



MONSTERS OF NEOEXODUS: DRAGONS



INTRODUCTION

The world of Exodus is inhabited by marvelous creatures, both dangerous and benign. Among the mightiest of these are dragons. Described herein are two new categories of dragon that can be found upon Exodus: the noble and mysterious stellar dragons, and the fell creatures known as conflict dragons. Both types provide for dangerous new foes. While the stellar dragons may be noble and high-minded, they tend to be dismissive of lesser creatures, finding them expendable in the face of achieving the greater good. The conflict dragons delight in misery and destruction and will run unchecked through the world, bringing its eventual demise, unless stopped by those with the power to do so.

The following section provides basic information needed to design conflict and stellar dragons of any age categories, along with the specifics of their attacks and abilities.

AGE CATEGORIES

Many of a true dragon's abilities, attacks, and other statistics improve as a dragon grows older. The age of a dragon is divided into 12 categories—as a dragon ages, its base statistics change as noted on Table: Dragon Age Categories.

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

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

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

Size: This column shows the number of size categories to increase the dragon's base size by, depending on its age (from Tiny to Small, Small to Medium, and so on). True dragons do not gain the standard increases to ability scores as they increase in size—instead, they increase their ability scores according to their age category, as indicated on Table: Dragon Ability Scores.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks, along with increases to the dragon's base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see Table: Dragon Ability Scores).

Natural Armor: This shows the amount that the dragon's base natural armor bonus increases for each age category.

Breath Weapon: Each dragon has a breath weapon (see Combat, below) 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 with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the x7 multiplier).

COMBAT

Table: Dragon Attacks and Speeds lists the attacks that a dragon can employ and the damage each deals (a dash indicates a dragon of that size does not possess that natural attack). Dragons gain other abilities described here when as they increase in 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 the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round 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): A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents that 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, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex): A Gargantuan or larger dragon can sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are at least four size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (rounded down). Affected creatures can attempt Reflex 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 once every 1d4 rounds, even

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.

if it possesses more than one breath weapon. 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 breath weapon deals damage, those caught in the

area can attempt a Reflex save 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 variety descriptions. 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.

Alien Presence (Ex): A juvenile or older stellar 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.

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

No Breath (Ex): Stellar dragons don't need to breathe and are immune to inhaled poisons, suffocation, and drowning.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its entry. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities equals its total Hit Dice.

Starflight (Su): A stellar dragon can survive in the void of outer space and fly at incredible speed. A trip within a single solar system usually takes 3d20 hours, and a trip beyond usually takes 3d20 days or more if the dragon knows the way to its destination. A stellar dragon can carry one rider of one size category smaller than itself, four passengers of two sizes smaller, eight passengers of three sizes smaller, or 16 passengers of four or more sizes smaller. Passengers are protected from the void.

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 each dragon's entry.

Spell Resistance (Ex): As 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.

CONFLICT DRAGONS

These malicious creatures exist to cause strife and havoc throughout existence. Little is known about when they arrived on Exodus, but most scholars agree that conflict

dragons are not native to this world; they are likely travelers from some other hellish realm that arrived via the Nexus Gates. Conflict dragons hold Eschaton, the Apocalypse Dragon, as their lord and master. As such, his designs of entropy and destruction are echoed in their behavior. While each dragon has its own goals and pursuits, they will always take what time they can to spread ruin and woe wherever they are. This often makes them temporary allies of warlike races and beings, which conflict dragons think of as tools toward a greater end. No true allegiance with these creatures is ever possible—they will turn on their allies whenever it is convenient, and have centuries to wait for an opportunity.

CONFLICT DRAGON, ARMAGEDDON

Striations of gray and brown scales cover the body of this thin, nearly emaciated dragon. Its head appears overlarge for its slim body, and sports two backward curling horns.

ARMAGEDDON DRAGON

NE dragon (earth)

BASE STATISTICS

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

Speed 60 ft., burrow 30 ft.

Natural Armor +3; **Breath Weapon** cone, 2d6 damage (half is slashing damage; see text)

Str 11, **Dex** 16, **Con** 13, **Int** 8, **Wis** 11, **Cha** 10

ECOLOGY

Environment warm deserts and hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

Apocalyptic Aura (Su): An armageddon dragon draws upon the life forces of living creatures in the area, rapidly draining them and creating in them a desperate need for nourishment. Creatures within the aura must succeed at a Fortitude saving throw or begin to starve, taking 2d6 nonlethal damage and becoming fatigued. Creatures that succeed on this save cannot be affected by the same armageddon dragon's aura for 24 hours. The fatigue can be removed by magic or by taking the time to eat a full meal. The nonlethal damage cannot be healed until the creature has eaten a full meal. This save is Constitution-based.

Spell-Like Abilities (Sp): An armageddon dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*ray of sickening*; juvenile—*elemental speech* (earth only); adult—*cup of dust*; old—*waves of fatigue* (3/day); ancient—*waves of exhaustion* (3/day); great wyrm—*horrid wilting* (1/day).

Withering Crystal Scour (Su): An armageddon dragon can breathe a cone of crystalline particles that scour flesh and suck moisture from the body. Half of the

CONFLICT DRAGON, ARMAGEDDON

Age Category	Special Abilities	Caster Level
Wyrmling	Immune to fatigue and exhaustion	—
Very young	<i>Ray of sickening</i>	—
Young	Famishing aura	1st
Juvenile	Apocalyptic presence, <i>elemental speech</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Cup of dust</i>	7th
Mature adult	DR 10/magic	9th
Old	<i>Waves of fatigue</i>	11th
Very old	DR 15/magic	13th
Ancient	<i>Waves of exhaustion</i>	15th
Wyrmling	DR 20/magic	17th
Great wyrmling	<i>Horrid wilting</i>	19th

damage is slashing; the other half comes from rapid dehydration. Nonliving creatures only take half damage from this breath weapon on a failed save. Against water elementals and plant creatures, the latter half of the breath weapon's damage deals d8s rather than d6s.

YOUNG ARMAGEDDON DRAGON CR 7

XP 3,200

NE Medium dragon (earth)

Init +6; **Senses** dragon senses; Perception +12

DEFENSE

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

hp 76 (8d12+24)

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

Immune fatigue and exhaustion effects, paralysis, sleep

OFFENSE

Speed 60 ft., burrow 30 ft., fly 150 ft. (average)

Melee bite +12 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

Special Attacks breath weapon (30-ft. cone, 6d6 [3d6 slashing], DC 17), famishing aura

Spell-Like Abilities (CL 8th; concentration +9)

At will—*ray of sickening*

Spells Known (CL 1st; concentration +2)

1st (4/day)—*alarm*, *obscuring mist*

0 (at will)—*detect magic*, *mage hand*, *open/close*, *resistance*

STATISTICS

Str 19, Dex 14, Con 17, Int 10, Wis 13, Cha 12

Base Atk +8; CMB +12; CMD 24

Feats Hover, Furious Focus, Improved Initiative, Power Attack

Skills Climb +15, Fly +13, Perception +12, Sense Motive +12, Stealth +13, Survival +12

Languages Common, Draconic

ADULT ARMAGEDDON DRAGON CR 11

XP 12,800

NE Large dragon (earth)

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

Aura apocalyptic (180 ft., DC 22)

DEFENSE

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

hp 161 (14d12+70)

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

DR 5/magic; **Immune** fatigue and exhaustion effects, paralysis, sleep; **SR** 22

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +20 (2d6+10), 2 claws +20 (1d8+7), 2 wings +18 (1d6+3), tail slap +18 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, 12d6 [6d6 slashing], DC 22), famishing aura

Spell-Like Abilities (CL 14th; concentration +17)

At will—*cup of dust* (DC 16), *elemental speech* (earth only), *ray of sickening* (DC 14)

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*dispel magic*, *protection from energy*

2nd (7/day)—*blur*, *darkness*, *gust of wind*

1st (7/day)—*feather fall*, *grease* (DC 14), *identify*, *obscuring mist*, *shield*

0 (at will)—*bleed* (DC 13), *detect magic*, *mage hand*, *message*, *open/close*, *read magic*, *resistance*

STATISTICS

Str 25, Dex 12, Con 21, Int 14, Wis 17, Cha 16

Base Atk +14; CMB +22; CMD 33

Feats Furious Focus, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack

Skills Appraise +10, Climb +24, Fly +12, Perception +20, Sense Motive +20, Spellcraft +14, Stealth +14, Survival +20, Use Magic Device +20



Languages Common, Draconic, Qijomi, Terran

ANCIENT ARMAGEDDON DRAGON CR 16

XP 76,800

NE Huge dragon (earth)

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

Aura apocalyptic (300 ft., DC 28)

DEFENSE

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

hp 297 (22d12+154)

Fort +20, **Ref** +15, **Will** +18

DR 15/magic; **Immune** fatigue and exhaustion effects, paralysis, sleep; **SR** 27

OFFENSE

Speed 60 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +31 (2d8+16), 2 claws +31 (2d6+11), 2 wings +29 (1d8+5), tail slap +29 (2d6+16)

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

Special Attacks breath weapon (50-ft. cone, 20d6 [10d6 slashing]), crush, famishing aura

Spell-Like Abilities (CL 22nd; concentration +27)

At will—*cup of dust* (DC 18), *elemental speech* (earth only), *ray of sickening* (DC 16)

3/day—*waves of exhaustion* (DC 22), *waves of fatigue* (DC 20)

Spells Known (CL 15th; concentration +20)

7th (4/day)—*power word blind*, *spell turning*

6th (6/day)—*beast shape IV*, *chain lightning* (DC 21), *greater dispel magic*

5th (7/day)—*feeblemind* (DC 20), *mage's faithful hound*, *prying eyes*, *telekinesis*

4th (7/day)—*arcane eye*, *confusion* (DC 19), *fire shield*, *shout* (DC 19)

3rd (7/day)—*arcane sight*, *dispel magic*, *haste*, *wind wall*

2nd (7/day)—*gust of wind*, *invisibility*, *resist energy*, *scorching ray*, *spider climb*

1st (8/day)—*alarm*, *feather fall*, *grease* (DC 16), *identify*, *silent image*

0 (at will)—*detect magic*, *ghost sound*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *read magic*, *resistance*, *spark*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 18, **Wis** 21, **Cha** 20

Base Atk +22; **CMB** +35; **CMD** 44

Feats Arcane Strike, Awesome Blow, Flyby Attack, Furious Focus, Hover, Improved Bull Rush, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Wingover

Skills Appraise +29, Climb +36, Fly +17, Knowledge (arcana) +29, Perception +30, Sense Motive

+30, Spellcraft +29, Stealth +14, Survival +30, Use Magic Device +30

Languages Common, Cynean, Draconic, Exodite, Qijomi, Terran

Armageddon dragons prefer to lair in wastelands and desolate areas. They are consummate hunters and often lay ambushes for prey to abate their constant hunger. Foes that thwart or evade them often become targets of a stalking armageddon dragon, as the creatures find tenacious prey surpassingly attractive. Armageddon dragons often decorate their lairs with the remains of particularly difficult prey, festooning the bodies with treasure as decoration in a sort of macabre tribute.

CONFLICT DRAGON, FURY

This dragon has a crest of red, crystalline growths running down its legless, serpentine length. Its mandibles and multiple glowing eyes seem insectoid, but the great glowing wings that extend from its body are certainly not.

FURY DRAGON

LE dragon (water)

BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 5d12

Speed 40 ft., swim 40 ft.

Natural Armor +4; **Breath Weapon** cone, 2d6 acid plus swarms (see text)

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

ECOLOGY

Environment temperate and warm forests and swamps

Organization solitary

Treasure triple

CONFLICT DRAGON, FURY

Age Category	Special Abilities	Caster Level
Wyrmling	Immune to acid and disease, water breathing	—
Very young	<i>Corrosive touch</i>	—
Young	Carrier	1st
Juvenile	<i>Acid arrow</i> , apocalyptic presence	3rd
Young adult	DR 5/silver, spell resistance	5th
Adult	<i>Acid pit</i> , virulent strains	7th
Mature adult	DR 10/silver	9th
Old	<i>Corrosive consumption</i> , virulent strains +4	11th
Very old	DR 15/silver	13th
Ancient	<i>Acid fog</i> , virulent strains +6	15th
Wyrm	DR 20/silver	17th
Great wyrm	<i>Transmute blood to acid</i> , virulent strains +8	19th

SPECIAL ABILITIES

Apocalyptic Aura (Su): A fury dragon's aura increases the virulence and spread of infections. Creatures within the aura must make a Fortitude saving throw. On failure, the affected creature takes a –2 penalty to saving throws against disease effects, the onset time of any diseases that afflict them are halved, and the frequency of saving throws required by diseases is doubled (e.g., 1/day becomes 2/day). This effect can be removed by *break enchantment*, *heal*, or more powerful magics once the affected creature leaves the aura. Creatures that successfully save cannot be affected by the same fury dragon's aura for 24 hours. For any creatures other than fury dragons (including the one projecting the aura) within the aura, their disease effects increase in DC by 2. This save is Constitution-based.

Breath Weapon (Su): Every 1d4 rounds, a wrath dragon can expel a cone of acid. Any creatures damaged by the breath weapon are also exposed to the diseases the dragon carries.

Carrier (Ex): While fury dragons are immune to diseases, they act as carriers, incubating diseases in their bodies and passing them to those with whom they come into contact. At any given time, a fury dragon of young age or older will be incubating 1d4 different diseases, which it can spread through normal means as well as through its parasite breath weapon. One of these diseases is always red rage.

Disgorge Parasites (Su): Once per day, a fury dragon of young or older age can to expel swarms of winged parasites that live and breed within the dragon, using its breath weapon to disgorge them. The number of swarms disgorged increases with the dragon's age category as follows: young—1 swarms; young adult—2 swarms; mature adult—3 swarms; very old—4 swarms; wyrm—6 swarms. The swarms are expelled onto any 10-foot area that contains at least one square within the area of the breath weapon's effect. The swarms will

attack the closest living creatures, and the dragon that disgorged cannot control their movement or choice of targets.

Red Rage (Ex): Fury dragons incubate this disease within their bodies. The red rage eats away at the sanity of the infected, turning them violent and irrational. A fury dragon of young age or older is always a carrier of this disease, in addition to any others it may carry. The save DC is Constitution-based. Disease—bite; save DC 13; onset 10 minutes; frequency 1/day; effect 1d6 Int and 1d6 Cha; cure 2 consecutive saves. Whenever a creature affected by red rage is attacked, threatened, or otherwise placed in a stressful situation, it must make a Will save against the DC of the disease. On failure, the infected creature attacks the nearest target for 1d4 rounds. At the end of this time, the infected may make another save to regain its senses. Any infected individual whose Intelligence or Charisma is reduced to 2 or less become constantly hostile and violent, attacking any living creature in range until that creature is dead.

Spell-Like Abilities (Sp): A fury dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*corrosive touch*; juvenile—*acid arrow*; adult—*acid pit*; old—*corrosive consumption* (3/day); ancient—*acid fog* (3/day); great wyrm—*transmute blood to acid* (1/day).

Virulent Strains (Ex): Over time, the diseases carried by fury dragons become more dangerous. Increase the DCs of all diseases carried by an adult fury dragon by 2. These DCs increase by another 2 at the old age category, and again at the ancient and great wyrm age categories. Fury dragons in the old age category or older can even infect living creatures that are normally immune to diseases. While such creatures do not suffer the effects of the fury dragon's diseases, they become contagious and act as carriers, spreading the disease

until treated with *remove disease* or a similar spell or effect.

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

YOUNG FURY DRAGON

CR 8

XP 4,800

LE Large dragon (water)

Init +5; **Senses** dragon senses; Perception +1

DEFENSE

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

hp 85 (9d12+27)

Fort +11, **Ref** +7, **Will** +9

Immune acid, disease, paralysis, sleep

OFFENSE

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

Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), 2 wings +8 (1d6+2), tail slap +8 (1d8+7)

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

Special Attacks breath weapon (40-ft. cone, 6d6 acid plus swarms), carrier

Spell-Like Abilities (CL 9th; concentration +10)

At will—*corrosive touch*

Spells Known (CL 1st; concentration +2)

1st (4/day)—*feather fall*, *vanish*

0 (at will)—*bleed* (DC 11), *detect magic*, *mage hand*, *spark*

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +9; **CMB** +15; **CMD** 26

Feats Great Fortitude, Hover, Improved Initiative, Iron Will, Power Attack

Skills Fly +11, Intimidate +13, Perception +13, Sense Motive +13, Spellcraft +13, Stealth +9, Survival +13, Swim +13

Languages Balite, Common, Draconic

ADULT FURY DRAGON

CR 12

XP 19,200

LE Huge dragon (water)

Init +4; **Senses** dragon senses; Perception +15

Aura apocalyptic (180 ft., DC 20)

DEFENSE

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

hp 172 (15d12+75)

Fort +14, **Ref** +11, **Will** +14

DR 5/silver; **Immune** acid, disease, paralysis, sleep; **SR** 23

OFFENSE

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

FURY DRAGON PARASITE SWARM

This is a writhing cloud of three-inch-long blood-red worms with lamprey-like mouths and membranous wings.

FURY DRAGON PARASITE SWARM CR 6

XP 2,400

N Fine vermin (amphibious, aquatic, swarm)

Init +3; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 21, touch 21, flat-footed 18 (+3 Dex, +8 size)

hp 58 (9d8+18)

Fort +8, **Ref** +5, **Will** +4

Defensive Abilities swarm traits; **Immune** acid, disease, mind-affecting effects, weapon damage

OFFENSE

Speed 5 ft., swim 10 ft., fly 30 ft. (average)

Melee swarm (3d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks blood drain, disease, distraction (DC 16)

STATISTICS

Str 1, **Dex** 16, **Con** 15, **Int** —, **Wis** 12, **Cha** 1

Base Atk +6; **CMB** —; **CMD** —

Skills Fly +11, Swim +11; **Racial Modifiers** uses Dexterity to modify Swim checks

SQ diseased, swarm traits, vermin traits

ECOLOGY

Environment temperate and warm forests and swamps

Organization solitary, pair, or infestation (3–6 swarms)

Treasure none

SPECIAL ABILITIES

Blood Drain (Ex): If a living creature begins its turn in the same space as a fury dragon parasite swarm, the creature is drained of its blood and takes 1d3 points of Strength and Constitution damage.

Diseased (Ex): Fury dragon parasite swarms are carriers of the same diseases as the fury dragon that released them.

Melee bite +21 (2d8+12/19–20), 2 claws +21 (2d6+8), 2 wings +19 (1d8+4), tail slap +19 (2d6+12)

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

Special Attacks breath weapon (50-ft. cone, 12d6 acid plus swarms, DC 22), carrier, crush

Spell-Like Abilities (CL 15th; concentration +18)

At will—*acid arrow*, *acid pit*, *corrosive touch*

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*arcane sight*, *dispel magic*

2nd (7/day)—*blur*, *fog cloud*,
resist energy
1st (7/day)—*feather fall*,
hydraulic push, *mage armor*,
shield, *vanish*
0 (at will)—*bleed* (DC 13), *detect*
magic, *ghost sound*, *read magic*,
resistance

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16,
Wis 17, **Cha** 16

Base Atk +15; **CMB** +25; **CMD**
35

Feats Flyby Attack, Improved
Critical (bite), Improved
Initiative, Iron Will, Lightning
Reflexes, Multiattack, Power
Attack, Snatch

Skills Fly +4, Intimidate +15,
Knowledge (arcana and nature)
+15, Perception +15, Sense Motive +15, Spellcraft +15,
Stealth +4, Survival +15, Swim +16

Languages Balite, Caliban, Common, Draconic,
Khaynite



ANCIENT FURY DRAGON

CR 17

XP 102,400

LE Gargantuan dragon (water)

Init +3; **Senses** dragon senses; Perception +31

Aura apocalyptic (300 ft., DC 20)

DEFENSE

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

hp 310 (23d12+161)

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

DR 15/silver; **Immune** acid, disease, paralysis, sleep;
SR 28

OFFENSE

Speed 40 ft., swim 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 breath weapon (60-ft. cone, 20d6 acid
plus swarms, DC 28), carrier, crush, tail sweep

Spell-Like Abilities (CL 23rd; concentration +28)
At will—*acid arrow*, *acid pit* (DC 19), *corrosive touch*
3/day—*acid fog*, *corrosive consumption*
1/day—*transmute blood to acid* (DC 24)

Spells Known (CL 15th; concentration +20)

7th (4/day)—*caustic eruption* (DC 22), *vortex* (DC 22)

6th (6/day)—*freezing sphere* (DC 21), *programmed*
image (DC 21), *true seeing*

5th (7/day)—*cloudkill* (DC 20), *interposing hand*,
transmute mud to rock (DC 20), *transmute rock to mud*
(DC 20)

4th (7/day)—*arcane eye*, *confusion* (DC 19), *fire shield*,
stone shape

3rd (7/day)—*arcane sight*, *dispel magic*, *displacement*,
wind wall

2nd (7/day)—*eagle's splendor*, *false life*, *hypnotic pattern*
(DC 17), *resist energy*

1st (8/day)—*alarm*, *comprehend languages*, *feather fall*,
obscuring mist, *ventriloquism* (DC 16)

0 (at will)—*bleed* (DC 15), *detect magic*, *ghost sound*,
mage hand, *message*, *open/close*, *read magic*, *resistance*,
spark

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +23; **CMB** +39; **CMD** 48

Feats Bleeding Critical, Critical Focus, Flyby Attack,
Hover, Improved Critical (bite), Improved Initiative,
Iron Will, Lightning Reflexes, Multiattack, Power Attack,
Snatch, Vital Strike

Skills Appraise +31, Fly +15, Intimidate +31, Knowledge
(arcana and nature) +31, Perception +31, Sense Motive
+31, Spellcraft +31, Stealth +17, Survival +31, Use
Magic Device +31

Languages Balite, Caliban, Common, Draconic, Giant,
Khaynite, Sobeka

Fury dragons are cunning and methodical. They prefer to
feed upon the dead that have perished from disease. To this
end they will often plan and execute infections that lead to
epidemics, providing them with lavish feasts. They prefer
treasure that can withstand prolonged exposure to moisture
and submersion, as their lairs are often underwater or in
very damp areas.

CONFLICT DRAGON, HOLOCAUST

*This dragon's scales are the color of yellowed bone, save
those on its belly which are as black as its claws and teeth.*



A ghostly blue-white light shines from its eyes and open mouth.

HOLOCAUST DRAGON

CE dragon (extraplanar)

BASE STATISTICS

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

Speed 40 ft.

Natural Armor +5; **Breath Weapon** cone, 2d8 negative energy

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

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Apocalyptic Aura (Su): A holocaust dragon emanates a necromantic aura that debilitates living creatures and bolsters the undead. Living creatures within the aura must succeed at a Fortitude saving throw or suffer a –2 penalty to ability checks, saving throws, and skill checks. This penalty is removed if the creature leaves the range of the aura, but it must attempt another saving throw should it reenter the aura. Creatures that successfully save cannot be affected by the same holocaust dragon's aura for 24 hours. This save is Constitution-based. Undead that enter a holocaust dragon's aura receive a +2 profane bonus to ability checks, attack rolls, saving throws, and skill checks for as long as they remain within the aura.

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

Devourer of Souls (Su): A young or older holocaust dragon feeds upon the life energy of its prey. Any creature that dies from the damage inflicted by the dragon's swallow whole ability cannot be returned to life by means of *raise dead*, *reincarnation*, or *resurrection*. However, the slain creature can be returned to life by casting *miracle*, *true resurrection*, or *wish*.

Spell-Like Abilities (Sp): A holocaust dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*chill touch*; juvenile—*death knell*; adult—*vampiric touch*; old—*enervation* (3/day);

ancient—*circle of death* (3/day); great wyrm—*energy drain* (1/day).

Unclean Spirits (Su): Three times per day, a mature adult or older holocaust dragon can expel the spirits of its devoured victims in a cone with the same dimensions as its breath weapon. Living creatures within the area of effect receive 1 negative level for every two age categories of the dragon. A successful Fortitude save reduces the negative levels suffered by half. Those in the area of effect must also succeed at a Will save or be frightened for 1d4 rounds. On a successful save, a creature is instead shaken. Any corpses within the area of effect are possessed by the unclean spirits, rising as juju zombies, on the dragon's initiative the following round, under the command of the holocaust dragon. A holocaust dragon can control a number of juju zombies up to twice its Hit Dice. These saves are Charisma-based.

YOUNG HOLOCAUST DRAGON

CR 9

XP 4,800

CE Large dragon (extraplanar)

Init +1; **Senses** dragon senses; Perception +1

DEFENSE

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

hp 95 (10d12+30)

Fort +12, **Ref** +8, **Will** +8

Defensive Abilities negative energy affinity; **Immune** cold, paralysis, sleep

OFFENSE

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

Melee bite +14 (2d6+8 plus grab), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+8)

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

CONFLICT DRAGON, HOLOCAUST

Age Category	Special Abilities	Caster Level
Wyrmling	Immune to cold, negative energy affinity	—
Very young	<i>Chill touch</i>	—
Young	Devourer of souls, swallow whole	1st
Juvenile	Apocalyptic presence, <i>death knell</i>	3rd
Young adult	DR 5/good, fast swallow, spell resistance	5th
Adult	Immune to death effects and energy drain, <i>vampiric touch</i>	7th
Mature adult	DR 10/good, unclean spirits	9th
Old	<i>Enervation</i>	11th
Very old	DR 15/good	13th
Ancient	<i>Circle of death</i>	15th
Wyrmling	DR 20/good	17th
Great wyrmling	<i>Energy drain</i>	19th

Special Attacks breath weapon (40-ft. cone, 6d8 negative energy, DC 18), devourer of souls, swallow whole (2d6 acid plus 1 negative level, AC 15, 9 hp)

Spell-Like Abilities (CL 10th; concentration +11)

At will—*chill touch* (DC 12)

Spells Known (CL 1st; concentration +2)
1st (4/day)—*shield*, *thunderstomp*

0 (at will)—*bleed* (DC 11), *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +10; **CMB** +16 (+20 to grapple); **CMD** 27

Feats Great Fortitude, Hover, Improved Initiative, Multiattack, Vital Strike

Skills Fly +6, Intimidate +14, Knowledge (arcana and planes) +14, Perception +14, Sense Motive +14, Stealth +10

Languages Common, Draconic, Khaynite

ADULT HOLOCAUST DRAGON CR 13

XP 25,600

CE Huge dragon (extraplanar)

Init +4; **Senses** dragon senses; Perception +20

Aura apocalyptic (180 ft., DC 20)

DEFENSE

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

hp 161 (14d12+70)

Fort +16, **Ref** +11, **Will** +14

Defensive Abilities negative energy affinity; **DR** 5/good; **Immune** cold, death effects, energy drain, paralysis, sleep; **SR** 24

OFFENSE

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

Melee bite +20 (2d8+12 plus grab), 2 claws +20 (2d6+8), 2 wings +18 (1d8+4), tail slap +18 (2d6+12)

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

Special Attacks breath weapon (50-ft. cone, 12d8 negative energy, DC 22), crush, fast swallow, swallow whole (2d6 acid plus 1 negative level, AC 20, 16 hp), unclean spirits

Spell-Like Abilities (CL 14th; concentration +17)

At will—*chill touch* (DC 14), *death knell* (DC 15), *vampiric touch*

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*dispel magic*, *slow* (DC 16)

2nd (7/day)—*false life*, *mirror image*, *spectral hand*

1st (7/day)—*feather fall*, *mage armor*, *magic missile*, *shocking grasp*, *true strike*

0 (at will)—*detect magic*, *mage hand*, *read magic*, *resistance*, *spark*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +24 (+28 grapple); **CMD** 34

Feats Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack

Skills Fly +9, Intimidate +20, Knowledge (planes and religion) +20, Perception +20, Sense Motive +20, Stealth +9, Survival +20, Use Magic Device +20

Languages Common, Draconic, Exodite, Khaynite, Sorcerous

ANCIENT HOLOCAUST DRAGON CR 18

XP 153,600

CE Gargantuan dragon (extraplanar)

Init +3; **Senses** dragon senses; Perception +31

Aura apocalyptic (300 ft., DC 26)

DEFENSE

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

hp 310 (23d12+161)

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

Defensive Abilities negative energy affinity;

DR 15/good; **Immune** cold, death effects, energy drain, paralysis, sleep; **SR** 29

OFFENSE**Speed** 40 ft., fly 250 ft. (clumsy)**Melee** bite +31 (4d6+18/19–20 plus grab), 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** breath weapon (60-ft. cone, 20d8 negative energy, DC 28), crush, fast swallow, swallow whole, tail sweep, unclean spirits (5 negative levels, DC 26)**Spell-Like Abilities** (CL 23rd; concentration +28)At will—*chill touch* (DC 16), *death knell* (DC 17), *vampiric touch*3/day—*circle of death* (DC 21), *enervation***Spells Known** (CL 15th; concentration +20)7th (4/day)—*control undead* (DC 22), *finger of death* (DC 22)6th (6/day)—*disintegrate* (DC 21), *freezing sphere* (DC 21), *true seeing*5th (7/day)—*cone of cold* (DC 20), *dismissal* (DC 20), *mind fog* (DC 20), *waves of fatigue* (DC 20)4th (7/day)—*arcane eye*, *bestow curse* (DC 19), *charm monster* (DC 19), *ice storm* (DC 19)3rd (7/day)—*arcane sight*, *dispel magic*, *protection from energy*, *ray of exhaustion* (DC 18)2nd (7/day)—*eagle's splendor*, *false life*, *ghoul touch* (DC 17), *spectral hand*1st (8/day)—*comprehend languages*, *feather fall*, *obscuring mist*, *ray of enfeeblement* (DC 16), *shield*0 (at will)—*bleed* (DC 15), *detect magic*, *ghost sound*, *mage hand*, *message*, *open/close*, *ray of frost*, *read magic*, *resistance***STATISTICS****Str** 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20**Base Atk** +23; **CMB** +39 (+43 grapple); **CMD** 48**Feats** Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Snatch, Vital Strike, Wingover**Skills** Appraise +31, Fly +11, Intimidate +31 Knowledge (arcana, planes, and religion) +31, Perception +31, Sense Motive +31, Stealth +10, Survival +31, Use Magic Device +31**Languages** Common, Draconic, Eukan, Exodite, Khaynite, Sorcerous, Undercommon

Thought to originate from the edges of the Negative Material Plane, holocaust dragons prefer to lair in or near the ruined structures or settlements of other intelligent creatures. They especially like crypts, cemeteries, and necropolises. Older specimens often have a number of juju zombie servants. Portions of a holocaust dragon's treasure can be found on such servants, as the dragons like to dress them up in jewelry and other finery, creating mock courtiers to attend them as the dire monarchs in their courts of the undead.

CONFLICT DRAGON, WRATH

This dragon has scales resembling jagged iron. Its chest and mouth glow red-hot, like a forge.

WRATH DRAGON

CE dragon (fire)

BASE STATISTICS**CR** 6; **Size** Small; **Hit Dice** 7d12**Speed** 40 ft.**Natural Armor** +6; **Breath Weapon** line, 2d8 slashing and fire**Str** 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10**ECOLOGY****Environment** temperate and warm hills and mountains**Organization** solitary**Treasure** triple**SPECIAL ABILITIES**

Apocalyptic Aura (Su): A wrath dragon's aura ignites a consuming rage within living creatures that can only be assuaged by violence. Any living creature within the dragon's aura must make a Fortitude save or be overwhelmed with violent intent for the next 5d6 rounds. Creatures with an Intelligence score of 2 or less will automatically attack the nearest hostile creature. If no hostile creatures are within sight or reach, then it will attack the nearest creature until the effect passes or it is killed or incapacitated. A character's animal companion will only attack that character if no other creatures are within sight. An affected creature with an Intelligence score of 3 or more must make an offensive action every round it is affected by the aura or suffer 2d6 fire damage as its blood boils. Creatures with an Intelligence score of 2 or less also suffer this effect if they cannot attack a creature during a given round. Creatures that successfully save cannot be affected by the same wrath dragon's aura for 24 hours. This save is Constitution-based. Undead and creatures without an Intelligence score are unaffected by a wrath dragon's aura.

Blazing Heat (Ex): A wrath dragon produces great amounts of heat. The wrath dragon's bite attack does additional fire damage in equal amount to its age category. Once it reaches young age, a wrath dragon is surrounded by an aura of intense heat, dealing 1d6 fire damage to all creatures within 5 feet at the beginning of its turn. This damage increases by 1d6 for every three age categories of the dragon, up to 4d6 for a great wurm.

Burning Shrapnel Breath (Su): A wrath dragon's breath weapon produces a line of red-hot metal shrapnel. Half the damage dealt is slashing, and the other half is fire. The shrapnel sticks in the ground beneath the breath weapon's area of effect, effectively making it covered in caltrops (*Pathfinder Reference Document*), except

CONFLICT DRAGON, WRATH

Age Category	Special Abilities	Caster Level
Wyrmling	Fire aura, immune to fire, vulnerable to cold	—
Very young	<i>Sundering shards</i>	—
Young	Blazing heat, ferocity	1st
Juvenile	Apocalyptic presence, <i>molten orb</i>	3rd
Young adult	DR 2/adamantine, shatter weapons, spell resistance	5th
Adult	<i>Ash storm</i>	7th
Mature adult	DR 5/adamantine	9th
Old	Fiery bite, <i>volcanic storm</i>	11th
Very old	DR 10/adamantine	13th
Ancient	Molten spray, <i>sirocco</i>	15th
Wyrm	DR 15/adamantine	17th
Great wyrm	<i>Fire storm</i>	19th

that a creature stepping on them does not suffer bleed damage, but instead takes 1d4 fire damage in addition to the initial caltrop damage.

Eater of Metal (Ex): A wrath dragon's bite and claw attacks ignore any hardness of 10 or less.

Ferocity (Ex): A young or older wrath dragon remains conscious and can continue fighting even while below 0 hit points. In this state, the wrath dragon is still staggered and loses 1 hit point each round, and it still dies when its hit points reach a negative amount with a magnitude equal to its Constitution score.

Fiery Bite (Su): As a full-round action, a wrath dragon of old or older age can make a bite attack against an opponent. If the bite hits, the dragon can also unleash half its breath weapon damage on that creature. The target gets no saving throw against this damage, but fire immunity and resistance apply. This counts as a use of the dragon's breath weapon. Wrath dragons of ancient or older age can use this ability in conjunction with their molten spray.

Molten Spray (Su): Three times per day, a wrath dragon can superheat the metal in its body, changing its breath weapon into a cone of molten metal with half of its standard range. All the damage is fire damage, and the molten metal clings to those it damages, dealing half damage each round for 1d3 rounds. Once it has cooled, the hardened metal clings to the creature, who becomes entangled until it takes a full-round action to dislodge the metal from its body.

Shatter Weapons (Ex): Whenever a character strikes a young adult or older wrath dragon in melee, the weapon takes 4d6 damage. Apply the weapon's hardness against the damage. Weapons that take damage in excess of their hardness gain the broken quality.

Spell-Like Abilities (Sp): A wrath dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*sundering shards*; juvenile—*molten orb*; adult—*ash storm*; old—*volcanic storm* (3/day); ancient—*sirocco* (3/day); great wyrm—*fire storm* (1/day).

YOUNG WRATH DRAGON

CR 10

XP 9,600

CE Large dragon (fire)

Init +5; **Senses** dragon senses; Perception +14

Aura fire (5 ft., 1d6 fire)

DEFENSE

AC 22, touch 10, flat-footed 21 (+1 Dex, +12 natural, –1 size)

hp 115 (11d12+44)

Fort +11, **Ref** +8, **Will** +8

Defensive Abilities ferocity; **Immune** fire, paralysis, sleep

Weaknesses vulnerability to cold

OFFENSE

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

Melee bite +17 (2d6+10 plus 3 fire), 2 claws +17 (1d8+7), 2 wings +12 (1d6+3), tail slap +12 (1d8+10)

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

Special Attacks blazing heat, breath weapon (80-ft. line, 6d8 fire and slashing, DC 19), eater of metal

Spell-Like Abilities (CL 11th; concentration +12)

At will—*sundering shards*

Spells Known (CL 1st; concentration +2)

1st (4/day)—*grease* (DC 12), *mage armor*

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +11; **CMB** +19; **CMD** 30



Feats Flyby Attack, Furious Focus, Improved Initiative, Improved Sunder, Power Attack

Skills Fly +9, Intimidate +15, Knowledge (arcana) +15, Perception +15, Sense Motive +15, Stealth +11, Survival +15

Languages Common, Draconic, Ignan

ADULT WRATH DRAGON CR 14

XP 38,400

CE Huge dragon (fire)

Init +4; **Senses** dragon senses; Perception +23

Auras apocalyptic (180 ft., DC 21), fire (5 ft., 2d6 fire)

DEFENSE

AC 29, touch 8, flat-footed 29 (+21 natural, -2 size)

hp 212 (17d12+102)

Fort +18, **Ref** +10, **Will** +15

Defensive Abilities ferocity, shatter weapons; **DR** 2/adamantine; **Immune** fire, paralysis, sleep; **SR** 25

Weaknesses vulnerability to cold

OFFENSE

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

Melee bite +25 (2d8+15 plus 6 fire), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)

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

Special Attacks blazing heat, breath weapon (100-ft. line, 12d8 fire and slashing, DC 24), crush, eater of metal

Spell-Like Abilities (CL 17th; concentration +20) At will—*ash storm*, *molten orb*, *sundering shards* (DC 14)

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*arcane sight*, *slow* (DC 16)

2nd (7/day)—*blur*, *pyrotechnics* (DC 15), *web* (DC 15)

1st (7/day)—*disguise self*, *ray of enfeeblement* (DC 14), *protection from good*, *shield*, *true strike*

0 (at will)—*detect magic*, *mage hand*, *read magic*, *resistance*, *spark*

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +17; **CMB** +29; **CMD** 39

Feats Flyby Attack, Furious Focus, Great Fortitude, Hover, Improved Sunder, Improved Initiative, Iron Will, Multiattack, Power Attack

Skills Appraise +23, Fly +12, Intimidate +23, Knowledge (arcana and planes) +23, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +12

Languages Abyssal, Common, Draconic, Ignan, Khaynite

ANCIENT WRATH DRAGON CR 19

XP 307,200

CE Gargantuan dragon (fire)

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

Auras apocalyptic (300 ft., DC 27), fire (5 ft., 3d6 fire)

DEFENSE

AC 39, touch 6, flat-footed 39 (-1 Dex, +33 natural, -3 size)

hp 362 (25d12+200)

Fort +22, **Ref** +15, **Will** +21

Defensive Abilities ferocity, shatter weapons; **DR** 10/adamantine; **Immune** fire, paralysis, sleep; **SR** 30

Weaknesses vulnerability to cold

OFFENSE

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

Melee bite +35 (4d6+21/19-20 plus 10 fire), 2 claws +35 (2d8+14/19-20), 2 wings +33 (2d6+7), tail slap +33 (2d8+21)

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

Special Attacks blazing heat, breath weapon (120-ft. line, 20d8 fire and slashing, DC 30), crush, eater of metal, fiery bite, tail sweep

Spell-Like Abilities (CL 25th; concentration +30) At will—*ash storm*, *molten orb*, *sundering shards* (DC 16)

3/day—*sirocco*, *volcanic storm*

1/day—*fire storm* (DC 22)

Spells Known (CL 15th; concentration +20)

7th (4/day)—*greater arcane sight*, *spell turning*

6th (6/day)—*analyze dweomer*, *force hand*, *greater dispel magic*

5th (7/day)—*dismissal* (DC 20), *hold monster* (DC 20), *polymorph*, *telekinesis* (DC 20)

4th (7/day)—*bestow curse* (DC 19), *dimensional anchor*, *greater invisibility*, *wall of fire* (DC 19)

3rd (7/day)—*displacement*, *protection from energy*, *ray of exhaustion* (DC 18), *stinking cloud* (DC 18)

2nd (7/day)—*eagle's splendor*, *mirror image*, *misdirection* (DC 17), *scorching ray*

1st (8/day)—*comprehend languages, feather fall, mage armor, ray of enfeeblement* (DC 16), *shield* 0 (at will)—*bleed* (DC 15), *detect magic, ghost sound, mage hand, message, open/close, read magic, resistance, spark*

STATISTICS

Str 39, **Dex** 8, **Con** 27, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +25; **CMB** +43; **CMD** 52

Feats Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Wingover

Skills Appraise +33, Fly +13, Intimidate +33, Knowledge (arcana, nature, and planes) +33, Perception +33, Sense Motive +33, Spellcraft +33, Stealth +15, Use Magic Device +33

Languages Abyssal, Common, Draconic, Giant, Ignan, Infernal, Khaynite

Wrath dragons revel in destruction and carnage. They will often incite warlike peoples into provoking and attacking their neighbors. Sometimes they do this through threat of violence, but at other times they offer their aid. A wrath dragon ally is a fickle and dangerous thing, though; often they will turn on their allies at the end of a battle, destroying them and taking all the spoils for themselves. Wrath dragons prefer lairs in hill- or mountainside caves, especially in areas of volcanic activity. Their treasure often contains implements of war, typically those that are cunningly crafted, enchanted, or uniquely dangerous.

STELLAR DRAGONS

Born in the vastness of the cosmos and bearing the mystery and majesty of creation in their very beings,

stellar dragons strive to keep the universe in harmony. This goal often puts them into opposition with conflict dragons. However, this does not always make them allies of those preyed upon by conflict dragons. Stellar dragons, though many are good and noble, take a broad view of things: individual lives, settlements, even kingdoms, all are impermanent in the outlook of a stellar dragon, and sacrificing such things for the greater good is well within a stellar dragon's allowances in order to preserve the natural order from corruption.

STELLAR DRAGON, GRAVITY

This broad, stocky dragon has scales of dark gray, with an underbelly of midnight blue. Its dead black eyes sit beneath twin crests of bone.

GRAVITY DRAGON

LN dragon (earth)

BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 5d12

Speed 40 ft., burrow 20 ft.

Deflection +1; **Natural Armor** +4; **Breath Weapon** cone, 2d6 bludgeoning

Str 14, **Dex** 16, **Con** 15, **Int** 8, **Wis** 11, **Cha** 10

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su): A gravity dragon's alien presence causes any opponent that fails its save to be *slowed* (or paralyzed for creatures with 4 or fewer Hit Dice) for 5d6 rounds.

Breath Weapon (Su): A gravity dragon's breath causes massive increases in gravity within its area of effect, crushing creatures and causing bludgeoning damage. In addition, any creature that fails its Reflex save against the breath weapon is treated as if in an area of double gravity. Creatures affected in this way move at half speed, can jump only half as high or far, and can only lift half as much. This effect lasts a number of rounds equal to the dragon's Hit Dice, or half that on a successful Reflex save.

Crushing Force (Ex): A gravity dragon of young age or older can strike foes with massive force. The gravity dragon's bite, crush, tail slap, and tail sweep attacks deal damage as if the dragon were one size category larger.

Gravitational Field (Su): The gravitational field around a gravity dragon is fluctuating and unpredictable. Convert a third of its natural armor bonus from its age category (rounded down) to a deflection bonus.

Immunity to Gravity Effects (Su): Gravity dragons are immune to any effects related to gravity, including the negative effects of heavy gravity and spells such as *reverse gravity*.

Singularity (Su): Three times per day, a gravity dragon of old age or older can concentrate its breath weapon into a single point in space at up to twice its normal range. The singularity pulls all unattended objects and creatures weighing less than 1,000 pounds toward the singularity from a radius of twice the breath weapon's range, crushing and battering them. This deals damage equal to the breath weapon's normal damage. If a creature can hang on to something solid, it can make a Reflex save to secure itself, taking half damage and remaining in its original location for the rest of the round. The singularity lasts for one round before vanishing, affecting any creatures that enter its area of effect during that round. When the singularity vanishes, any creatures and objects that did not succeed on the save fall prone in a square adjacent to the singularity's origin.

STELLAR DRAGON, GRAVITY

Age Category	Special Abilities	Caster Level
Wyrmling	Gravitational field, immune to gravity effects	—
Very young	<i>Ant haul</i>	—
Young	Crushing force	1st
Juvenile	Alien presence, <i>stone call</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Greater thunderstomp</i>	7th
Mature adult	DR 10/magic	9th
Old	<i>Gravity sphere</i> , singularity	11th
Very old	DR 15/magic	13th
Ancient	<i>Reverse gravity</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	<i>Implosion</i>	19th

Spell-Like Abilities (Sp): A gravity dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*ant haul*; juvenile—*stone call*; adult—*greater thunderstomp*; old—*gravity sphere* (3/day); ancient—*reverse gravity* (3/day); great wyrm—*implosion* (1/day).

YOUNG GRAVITY DRAGON CR 8

XP 4,800

LN Large dragon (earth)

Init +6; **Senses** dragon senses; Perception +10

DEFENSE

AC 23, touch 13, flat-footed 19 (+2 deflection, +2 Dex, +8 natural, –1 size)

hp 94 (9d12+36)

Fort +10, **Ref** +8, **Will** +7

Immune gravity effects, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

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

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

Special Attacks breath weapon (40-ft. cone, 6d6 bludgeoning plus heavy gravity, DC 19)

Spell-Like Abilities (CL 9th; concentration +10)
At will—*ant haul*

Spells Known (CL 1st; concentration +2)

1st (4/day)—*feather fall*, *true strike*

0 (at will)—*detect magic*, *detect poison*, *mage hand*, *read magic*

STATISTICS

Str 22, **Dex** 14, **Con** 19, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +9; **CMB** +16; **CMD** 28

Feats Flyby Attack, Hover, Improved Initiative, Power Attack, Vital Strike

Skills Bluff +10, Fly +5, Knowledge (planes) +9, Perception +10, Sense Motive +10, Spellcraft +9

Languages Common, Draconic

SQ no breath, starflight

ADULT GRAVITY DRAGON CR 12

XP 19,200

LN Huge dragon (earth)

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

Aura alien presence (180 ft., DC 20)

DEFENSE

AC 28, touch 14, flat-footed 27 (+5 deflection, +1 Dex, +14 natural, –2 size)

hp 187 (15d12+90)

Fort +15, **Ref** +10, **Will** +12

DR 5/magic; **Immune** gravity effects, paralysis, sleep;
SR 23

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +21 (4d6+13/19–20), 2 claws +21 (2d6+9), 2 wings +19 (1d8+4), tail slap +19 (2d8+13)

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

Special Attacks breath weapon (50-ft. cone, 12d6 bludgeoning, DC 23), crush (4d6)

Spell-Like Abilities (CL 14th; concentration +17)

At will—*ant haul*, *greater thunderstomp*, *stone call*

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*dispel magic*, *protection from energy*

2nd (7/day)—*invisibility*, *shatter* (DC 15), *whispering wind*

1st (7/day)—*alarm*, *charm person* (DC 14), *feather fall*, *identify*, *protection from chaos*

0 (at will)—*detect magic*, *mage hand*, *message*, *read magic*, *resistance*

STATISTICS

Str 28, **Dex** 12, **Con** 23, **Int** 14, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +25; **CMD** 36

Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Vital Strike
Skills Bluff +20, Fly +10, Knowledge (arcana and planes) +19, Perception +20, Sense Motive +20, Spellcraft +19, Use Magic Device +20

Languages Common, Draconic, Giant, Terran

SQ no breath, starflight

ANCIENT GRAVITY DRAGON

CR 17

XP 102,400

LN Gargantuan dragon (earth)

Init +3; **Senses** dragon senses; Perception +30

Aura alien presence (300 ft., DC 26)

DEFENSE

AC 36, touch 14, flat-footed 36 (+9 deflection, -1 Dex, +22 natural, -4 size)

hp 333 (23d12+184)

Fort +21, **Ref** +15, **Will** +20

DR 15/magic; **Immune** gravity effects, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

Melee bite +35 (4d8+19/19-20), 2 claws +35 (2d8+13), 2 wings +33 (2d6+6), tail slap +33 (4d6+19)

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

Special Attacks breath weapon (60-ft. cone, 20d6 bludgeoning, DC 29), crush, singularity, tail sweep

Spell-Like Abilities (CL 22nd; concentration +27)

At will—*ant haul*, *greater thunderstomp*, *stone call*
3/day—*gravity sphere*, *reverse gravity* (DC 22)

Spells Known (CL 15th, concentration +20)

7th (4/day)—*deflection*, *phase door*

6th (6/day)—*greater dispel magic*, *mass suggestion* (DC 21), *shadow walk*

5th (7/day)—*dismissal* (DC 20), *polymorph*, *teleport*, *wall of force*

4th (7/day)—*charm monster* (DC 19), *confusion* (DC 19), *fire shield*, *resilient sphere* (DC 19)

3rd (7/day)—*arcane sight*, *dispel magic*, *explosive runes* (DC 18), *protection from energy*

2nd (7/day)—*detect thoughts* (DC 17), *invisibility*, *spectral hand*, *touch of idiocy*, *whispering wind*

1st (8/day)—*alarm*, *charm person* (DC 16), *feather fall*, *shield*, *true strike*

0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *message*, *read magic*, *resistance*, *spark*



STATISTICS

Str 36, **Dex** 10, **Con** 27, **Int** 18, **Wis** 21, **Cha** 20

Base Atk +22; **CMB** +39; **CMD** 48

Feats Flyby Attack, Hover, Improved Critical (bite), Improved Critical (tail slap), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Wingover

Skills Appraise +29, Bluff +30, Fly +11, Knowledge (arcana and planes) +29, Perception +30, Sense Motive +30, Spellcraft +29, Survival +30, Use Magic Device +30

Languages Common, Cynean, Draconic, Giant, Sorcerous, Terran

SQ no breath, starflight

Gravity dragons are aloof creatures that do not often interact with beings other than dragons. They are fond of exploring worlds with impressive geologic formations and natural landmarks. Their treasure typically consists of gemstones and things crafted of rare and valuable minerals and metals. Gravity dragons' lairs are typically subterranean, often dug out by the dragon itself.

STELLAR DRAGON, NEBULA

The black scales of this lithe dragon shimmer with hints of greens, blues, and golds. Its eyes glow like stars through the glistening cloud that surrounds its form.

NEBULA DRAGON

CG dragon

BASE STATISTICS

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

Speed 50 ft.

Natural Armor +5; **Breath Weapon** cone, 2d8 cold plus radiation

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

STELLAR DRAGON, NEBULA

Age Category	Special Abilities	Caster Level
Wyrm	Immune to cold and radiation	—
Very young	<i>Obscuring mist</i>	—
Young	Nebulous shroud	1st
Juvenile	Alien presence, <i>frost fall</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Gaseous form</i>	7th
Mature adult	DR 10/magic	9th
Old	Antimagic cloud, suffocation, <i>suppressive cloud</i>	11th
Very old	DR 15/magic	13th
Ancient	<i>Mind fog</i>	15th
Wyr	DR 20/magic	17th
Great wyr	<i>Mass suffocation</i>	19th

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su): A nebula dragon's alien presence causes any opponent that fails its save to be dazzled (or blinded for creatures with 4 or fewer Hit Dice) for 5d6 rounds.

Cloud Sight (Su): A very young or older nebula dragon's sight is not impeded by clouds, fog, or mist, whether natural or magical.

Nebulous Breath (Su): A nebula dragon's breath weapon is a cloud of dust carrying the chill of the void and its strange radiations. A successful Reflex save halves its cold damage. Creatures that take cold damage are also exposed to radiation (see Technology Guide, *Pathfinder Reference Document*) and must make Fortitude saves according to the radiation level. The radiation level delivered by a dragon's nebulous breath depends on its age category as follows: wyrmling—low; juvenile—medium; mature adult—high; ancient—severe.

Nebulous Shroud (Ex): All nebula dragons are surrounded by a cloud of minute particles. This cloud intensifies as the dragon ages, granting concealment to nebula dragons of young age and older. A full round of high winds (such as that provided by *gust of wind*) can temporarily remove the nebulous shroud, which remains dispersed until the wind ends, after which it reforms in 1d4 rounds.

Spell-Like Abilities (Sp): A nebula dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*obscuring mist*; juvenile—*fog cloud*; adult—*gaseous form*; old—*suffocation* (3/

day); ancient—*mind fog* (3/day); great wyr—*mass suffocation* (1/day).

Suppressive Cloud (Su): Three times per day, a nebula dragon of old age or older can imbue its breath weapon with particles that suppress magic. Any creatures within the area of effect are coated in this dust, which acts as an *antimagic field*, but only affects those creatures and the gear they carry. Summoned creatures covered in the dust wink out of existence, reappearing when the dust's effects wear off. However, while a summoned creature is affected by the dust, the duration of its summoning spell continues to elapse. A summoned creature with spell resistance may avoid winking out of existence by making a caster level check (1d20 + the nebula dragon's Hit Dice). If the check equals or exceeds the summoned creature's SR, it winks out of existence. Also, resolve this caster level check for any spell effect within the area that is not on a creature or attended object. If this check is equal or greater to 11 + the caster's level, then the spell effect is dispelled. The dust cannot be washed off, and its effects last for 2d6 rounds.

YOUNG NEBULA DRAGON

CR 9

XP 6,400

CG Large dragon

Init +5; **Senses** cloud sight, dragon senses, see in darkness; Perception +16

DEFENSE

AC 21, touch 10, flat-footed 19 (+1 Dex, +11 natural, –1 size)

hp 105 (10d12+40)

Fort +10, **Ref** +8, **Will** +12

Defensive Abilities nebulous shroud; **Immune** cold, paralysis, radiation, sleep

OFFENSE

Speed 50 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 breath weapon (40-ft. cone, 6d8 cold plus radiation, DC 18)

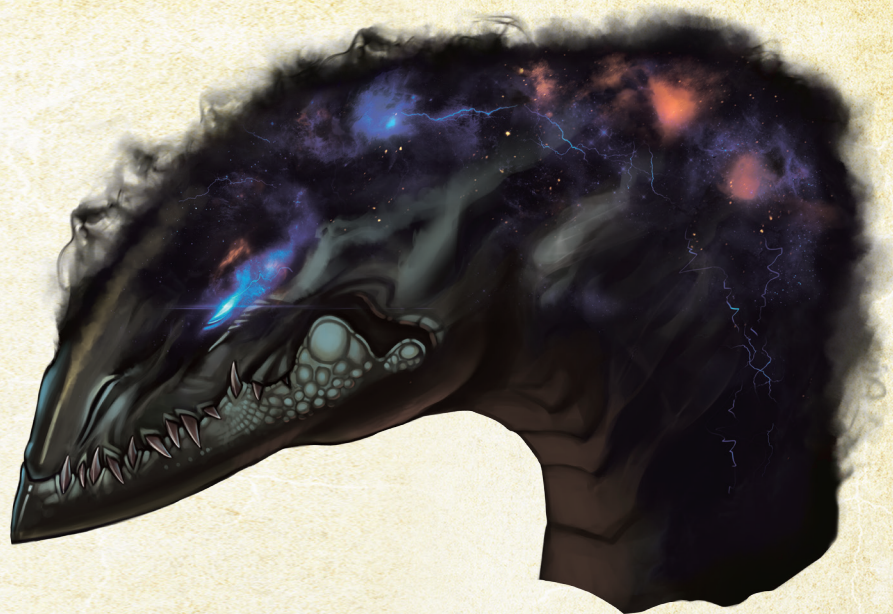
Spell-Like Abilities (CL 10th; concentration +12)

At will—*obscuring mist*

Spells Known (CL 1st; concentration +3)

1st (4/day)—*feather fall*, *shield*

0 (at will)—*detect magic*, *mage hand*, *read magic*, *resistance*



STATISTICS

Str 21, **Dex** 13, **Con** 16, **Int** 14, **Wis** 16, **Cha** 15

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

Feats Hover, Improved Initiative, Iron Will, Multiattack, Toughness

Skills Bluff +15, Diplomacy +15, Fly +12, Heal +16, Knowledge (arcana) +15, Perception +16, Sense Motive +16, Stealth +14; **Racial Modifiers** +4 Fly, +4 Stealth

Languages Aklo, Celestial, Common, Draconic

SQ no breath, starflight

ADULT NEBULA DRAGON CR 13

XP 25,600

CG Huge dragon

Init +4; **Senses** cloud sight, dragon senses, see in darkness; Perception +24

Aura alien presence (180 ft., DC 22)

DEFENSE

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

hp 184 (16d12+80)

Fort +15, **Ref** +12, **Will** +15

Defensive Abilities nebulous shroud; **DR** 5/magic;

Immune cold, paralysis, radiation, sleep; **SR** 24

OFFENSE

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

Melee bite +22 (2d8+12), 2 claws +22 (2d6+8/19-20), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)

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

Special Attacks breath weapon (50-ft. cone, 12d6 cold plus radiation, DC 23), crush (2d8)

Spell-Like Abilities (CL 16th; concentration +20)

At will—*frost fall*, *obscuring mist*, *gaseous form*

Spells Known (CL 7th, concentration +11)

3rd (5/day)—*aura sight*, *elemental aura* (DC 17)

2nd (7/day)—*alter self*, *dust of twilight*, *glide*

1st (7/day)—*comprehend languages*, *feather fall*, *magic missile*, *shield*, *true strike*

0 (at will)—*detect magic*, *ghost sound*, *mage hand*, *message*, *open/close*, *read magic*, *resistance*

STATISTICS

Str 27, **Dex** 11, **Con** 20, **Int** 18, **Wis** 20, **Cha** 19

Base Atk +16; **CMB** +26; **CMD** 36

Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Vital Strike, Wingover

Skills Bluff +23, Diplomacy +23, Fly +15, Heal +24, Knowledge (arcana) +23, Perception +24, Sense Motive +24, Stealth +15, Spellcraft +23, Use Magic Device +24;

Racial Modifiers +4 Fly, +4 Stealth

Languages Aklo, Auran, Celestial, Common, Draconic, Terran

SQ no breath, starflight

ANCIENT NEBULA DRAGON CR 18

XP 153,600

CG Gargantuan dragon

Init +3; **Senses** cloud sight, dragon senses, see in darkness; Perception +7

Aura alien presence (300 ft., DC 28)

DEFENSE

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

hp 300 (24d12+144)

Fort +21, **Ref** +15, **Will** +21

Defensive Abilities nebulous shroud; **DR** 15/magic;

Immune cold, paralysis, radiation, sleep; **SR** 29

OFFENSE

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

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

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

Special Attacks breath weapon (60-ft. cone, 20d8 cold plus radiation, DC 29), crush , suppressive cloud, tail sweep

Spell-Like Abilities (CL 24th; concentration +30)

At will—*frost fall*, *obscuring mist*, *gaseous form*

3/day—*quicken mind fog* (DC 21), *suffocation* (DC 21)

Spells Known (CL 15th; concentration +21)

7th (4/day)—*prismatic spray* (DC 23), *spell turning*

6th (7/day)—*freezing sphere* (DC 22), *greater dispel magic*, *mislead* (DC 22)

5th (7/day)—*break enchantment*, *feeblemind* (DC 21), *icy prison* (DC 21), *hold monster* (DC 21)

4th (7/day)—*adjustable polymorph*, *dimension door*, *eyes of the void*, *wandering star motes* (DC 20)

3rd (7/day)—*arcane sight*, *aura sight*, *elemental aura* (DC 19), *slow* (DC 19)

2nd (8/day)—*alter self*, *darkness*, *dust of twilight*, *glide*, *glitterdust* (DC 18)

1st (8/day)—*comprehend languages*, *feather fall*, *magic missile*, *shield*, *true strike*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *open/close*, *read magic*, *resistance*, *sift*

STATISTICS

Str 35, **Dex** 9, **Con** 24, **Int** 22, **Wis** 24, **Cha** 23

Base Atk +24; **CMB** +40; **CMD** 49

Feats Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Quicken Spell-Like Ability (*mind fog*), Vital Strike, Wingover

Skills Appraise +33, Bluff +33, Diplomacy +33, Fly +16, Knowledge (arcana, history, and nature) +33, Perception +34, Sense Motive +34, Spellcraft +33, Stealth +14, Use Magic Device +33; **Racial Modifiers** +4 Fly, +4 Stealth

Languages Aklo, Aquan, Auran, Celestial, Common, Draconic, Ignan, Terran

SQ no breath, starflight

Nebula dragons are enigmatic creatures prone to wandering the galaxy in search of beauty and wonder. Though not typically hostile to other creatures, nebula dragons are often oblivious to the needs and desires of others and may unintentionally cause them distress in pursuit of their own goals. A nebula dragon's treasure normally consists of things that are rare, beautiful, and odd.

STELLAR DRAGON, PULSAR

The scales of this impressive dragon are bluish-silver, and they flicker and pulse with flashes of deeper blues and violets.

PULSAR DRAGON

NG dragon (fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 50 ft.

Natural Armor +4; **Breath Weapon** line, 2d8 fire plus blindness

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su): A pulsar dragon's alien presence causes any opponent that fails its save to be dazzled (or fascinated for creatures with 4 or fewer Hit Dice) for 5d6 rounds. Any effects with the darkness descriptor and a caster level of less half the dragon's age category are suppressed while within the aura.

Blazing Breath (Su): The breath weapon of a young or older pulsar dragon affects creatures that are normally 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.

Bright Claws (Ex): A pulsar dragon's natural weapons are treated as good for purposes of overcoming damage reduction.

Laser Breath (Su): A pulsar dragon's breath weapon is a highly focused beam of bright, burning light. Any creature that takes damage from the breath weapon must also make a Fortitude saving throw or be permanently blinded. Constructs, undead, and creatures without eyes are immune to this effect. 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 the dragon's laser 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. Darkness, magical or otherwise, does not affect laser breath. Invisible creatures are immune to damage and effects caused by laser breath.

Pulsing Blast (Su): An old or older pulsar dragon can use its breath weapon in shorter, pulsing bursts. As a full-round action, the dragon can breath two or three times during the round, each breath aimed in the direction of the dragon's choice. If the dragon produces two blasts, each blast has half its normal range and inflicts half its normal damage. If the dragon produces three blasts, each blast has a third of its normal range (rounding down), and the dragon may divide the damage dice of its breath weapon between the blasts as it sees fit, though no one blast may do more than half damage. The DC for each blast remains the same.

STELLAR DRAGON, PULSAR

Age Category	Special Abilities	Caster Level
Wyrmling	Immune to fire, sunborn, vulnerable to cold	—
Very young	<i>Faerie fire</i>	—
Young	Blazing breath	1st
Juvenile	Alien presence, <i>searing light</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Daylight</i>	7th
Mature adult	DR 10/magic	9th
Old	Pulsing blast, <i>wandering star motes</i>	11th
Very old	DR 15/magic	13th
Ancient	<i>Sunbeam</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	<i>Sunburst</i>	19th

Spell-Like Abilities (Sp): A pulsar dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*faerie fire*; juvenile—*searing light*; adult—*daylight*; old—*wandering star motes* (3/day); ancient—*sunbeam* (3/day); great wyrm—*sunburst* (1/day).

Sunborn (Ex): Pulsar dragons are immune to the effects of spells with the light or pattern descriptors.

YOUNG PULSAR DRAGON CR 10

XP 9,600

NG Large dragon (fire)

Init +6; **Senses** dragon senses, see in darkness; Perception +14

DEFENSE

AC 21, touch 11, flat-footed 20 (+2 Dex, +10 natural, –1 size)

hp 115 (11d12+44)

Fort +12, **Ref** +11, **Will** +8

Immune fire, light, paralysis, patterns, sleep

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +16 (2d6+9), 2 claws +16 (1d8+6), 2 wings +14 (1d6+3), tail slap +14 (1d8+9)

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

Special Attacks blazing breath, breath weapon (80-ft. line, 6d8 fire plus blindness, DC 18), bright claws

Spell-Like Abilities (CL 11th; concentration +14)

At will—*faerie fire*

Spells Known (CL 1st; concentration +4)

1st (4/day)—*mage armor*, *true strike*

0 (at will)—*detect magic*, *mage hand*, *resistance*, *spark*

STATISTICS

Str 22, **Dex** 15, **Con** 16, **Int** 15, **Wis** 12, **Cha** 17

Base Atk +11; **CMB** +18; **CMD** 30

Feats Flyby Attack, Great Fortitude, Improved Initiative, Lightning Reflexes, Multiattack, Toughness

Skills Diplomacy +17, Fly +10, Intimidate +17, Knowledge (nature and planes) +16, Perception +15, Sense Motive +15

Languages Common, Draconic, Ignan

SQ no breath, starflight

ADULT PULSAR DRAGON CR 14

XP 38,400

NG Huge dragon (fire)

Init +5; **Senses** dragon senses, see in darkness; Perception +23

Aura alien presence (180 ft., DC 23)

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, –2 size)

hp 195 (17d12+85)

Fort +15, **Ref** +13, **Will** +15

DR 5/magic; **Immune** fire, light, paralysis, patterns, sleep; **SR** 25

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +26 (2d8+13), 2 claws +26 (2d6+9), 2 wings +24 (1d8+4), tail slap +24 (2d6+13)

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

Special Attacks blazing breath, breath weapon (100-ft. line, 12d8 fire plus blindness, DC 23), bright claws, crush (2d8)

Spell-Like Abilities (CL 17th; concentration +22)

At will—*daylight*, *faerie fire*, *searing light*

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*arcane sight*, *dispel magic*

2nd (7/day)—*alter self*, *mirror image*, *scorching ray*

1st (8/day)—*alarm*, *feather fall*, *grease* (DC 16), *shield*, *true strike*



0 (at will)—*dancing lights, detect magic, light, mage hand, read magic, resistance, spark*

STATISTICS

Str 28, **Dex** 13, **Con** 20, **Int** 19, **Wis** 16, **Cha** 21

Base Atk +17; **CMB** +28; **CMD** 39

Feats Cleave, Flyby Attack, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +25, Fly +13, Intimidate +25, Knowledge (arcana, nature, and planes) +24, Perception +23, Sense Motive +23, Spellcraft +24, Use Magic Device +25

Languages Celestial, Common, Cynean, Draconic, Ignan, Sorcerous

SQ no breath, starflight

ANCIENT PULSAR DRAGON

CR 19

XP 204,800

NG Gargantuan dragon

Init +4; **Senses** dragon senses, see in darkness; Perception +33

Aura alien presence (300 ft., DC 29)

DEFENSE

AC 37, touch 6, flat-footed 37 (+31 natural, -4 size)

hp 337 (25d12+175)

Fort +21, **Ref** +16, **Will** +21

DR 15/magic; **Immune** fire, light, paralysis, patterns, sleep; **SR** 30

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +34 (4d6+19/19-20), 2 claws +34 (2d8+13/19-20), 2 wings +32 (2d6+6), tail slap +32 (2d8+19)

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

Special Attacks blazing breath, breath weapon (60-ft. cone, 20d8 fire plus blindness, DC 29), bright claws, crush (4d6), tail sweep (2d6)

Spell-Like Abilities (CL 25th; concentration +32) At will—*daylight, faerie fire*, quickened *searing light* 3/day—*sunbeam* (DC 24), *wandering star motes* (DC 21)

Spells Known (CL 15th; concentration +22)

7th (5/day)—*delayed blast fireball* (DC 24), *greater teleport*

6th (6/day)—*analyze dweomer, greater dispel magic, mass suggestion* (DC 23)

5th (6/day)—*contact other plane, dominate person* (DC 22), *persistent image* (DC 22), *wall of*

force

4th (6/day)—*adjustable polymorph, fire shield, scrying, shout* (DC 21)

3rd (8/day)—*arcane sight, dispel magic, elemental aura* (DC 20), *protection from energy*

2nd (8/day)—*arcane lock, false life, glide, pyrotechnics* (DC 19), *web* (DC 19)

1st (8/day)—*comprehend languages, feather fall, mage armor, ray of enfeeblement* (DC 18), *shield*

0 (at will)—*dancing lights, detect magic, light, mage hand, message, open/close, read magic, resistance, spark*

STATISTICS

Str 36, **Dex** 11, **Con** 24, **Int** 23, **Wis** 20, **Cha** 25

Base Atk +25; **CMB** +42; **CMD** 52

Feats Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Quicken Spell-Like Ability (*searing light*), Vital Strike, Wingover

Skills Appraise +34, Diplomacy +35, Fly +14, Intimidate +35, Knowledge (arcana, history, nature, and planes) +34, Perception +33, Sense Motive +33, Spellcraft +34, Use Magic Device +35

Languages Aklo, Celestial, Common, Cynean, Draconic, Ignan, Prymidian, Sorcerous

SQ no breath, starflight

Pulsar dragons are brash and proud creatures that do not shrink from a fight. Though noble of spirit, they are quick to anger and once committed to the fray they are difficult to placate. They loathe wrath dragons more than any other creature, and are quick to destroy one or make it flee if encountered. Pulsar dragons enjoy lairs that are open to the sky, and the bulk of one's hoard is composed of bright metals and clear crystal objects.

STELLAR DRAGON, SUPERNOVA

Age Category	Special Abilities	Caster Level
Wyrmling	Immune to electricity and fire	—
Very young	<i>Flare burst</i>	—
Young	Superheated plasma	1st
Juvenile	Alien presence, <i>scorching ray</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	<i>Fireball</i>	7th
Mature adult	DR 10/magic	9th
Old	<i>Ball lightning</i> , nova blast	11th
Very old	DR 15/magic	13th
Ancient	<i>Contagious flame</i>	15th
Wyrmling	DR 20/magic	17th
Great wyrmling	Incinerate, <i>meteor swarm</i>	19th

STELLAR DRAGON, SUPERNOVA

This dragon's scales are orange-gold and radiate a barely contained energy. White-hot light blazes from its eyes and mouth.

SUPERNOVA DRAGON

CG dragon (fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 50 ft.

Natural Armor +5; **Breath Weapon** cone, 2d10 electricity and fire

Str 16, **Dex** 17, **Con** 16, **Int** 13, **Wis** 12, **Cha** 13

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su): A supernova dragon's alien presence causes any opponent that fails its save to be affected by *heat metal* for 7d4 rounds. Affected metal objects become searing hot for all rounds of the effect's duration, except the first and last two. While within the aura, any creatures with the cold subtype suffer a –2 penalty on all saving throws against effects with the fire descriptor.

Incinerate (Su): A great wyrmling supernova dragon can incinerate creatures with its plasma breath. A creature reduced to fewer than 0 hit points by its breath must make a Fortitude save (using the breath weapon's DC). On failure, the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through *true resurrection* or similar magic.

Nova Blast (Su): Three times per day, an old or older supernova dragon can unleash its plasma breath in a radius, twisting its long neck to blast all around. Instead

of affecting a cone, the dragon's breath weapon affects an area around the dragon with a radius equal to half the range of the cone.

Superheated Plasma (Su): A young or older supernova dragon's breath weapon affects creatures that are normally immune or resistant to fire or electricity. A creature immune to fire or electrical damage takes half damage from the portion of the breath weapon to which it is normally immune (no damage with a successful saving throw). A resistant creature's fire resistance and electrical resistance are treated as 10 less than normal. Young supernova dragons with this ability ignore hardness of 6 or less when damaging items or constructs, and this ignoring of hardness increases by one per older age category (maximum 15 hardness at great wyrmling age).

Spell-Like Abilities (Sp): A supernova dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*flare burst*; juvenile—*burning gaze*; adult—*fireball*; old—*ball lightning* (3/day); ancient—*contagious flame* (3/day); great wyrmling—*meteor swarm* (1/day). Spell-like abilities that normally deal either electrical or fire damage deal equal parts fire and electrical damage.

YOUNG SUPERNOVA DRAGON

CR 10

XP 9,600

CG Large dragon (fire)

Init +6; **Senses** dragon senses, see in darkness; Perception +16

DEFENSE

AC 22, touch 9, flat-footed 20 (+2 Dex, +11 natural, –1 size)

hp 126 (11d12+55)

Fort +12, **Ref** +9, **Will** +11



Immune electricity, fire, paralysis, sleep
Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)
Melee bite +17 (2d6+10), 2 claws +17 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d8+10)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (40-ft. cone, 6d10 electricity and fire, DC 20), superheated plasma
Spell-Like Abilities (CL 11th; concentration +13)
At will—*flare burst* (DC 13)
Spells Known (CL 1st; concentration +3)
1st (4/day)—*feather fall*, *true strike*
0 (at will)—*detect magic*, *mage hand*, *resistance*, *read magic*

STATISTICS

Str 24, **Dex** 15, **Con** 20, **Int** 15, **Wis** 14, **Cha** 15
Base Atk +11; **CMB** +19; **CMD** 31
Feats Flyby Attack, Hover, Improved Initiative, Iron Will, Multiattack, Power Attack
Skills Bluff +16, Diplomacy +16, Fly +10, Knowledge (nature and religion) +16, Perception +16, Sense Motive +16, Spellcraft +16
Languages Celestial, Common, Draconic, Ignan
SQ no breath, starflight

ADULT SUPERNOVA DRAGON CR 14

XP 38,400
CG Huge dragon (fire)
Init +5; **Senses** dragon senses, see in darkness; Perception +24
Aura alien presence (180 ft., DC 22)

DEFENSE

AC 29, touch 8, flat-footed 28 (+1 Dex, +20 natural, -2 size)

hp 229 (17d12+119)
Fort +17, **Ref** +13, **Will** +14
DR 5/magic; **Immune** electricity, fire, paralysis, sleep; **SR** 25
Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)
Melee bite +25 (2d8+15/19-20 plus grab), 2 claws +25 (2d6+10 plus grab), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, 12d10 electricity and fire, DC 25), crush (2d8), superheated plasma
Spell-Like Abilities (CL 17th; concentration +21)
At will—*fireball* (DC 17), *flare burst* (DC 15), *scorching ray*

Spells Known (CL 7th; concentration +11)
3rd (5/day)—*dispel magic*, *protection from energy*
2nd (7/day)—*alter self*, *detect thoughts* (DC 16), *invisibility*
1st (7/day)—*feather fall*, *identify*, *shield*, *true strike*, *unseen servant*
0 (at will)—*detect magic*, *mage hand*, *message*, *resistance*, *read magic*, *spark*

STATISTICS

Str 30, **Dex** 13, **Con** 24, **Int** 19, **Wis** 18, **Cha** 19
Base Atk +17; **CMB** +29; **CMD** 40
Feats Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Snatch, Vital Strike
Skills Bluff +24, Diplomacy +24, Fly +13, Knowledge (arcana, nature, and religion) +24, Perception +24, Sense Motive +24, Spellcraft +24, Use Magic Device +24
Languages Aklo, Auran, Celestial, Common, Draconic, Ignan
SQ no breath, starflight

ANCIENT SUPERNOVA DRAGON CR 19

XP 204,800
CG Gargantuan dragon (fire)
Init +4; **Senses** dragon senses, see in darkness; Perception +34
Aura alien presence (300 ft., DC 28)

DEFENSE

AC 38, touch 6, flat-footed 38 (+32 natural, -4 size)
hp 387 (25d12+225)
Fort +23, **Ref** +16, **Will** +22
DR 15/magic; **Immune** electricity, fire, paralysis, sleep; **SR** 30

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +35 (4d6+21/19–20 plus grab), 2 claws +35 (2d8+14 plus grab), 2 wings +33 (2d6+7), tail slap +33 (2d8+21)

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

Special Attacks breath weapon (60-ft. cone, 20d10 electricity and fire, DC 31), crush, nova blast, superheated plasma, tail sweep

Spell-Like Abilities (CL 25th; concentration +31)

At will—*fireball* (DC 19), *flare burst* (DC 17), *scorching ray* 3/day—*ball lightning* (DC 20), *contagious flame*

Spells Known (CL 15th; concentration +21)

7th (4/day)—*banishment* (DC 23), *spell turning*

6th (7/day)—*analyze dweomer*, *forceful hand*, *greater dispel magic*

5th (7/day)—*break enchantment*, *dismissal* (DC 21), *feeblemind* (DC 21), *telekinesis* (DC 21)

4th (7/day)—*arcane eye*, *confusion* (DC 20), *dimensional anchor*, *fire shield*

3rd (7/day)—*arcane sight*, *dispel magic*, *nondetection*, *protection from energy*

2nd (8/day)—*alter self*, *bear's endurance*, *detect thoughts* (DC 16), *invisibility*, *pyrotechnics* (DC 18)

1st (8/day)—*feather fall*, *identify*, *shield*, *true strike*, *unseen servant*

0 (at will)—*detect magic*, *light*, *mage hand*, *message*, *open/close*, *prestidigitation*, *resistance*, *read magic*, *spark*

STATISTICS

Str 38, **Dex** 11, **Con** 28, **Int** 23, **Wis** 22, **Cha** 23

Base Atk +25; **CMB** +43; **CMD** 53

Feats Critical Focus, Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Snatch, Vital Strike, Wingover

Skills Appraise +34, Bluff +34, Diplomacy +34, Fly +28, Knowledge (arcana, nature, planes, and religion) +34, Perception +34, Sense Motive +34, Spellcraft +34, Use Magic Device +34

Languages Aklo, Auran, Celestial, Common, Draconic, Ignan, Prymidian, Sorcerous

SQ no breath, starflight

Supernova dragons are the most powerful of the stellar dragons. These fierce warriors never turn from a fight. They are fierce guardians of their territories, destroying or repelling any great evils that attempt to establish themselves nearby. Supernova dragons prefer high, barren peaks for their lairs, or remote asteroids. They collect treasure that is heat-resistant or has high melting points.

DRAGON LORDS

Both conflict and stellar dragons pay homage to great dragon lords, paragons of their particular branches of dragonkind. The conflict dragons have Eschaton, the

Apocalypse Dragon, the epitome of destruction, chaos, and entropy. Stellar dragons revere Ananta, the Infinity Dragon, who is the living embodiment of the cosmos and guardian of the natural order. These two opposing forces are in constant conflict, if not open warfare, and Ananta is constantly on guard against Eschaton's destructive agendas.

DRAGON LORD, APOCALYPSE DRAGON

This massive dragon has seven heads with ten horns—in pairs or singly—jutting from them, each atop a long, snaky neck. Its scales are twisting patterns of night black, ash gray, and blood red.

ESCHATON, THE APOCALYPSE DRAGON CR 25

XP 1,638,400

NE Colossal dragon

Init +5; **Senses** dragon senses, see in darkness; Perception +44

Aura apocalyptic (300 ft., DC 36)

DEFENSE

AC 43, touch 3, flat-footed 42 (+1 Dex, +50 natural, –8 size)

hp 561 (34d12+340); regeneration 25

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

DR 20/good and magic; **Immune** acid, cold, electricity, fire, paralysis, sleep; **SR** 36

OFFENSE

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

Melee 7 bites +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 bites)

Special Attacks breath weapons (DC 37, see special abilities), crush, rend (2 bites, 4d8+24), tail sweep

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

At will—*ash storm*, *deeper darkness*, *incendiary cloud*

Spells Known (CL 20th; concentration +29)

9th (7/day)—*cursed earth*, *storm of vengeance* (DC 28), *tsunami* (DC 28)

8th (7/day)—*earthquake*, *greater shout* (DC 27), *incendiary cloud* (DC 27)

7th (7/day)—*insanity* (DC 26), *plague storm* (DC 26), *scouring winds* (DC 26)

6th (7/day)—*acid fog*, *chain lightning* (DC 25), *disintegrate* (DC 25)

5th (8/day)—*blight* (DC 24), *cloudkill* (DC 24), *cone of cold* (DC 24)

4th (8/day)—*acid pit* (DC 23), *bestow curse* (DC 23), *detonate* (DC 23), *fear* (DC 23)

3rd (8/day)—*arcane sight*, *cloak of winds*, *dispel magic*, *sleet storm*

2nd (8/day)—*command undead* (DC 21), *gust of wind*, *haunting mists* (DC 21), *knock*, *scorching ray*

1st (9/day)—*bungle* (DC 20), *expeditious retreat*, *grease* (DC 20), *ray of sickening* (DC 20), *shield*



0 (at will)—*arcane mark*, *bleed* (DC 19), *detect magic*, *detect poison*, *mage hand*, *message*, *open/close*, *read magic*, *spark*

STATISTICS

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

Base Atk +34; **CMB** +58; **CMD** 69

Feats Awesome Blow, Cleave, Critical Focus, Flyby Attack, Great Cleave, Hover, Improved Critical (bite, claw), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Snatch, Vital Strike, Wingover

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

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

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Apocalyptic Presence (Ex): Eschaton's presence brings with it a sense of despair and inevitability. Opponents that fail a Will save against this effect take a –2 penalty on attack rolls, saving throws, ability checks, skill checks,

and weapon damage rolls for 5d6 rounds. Creatures with 4 or fewer Hit Dice cower for 5d6 rounds instead. This saving throw is Charisma-based.

Regeneration (Su): Eschaton's regeneration can only be suppressed by destroying all seven heads—he regenerates even if disintegrated or slain by a death effect. If Eschaton fails a save against an effect that would kill him instantly, he rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon his remains; Eschaton's body must be killed before any of the heads regenerate. Each head can withstand 40 hit points of damage before being destroyed. This damage applies to Eschaton's total hit points. Eschaton cannot use any attacks associated with a destroyed head, but takes no other penalties. The means for destroying each head are detailed in its description.

Seven Heads (Su): Each of Eschaton's seven heads bears horns; three have two horns apiece, and the others sport a single horn each. Initially, all of Eschaton's heads were alike, but the powers that tie the dragon lord to existence cause a regenerated head to change, bearing some aspect of whatever destroyed it. Three of Eschaton's seven heads have been changed in this fashion. The others will change accordingly should they ever be destroyed, developing whatever aspects the GM decides to give them. The following descriptions detail the abilities of Eschaton's seven heads.

NEW HEADS FOR ESCHATON

Eschaton can be used as a villainous overlord for numerous campaigns over time. If a GM so chooses, Eschaton can first be encountered with all his original heads. In this case, all of his breath weapons follow the rules of the four original heads listed before. If one of his heads is destroyed but Eschaton lives, he will eventually regenerate a new head, which will typically take on attributes of the thing which destroyed it. How this works is ultimately up to the GM, but the appearance of the head and the powers of its breath weapon should share a common theme. Here are some ideas on how to implement this ability.

A head burned away by lava regenerates with a stony hide, giving it DR 15/adamantine and the ability to breathe a line of lava that deals fire damage, with residual damage from clinging lava that decreases as it cools. Three times per day, the head can fire a blob of molten rock up to quadruple the normal range, as a lava bomb (see Gamemastery Guide, *Pathfinder Reference Document*).

A head sliced away by a *blade barrier* grows back as a projection of force. Its bite attack does force damage, and it can breathe a *blade barrier* effect in a cone. Three times per day, the head can inhale rather than exhale, absorbing nearby force effects, increasing the damage of his next attack with a breath weapon from this head.

A head destroyed by attacking plant life regrows as a plant: a twisted neck of woody vines topped with a flytrap-like mouth, framed with sharp thorn-like teeth. The head can breathe a cone of spores that embed in living creatures and grow, damaging and entangling them.

Four Original Heads: These four heads have never been destroyed. Each of these heads can breathe either a 70-foot cone of cold or fire or a 140-foot line of acid or electricity. The breath weapons from these heads deal 34d10 damage of the appropriate energy (half on a successful Reflex save). Only one of Eschaton's heads can use a breath weapon in a given round. Eschaton's cold breath also staggers those caught in the area of effect for 3d6 rounds (1 round on a successful save). His fire breath sets opponents on fire for 1d4 rounds, dealing an additional 5d6 fire damage each round until extinguished or until the affected creature succeeds on a Reflex save. Eschaton's acid breath also sickens targets for 3d6 rounds (1 round on a successful save). His electrical breath also stuns targets for 2d4 rounds (staggers for 1 round on a successful save).

Aberrant Head: This head sports multiple eyes, with amorphous pupils and tentacles writhing about its lamprey-like mouth. The scales of the head and neck are a strange purplish-red and glisten with slime. Eschaton can breathe a cone of mutating slime that inflicts 34d8 acid damage and mutates living creatures into twisted, aberrant forms. Each round, the mutated creature must make a successful Fortitude save or take 1d4 points of Strength, Dexterity, and Constitution damage. A successful Reflex save halves the acid damage. The ooze also attacks and warps the mind. Each round, a mutated creature must make a Will save or be *confused* for 1 round. The mutating effects of this breath weapon do not affect creatures immune to polymorph effects.

Mechanical Head: This head and neck are cunningly crafted of steel and brass, with glittering jewels for eyes. The teeth are forged of adamantine, so they bypass hardness and DR accordingly. The identity of who forged this new appendage for Eschaton has been

lost to time. The mechanical head can breathe a cone of superheated poisonous steam that does 34d8 fire damage. The poison is DC 37 but otherwise functions as purple worm poison.

Spectral Head: This head and neck are a translucent, glowing green, an apparition attached to flesh and bone. Bite attacks from this head are resolved as incorporeal touch attacks, but this bite attack cannot be used for Eschaton's rend ability. Against incorporeal creatures, bite attacks from this head are resolved as normal melee attacks, and they can damage incorporeal creatures not immune to the damage. Like damage dealt by an actual ghost, the damage inflicted by the spectral head takes the form of physical wounds and effects from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. This head can breathe a cone of negative energy that inflicts 34d8 damage. Creatures damaged by this breath weapon are also *slowed* for 5d6 rounds. A successful Reflex halves the damage and means the target is staggered for 1 round instead of *slowed*.

Eschaton is the embodiment of the end times, a physical personification of universal calamity. The threat of apocalypse looms everywhere, and Eschaton actively works to bring it about. Other worlds have fallen before the onslaught of cataclysms wrought by the Apocalypse Dragon and his conflict dragon followers. He seems to have a sense of when worlds are teetering at the brink, and arrives as either the harbinger or the final arbiter of such earthshattering events.

ESCHATON, MYTHIC VERSION

Eschaton is a mighty creature, perhaps even a minor divine being. Presented here is a mythic version of the

Apocalypse 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 Eschaton as a demigod in your campaign (perhaps as the prime figure of worship for the Cult of the Dragon), then his worshipers will have access to the Death, Destruction, Evil, Fire, and Scalykind domains, as well as the Ash, Catastrophe, Dragon, and Fear subdomains.

ESCHATON, THE APOCALYPSE DRAGON CR 30/MR 10

XP 9,830,400

NE Colossal dragon (mythic)

Init +15; **Senses** dragon senses, see in darkness, smoke vision; Perception +44

Aura apocalyptic (300 ft., DC 36)

DEFENSE

AC 54, touch 4, flat-footed 52 (+2 Dex, +60 natural, –8 size)

hp 763 (34d12+542); regeneration 25

Fort +31, **Ref** +21, **Will** +28

DR 10/epic and good; **Immune** acid, cold, electricity, fire, paralysis, sleep; **SR** 46

OFFENSE

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

Melee 7 bites +42 (4d8+24/19–20), 2 claws +42 (4d6+17/19–20), 2 wings +40 (2d8+8), tail slap +40 (4d6+24)

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

Special Attacks breath weapons (DC 40, see special abilities), crush, feral savagery (rend), lingering breath (4d8, 10 rounds), mythic magic 3/day, mythic power (10/day; surge +1d12), rend (2 bites, 4d8+24), tail sweep, tear open the barriers

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

At will—*ash storm*, *deeper darkness*, *incendiary cloud*

Spells Known (CL 20th; concentration +29)

9th (7/day)—*cursed earth*, *storm of vengeance* (DC 28), *tsunami* (DC 28)

8th (7/day)—*earthquake*, *greater shout* (DC 27), *incendiary cloud* (DC 27)

7th (7/day)—*insanity* (DC 26), *plague storm* (DC 26), *scouring winds* (DC 26)

6th (7/day)—*acid fog*, *chain lightning* (DC 25), *disintegrate* (DC 25)

5th (8/day)—*blight* (DC 24), *cloudkill* (DC 24), *cone of cold* (DC 24)

4th (8/day)—*acid pit* (DC 23), *bestow curse* (DC 23), *detonate* (DC 23), *fear* (DC 23)

3rd (8/day)—*arcane sight*, *cloak of winds*, *dispel magic*, *sleet storm*

2nd (8/day)—*command undead* (DC 21), *gust of wind*, *haunting mists* (DC 21), *knock*, *scorching ray*

1st (9/day)—*bungle* (DC 20), *expeditious retreat*, *grease* (DC 20), *ray of sickening* (DC 20), *shield*

0 (at will)—*arcane mark*, *bleed* (DC 19), *detect magic*, *detect poison*, *mage hand*, *message*, *open/close*, *read magic*, *spark*

STATISTICS

Str 44, **Dex** 14, **Con** 37, **Int** 25, **Wis** 24, **Cha** 29

Base Atk +34; **CMB** +59; **CMD** 60

Feats Awesome Blow, CleaveM, Critical FocusM, Flyby Attack, Great Cleave, Hover, Improved Critical (bite, claw), Improved InitiativeM, Improved Iron Will, Improved Vital Strike, Iron WillM, Multiattack, Power AttackM, Snatch, Vital Strike, Wingover

Skills Appraise +46, Fly +23, Intimidate +46, Knowledge (arcana, dungeoneering, history, nature, planes, and religion) +44, Perception +44, Sense Motive +44, Spellcraft +44, Use Magic Device +46

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

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Advanced Apocalyptic Aura (Ex): Creatures who fail their save against mythic Eschaton's aura are staggered for 5d6 rounds. Eschaton can expend one use of mythic power to instead cause those who fail their save to suffer the effects of either *murderous command* or *terrible remorse* (50% chance of either occurring) for 5d6 rounds.

Destroyer (Ex): Mythic Eschaton can expend one use of mythic power to activate this ability for one round. During this round, any creature killed by any of Eschaton's attacks, special attacks, or spells is destroyed utterly. Only a *miracle*, *true resurrection*, or *wish* can return a destroyed creature to life.

Immortal (Su): Mythic Eschaton can only be killed by the means described under the regeneration ability of his non-mythic form. In addition, he returns to life 24 hours later, regardless of his body's condition or how he was killed. This ability can be bypassed by a coup de grace or a critical hit delivered by an artifact.

Lingering Breath (Su): Mythic Eschaton can expend one use of mythic power to use this ability with any breath weapon that he discharges from one of his original heads. Damage from the lingering breath is the same as the type of breath weapon discharged. This otherwise functions as the mythic monster ability of the same name.

Tear Open the Barriers (Su): As a full-round action, mythic Eschaton can expend two uses of mythic power to claw open reality itself, unleashing terrors from the far dark upon its foes. Treat this as a *gate* that lasts for 1 round. Roll 1d6 to see what creatures emerge from

the tear. 1: 2d6 hounds of Tindalos; 2: 2d6 mi-go; 3: 2d6 nightgaunts; 4: 1d4 colours out of space; 5: 1d4 flying polyps; 6: 1d4 moon-beasts. These creatures will immediately attack any beings in the area except for Eschaton.

DRAGON LORD, INFINITY DRAGON

This majestic dragon has two heads on long, graceful necks—one pure white, the other black as night. The two merge into a body and lengthy tail armored in pearlescent gray scales that sparkle like the stars of the heavens.

ANANTA, THE INFINITY DRAGON CR 25

XP 1,638,400

LG Colossal dragon

Init +6; **Senses** dragon senses, see in darkness; Perception +45

Aura alien presence (300 ft., DC 37)

DEFENSE

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

hp 561 (34d12+340); fast healing 20

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

DR 20/evil and magic; **Immune** aging, cold, effects that bar extradimensional travel, paralysis, sleep, sonic; **SR** 36

OFFENSE

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

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

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

Special Attacks breath weapons (140-ft. line, DC 37, see special abilities), crush, infinity blast, tail sweep

Spell-Like Abilities (CL 34th; concentration +44)

At will—*daylight*, *deeper darkness*, *faerie fire*, *searing light*

Spells Known (CL 20th; concentration +34)

9th (7/day)—*elemental swarm*, *overwhelming presence* (DC 29), *polar midnight* (DC 29)

8th (7/day)—*euphoric tranquility* (DC 28), *orb of the void* (DC 28), *reverse gravity* (DC 28)

7th (7/day)—*fire storm* (DC 27), *regenerate*, *sunbeam*

6th (8/day)—*dust form*, *joyful rapture*, *move earth*

5th (8/day)—*breath of life*, *flame strike* (DC 25), *serenity* (DC 25), *true seeing*

4th (8/day)—*control water*, *ice storm*, *moonstruck* (DC 24), *rest eternal*

3rd (8/day)—*dispel magic*, *quench*, *sands of time*, *stone shape*

2nd (9/day)—*calm emotions* (DC 22), *chill metal* (DC 22), *fog cloud*, *soften earth and stone*

1st (9/day)—*bless*, *detect aberration*, *detect animals and plants*, *forbid action* (DC 21), *sun metal*

0 (At will)—*create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*, *spark*, *stabilize*

STATISTICS

Str 45, **Dex** 15, **Con** 30, **Int** 26, **Wis** 27, **Cha** 30

Base Atk +34; **CMB** +59; **CMD** 71

Feats Bleeding Critical, Cleave, Combat Casting, Critical Focus, Flyby Attack, Great Cleave, Hover, Improved Critical (bite and tail), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell, Staggering Critical (DC 44), Vital Strike, Wingover

Skills Appraise +45, Bluff +52, Diplomacy +52, Fly +23, Intimidate +52, Knowledge (arcana, history, nature, planes, and religion) +45, Perception +45, Sense Motive +45, Spellcraft +45, Use Magic Device +52

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

SQ no breath, galactic emissary, spaceflight

ECOLOGY

Environment any

Organization unique

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su): Ananta's alien presence causes opponents that fail their save to be dazzled (or fascinated for creatures with 4 or fewer Hit Dice) for 5d6 rounds. The save is Charisma-based.

Cold of the Void (Su): Ananta's black head produces the deep chill of outer space in a 140-foot line. This does 34d10 cold damage and affects creatures immune to cold damage. A creature immune to cold damage still takes half damage from the breath weapon (no damage on a successful saving throw). Resistant creatures' cold resistance is treated as 10 less than normal. Creatures damaged by this breath weapon are stunned for 3 rounds (staggered for 3 rounds on a successful save).

Celestial Harmony (Su): Ananta's white head produces the music of the spheres in a 140-foot line. This does 34d6 sonic damage and permanently deafens targets. A successful save halves the damage and reduces the deafness to 2d6 rounds.

Galactic Emissary (Su): Ananta halves the time of any starflight journey. In addition, they are immune to any effect that bars extradimensional travel.

Infinity Blast (Su): As a full-round action, Ananta can simultaneously release both their breath weapons in a 70-foot cone. This does both cold and sonic damage to all creatures within the area of effect (half damage on a successful Reflex save). If this damage kills a target, its body freezes solid and shatters into a fine powder of ice crystals, as if it were *disintegrated*.

Quantum Presence (Su): In touch with all reality, Ananta can manifest in two places at once. As a full-round action, Ananta can occupy two places within 100 feet of one another. Ananta threatens all squares within



reach of both spots, and they can use either spot as the point of origin for any actions and attacks. Ananta can still only perform their normal number of actions per round. If Ananta's two positions would put a creature in flanking, then Ananta's attacks against that creature gain a flanking bonus. Both Anantas are considered the same creature, and any damage and effects on one apply to both.

Ananta is the cosmos made flesh, a living embodiment of the universe devoted to its protection and continued existence. Ananta is both male and female in aspect. All things in creation are under their purview, including the myriad life forms scattered across the stars. Ananta exists in direct opposition to Eschaton, moving to thwart his attempts at destruction at every turn. The stellar dragons revere and respect Ananta, and will work to do the Infinity Dragon's bidding should they be called upon.

ANANTA, MYTHIC VERSION

Ananta is a mighty creature, perhaps even a minor divine being. Presented here is a mythic version of the Infinity 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 Ananta as a demigod in your campaign (perhaps as an independent deity, or a new Venerate of the Sanguine Lord), then their worshipers will have access to the Darkness, Good, Scalykind, Sun, and

Void domains, as well as the Dragon, Light, Moon, and Stars subdomains.

ANANTA, THE INFINITY DRAGON CR 30/MR 10

XP 9,830,400

LG Colossal dragon (mythic)

Init +15; **Senses** dragon senses, mistsight, see in darkness, x-ray vision; Perception +45

Aura alien presence (300 ft., DC 39)

DEFENSE

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

hp 695 (34d12+474); fast healing 20

Fort +30, **Ref** +22, **Will** +27; second save

Defensive Abilities fortification (50%); **DR** 10/epic and evil; **Immune** paralysis, sleep; **SR** 46

OFFENSE

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

Melee 2 bites +43 (4d8+25/19-20), 2 claws +43 (4d6+17), 2 wings +40 (2d8+8), tail slap +40 (4d6+25/19-20) **Reach** 20 ft. (30 ft. with bites and tail)

Special Attacks breath weapons (140-ft. line, DC 37, see special abilities), crush, infinity blast, lingering breath (4d8, 10 rounds), mythic magic 3/day, mythic power (10/day; surge +1d12), tail sweep

Spell-Like Abilities (CL 34th; concentration +46)

At will—daylight, deeper darkness, faerie fire, searing light

Spells Known (CL 20th; concentration +36)

9th (7/day)—*elemental swarm*, *overwhelming presence* (DC 31), *polar midnight* (DC 31)

8th (7/day)—*euphoric tranquility* (DC 28), *orb of the void* (DC 30), *reverse gravity* (DC 30)

7th (7/day)—*fire storm* (DC 29), *regenerate*, *sunbeam*

6th (8/day)—*dust form*, *joyful rapture*, *move earth*

5th (8/day)—*breath of life*, *flame strike* (DC 27), *serenity* (DC 27), *true seeing*

4th (8/day)—*control water*, *ice storm*, *moonstruck* (DC 26), *rest eternal*

3rd (8/day)—*dispel magic*, *quench*, *sands of time*, *stone shape*

2nd (9/day)—*calm emotions* (DC 24), *chill metal* (DC 24), *fog cloud*, *soften earth and stone*

1st (9/day)—*bless*, *detect aberration*, *detect animals and plants*, *forbid action* (DC 23), *sun metal*

0 (At will)—*create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *read magic*, *resistance*, *spark*, *stabilize*

STATISTICS

Str 47, **Dex** 17, **Con** 32, **Int** 26, **Wis** 27, **Cha** 34

Base Atk +34; **CMB** +60; **CMD** 73

Feats Bleeding CriticalM, Cleave, Combat Casting, Critical FocusM, Flyby Attack, Great Cleave, Hover, Improved Critical (bite and tail), Improved InitiativeM, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell, Staggering Critical (DC 45), Vital Strike, Wingover

Skills Appraise +45, Bluff +54, Diplomacy +54, Fly +24, Intimidate +54, Knowledge (arcana, history, nature, planes, and religion) +45, Perception +45, Sense Motive +45, Spellcraft +45, Use Magic Device +54

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

SQ no breath, galactic emissary, spaceflight

ECOLOGY

Environment any

Organization unique

Treasure triple

SPECIAL ABILITIES

Immortal (Su): If Ananta is killed, their body explodes in a blast of cold and sound, with the same effect as their infinity blast, except in a 30-foot radius. Ananta will reform, whole and unharmed, within 24 hours or immediately if the blast also kills creatures with

combined Hit Dice equal to Ananta's Hit Dice. Ananta can only be killed with a coup de grace or a critical hit, and it must be performed by a mythic creature or a non-mythic creature wielding an epic weapon. If the coup de grace or critical hit is performed by a mythic creature wielding an artifact, then Ananta explodes and dies permanently.

Music of the Spheres (Su): By expending a use of mythic power, Ananta can produce a melody that echoes the harmonics of the universe. This works as the bardic performance ability and can be used one of two ways. First, Ananta can grant allies a +5 morale bonus to attack rolls, damage, and saving throws against fear effects, as the inspire courage ability. Alternately, they can grant a +10 competence bonus on skill checks, as the inspire competence ability. Using this ability is a standard action, but Ananta can maintain it as a free action each round for up to 10 rounds. Ananta can switch between effects each round as a swift action.

Omnipresent Existence (Su): In touch with all reality, Ananta can literally be in two places at once. By expending two uses of mythic power, Ananta can manifest somewhere within 300 feet while remaining in the spot their first manifestation occupies. This simultaneous existence lasts for 5 rounds. Ananta threatens all squares within reach of both spots, and they can take actions from each location during the round, including move-equivalent actions, but cannot move more than a 5-foot step while this ability is active. For example, the Ananta in one location could take a full attack action on opponents within reach, while the second Ananta could pick up an object as a move action and use their breath weapon on opponents within their range. If Ananta's two positions would put a creature in flanking, then Ananta's attacks against that creature gain a flanking bonus.

Rise from the Dust (Su): By expending a use of mythic power, Ananta can use the dust of creatures destroyed by their infinity blast to create new creatures that will fight for them. This ability works like *summon monster*, but allows Ananta to create creatures within 120 feet from the dust of their fallen foes, at a spell level equal to half the fallen creature's Hit Dice (From the dust of a destroyed 18th-level fighter, for example, Ananta could create any creature able to be summoned with *summon monster IX*.) These created creatures remain for 10 rounds, following any commands Ananta gives them, before returning to dust once more.

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