage each round for the next 1d4 rounds. A burning creature can attempt a new saving throw each round, as a full-round action, to extinguish the flames.

Psychic Magic (Sp): A brimstone dragon gains the following psychic spells upon reaching the listed age category. Young—*adhesive spittle*^{UC}, *sift*; adult—*adhesive blood*^{ACG}; old—*calcific touch*; ancient—*suffocation*; great wyrmling—*dust form*^{UC}.

Rockhopper (Ex): A very young or older brimstone dragon can travel over dense rubble and steep slopes at its normal speed without penalty.

Stench (Ex): The bodies of brimstone dragons are host to dangerous mixtures of chemicals, which produce and give off noxious fumes. This aura extends in a radius equal to 5 feet times the dragon's age category. All living creatures without the stench ability that enter this radius must succeed at a Fortitude save (DC 10 + 1/2 the dragon's Hit Dice + its Constitution modifier) or be sickened for 10 rounds. Creatures that succeed on the save cannot be affected by the same dragon's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes this sickened effect. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Thoughtsense (Su): Wyrmling brimstone dragons automatically sense and locate conscious creatures within 100 feet. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and non-sentient (Intelligence 1–2) creatures.

YOUNG BRIMSTONE DRAGON

CR 7

XP 3,200

CN Medium dragon (earth)

Init +6; Senses dragon senses; Perception +12

Aura stench (15 ft., DC 17)

DEFENSE

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

hp 76 (8d12+24)
Fort +9, **Ref** +10, **Will** +7
Immune acid, paralysis, poison, sleep

OFFENSE

Speed 50 ft., fly 150 ft. (average)

Melee bite +12 (1d8+4), 2 claws +11 (1d6+3/19–20), 2 wings +6 (1d4+1)

Special Attacks breath weapon (30-ft. cone, 6d6 acid, DC 17), destabilizing breath

Psychic Magic (CL 8th; concentration +9)

4 PE—*adhesive spittle*^{UC} (1 PE, DC 12), *sift* (0 PE)

Psychic Spells Known (CL 1st; concentration +2)

1st (4/day)—*shield*, *telepathic projection*^{OA} (DC 12)

0 (at will)—*daze* (DC 11), *detect magic*, *mage hand*, *telekinetic projectile*^{OA}

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +8; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Improved Critical (claws), Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Skills Appraise +12, Fly +13, Intimidate +13, Knowledge (arcana) +12, Perception +12, Sense Motive +12, Spellcraft +12

Languages Abyssal, Common, Draconic

SQ rockhopper

ADULT BRIMSTONE DRAGON CR 11

XP 12,800

CN Large dragon (earth)

Init +5; **Senses** dragon senses; **Perception** +20

Aura frightful presence (180 ft., DC 21); stench (30 ft., DC 22)

DEFENSE

AC 28, touch 10, flat-footed 27 (+1 dodge, +18 natural, –1 size)

hp 161 (14d12+70)

Fort +14, **Ref** +10, **Will** +12

DR 5/magic; **Immune** acid, paralysis, poison, sleep; **SR** 22

OFFENSE

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

Melee bite +19 (2d6+9), 2 claws +19 (1d8+6), 2 wings +14 (1d6+3), tail slap +14 (1d8+9)

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

Special Attacks breath weapon (40-ft. cone, 12d6 acid, DC 22), debilitating breath



Psychic Magic (CL 14th; concentration +17)

10 PE—*adhesive spittle*^{UC} (1 PE, DC 12), *adhesive blood*^{ACG} (2 PE), *sift* (0 PE)

Psychic Spells Known (CL 7th, concentration +10)

3rd (5/day)—*blood biography* (DC 16), *id insinuation II*^{OA} (DC 16)

2nd (7/day)—*anticipate thoughts*^{OA} (DC 15), *haunting mists*^{UM} (DC 15), *heat metal* (DC 15)

1st (7/day)—*entropic shield*, *lesser confusion* (DC 14), *see alignment*^{UC}, *shield*, *telepathic projection*^{OA} (DC 14)

0 (at will)—*arcane mark*, *bleed*, *daze* (DC 13), *detect magic*, *mage hand*, *message*, *read magic*

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 18

Base Atk +14; **CMB** +21; **CMD** 32 (36 vs. trip)

Feats Flyby Attack, Hover, Improved Critical (claws), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Appraise +20, Bluff +21, Fly +12, Intimidate +21, Knowledge (arcana) +20, Knowledge (geography) +20, Perception +20, Sense Motive +20, Spellcraft +20

Languages Abyssal, Common, Cynean, Draconic, Prymidian

SQ change shape 3/day, rockhopper

ANCIENT BRIMSTONE DRAGON CR 16

XP 76,800

CN Huge dragon (earth)

Init +4; **Senses** dragon senses; **Perception** +30

Aura frightful presence (300 ft., DC 27); stench (50 ft., DC 28)

DEFENSE

AC 38, touch 8, flat-footed 38 (+30 natural, –2 size)

hp 297 (22d12+154)

Fort +20, **Ref** +13, **Will** +18; +4 vs. psychic spells

Defensive Abilities psychic resilience; **DR** 15/magic; **Immune** acid, paralysis, poison, sleep; **SR** 27

OFFENSE

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

Melee bite +31 (2d8+15), 2 claws +30 (2d6+10/19–20), 2 wings +28 (1d8+5), tail slap +28 (2d6+15)

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

Special Attacks breath weapon (50-ft. cone, 20d6 acid, DC 28), crush (DC 28, 2d8), obliterating breath, pyrophoric breath, tail sweep (2d6+10, DC 28)

Psychic Magic (CL 22nd; concentration +27)

20 PE—*adhesive spittle*^{UC} (1 PE, DC 16), *adhesive blood*^{ACG} (2 PE, DC 17), *calcific touch* (4 PE, DC 19), *sift* (0 PE), *suffocation* (5 PE, DC 20)

Psychic Spells Known (CL 15th; concentration +20)

7th—*forcecage* (DC 22), *mass hold person* (DC 22)

6th—*greater dispel magic*, *psychic crush* ^{IOA} (DC 21), *stone tell*

5th—*dominate person* (DC 20), *feeblemind* (DC 20), *mental barrier* ^{IOA}, *mind fog* (DC 20), *true seeing*

4th—*break enchantment*, *charm monster* (DC 19), *ego whip* ^{IOA} (DC 19), *phantasmal killer* (DC 19), *screaming*

3rd—*blood biography* (DC 18), *dispel magic*, *displacement*, *id insinuation* ^{IOA} (DC 18), *protection from energy*

2nd—*anticipate thoughts* ^{OA} (DC 17), *haunting mists*^{UM} (DC 17), *heat metal* (DC 17), *owl's wisdom*, *see invisibility*, *suggestion* (DC 17)

1st—*entropic shield*, *lesser confusion* (DC 16), *see alignment*^{UC}, *shield*, *telepathic projection* ^{OA} (DC 16), *true strike*, *vanish*

0—*arcane mark*, *bleed*, *daze* (DC 15), *detect magic*, *flare* (DC 15), *ghost sound* (DC 15), *mage hand*, *message*, *read magic*

STATISTICS

Str 31, **Dex** 10, **Con** 25, **Int** 20, **Wis** 21, **Cha** 22

Base Atk +22; **CMB** +34; **CMD** 44 (48 vs. trip)

Feats Awesome Blow, Flyby Attack, Greater Vital Strike, Hover, Improved Critical (claws), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Appraise +30, Bluff +31, Diplomacy +31, Fly +17, Intimidate +31, Knowledge (arcana) +30, Knowledge (geography) +30, Knowledge (local) +30, Perception +30, Sense Motive +30, Spellcraft +30

Languages Abyssal, Balite, Common, Cynean, Draconic, Exodite, Prymidian

SQ change shape 3/day, rockhopper

Brimstone dragons frequent badlands, volcanic regions, and other areas where toxic elements are found. They ingest naturally occurring toxins to supplement their diets and fuel their breath weapons. Brimstone dragons take advantage of their ability to change shape to infiltrate human settlements. They use created identities to work schemes that will gain them more wealth for their hordes. These schemes vary from dragon to dragon; some will use

coercion and subterfuge, while others will bully or rob to get what they want.

PSYCHIC DRAGON, QUICKSILVER

The bright metallic scales of this dragon hold rippling reflections of its surroundings, like the surface of moving water.

QUICKSILVER DRAGON

LE dragon (extraplanar)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 50 ft.

Natural Armor +5; **Breath Weapon** cone, 2d8 bludgeoning plus poison

Str 11, **Dex** 14, **Con** 14, **Int** 10, **Wis** 13, **Cha** 11

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su): A quicksilver dragon can breathe a conic gout of mercury at high velocity. All creatures within the area of effect take bludgeoning damage and are knocked prone. A creature that succeeds on a Reflex save takes half damage and is not knocked prone. The liquid metal is also highly toxic, having the effects of the dragon's quicksilver poison.

Change Shape (Su): Three times per day, a young or older quicksilver dragon can assume any humanoid form as if using *polymorph*.

Emotion Aura (Su): A quicksilver dragon can surround itself with an area of swirling, chaotic emotions. These emotions make it difficult for spellcasters to cast spells with an emotion component (Occult Adventures, *Pathfinder Reference Document*). To cast a spell with an emotion component, any living creature within 30 feet of the dragon must succeed at a concentration check (DC 10 + 1/2 the dragon's HD + its Charisma modifier). Failing this check causes the spell to be lost with no effect. In addition, if a spellcaster casts a spell with the emotion or fear descriptor that targets any creature inside this aura, the spellcaster must succeed at this concentration check or the spell fails to affect the target. Creatures with this ability are immune to its effects and can cast spells normally.

Mindraker Mist (Su): Instead of breathing a cone of liquid metal, a young or older quicksilver dragon can choose to breathe a cone of psychoactive gas.

PSYCHIC DRAGON, QUICKSILVER

Age Category	Special Abilities	Caster Level
Wyrmling	Emotion aura, immunity to poison, planewalker	—
Very young	<i>Psychic reading</i> ^{OA} , <i>telekinetic projectile</i> ^{OA}	—
Young	Change shape 3/day, mindraker mist	1st
Juvenile	<i>Oneiric horror</i> ^{OA} , venomous bite	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, <i>hypercognition</i> ^{OA} , psychic resilience	7th
Mature adult	DR 10/magic, ray reflection	9th
Old	<i>Foster hatred</i> ^{OA} , phrenic needles	11th
Very old	DR 15/magic	13th
Ancient	<i>Psychic crush IV</i> ^{OA}	15th
Wyrmling	DR 20/magic	17th
Great wyrmling	<i>Divide mind</i> ^{OA}	19th

Creatures within the cone lose mental discipline, their thoughts running wild, fears coming to the surface to disrupt their thinking and self-control. The effects of the gas last until a creature leaves the cloud, and afterward for 1d6 rounds plus 1 round per age category of the dragon. Creatures affected by the gas take a –4 penalty, with an additional –1 for each age category of the dragon beyond old, to saving throws against spells of the glamor and phantasm subschools and any with the mind-affecting descriptor cast by the dragon. Spellcasters affected by the gas must make concentration checks to cast (DC 15 + spell level, +10 for spells with thought component). While in effect, *calm emotions* suppresses, but does not dispel, the effects of mindraker mist.

Phrenic Needles (Su): Three times per day, an old or older quicksilver dragon can alter its breath weapon, shooting a line of solid, metallic needles up its foes. This attack does piercing damage rather than bludgeoning. Worse, the needles embed themselves into creatures' flesh and allow the dragon to control their actions. A living creature with an Intelligence score of at least 1 takes damage from the phrenic needles, it must succeed at a Will save (DC 10 + 1/2 the dragon's HD + its Cha modifier) or become subject to the dragon's mental commands. This acts as *dominate monster*.

The dragon can actively control creatures worth a total number of Hit Dice equal to twice the dragon's Hit Dice. As a full-round action, the dragon may relinquish active control of a creature to take control of another that still has any phrenic needles in its flesh. A creature released from control is dazed for 1 round while it regains

its senses. The creature the dragon attempts to control can attempt to resist by making a Will save (same DC). If it fails, it falls under the quicksilver dragon's control and counts toward the dragon's total Hit Dice limit. Control lasts until the dragon releases the creature or for 1 day per age category of the dragon, whichever comes first. For the duration of its effect, *protection from evil* will block the dragon's control. A successful *break enchantment* or *dispel evil* will dissolve the needles and end their effect.

A creature can also be released from a quicksilver dragon's control if the the needles are removed from its body. The affected creature must be willing or immobile, and the creature removing the needles must succeed at a DC 15 Heal check, as a full-round action, to remove 1 needle. A creature has 1 phrenic needle in its body for every 5 hit points of damage it suffered from the breath weapon. Needles that are removed revert to liquid form and drain away; this also happens to needles when the duration of the dragon's control expires.

Planewalker (Su): A quicksilver dragon has the innate ability to transfer itself through the planes at will and survive their myriad hostile conditions. Once per day, a quicksilver dragon can *plane shift*, and it adapts to the conditions of its current plane as if under the constant effects of *planar adaptation* (though this ability has no effect when the dragon is on the Material Plane).

Psychic Magic (Sp): A quicksilver dragon gains the following psychic spells upon reaching the listed age category. Young—*psychic reading*^{OA}, *telekinetic projectile*^{OA}; juvenile—*oneiric horror*^{OA}; adult—*hypercognition*^{OA}; old—*foster hatred*^{OA};

ancient—*psychic crush* IV^{OA}; great wyrm—*divide mind*^{OA}.

Quicksilver Poison (Ex): The liquid metal expelled by a quicksilver dragon is toxic. Contact with it or inhalation of fumes from the rapidly evaporating substance can damage a creature's brain and nerves.

Quicksilver poison—contact, inhaled; save Fort DC 10 + 1/2 dragon's HD + Con modifier; frequency 1/round for 6 rounds; effect 1d2 Con, 1d2 Dex; cure 2 consecutive saves.

Ray Reflection (Ex): A mature adult quicksilver dragon's scales reflect rays back upon their source if the ray fails to overcome the dragon's spell resistance.

Venomous Bite (Ex): A juvenile or older quicksilver dragon's bite inflicts the effects of quicksilver poison.

YOUNG QUICKSILVER DRAGON CR 9

XP 6,400

LE Large dragon (extraplanar)

Init +5; Senses dragon senses; Perception +15

Aura emotion (DC 16)

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 105 (10d12+40)

Fort +11, Ref +8, Will +11

Immune paralysis, poison, sleep

OFFENSE

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

Melee bite +14 (2d6+6), 2 claws +13 (1d8+4), 2 wings +11 (1d6+2), tail slap +11 (1d8+6)

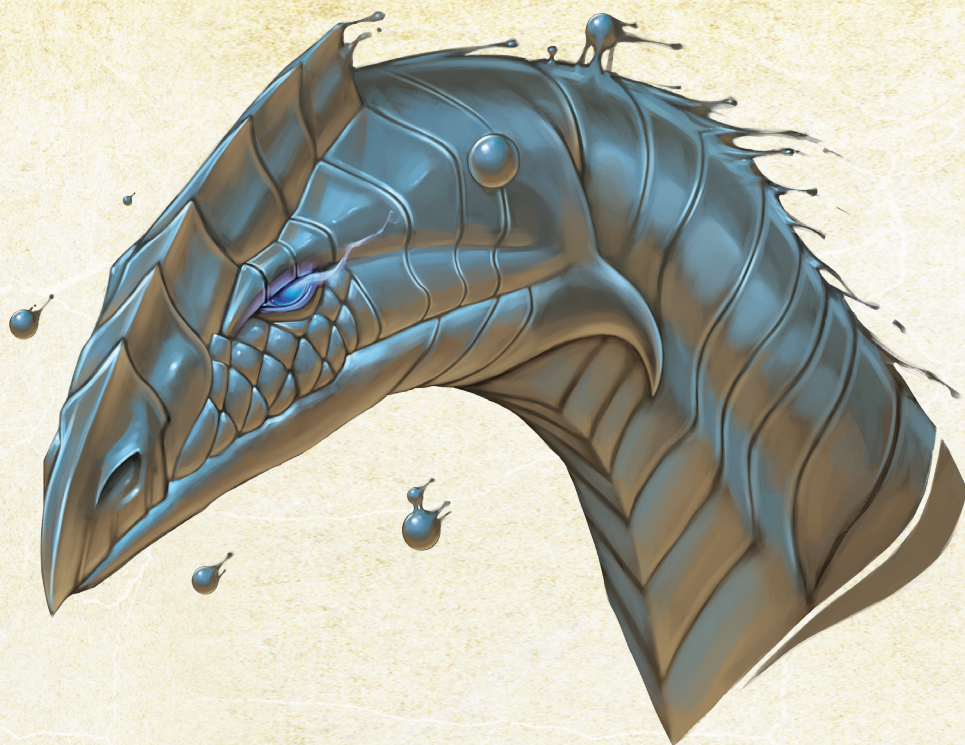
Space 10 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 6d8 bludgeoning plus poison, DC 19), mindraker mist, quicksilver poison (DC 19)

Psychic Magic (CL 10th; concentration +12)

5 PE—*psychic reading*^{OA} (1 PE), *telekinetic projectile*^{OA} (0 PE)

Psychic Spells Known (CL 1st, concentration +3)



1st (4/day)—*deja vu*^{OA}, *mindlink*^{OA}

0 (at will)—*daze* (DC 12), *detect magic*, *detect psychic significance*^{OA}, *mage hand*

STATISTICS

Str 19, Dex 12, Con 18, Int 12, Wis 15, Cha 13

Base Atk +10; CMB +15; CMD 26 (30 vs. trip)

Feats Improved Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (bite)

Skills Appraise +14, Bluff +14, Fly +8, Knowledge (arcana) +14, Perception +15, Sense Motive +15, Spellcraft +14

Languages Common, Draconic, Infernal

SQ change shape 3/day, planewalker

ADULT QUICKSILVER DRAGON CR 13

XP 25,600

LE Huge dragon (extraplanar)

Init +4; Senses dragon senses; Perception +23

Aura emotion (DC 21); frightful presence (180 ft., DC 21)

DEFENSE

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

hp 200 (16d12+96)

Fort +16, Ref +12, Will +16; +4 vs. psychic spells

Defensive Abilities psychic resilience; DR 5/magic;

Immune paralysis, poison, sleep; SR 26

OFFENSE

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

Melee bite +22 (2d8+10 plus poison), 2 claws +21 (2d6+7), 2 wings +19 (1d8+3), tail slap +19 (2d6+10)

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

Special Attacks breath weapon (50-ft. cone, 12d8 bludgeoning plus poison, DC 24), mindraker mist, quicksilver poison (DC 24), venomous bite

Psychic Magic (CL 16th; concentration +20)

10 PE—*hypercognition*^{OA} (2 PE), *oneiric horror*^{OA} (2 PE, DC 14), *psychic reading*^{OA} (1 PE), *telekinetic projectile*^{OA} (0 PE)

Psychic Spells Known (CL 7th, concentration +11)

3rd (5/day)—*deep slumber* (DC 17), *mind thrust III*^{OA} (DC 17)

2nd (7/day)—*inflict pain*^{OA} (DC 16), *invisibility*, *unnatural lust*^{UM} (DC 16)

1st (7/day)—*alarm*, *beguiling gift* (DC 15), *deja vu*^{OA}, *delusional pride*^{UM} (DC 15), *mindlink*^{OA}

0 (at will)—*arcane mark*, *daze* (DC 14), *detect magic*, *detect psychic significance*^{OA}, *lullaby* (DC 14), *mage hand*, *message*

STATISTICS

Str 25, **Dex** 10, **Con** 22, **Int** 16, **Wis** 19, **Cha** 17

Base Atk +16; **CMB** +25; **CMD** 35 (39 vs. trip)

Feats Cleave, Flyby Attack, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite)

Skills Appraise +22, Bluff +22, Fly +11, Knowledge (arcana) +22, Knowledge (planes) +22, Perception +23, Sense Motive +23, Spellcraft +22, Use Magic Device +22

Languages Balite, Common, Cynean, Draconic, Infernal
SQ change shape 3/day, planewalker

ANCIENT QUICKSILVER DRAGON CR 18

XP 153,600

LE Gargantuan dragon (extraplanar)

Init +3; **Senses** dragon senses; **Perception** +33

Aura emotion (DC 27); frightful presence (300 ft., DC 27)

DEFENSE

AC 38, touch 6, flat-footed 38 (+32 natural, -4 size)

hp 348 (24d12+192)

Fort +22, **Ref** +15, **Will** +22; +4 vs. psychic spells

Defensive Abilities psychic resilience, ray reflection;
DR 15/magic; **Immune** paralysis, poison, sleep; **SR** 29

OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)

Melee bite +31 (4d6+16 plus poison), 2 claws +31 (2d8+11), 2 wings +29 (2d6+5), tail slap +29 (2d8+16)

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

Special Attacks breath weapon (60-ft. cone, 20d8 bludgeoning plus poison, DC 30), crush (DC 30, 4d6), mindraker mist, phrenic needles 3/day (DC 27), quicksilver poison (DC 30), tail sweep (2d6+11, DC 30), venomous bite

Psychic Magic (CL 24th; concentration +30)

20 PE—*foster hatred*^{OA} (6 PE, DC 21), *hypercognition*^{OA} (2 PE), *oneiric horror*^{OA} (2 PE, DC 17), *psychic crush IV* (8 PE,

DC 23), *psychic reading*^{OA} (1 PE), *telekinetic projectile*^{OA} (0 PE)

Psychic Spells Known (CL 15th, concentration +21)

7th (4/day)—*banishment* (DC 23), *ego whip*^{VOA} (DC 23)

6th (7/day)—*animate objects*, *blade barrier* (DC 22), *mass inflict pain*^{OA} (DC 22)

5th (7/day)—*arcana theft*^{UM}, *intellect fortress II*^{OA}, *mind fog* (DC 20), *synapse overload*^{OA} (DC 21)

4th (7/day)—*arcane eye*, *confusion* (DC 20), *id insinuation III*^{OA} (DC 20), *rainbow pattern* (DC 20)

3rd (7/day)—*babble*^{OA} (DC 19), *deep slumber* (DC 19), *mind thrust III*^{OA} (DC 19), *protection from energy*

2nd (8/day)—*bullet shield*^{UC}, *cat's grace*, *inflict pain*^{OA} (DC 18), *invisibility*, *unnatural lust*^{UM} (DC 18)

1st (8/day)—*alarm*, *beguiling gift* (DC 17), *deja vu*^{OA}, *delusional pride*^{UM} (DC 17), *mindlink*^{OA}

0 (at will)—*arcane mark*, *daze* (DC 16), *detect magic*, *detect psychic significance*^{OA}, *lullaby* (DC 16), *mage hand*, *message*, *open/close*

STATISTICS

Str 33, **Dex** 8, **Con** 26, **Int** 20, **Wis** 23, **Cha** 21

Base Atk +24; **CMB** +35; **CMD** 45 (49 vs. trip)

Feats Awesome Blow, Cleave, Extend Spell, Flyby Attack, Great Cleave, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bite)

Skills Appraise +32, Bluff +32, Fly +11, Intimidate +32, Knowledge (arcana) +32, Knowledge (local) +32, Knowledge (planes) +32, Knowledge (religion) +32, Perception +33, Sense Motive +33, Spellcraft +32, Use Magic Device +32

Languages Abyssal, Balite, Common, Cynean, Draconic, Infernal, Khaynite

SQ change shape 3/day, planewalker

Quicksilver dragons are planar wanderers, using their natural talent to traverse many strange locales. They are innate schemers, concocting elaborate plans to garner wealth, power, or merely entertainment. While they are bound by their word and do honor any contracts which bind them, quicksilver dragons will use whatever loopholes or exceptions they can find to turn things to their best advantage. These dragons are also avid collectors, a quirk which will often drive them to go to great lengths to find and add new items—anything from works of art to living creatures—to their collections.

PSYCHIC DRAGON, AQUA REGIA

The broad body and crocodile-like head of this dragon are armored in yellow-orange scales. Three pairs of knife-like fins propel it swiftly through the water.

AQUA REGIA DRAGON

N dragon (aquatic)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 20 ft., swim 60 ft.

PSYCHIC DRAGON, AQUA REGIA

Age Category	Special Abilities	Caster Level
Wyrm	Keen scent, razor scales	—
Very young	Mental static aura, psychic resilience	—
Young	Capsize, mistsight	—
Juvenile	Slashing charge	—
Young adult	DR 5/magic, spell resistance	—
Adult	Change shape, frightful presence, <i>mirror strike</i> ^{UC}	1st
Mature adult	DR 10/magic, diluted breath	3rd
Old	<i>Kinetic reverberation</i> ^{UC}	5th
Very old	DR 15/magic	7th
Ancient	<i>Fly</i> , smashing breach	9th
Wyr	DR 20/magic	11th
Great wyr	<i>Acid vortex</i> , <i>synaptic scramble</i> ^{OA}	13th

Natural Armor +5; **Breath Weapon** cone, 2d8 acid
Str 12, **Dex** 14, **Con** 14, **Int** 7, **Wis** 9, **Cha** 11

ECOLOGY

Environment any ocean

Organization solitary

Treasure triple

SPECIAL ABILITIES

Acid Vortex (Su): Once per day as a full-round action, a great wyr aqua regia dragon can expend its breath weapon to create an acid vortex. This functions as the elder water elemental ability (Bestiary, *Pathfinder Reference Document*), except that each round a creature is caught in the vortex, it also takes a quarter of the dragon's breath weapon damage. The dragon must concentrate to maintain the acid vortex. An aqua regia dragon can maintain this vortex for up to 12 rounds.

Attacks (Ex): Aqua regia dragons lack the wings and claws of their cousins, but are equipped with an enormous maw filled with fangs and a thick, powerful tail. These are both considered primary weapons, have damage dice as if the dragon were one size category larger, and add 1-1/2 times the dragon's Strength modifier to damage. The dragon's tail sweep special attack also does damage as if the dragon were one size category larger, and adds 1-1/2 times its Strength modifier to the damage.

Capsize (Ex): By young age, an aqua regia dragon can attempt to capsize a boat or ship by ramming it as a charge attack and making a combat maneuver check. The DC of this check is 25, or the result of the captain's Profession (sailor) check, whichever is higher. The dragon takes a cumulative -10 penalty on its combat maneuver check per size category smaller it is than the ship.

Change Shape (Su): Three times per day, an adult or older aqua regia dragon can assume any humanoid form as if using *polymorph*.

Diluted Breath (Su): A mature adult or older aqua regia dragon can diffuse its breath weapon when using it underwater. Using this ability reduces the damage dice of the breath weapon to d6s, but doubles the area of effect.

Keen Scent (Ex): An aqua regia dragon can notice other creatures by scent in a 180-foot radius underwater and can detect blood in the water at ranges up to a mile.

Mental Static Aura (Su): Beginning at very young age, aqua regia dragons create a field that makes concentrating difficult. To cast a spell with a thought component (Occult Adventures, *Pathfinder Reference Document*), living creatures within 30 feet of the dragon must succeed at a concentration check (DC 10 + 1/2 the dragon's HD + its Cha modifier). Failing this check causes the spell to be lost without effect. In addition, any spellcasters within the aura who are concentrating on an active spell or effect must make this check at the start of their turn. Aqua regia dragons and other creatures with this ability are immune to its effects and can cast spells normally.

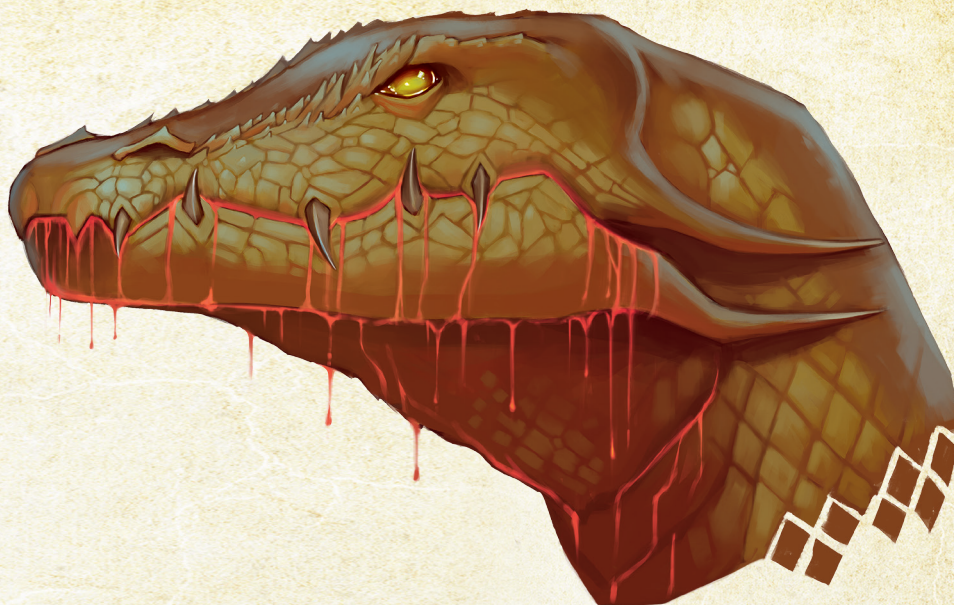
Mistsight (Ex): A young or older aqua regia dragon can see through fog, mist, or murky water as if it were perfectly clear, ignoring the miss chance for these obstructions, up to its normal range of vision.

Psychic Magic (Sp): An aqua regia dragon gains the following psychic spells upon reaching the listed age category. Adult—*mirror strike*^{UC}; old—*kinetic reverberation*^{UC}; ancient—*fly*; great wyr—*synaptic scramble*^{OA}.

Razor Scales (Ex): An aqua regia dragon's tail slap and tail sweep attacks deal bludgeoning, piercing, and slashing damage. Creatures that strike an aqua regia dragon with natural weapons or unarmed strikes take 2d4 points of piercing and slashing damage per successful attack.

Slashing Charge (Ex): As an aqua regia dragon ages, the edges of its fins become lined with sharp, slicing scales. As a full-round action, a juvenile or older aqua regia dragon can make a charge attack at an opponent, swiping at it with up to three fins in a round. Each fin is rolled as a separate attack, adding the charge bonus to hit, and deals damage equal to that of a claw attack appropriate for the dragon's size.

Smashing Breach (Ex): As a full-round action, an ancient or older aqua regia dragon that is underwater can make a special charge attack against creatures on the surface of the water. At the end of its charge, the dragon breaches and then slams down onto the target with incredible force. Any creatures in the dragon's space that are smaller than the dragon by at least two size categories must make a Reflex save (DC 10 + 1/2 the dragon's HD + its Con modifier) or take damage equal to the dragon's crush damage plus its Strength modifier and be forced into the nearest square adjacent to the dragon. This breach automatically attempts to capsize any boats caught wholly or partially in this area.



Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40-ft. cone, 6d8 acid, DC 19), capsize, slashing charge (+16, 1d8+5)

STATISTICS

Str 20, **Dex** 12, **Con** 18, **Int** 9, **Wis** 11, **Cha** 13

Base Atk +10; **CMB** +16; **CMD** 27

Feats Improved Critical (bite), Improved Initiative, Intimidating Prowess, Iron Will, Power Attack

Skills Intimidate +14, Knowledge (nature) +12, Perception +13, Stealth +10, Survival +13, Swim +21

Languages Common, Draconic

SQ amphibious

ADULT AQUA REGIA DRAGON

CR 13

XP 25,600

N Huge dragon (aquatic)

Init +4; **Senses** dragon senses, keen scent, mistsight; **Perception** +21

Aura frightful presence (180 ft., DC 21); mental static (DC 21)

DEFENSE

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

hp 200 (16d12+96)

Fort +16, **Ref** +12, **Will** +14; +4 vs. psychic spells

Defensive Abilities psychic resilience, razor scales; **DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 24

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +22 (4d8+12/19-20), tail slap +22 (4d6+12/19-20)

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

Special Attacks breath weapon (50-ft. cone, 12d8 acid, DC 24), capsize, slashing charge (+24, 2d6+8)

Psychic Magic (CL 16th; concentration +19)

8 PE—*mirror strike*^{UC} (1 PE)

YOUNG AQUA REGIA DRAGON

CR 9

XP 6,400

N Large dragon (aquatic)

Init +5; **Senses** dragon senses, keen scent, mistsight; **Perception** +13

Aura mental static (DC 16)

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 105 (10d12+40)

Fort +11, **Ref** +8, **Will** +9; +4 vs. psychic spells

Defensive Abilities psychic resilience, razor scales; **Immune** acid, paralysis, sleep

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +14 (4d6+7/19-20), tail slap +14 (2d8+7)

Psychic Spells Known (CL 1st; concentration +3)
1st (4/day)—*detect animals or plants, expeditious retreat*
0 (at will)—*dancing lights, detect poison, ghost sound* (DC 12), *mage hand*

STATISTICS

Str 26 **Dex** 10, **Con** 22, **Int** 13, **Wis** 15, **Cha** 17
Base Atk +16; **CMB** +26; **CMD** 36
Feats Improved Critical (bite), Improved Critical (tail slap), Improved Initiative, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Slashing Pass*
Skills Intimidate +22, Knowledge (nature) +20, Knowledge (arcana) +20, Perception +21, Stealth +11, Spellcraft +20, Survival +21, Swim +27
Languages Common, Draconic
SQ amphibious, change shape 3/day

ANCIENT AQUA REGIA DRAGON CR 18

XP 153,600
N Gargantuan dragon (aquatic)
Init +3; **Senses** dragon senses, keen scent, mistsight; **Perception** +4
Aura frightful presence (300 ft., DC 27), mental static (DC 27)

DEFENSE

AC 37, touch 5, flat-footed 37 (−1 Dex, +32 natural, −4 size)
hp 348 (24d12+192)
Fort +24, **Ref** +15, **Will** +20; +4 vs. psychic spells
Defensive Abilities psychic resilience, razor scales; **DR** 15/magic; **Immune** acid, paralysis, sleep; **SR** 29

OFFENSE

Speed 20 ft., swim 60 ft.
Melee bite +32 (6d6+18/19–20), tail slap +32 (4d8+18/19–20)
Space 20 ft.; **Reach** 15 ft.
Special Attacks breath weapon (60-ft. cone, 20d8 acid, DC 30), capsize, crush (DC 30, 4d6), diluted breath, slashing charge (+34, 2d8+12), smashing breach, tail sweep (2d8+18, DC 30)
Psychic Magic (CL 24th; concentration +28)
16 PE—*fly* (3 PE), *kinetic reverberation* (2 PE), *mirror strike*^{UC} (1 PE)
Psychic Spells Known (CL 9th; concentration +14)
4th (7/day)—*hallucinatory terrain* (DC 18), *telekinesis*
3rd (7/day)—*haste, protection from energy, node of blasting*^{OA} (DC 17)
2nd (7/day)—*acute senses*^{UM}, *apport object*^{OA}, *daze monster* (DC 16), *hold animal* (DC 16)
1st (7/day)—*burst of adrenaline*^{OA}, *detect animals or plants, expeditious retreat, floating disk, silent image* (DC 15)
0 (at will)—*dancing lights, daze* (DC 14), *detect magic, detect poison, flare* (DC 14), *ghost sound* (DC 14), *mage hand, open/close*

STATISTICS

Str 34, **Dex** 8, **Con** 26, **Int** 17, **Wis** 19, **Cha** 21
Base Atk +24; **CMB** +40; **CMD** 49
Feats Awesome Blow, Greater Vital Strike, Improved Critical (bite), Improved Critical (tail slap), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack, Slashing Pass*, Vital Strike
Skills Intimidate +32, Knowledge (arcana) +30, Knowledge (nature) +30, Perception +31, Spellcraft +30, Stealth +14, Survival +31, Swim +35
Languages Common, Draconic
SQ amphibious, change shape 3/day

Supreme hunters of the oceans, aqua vitae dragons are fearsome predators. Even a mighty kraken will think twice before engaging in conflict with one of these dragons. They lair in extensive sea caves or deep ocean trenches, which are lined with treasures plundered from shipwrecks—some of which caused by the dragons. Some go so far as to patrol shipping lanes, demanding tribute from ships in exchange for their safe passage. What they lack in magical ability compared to their psychic dragon cousins, they make up for in sheer savagery, gaining a reputation as extortionists and man-eaters.

PSYCHIC DRAGON, VITRIOL

The scales and jagged crest of this dragon are a sickly yellow-green. Foul vapors rise from its mouth and nostrils, and its eyes glow with a sinister violet light.

VITRIOL DRAGON

CE dragon (earth)

BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 5d12
Speed 40 ft., swim 40 ft.
Natural Armor +4; **Breath Weapon** cone, 2d6 acid
Str 12, **Dex** 15, **Con** 13, **Int** 12, **Wis** 15, **Cha** 12

ECOLOGY

Environment any swamp or underground
Organization solitary
Treasure triple

SPECIAL ABILITIES

Acidic Bite (Su): At old age, a vitriol dragon's bite deals an additional 2d6 acid damage. An ancient dragon's damage increases to +4d6, and a great wrym's increases to +6d6. This acid damage is doubled, as the alkaline breath ability, against oozes and other acid-based creatures.

Alkaline Breath (Su): The caustic liquids of a vitriol dragon's breath weapon function normally against most creatures, but deal double damage to oozes and other acid-based creatures.

Berserker Blast (Su): Once per day, a great wyrm vitriol dragon can release a blast of psychic energy in a 60-foot radius. All living creatures with an Intelligence score must succeed at a Will save (DC 10 + 1/2 the dragon's HD + its Wis modifier) or be overcome with anger and bloodlust. For the next 12 rounds, affected creatures gain the effects of rage and will attack the nearest creature until it drops, then move on to the next nearest. If an affected creature is damaged by another creature's attack, the affected creature will immediately choose that attacker as its new target, until the target is dead or the affected creature becomes distracted by another attacker. Affected creatures will use whatever melee weapons they have available. For its duration, *calm emotions* will suppress, but not dispel, the effects of berserker blast. *Break enchantment* or a spell of higher level with similar effects will end the effects.

Change Shape (Su): Three times per day, a young or older brimstone dragon can assume any humanoid form as if using *polymorph*.

Dust Breath (Su): Three times per day, an ancient or older vitriol dragon can turn its breath into a scouring spray of alkaline particles. Half of the breath weapon's damage is converted into slashing damage. On a failed Fortitude save, a creature damaged by the dragon's breath is also permanently blinded. On a successful save, the blindness is reduced to 1d4 rounds. Once the particles have penetrated a creature's flesh, they begin to burn; each round for the next three rounds, the creature takes 4d6 acid damage. This damage can be negated by dousing the creature in a weak acid solution, such as vinegar, as a full-round action. If an affected creature is doused in at least a gallon of water, the chemical reaction intensifies; the creature takes 6d6 acid damage on the following round, but does not take the acid damage during any remaining rounds of effect.

Poisonous Blood (Ex): If a creature confirms a critical hit against a vitriol dragon with a piercing or slashing melee weapon, it is sprayed with dragon bile, which conforms to the poison listed in the *Pathfinder Reference Document*, except for the DC, which is 10 + 1/2 the dragon's Hit Dice + its Constitution modifier. Attackers using melee weapons with reach are not affected.



Psychic Magic (Sp): A vitriol dragon gains the following psychic spells upon reaching the listed age category. Young—*unprepared combatant*^{UM}; young adult—*mad hallucination*^{UM}; mature adult—*ego whip* II^{OA}; very old—*antilife shell*; wyrms—*euphoric tranquility*.

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

Thoughtsense (Su): Adult or older vitriol dragons automatically sense and locate conscious creatures within 100 feet. Thoughtsense can distinguish between sentient (Intelligence 3 or greater) and non-sentient (Intelligence 1–2) creatures.

YOUNG VITRIOL DRAGON

CR 8

XP 4,800

CE Large dragon (earth)

Init +5; Senses dragon senses; Perception +17

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 85 (9d12+27)

Fort +9, **Ref** +7, **Will** +9; +4 vs. psychic spells

Defensive Abilities poisonous blood (dragon bile, DC 17), psychic resilience; Immune acid, paralysis, poison, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 40 ft.

Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), 2 wings +11 (1d6+2), tail slap +11 (1d8+7)

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

PSYCHIC DRAGON, VITRIOL

Age Category	Special Abilities	Caster Level
Wyrmling	Alkaline breath, immunity to acid and poison, poisonous blood	—
Very young	Swamp stride	—
Young	Change shape, psychic resilience, <i>unprepared combatant</i> ^{UM}	1st
Juvenile	Frightful presence	3rd
Young adult	DR 5/magic, spell resistance, <i>mad hallucination</i> ^{UM}	5th
Adult	Thoughtsense	7th
Mature adult	DR 10/magic, <i>ego whip II</i> ^{OA}	9th
Old	Acidic bite	11th
Very old	DR 15/magic, <i>antilife shell</i>	13th
Ancient	Dust breath	15th
Wyrmling	DR 20/magic, <i>euphoric tranquility</i>	17th
Great wyrmling	Berserker blast	19th

Special Attacks alkaline breath, breath weapon (40-ft. cone, 6d6 acid, DC 17)

Psychic Magic (CL 9th; concentration +12)

4 PE—*unprepared combatant*^{UM} (1 PE, DC 14)

Psychic Spells Known (CL 1st, concentration +4)

1st (4/day)—*fumbletongue*^{UM} (DC 16), *hypnotism* (DC 16)

0 (at will)—*arcane mark*, *detect magic*, *grave words*^{OA}, *read magic*

STATISTICS

Str 20, **Dex** 13, **Con** 17, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +9; **CMB** +15; **CMD** 25 (29 vs. trip)

Feats Alertness, Greater Spell Focus (enchantment), Improved Initiative, Multiattack, Spell Focus (enchantment)

Skills Appraise +14, Fly +9, Intimidate +14, Knowledge (arcana) +14, Perception +17, Sense Motive +17, Spellcraft +14, Swim +13, Use Magic Device +14

Languages Common, Cynean, Draconic, Enukan

SQ change shape 3/day, swamp stride

ADULT VITRIOL DRAGON

CR 12

XP 19,200

CE Huge dragon (earth)

Init +4; **Senses** dragon senses, thoughtsense;

Perception +26

Aura frightful presence (180 ft., DC 22)

DEFENSE

AC 27, touch 8, flat-footed 27 (+19 natural, –2 size)

hp 172 (15d12+75)

Fort +14, **Ref** +9, **Will** +15; +4 vs. psychic spells

Defensive Abilities poisonous blood (dragon bile, DC 22), psychic resilience; **DR** 5/magic; **Immune** acid, paralysis, poison, sleep; **SR** 23

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 40 ft.

Melee bite +21 (2d8+10), 2 claws +21 (2d6+7), 2 wings +19 (1d8+3), tail slap +19 (2d6+10)

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

Special Attacks alkaline breath, breath weapon (50-ft. cone, 12d6 acid, DC 22), crush (DC 22, 2d8)

Psychic Magic (CL 15th; concentration +21)

10 PE—*mad hallucination*^{UM} (2 PE, DC 18), *unprepared combatant*^{UM} (1 PE, DC 17)

Psychic Spells Known (CL 7th; concentration +13)

3rd (5/day)—*deep slumber* (DC 21), *dispel magic*

2nd (8/day)—*aversion*^{OA} (DC 20), *demand offering*^{OA} (DC 20), *enshroud thoughts*^{OA} (DC 18)

1st (8/day)—*beguiling gift* (DC 19), *blurred movement*^{ACG}, *fumbletongue*^{UM} (DC 19), *hypnotism* (DC 19), *shield*

0 (at will)—*arcane mark*, *detect magic*, *grave words*^{OA}, *know direction*, *mage hand*, *open/close*, *read magic*

STATISTICS

Str 26, **Dex** 11, **Con** 21, **Int** 18, **Wis** 21, **Cha** 18

Base Atk +15; **CMB** +25; **CMD** 35 (39 vs. trip)

Feats Alertness, Greater Spell Focus (enchantment), Improved Initiative, Multiattack, Power Attack, Spell Focus (enchantment), Spell Penetration, Vital Strike

Skills Appraise +22, Fly +10, Intimidate +22, Knowledge (arcana) +22, Knowledge (history) +22, Perception +26, Sense Motive +26, Spellcraft +22, Swim +16, Use Magic Device +22

Languages Balite, Common, Cynean, Draconic, Enukan, Sorcerous

SQ change shape, swamp stride

ANCIENT VITRIOL DRAGON

CR 17

XP 102,400

CE Gargantuan dragon (earth)

Init +2; **Senses** dragon senses, thoughtsense;

Perception +7

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 36, touch 5, flat-footed 36 (–1 Dex, +31 natural, –4 size)

hp 310 (23d12+161)

Fort +20, **Ref** +14, **Will** +20; +4 vs. psychic spells

Defensive Abilities poisonous blood (dragon bile, DC 28), psychic resilience; **DR** 15/magic; **Immune** acid, paralysis, poison, sleep; **SR** 28

OFFENSE

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

Melee bite +31 (4d6+18 plus 4d6 acid), 2 claws +31 (2d8+12), 2 wings +29 (2d6+6), tail slap +29 (2d8+18)

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

Special Attacks acidic bite, alkaline breath, breath weapon (60-ft. cone, 20d6 acid, DC 28), crush (DC 28, 4d6), dust breath 3/day, tail sweep (2d6+18, DC 28)

Psychic Magic (CL 23rd; concentration +30)

18 PE—*antilife shell* (8 PE), *ego whip* II^{OA} (4 PE, DC 21), *mad hallucination*^{UM} (2 PE, DC 18), *unprepared combatant*^{UM} (1 PE, DC 17)

Psychic Spells Known (CL 15th; concentration +22)

7th (5/day)—*ego whip* V^{OA} (DC 26), *forcecage* (DC 24)

6th (7/day)—*curse of disgust* (DC 25), *disintegrate* (DC 23), *greater dispel magic*

5th (7/day)—*arcana theft*^{OA}, *dominate person* (DC 24), *id insinuation* IV^{OA}, *modify memory* (DC 24)

4th (7/day)—*arcane eye*, *black tentacles*, *mindwipe*^{OA} (DC 23), *telekinesis*

3rd (8/day)—*arcane sight*, *deep slumber* (DC 21), *dispel magic*, *nondetection* (DC 19)

2nd (8/day)—*aversion*^{OA} (DC 21), *demand offering*^{OA} (DC 21), *enshroud thoughts*^{OA} (DC 19), *hideous laughter* (DC 21), *hold person* (DC 21)

1st (8/day)—*beguiling gift* (DC 20), *blurred movement*^{ACG}, *fumbletongue*^{UM} (DC 20), *hypnotism* (DC 20), *shield*

0 (at will)—*arcane mark*, *daze* (DC 19), *detect magic*, *grave words*^{OA}, *know direction*, *lullaby* (DC 19), *mage hand*, *open/close*, *read magic*

STATISTICS

Str 34, **Dex** 9, **Con** 25, **Int** 22, **Wis** 25, **Cha** 22

Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)

Feats Alertness, Flyby Attack, Greater Spell Focus (enchantment), Greater Spell Penetration, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Spell Focus (enchantment), Spell Penetration, Vital Strike

Skills Appraise +32, Bluff +32, Fly +11, Intimidate +32, Knowledge (arcana) +32, Knowledge (history) +32, Knowledge (local) +32, Perception +35, Sense Motive +35, Spellcraft +32, Swim +20, Use Magic Device +32

Languages Balite, Common, Cynean, Draconic, Enukan, Sorcerous, Terran, Undercommon

SQ change shape 3/day, swamp stride

Vitriol dragons are among the most cruel and dangerous of the psychic dragons. They have no compunctions

against using their considerable powers to obtain whatever they desire. Some insinuate themselves among human populations, slowly garnering themselves a position of power. They use their long lifespans and abilities to gain prestige, wealth, and the ability to indulge their cruel natures at a whim. Others despise humanity and its allies, seeking solitude in remote swamps or deep underground. Any who disturb these hermits find them to be just as cruel and dangerous as their more gregarious relatives.

DRAGON LORDS

The psionic dragons pay homage to Prism, the Corundum Dragon. It is said that this singular creature was the first of dragonkind to discover and master psionics, and that all other psionic dragons are kin to her. Psionic dragons of all kinds look to Prism as a role model and mentor, hoping to one day achieve the levels of power that their matron has attained.

The psychic dragons, either willingly and grudgingly, swear fealty to the dragon lord known as Coterie, or the Dread Cabal. The exact nature of their relationship to this dire creature is vague, but it is said that even the most powerful of psychic dragons fear it, and none dare refuse when Coterie demands their service.

**PRISM, THE CORUNDUM DRAGON
(DRAGON LORD)**

The crystalline scales of this massive dragon are emerald green, ruby red, and sapphire blue, forming rune-like patterns across its hide. The three faceted horns atop its head blaze with energy.

PRISM, THE CORUNDUM DRAGON CR 25

XP 1,638,400

LN Colossal dragon

Init +5; **Senses** dragon senses; **Perception** +44

Aura frightful presence (360 ft., DC 36)

DEFENSE

AC 43, touch 11, flat-footed 42 (+8 deflection, +1 Dex, +42 natural, –8 size)

hp 561 (34d12+340)

Fort +29, **Ref** +20, **Will** +28

Defensive Abilities fortified scales, kinetic absorption; **DR** 20/bludgeoning and magic; **Immune** paralysis, sleep; **PR** 36; **Resist** cold 10, fire 10, electricity 10, sonic 10

OFFENSE

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

Melee bite +42 (4d8+24/19–20), 2 claws +42 (4d6+16/19–20), 2 wings +40 (2d8+8), tail slap +40 (4d6+24)

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

Special Attacks breath weapon (70-ft. cone, 34d10 [1/2 slashing and piercing, see text], DC 37), crush (DC 37, 4d8), tail sweep (2d8+16, DC 37)

Psi-Like Abilities (CL 34th; concentration +41)

At will—*energy retort* (DC 22), *telekinetic maneuver*

Constant—*catapsi*

Powers Known (20th level kineticist; 423 pp/day; concentration +27)

9th—*apopsi* (DC 26), *reality revision*, *tornado blast* (DC 26), *unravel psionics* (DC 26)

8th—*barred mind*, *greater psychoport*, *psychokinetic sphere* (DC 25), *true metabolism*

7th—*bend reality*, *energy wave* (DC 24), *psychosis* (DC 24), *reddopsi*

6th—*brutalize wounds*, *disintegration* (DC 23), *defer fatality*, *null psionics field*



5th—*adapt body, dream message, energy current* (DC 22), *planar travel*
 4th—*correspond, energy adaptation, energy ball* (DC 21), *telekinetic maneuver* (DC 21)
 3rd—*body adjustment, concussive onslaught* (DC 20), *dispel psionics, energy cone* (DC 20), *telekinetic force* (DC 20)
 2nd—*breach, concussion blast, energy missile* (DC 19), *mass missile, psionic lock, swarm of crystals*
 1st—*control object, crystal shard, ectoplasmic sheen* (DC 18), *energy ray, force screen, skate*
 0 (at will)—*blinding flash* (DC 17), *detect psionics, far hand, missile*

STATISTICS

Str 42, **Dex** 12, **Con** 31, **Int** 25, **Wis** 24, **Cha** 29

Base Atk +34; **CMB** +58; **CMD** 69 (73 vs. trip)

Feats Awesome Blow, Cleave, Critical Focus, Endowed Mind^{UP}, Flyby Attack, Great Cleave, Greater Power Penetration^{UP}, Hover, Improved Critical (bite, claw), Improved Initiative, Improved Iron Will, Iron Will, Multiattack, Power Attack, Power Penetration^{UP}, Wingover

Skills Appraise +46, Autohypnosis +44, Fly +22, Intimidate +46, Knowledge (arcana, history, nature, planes, and psionics) +44, Perception +44, Sense Motive +44, Spellcraft +44, Use Magic Device +46

Languages Auran, Celestial, Common, Cynean, Draconic, Giant, Prymidian, Sorcerous, Terran

ECOLOGY

Environment any

Organization solitary

Treasure triple

SQ change shape 3/day

SPECIAL ABILITIES

Crystal Storm (Su): Prism's breath weapon is a cone of metacreated crystal shards endowed with psionic energy. Half the damage dealt is slashing and piercing, and the other half is cold, electricity, fire, or sonic, chosen by Prism when she makes the attack. If a creature takes damage from Prism's breath weapon, crystal shards are embedded in its body for the next 2d6 rounds, until the ectoplasm that forms them dissipates. During this time, the affected creature suffers a –4 penalty to all saving throws against Prism's psionic powers. A *dispel psionics* (DC equal to the DC of the breath weapon) will remove the shards and their effects.

Debris Shield (Su): Prism can use her telekinetic abilities to gather nearby debris and various small objects and keep them whirling around her body. The debris shield provides Prism with a cover bonus to AC against ranged attacks. Ranged attacks modified with abilities that allow them to ignore cover can bypass

the debris field. Prism can dismiss this ability as a free action, and she can reactivate it as a standard action.

Fortified Scales (Su): A telekinetic field permeates Prism's hide, reinforcing her scales and redirecting the force of lesser attacks back into weapons that strike her. This provides a +8 deflection bonus to her AC. Any time she is struck with a weapon, either melee or thrown, and the damage is not high enough to bypass her DR, the weapon suffers the damage dealt.

Kinetic Absorption (Su): As an immediate action, Prism can activate this ability to siphon kinetic energy from physical attacks and force effects that strike her, channeling their energy into her body and reducing their damage. While this ability is active, all physical attacks against Prism deal half damage (after accounting for damage reduction). A single point of damage will be reduced to 1 nonlethal damage. Force effects that affect Prism also deal half damage (after any reduction for a successful saving throw). Prism can absorb a maximum of 170 damage in one round through this ability as stored energy. Once she had absorbed this maximum damage as stored energy, Prism cannot absorb more damage until she spends stored energy.

Prism can expend this stored energy in one of two ways. First, she can strengthen her natural attacks. By expending 10 points of stored energy as a free action, she can gain a +1 circumstance bonus to damage rolls for all her natural attacks for 1 round. She may spend up to 50 points in this way, gaining a maximum of +5 to damage rolls for 1 round. Second, she can fire a ray. By expending 20 points as a standard action, she can charge and fire a ray of light from the three crystalline horns upon her head. This acts as the red beam from *prismatic spray*, but is considered a psionic attack for purposes of power resistance and other psionic defenses. Every 20 points that Prism expends adds another color beam to the effect, up to 140 points for the full *prismatic spray* effect.

While Prism has kinetic absorption in effect, she cannot use any of her psi-like abilities, and her psionic powers cost double the points. She can dismiss kinetic absorption as a free action at any time after the ability has been in effect for one full round.

Prism is said to be the first of the psionic dragons, and mother of all their kind. This is meant metaphorically, as she helped to unlock psionic ability in the progenitors of the psionic dragons, who then passed their powers on to their offspring. On occasion, Prism has been known to take male psionic dragons as consorts, and while their offspring invariably conform to the species of the father, they often have unique abilities and physical features inherited from their maternal parent.

PRISM, MYTHIC VERSION

Prism is a mighty creature, perhaps even a minor divine being. Presented here is a mythic version of the Corundum Dragon, useful for campaigns in which the dragon lords are truly mighty beings that only the most potent of heroes can defeat. If you choose to use Prism as a demigod in your campaign, then her worshipers will have access to the Glory, Knowledge, Law, Scalykind, and Strength domains, as well as the Dragon, Honor, Resolve, and Thought subdomains.

PRISM, THE CORUNDUM DRAGON CR 30/MR 10

XP 9,830,400

LN Colossal dragon (mythic)

Init +16; **Senses** dragon senses; Perception +45

Aura frightful presence (360 ft., DC 36)

DEFENSE

AC 64, touch 12, flat-footed 52 (+8 deflection, +2 Dex, +52 natural, –8 size)

hp 595 (34d12+474)

Fort +32, **Ref** +22, **Will** +29; second save

Defensive Abilities fortified scales, kinetic absorption, debris shield, debris storm; **DR** 20/bludgeoning and epic; Immune paralysis, sleep; **PR** 46; Resist cold 10, fire 10, electricity 10, sonic 10

OFFENSE

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

Melee bite +43 (4d8+24/19–20), 2 claws +43 (4d6+24/19–20), 2 wings +41 (2d8+8), tail slap +41 (4d6+24)

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

Special Attacks breath weapons (140-ft. line, DC 38, see special abilities), crush (DC 38, 4d6), lingering breath (4d8, see text, 10 rounds), mythic psionics 3/day, mythic power (10/day; surge +1d12), prismatic blast, tail sweep (2d8+17, DC 38)

Psi-Like Abilities (CL 34th; concentration +41)

At will—*energy retort* (DC 22), *telekinetic maneuver*

Constant—*catapsi*

Powers Known (20th level kineticist; 433 pp/day; concentration +28)

9th—*apopsi* (DC 27), *reality revision*, *tornado blast* (DC 27), *unravel psionics* (DC 27)

8th—*barred mind*, *greater psychoport*, *psychokinetic sphere* (DC 26), *true metabolism*

7th—*bend reality*, *energy wave* (DC 25), *psychosis* (DC 25), *reddopsi*

6th—*brutalize wounds*, *disintegration* (DC 24), *defer fatality*, *null psionics field*

5th—*adapt body*, *dream message*, *energy current* (DC 23), *planar travel*

4th—*correspond*, *energy adaptation*, *energy ball* (DC 22), *telekinetic maneuver* (DC 22)

3rd—*body adjustment*, *concussive onslaught* (DC 21), *dispel psionics*, *energy cone* (DC 21), *telekinetic force* (DC 20)

2nd—*breach*, *concussion blast*, *energy missile* (DC 20), *mass missive*, *psionic lock*, *swarm of crystals*

1st—*control object*, *crystal shard*, *ectoplasmic sheen* (DC 19), *energy ray*, *force screen*, *skate*

0 (at will)—*blinding flash* (DC 18), *detect psionics*, *far hand*, *missive*

STATISTICS

Str 44, **Dex** 14, **Con** 33, **Int** 27, **Wis** 26, **Cha** 29

Base Atk +34; **CMB** +59; **CMD** 71 (75 vs. trip)

Feats Awesome Blow, Cleave^M, Critical Focus^M, Endowed Mind^{UP}, Flyby Attack, Great Cleave, Greater Power Penetration^{UP}, Hover, Improved Critical (bite, claw), Improved Initiative^M, Improved Iron Will, Iron Will^M, Multiattack, Power Attack^M, Power Penetration^{UP}, Wingover

Skills Appraise +47, Fly +24, Intimidate +46, Knowledge (arcana, dungeoneering, history, nature, planes, and religion) +45, Perception +45, Sense Motive +45, Spellcraft +45, Use Magic Device +46

Languages Abyssal, Celestial, Common, Cynean, Draconic, Exodite, Infernal, Khaynite, Sorcerous, Terran

ECOLOGY

Environment any

Organization solitary

Treasure triple

SQ change shape 3/day, powerful blows (claws)

SPECIAL ABILITIES

Debris Storm (Su): Prism can expend 1 use of mythic power to cause the debris in her shield to whirl about her at extremely high speeds, striking and damaging those that engage her in melee. A creature that attacks Prism with a melee weapon (excluding reach weapons) or with a natural attack immediately takes 5d6 damage as it is bombarded with flying debris. This damage is bludgeoning, piercing, and slashing. Once activated, the debris storm lasts for 5 rounds.

Lingering Breath (Su): As a free action, Prism can expend 1 use of mythic power to keep the debris storm raging in the area. The damage is half slashing and piercing, and half the energy type chosen by Prism when she attacks with the breath weapon. Lingering breath does not apply the saving throw penalties of the crystal storm.

Mythic Psionics (Ex): Three times per day, when Prism manifests a power, she can manifest the mythic version instead. As with all mythic psionic powers, Prism must expend 1 use of mythic power to manifest a mythic psionic power in this way.

Prismatic Blast (Su): As a free action, Prism can expend 1 use of mythic power to turn her *prismatic spray* into a 30-foot-radius burst centered on her.

COTERIE, THE DREAD CABAL (DRAGON LORD)

Streamers of curling smoke rise from the bone-white scales of this dragon, like vapor off ice sitting in the sun. A baleful violet glow comes from its eyes and from behind the jet black fangs in its cavernous mouth.

COTERIE, THE DARK CABAL

CR 25

XP 1,638,400

NE Colossal dragon

Init +6; **Senses** dragon senses, thoughtsense; Perception +45

Aura frightful presence (360 ft., DC 37)

DEFENSE

AC 44, touch 4, flat-footed 42 (+2 Dex, +40 natural, -8 size)

hp 561 (34d12+340)

Fort +29, **Ref** +21, **Will** +27

Defensive Abilities multiple souls, spell eater; DR 20/magic; **Immune** paralysis, possession, sleep; **SR** 36

OFFENSE

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

Melee bite +43 (4d8+25/19-20), 2 claws +43 (4d6+17), 2 wings +40 (2d8+8), tail slap +40 (4d6+25)

Space 30 ft.; **Reach** 20 ft. (30 ft. with bites and tail)

Special Attacks breath weapons (70-ft. cone, 34d10 force plus special, DC 37), crush (DC 37), possessing breath, tail sweep (4d6+17, DC 37)

Spell-Like Abilities (CL 34th; concentration +42)

At will—*create mindscape*^{OA} (DC 21), *ectoplasmic snare*^{OA} (DC 20), *synesthesia*^{OA} (DC 21)

Spells Known (CL 20th; concentration +29)

9th (6/day)—*akashic form*^{OA}, *crushing hand*, *psychic crush* ^{VOA} (DC 29)

8th (7/day)—*clenched fist*, *orb of the void* (DC 28), *trap the soul* (DC 28)

7th (7/day)—*finger of death* (DC 27), *grasping hand*, *project image*

6th (7/day)—*forceful hand*, *mass inflict pain* (DC 26), *psychic crush* ^{IOA} (DC 26)

5th (7/day)—*interposing hand*, *mind thrust* ^{VOA} (DC 23), *teleport*, *waves of fatigue* (DC 25)

4th (8/day)—*calcific touch* (DC 22), *crushing despair* (DC 24), *id insinuation* ^{IOA} (DC 24), *telekinesis*

3rd (8/day)—*babble*^{OA} (DC 23), *dispel magic*, *excruciating deformation* (DC 21), *protection from energy*

2nd (8/day)—*anticipate thoughts*^{OA} (DC 20), *chill metal* (DC 20), *howling agony*^{UM} (DC 22), *hypercognition*^{OA}, *oneiric horror*^{OA} (DC 20)

1st (8/day)—*comprehend languages*, *entropic shield*, *mindlink*^{OA}, *true strike*, *vanish*

0 (at will)—*arcane mark*, *bleed* (DC 20), *detect magic*, *detect poison*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*, *sift*

STATISTICS

Str 45, **Dex** 14, **Con** 30, **Int** 27, **Wis** 27, **Cha** 30

Base Atk +34; **CMB** +59; **CMD** 71 (75 vs. trip)

Feats Bleeding Critical, Cleave, Combat Casting, Critical Focus, Flyby Attack, Great Cleave, Greater Spell Focus (enchantment and necromancy), Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Spell Focus (enchantment and necromancy), Staggering Critical (DC 44), Wingover

Skills Appraise +45, Bluff +47, Diplomacy +47, Fly +23, Intimidate +47, Knowledge (arcana, history, nature, planes, and religion) +45, Perception +45, Sense Motive +45, Spellcraft +45, Use Magic Device +47

Languages Abyssal, Aklo, Common, Cynean, Draconic, Giant, Infernal, Sasori, Sorcerous, Undercommon; telepathy 100 ft.

SQ multiple souls

ECOLOGY

Environment any

Organization unique

Treasure triple

SQ change shape 3/day

SPECIAL ABILITIES

Aetheric Breath (Su): Coterie's breath is a blast of telekinetic force. In addition to taking damage, targets within the area of effect are knocked prone and subject to a bull rush combat maneuver, using the dragon's Constitution modifier in place of Strength modifier when making the roll. Any affected creature that succeeds on a Reflex save takes half damage and avoids being knocked prone, though it is still subject to the bull rush. The breath weapon is further modified depending upon which spirit is dominant, as detailed in the multiple souls ability.

Multiple Souls (Ex): Three separate spirits reside within the body of Coterie. This arrangement makes the dragon lord immune to possession effects, including *magic jar*. If Coterie is suffering from a mind-affecting effect, the dominant spirit can make Will save every round against the original DC of the effect. If the new save is a success, Coterie can have another spirit become dominant, repressing the effect. The effect's duration continues to elapse as normal. If the spirit under the influence of the mind-affecting effect becomes dominant again, Coterie once again suffers its effects until it can succeed on a Will save during a later round. Spells and effects such as *trap the soul* and *soul bind*, if Coterie fails their saving throw, only capture one of the three spirits at random. If the affected spirit is dominant at the time, one of the other spirits asserts control of the body as a move action.

When a particular spirit of the three is dominant, Coterie's body undergoes certain physical changes and it gains powers that can only be used while that spirit is dominant. A full-round action is required for

one spirit to relinquish control and another to assume dominance.

Phrenzy, the First Aspect: This spirit has great power over the mind. When Phrenzy is dominant, the physical characteristics of Coterie match that of its description in the stat block, and the wisps that rise from their body give off an astringent odor. Also, all mind-affecting spells cast by Coterie have their DCs increased by 1, and the following breath weapon option is available.

Fugue Breath (Su): Once per day, while Phrenzy is dominant, Coterie can expel a cone of gas that affects the minds of those within it. Creatures with an Intelligence score of at least 1 must succeed at a Will save or be subjected to a fugue state, suffering *confusion* for the next 10 rounds.

Fatalis, Second Aspect: This spirit is a powerful necromantic force. When Fatalis is dominant, the smoke that rises off Coterie's body blackens, its scales give off an ugly, green phosphorescence and a charnel odor, and its eyes go dead black. With Fatalis dominant, all necromancy spells cast by Coterie have their DCs increased by 1. Also, half of the damage from Coterie's

breath weapon is cold damage, and the following breath weapon option is available.

Possessing Breath (Su): Once per day, while Fatalis is dominant, Coterie can modify their breath weapon to also expel one of the other spirits residing within. The spirit seeks out one of the creatures within the area of effect and attempts to take control, as possession (Occult Adventures, *Pathfinder Reference Document*). While possessing a creature, the spirit can cast Coterie's spells, and doing so counts against the total number of spells the dragon can cast per day.

Rigor, Third Aspect: This spirit is primal, boosting the strength and endurance of the draconic body. When Rigor is dominant, the dragon's body seems to swell, its scales gaining a red flush and the wisps rising from them are steam. Also, all of Coterie's natural attacks receive a +2 bonus to damage, half of the damage from Coterie's breath weapon is fire damage, and the following breath weapon option is available.

Burgeoning Breath (Su): Once per day, while Rigor is dominant, Coterie can breathe a line of blood. Living creatures with an Intelligence score in the area of effect



must succeed at a Fortitude save or their bodies begin to swell and grow. An affected creature finds its body quickly increasing in muscle mass and strength, gaining a +2 enhancement bonus to Strength and removing fatigue. However, this new-found vigor quickly makes the affected creature drunk with power, giving it also a –2 penalty to Intelligence. On each of the following two rounds, an affected creature can make a Fortitude save to end the effects. Each time it fails the save, it gains another +2 to Strength and –2 to Intelligence, to a maximum bonus or penalty of 6. On the fourth round, the affected creature's body can no longer handle the strain of its growth and its skin splits, spilling its extra mass out. This ends both the Strength bonus and Intelligence penalty, and the affected creature takes 4d6 damage, 2d6 bleed, and is exhausted. Oozes and plants are immune to the effects of burgeoning breath.

Spell Eater (Su): If Coterie's spell resistance protects them from a magical effect, the dragon absorbs the magical energy into its body. Absorbing a spell or spell-like effect heals Coterie for a number of hit points equal to 5 times the absorbed spell's level. If these hit points would raise Coterie's total past their maximum, they receive them as temporary hit points instead. These temporary hit points last for 1 hour or until expended.

The being known as Coterie is a collective of three souls inhabiting the body of a great wyrm dragon. Sages generally agree that they are possessing spirits and that the dragon body is a host, but the origin of the spirits is hotly debated. Some say that they are old gods who were nearly destroyed by the Sanguine Lord, their tattered remnants banding together for mutual survival. Others theorize they are spirits of great wyrms that discovered lost, dark arts that gave them a form of immortality at the price of their old bodies. Whatever the truth of the matter, psychic dragons treat Coterie with deference and not a little fear. Some speculate that the dragon body possessed by the Dark Cabal will eventually fail, and that the spirits will replace it with a body taken from another psychic dragon when the time comes.

COTERIE, MYTHIC VERSION

Coterie is a mighty creature, perhaps even a minor divine being. Presented here is a mythic version of the Dark Cabal, useful for campaigns in which the dragon lords are truly mighty beings that only the most potent of heroes can defeat. If you choose to use Coterie as a demigod in your campaign—perhaps as a deity for the Cult of the Dragon—then their worshipers will have access to the Darkness, Evil, Magic, Scalykind, and Trickery domains as well as the Deception, Dragon, and Loss subdomains.

COTERIE, THE DARK CABAL CR 30/MR 10

XP 9,830,400

LG Colossal dragon (mythic)

Init +16; **Senses** dragon senses, see in darkness, thoughtsense; Perception +46

Aura frightful presence (360 ft., DC 38)

DEFENSE

AC 55, touch 5, flat-footed 52 (+3 Dex, +50 natural, –8 size)

hp 595 (34d12+474)

Fort +30, **Ref** +21, **Will** +28; second save

Defensive Abilities mighty fortitude, multiple souls, spell eater, unstoppable; DR 10/epic; Immune paralysis, possession, sleep; SR 46

OFFENSE

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

Melee bite +44 (4d8+24/19–20), 2 claws +44 (4d6+18), 2 wings +42 (2d8+8), tail slap +42 (4d6+24)

Reach 20 ft. (30 ft. with bite)

Special Attacks breath weapon (70-ft. cone, 34d10 force plus special, DC 38), crush (DC 38), enervating field, mythic magic 3/day, mythic power (10/day; surge +1d12), psychic howl, tail sweep (4d6+18, DC 38)

Spell-Like Abilities (CL 34th; concentration +43)

At will—*create mindscape*^{OA} (DC 22), *ectoplasmic snare*^{OA} (DC 21), *synesthesia*^{OA} (DC 22)

Spells Known (CL 20th; concentration +29)

9th (6/day)—*akashic form*^{OA}, *crushing hand*, *psychic crush* ^{VOA} (DC 29)

8th (7/day)—*clenched fist*, *orb of the void* (DC 28), *trap the soul* (DC 28)

7th (7/day)—*finger of death* (DC 27), *grasping hand*, *project image*

6th (7/day)—*forceful hand*, *mass inflict pain* (DC 26), *psychic crush* ^{II}^{OA} (DC 26)

5th (7/day)—*interposing hand*, *mind thrust* ^{VOA} (DC 23), *teleport*, *waves of fatigue* (DC 25)

4th (8/day)—*calcific touch* (DC 22), *crushing despair* (DC 24), *id insinuation* ^{III}^{OA} (DC 24), *telekinesis*

3rd (8/day)—*babble*^{OA} (DC 23), *dispel magic*, *excruciating deformation* (DC 21), *protection from energy*

2nd (8/day)—*anticipate thoughts*^{OA} (DC 20), *chill metal* (DC 20), *howling agony*^{UM} (DC 22), *hypercognition*^{OA}, *oneiric horror*^{OA} (DC 20)

1st (8/day)—*comprehend languages*, *entropic shield*, *mindlink*^{OA}, *true strike*, *vanish*

0 (at will)—*arcane mark*, *bleed* (DC 20), *detect magic*, *detect poison*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*, *sift*

STATISTICS

Str 47, **Dex** 14, **Con** 32, **Int** 29, **Wis** 29, **Cha** 32

Base Atk +34; **CMB** +60; **CMD** 72 (76 vs. trip)

Feats Bleeding Critical^M, Cleave^M, Combat Casting, Critical Focus^M, Flyby Attack, Great Cleave, Greater Spell Focus (enchantment and necromancy), Hover, Improved Critical (bite), Improved Initiative^M, Multiattack, Power Attack^M, Spell Focus (enchantment and necromancy), Staggering Critical (DC 45), Wingover

Skills Appraise +46, Bluff +48, Diplomacy +48, Fly +23, Intimidate +48, Knowledge (arcana, history, nature, planes, and religion) +46, Perception +46, Sense Motive +46, Spellcraft +46, Use Magic Device +48

Languages Abyssal, Aklo, Common, Cynean, Draconic, Giant, Infernal, Sasori, Sorcerous, Undercommon; telepathy 100 ft.

SQ change shape 3/day, multiple souls, soul merge

ECOLOGY

Environment any

Organization unique

Treasure triple

SPECIAL ABILITIES

Enervating Field (Su): When Fatalis is dominant, Coterie can expend 1 use of mythic power to create an aura of life-sapping necromantic energy around them in a 20-foot radius. All living creatures within the area of effect must succeed at a Fortitude save each round (DC 38) or take 2d6 bleed and become fatigued. For every creature affected by the enervating field, Coterie receives fast healing 5 and a +1 enhancement bonus to Strength and Dexterity, to a maximum of fast healing 20 and a +4 enhancement to Strength and Dexterity. The field lasts a total of 5 rounds. This ability is Charisma-based.

Mighty Fortitude (Ex): When Rigor is dominant, Coterie can expend 1 use of mythic power to gain amazing powers of resistance and recuperation. For the next three rounds, Coterie gains a +5 bonus to all saving throws, gains immunity to stun, and all of their

bleeding effects end after 1 round. Using this ability removes fatigue and exhaustion, but does not prevent these conditions from being reapplied during the ability's duration.

Psychic Howl (Su): When Phrenzy is dominant, Coterie can expend 1 use of mythic power to unleash a mighty psychic scream. All creatures within a 60-foot radius must succeed at a Will save (DC 36) or be nauseated and shaken for 1d4 rounds. Creatures that are already shaken become frightened, and frightened creatures become panicked. On a successful save, creatures are sickened for 1 round instead. This ability is Intelligence-based.

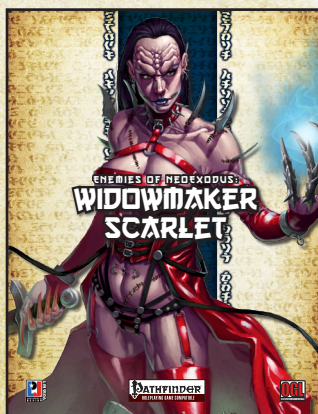
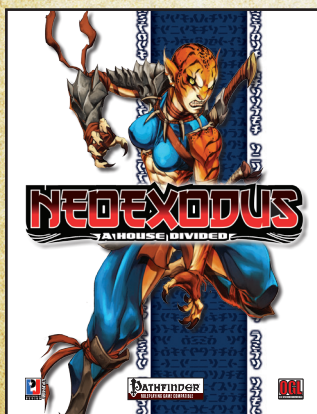
Soul Merge (Ex): By expending 2 uses of mythic power as a swift action, Coterie can merge all three of their residing spirits into one psychic being. For the next 5 rounds, Coterie can use all powers listed under the multiple souls ability, as well as all mythic abilities listed in this section.

Unstoppable (Ex): As a free action, Coterie can expend 1 use of mythic power to immediately end any one of the following conditions currently affecting them: bleed, blind, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned. Coterie can use this ability at the start of their turn even if a condition would prevent them from acting.

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