Rite Publishing Presents

#30 Variant Dragons



By Eric Morton



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"Do not meddle in the affairs of dragons, for you are crunchy and taste good with ketchup."

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***30 Variant Dragons

Greetings Fellow Scholar,

I hope this correspondence finds you well.

I am delighted that you have taken an interest in true dragons such as myself, and would be more than happy to provide you with useful information. Far too often, you humans categorize dragons by the color of our scales, a myth that I hope to dispel before you begin your research in earnest.

Herein, I have collected statements from thirty true dragons, each of whom defies popular stereotypes. Take this information to heart if you plan to approach any true dragons as part of your research. Ignorance of the many variations that exist amongst the draconic races could lead to dangerous assumptions and awkward situations, neither of which I would wish upon a fellow academic. Best wishes in all your pursuits.

Salvatorius, Dragon Sage of Salvidar.

Variant Dragon Format

The entries for the variant dragons presented herein use the following format.

Name: The heading for each variant dragon entry is the name of that variant. The true dragon type modified by the variant dragon entry is indicated in parentheses at the end of the variant's name.

Overview: Immediately following the name of each variant dragon is a one-sentence overview of that variant, with an emphasis on the variant dragon's most obvious unique features.

Description: For each entry, the section entitled "Description" is written from the perspective of a variant dragon describing itself. This dragon may be the only creature of its kind in existence, or it may be a representative of a larger population, depending upon the needs of the GM. For GMs using the default campaign setting of Questhaven, see the Variant Dragons of Questhaven sidebar.

Plot Hook: Some of the text in each Description section is set apart as a plot hook. These plot hooks suggest manners in which a particular variant dragon might become involved in a larger story. In each case, this text has been marked as a plot hook by the editor, not the narrator.

Statistics: For each entry, the section entitled "Statistics" presents the game rules for the variant dragon in question. Each Statistics section references an existing type of true dragon (not included herein), which the Statistics section then modifies to produce a variant dragon; except where stated otherwise, the variant dragon uses the normal statistics for a dragon of its true dragon type.

Variant Dragons of Questhaven

By default, the variant dragons herein are a part of the Questhaven campaign setting. In this setting, all dragons are rare, and this is doubly true of variant dragons. Only one of each variant dragon described herein is known scholars to ever have existed in the entire history of the Questhaven setting, if that. Some appear only in rumor, and may not actually exist.

Variant Dragons in Other Settings

Default campaign setting aside, the rules for each variant dragon type herein are setting neutral; dragons of that type might exist on any world. In a given campaign, a variant dragon type might represent either an unique individual or a larger population of dragons. In the case of a larger population, the variant may exist alongside standard dragons, or it may replace them altogether.

Variant Dragons by Type

The variant dragons described herein are presented in alphabetical order for ease of reference. Listed below are the variant dragons listed by the ten most common true dragon types.

| Dragon | Variant |
|--------|--|
| Туре | Variant |
| Black | bog dragon, hydra dragon, whisper dragon. |
| Blue | dune dragon, osmium dragon, salt dragon. |
| Brass | gilding metal dragon, metropolitan dragon, slumber dragon. |
| Bronze | bell metal dragon, orichalcum dragon, shakudo dragon. |
| Copper | cupernickle dragon, tumbaga dragon, verdigris dragon. |
| Gold | crown dragon, feathered dragon, pyrite dragon. |
| Green | jungle dragon, petrified dragon, root- gnawing dragon. |
| Red | caldera dragon, furnace dragon, hematite dragon. |
| Silver | electrum dragon, palladium dragon, tarnished dragon. |
| White | frozen dragon, iceberg dragon, void dragon. |

Variant Dragons

The following variant dragons are presented in alphabetical order by variant name.

Bell Metal Dragon (Bronze)

A bell metal dragon is a bronze dragon whose flesh resonates with magical sound.



Description

I may appear to be an ordinary bronze dragon, but the music of the spheres reverberates in my bones. I can feel the subtle vibrations of the planets, the stars, and the very planes of existence themselves. You say the planes do not vibrate? Of course, you would think that; you are not attuned to the same forces as I am. However, I assure you, I can tell you more about the world of spirits by its subtle vibrations than most creatures can by viewing those realms firsthand... But listen to me, rambling on about things only I can perceive, like someone describing a symphony to the deaf. I am being rude, and I apologize.

Plot Hook: Every ten years, I disguise myself as a humanoid and attend a great festival of bards. This year, one musician in attendance has learned my true identity, and plans on lampooning me in front of everyone present. It would be better for all in attendance, if that didn't happen, lest someone get hurt in the crossfire when I make the show of force necessary to restore my wounded pride.

Statistics

A bell metal dragon uses all of the statistics of a standard bronze dragon except as noted below.

Senses: A bell metal dragon loses blindsight but gains tremorsense with the same range.

Immune: In addition to its other immunities, a bell metal dragon is immune to sonic damage.

Special Abilities: A bell metal dragon never gains the electricity aura and repulsion breath special abilities. A bell metal dragon instead gains the following abilities as it ages.

Reverberation (Su): Whenever a bell metal dragon is hit with a weapon attack other than a touch

attack, it may choose to deal 1d6 points of sonic damage to all creatures within a 5-ft. radius as an immediate action. If the dragon is ancient or older, this radius increases to 10 ft. If it is a great wyrm, this damage increases to 2d6 points of sonic damage.

Thunderous Roar (Su): Whenever a bell metal dragon uses its breath weapon, it may choose to convert half of the damage dealt by its breath weapon into sonic damage instead of electricity damage. If the dragon does so, any creature failing a saving throw against the dragon's breath weapon is permantly deafened in addition to taking damage.

Bog Dragon (Black)

A bog dragon is a black dragon hatched in a peat bog.

Description

I am the swamp. One can tell by the muck on my claws and the peat moss between my scales. The fetid, rotting matter of this place is a part of me, infused into my flesh and into my soul. The monstrous tribes of the surrounding lands know this about me and take it as a sign of my divinity. They sacrifice creatures in my name, and once the swamp claims those sacrifices, they are mine forever. Just like the many strange and wonderful things, this swamp has swallowed over the years.

Plot Hook: You may not like me. You may even find my pretensions of divinity blasphemous. However, you will not kill me and you will not snub me because I know too many important things. In my youth, I played amongst the ruins beneath the waters of this swamp, and only I know their secrets. If you want to learn the things I know, you will have to appease me with both words and deeds.

Statistics

A bog dragon uses all of the statistics of a standard black dragon except as noted below.

Special Abilities: A bog dragon never gains the charm reptiles or speak with reptiles special abilities. As it ages, the bog dragon instead gains the abilities listed below.

Animate Dead (Sp): At young age, a bog dragon can use animate dead at will as a spell-like ability (CL equal the dragon's Hit Dice). When using this ability, the bog dragon can only create zombies and can only target corpses, which have been submerged in a bog for at least 24 continuous hours.

Control Undead (Sp): A great wyrm bog dragon can use *control undead* at will as a spell-like ability (CL equal to the dragon's Hit Dice). The dragon can only control corporeal undead in this manner.

Smoldering (Su): Whenever a bog dragon of at least old age takes 10 or more points of fire damage from a single attack, its natural weapons gain the *flaming* weapon property for 1 minute. For as long as the dragon's natural weapons have this property, those weapons cannot deal acid damage.

Caldera Dragon (Red)

A caldera dragon is a red dragon that rules over volcanic terrain.

Description

"Red" is such an insufficient word to describe my scales. They are crimson, orange, and black, arranged in a pattern resembling the magma through which I swim. I could not think of a nobler pattern, for molten rock is the lifeblood of the world. I live amidst the forces of creation and know all the secrets of fire and earth. It is only right that my neighbors fear me and offer sacrifices to appease me. The earth rumbles when I am angry, so it is wise to do as I command.

Plot Hook: Though I make occasional proclamations, I am usually content to keep to myself, swimming peacefully through the magma. There are, however, those who would disturb my lair, knowing that I will exact vengeance upon everyone and everything nearby if I cannot find them. If my lair is ever disturbed, you had best find those responsible before I lay waste to your entire province.

Statistics

A caldera dragon uses all of the statistics of a standard red dragon except as noted below.

CR: A caldera dragon's Challenge Rating increases by +1.

Type: A caldera dragon gains the earth subtype in addition to the fire subtype.

Senses: A caldera dragon gains tremorsense with the same range as its blindsight.



Speed: A caldera dragon gains a burrow speed equal to its base land speed, and gains the earth glide ability of an earth elemental.

Special Abilities: A caldera dragon never gains the manipulate fire special ability, nor does it gain the spell-like abilities of a standard red dragon. It instead gains the special abilities described below.

Earthquake (Su) As a full-round action, an old or older caldera dragon that is burrowing may attune itself to a fault line. At the start of the next round, this produces an effect identical to an *earthquake* spell (CL equals dragon's Hit Dice, Save DC 10 + $\frac{1}{2}$ the dragon's HD + its Con modifier). A caldera dragon can maintain this zone of trembling earth indefinitely, as long as it continues to take full-round actions to maintain the effect.

Spell-Like Abilities (Sp) A caldera dragon gains the following spell-like abilities usable at will (unless noted otherwise) upon reaching the listed age category. Juvenile—flaming sphere; Adult—stinking cloud; Old—pyroclastic storm (as ice storm, with fire instead of cold damage and smoke instead of hail and sleet); Ancient—delayed blast fireball (3/day); Great wyrm—incendiary cloud.

Tremor (Su) As a standard action, a young or older caldera dragon that is touching the ground may cause a tremor in a 5-foot radius per age category of the dragon, centered upon itself. Upon doing so, the caldera dragon makes a free trip attempt against each

other creature within the area that is touching the ground. These trip attempts don't provoke attacks of opportunity and don't cause the caldera dragon to fall prone if it fails its combat maneuver check by 10 or more.

Crown Dragon (Gold)

A crown dragon is a gold dragon with the ability to bestow draconic powers on its vassals.

Description

We are the rightful ruler of all dragonkind, and therefore, the world. By birthright, we rule, having hatched with golden scales and a crown of horns more plentiful than those an ordinary dragon has. But do not expect our reign to entail royal visits and proclamations. We are content to sit upon the throne of our inner sanctum, acting in the world through heralds and proxies. Dare not offend our emissaries, for we invest them with our authority; their will is our will. We care not that you have no hope of understanding our enigmatic schemes. We care only that you obey.

Plot Hook: Only we upon our throne understand our true agenda, and only we know the nature of our every vassal. When you have dealings with another dragon, be it a true dragon, a lesser dragon, or even a half-dragon, be sure to check the color of its scales; if there is even a hint of gold on its skin, treat that dragon with all due respect, for it may very well be authorized to speak in our stead.

Statistics

A crown dragon uses all of the statistics of a gold dragon with the advanced simple template except as noted below.

Alignment: A crown dragon is lawful neutral instead of lawful good.

Special Abilities: An adult crown dragon loses the luck ability and gains the vassal ability described below.

Vassal (Su): Once per day, an adult or older crown dragon can create a *magic jar* effect (Will Save DC 10 + $\frac{1}{2}$ the dragon's HD + its Cha modifier), as per the spell. The dragon must provide a gemstone to serve as a focus for the spell effect, as normal. When using this ability, the dragon can only sense and attack the life forces of dragons. Alternately, the dragon may designate a single living, corporeal creature that is willing to be affected; if it does, the dragon can only sense and attack the life force of that creature. The *magic jar* effect ends immediately the first time the crown dragon leaves another creature's body. However, for as long as the dragon inhabits another creature's body, that body gains the halfdragon template (gold dragon variety).

Cupernickle Dragon (Copper)

A cupernickle dragon is a copper dragon with an affinity for aquatic environments.



Description

I am a copper dragon who lives in the sea. And why not live beneath the waves? Have you seen the animals down here, with their fins and flippers and tentacles? Some of those things look outright hilarious! I make sure to keep a mental list of the strange things I see down here, just for giggles. I much prefer comedy to tragedy. Welcome to this wonderful joke they call life.

Plot Hook: This latest prank I am working on is a real hoot. I've scattered some junk I dredged up from the ocean floor along a nearby coastline and told several of the more warlike natives that it can be assembled into a magical weapon of great power. I cannot wait to see the look on their faces when they realize the ultimate weapon they have been fighting over for generations is so much flotsam.

Statistics

A cupernickle dragon uses all of the statistics of a standard copper dragon except as noted below.

Type: A cupernickle dragon loses the earth subtype and gains the water subtype.

Immune: A cupernickle dragon is immune to curses, disease, parasites, and poison.

Speed: A cupernickle dragon has a swim speed of 60 ft.

Special Abilities: A cupernickle dragon loses the climb stone ability and the spell-like abilities of a standard copper dragon. It instead gains the following special abilities.

Spell-Like Abilities (Sp) A cupernickle dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*grease*; Juvenile—*hideous laughter*; Adult—*water*

walk; Old—antiplant shell and repel vermin; Ancient—control water; Great wyrm—control weather.

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

Skills: A cupernickle dragon gains a +8 racial bonus on Swim checks, and usually has ranks in Swim instead of ranks in Use Magic Device.

Environment: A cupernickle dragon is found on warm coastlines.

Dune Dragon (Blue)

A dune dragon is a flightless blue dragon that swims through sand.

Description

As I have no wings, some creatures assume I am envious of other blue dragons. Nothing could be farther from the truth; why would I envy dragons that can fly when I can instead swim beneath the dunes. The world beneath the sand is a world of ancient wonders. Artifacts and cities long ago swallowed by the desert are my playthings. I am a collector, always looking for new treasures to add to my subterranean hoard. If I must drag a civilization down into the sand to get them, so be it.

Plot Hook: Recently, I have been robbing and eating the members of various desert caravans. Of late, they have been transporting some rather unusual wares. Nevertheless, do not bother looking for those curious items; I do not care how much you need them, they belong to me, now.

Statistics

A dune dragon uses all of the statistics of a standard blue dragon except as noted below.

Senses: A dune dragon loses blindsight but gains tremorsense with the same range.

Speed: A dune dragon loses its fly speed, but its burrow speed equals its base land speed.

Melee: A dune dragon has no wing attacks.

Special Abilities: A dune dragon gains the sand swimmer special ability described below.

Sand Swimmer (Ex): A dune dragon can move up to its burrow speed through sand as a swift action. When burrowing through sand, a dune dragon gains the earth glide ability of an earth elemental.

Electrum Dragon (Silver)

An electrum dragon is a silver dragon with an affinity for electricity.

Description

I live for the flash of lightning and the clap of thunder. Sleek and powerful, I test my might by flying through the mightiest of thunderclouds, braving the dangerous winds. When not pushing myself to the limit with this sport of mine, I maintain a manor in the sky, where I



entertain whatever spirits of clouds and storms express an interest in visiting. My frequent dinner parties are famous venues for various creatures of the sky to trade interesting gossip about the affairs of the spirit world.

Plot Hook: In order to impress visitors, I maintain a lavish garden on the grounds of my floating manor, stocked with all manners of exotic plants and animals. I know of at least three earthbound collectors who would pay handsomely for specimens stolen from my garden. One of them—I know not which—is telling vicious lies about me, claiming that I am a monstrous raider who deserves to have poachers plunder his lands and loot his coffers.

Statistics

An electrum dragon uses all of the statistics of a standard silver dragon except as noted below.

Type: An electrum dragon loses the cold subtype and gains the air subtype.

Immune: An electrum dragon is immune to electricity instead of cold.

Weaknesses: An electrum dragon is not vulnerable to fire.

Breath Weapon: An electrum dragon's breath weapon is a line of electricity instead of a cone of cold.

Special Abilities: An electrum dragon never gains the cold aura or paralyzing breath special abilities. An electrum dragon instead gains the following special abilities.

Cloudscaping Breath (Su) As a standard action once per day, an electrum dragon can use its breath to solidify a cloud upon which it stands. A section of cloud in a 10-foot radius per age category of the dragon becomes solid to a depth of 10 feet for a duration of 1 week per age category. If the affected cloud is already solid, its radius increases by 10 feet per age category of the dragon. A section of solid cloud can support creatures and objects as if it were solid ground.

Electricity Aura (Su) An older or older electrum dragon gains an electricity aura. This functions as the cold aura of a standard silver dragon except it deals electricity damage instead of cold damage.

Feathered Dragon (Gold)

A feathered dragon is a feather-plumed gold dragon that shares a kinship with couatls.

Description

Have you heard of me, a golden serpent with a plume of rainbow feathers? No? Then perhaps you have heard of my lesser cousins, the couatls. It was I who first instructed their kind in the righteous ways and the ancient taboos, just as the couatls first instructed the ancestors of the great pyramid builders of the jungle. Through me, these great nations learned the ways of astrology, though their knowledge is a mere shadow of my own. I watch as the students of my art measure the stars; my observations of their efforts are the lens I use to measure even greater truths of reality. Plot Hook: On the day of my birth, my mother sang a joyous song of ages yet to come. This winter, that great prophesy will come to a close. Only by guiding individuals down dangerous paths and weighing their deeds will I be able to construct a calendar to measure the coming age.

Statistics

A feathered dragon uses all of the statistics of a standard gold dragon except as noted below.

Melee: Append "plus poison" to the damage dealt by a feathered dragon's bite attack. See Special Abilities, below, for details on a feathered dragon's poison.

Breath Weapon: A feathered dragon's breath weapon deals a base of 2d8 fire damage instead of 2d10 fire damage.

Spells: A feathered dragon can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a feathered dragon, meaning the dragon doesn't need a divine focus to cast them.

Special Abilities: A feathered dragon doesn't gain the weakening breath special ability, nor does it gain the spell-like abilities of a standard gold dragon. The dragon instead gains the following.



Poison (Ex) Injury—bite; *save* Fortitude, DC equal the save DC of the dragon's breath weapon; *frequency* 1/minute for 1 minute per age category of the dragon; *effect* 1 point of Str per age category; *cure* 2 consecutive saves.

Spell-Like Abilities (Sp) A feathered dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—detect evil and detect good; Juvenile—detect chaos and detect law; Adult—detect thoughts; Old—invisibility; Ancient—plane shift; Great wyrm—ethereal jaunt.

Languages: A juvenile or older feathered dragon gains telepathy 100 ft.

Frozen Dragon (White)

A frozen dragon is a white dragon with icy flesh and power over the frozen dead.

Description

Cold: the great preserver of all things. Long after the rest of the world has rotted away, the frozen heights of the northern peaks will remain, preserved forever in ice. I bask in the cold even more so than my pallid kin, for my flesh is living ice. Frozen meat is the ideal form of living flesh, and I study it extensively to learn about the nature of life and death. I know a great many things about both.

Plot Hook: There is nothing I love more than freezing and reanimating the corpses of various warm-blooded creatures. I have assembled a large network of suppliers in the lands south of my own, game hunters and slavers who seek out new and interesting creatures to bring before me for this purpose. Do not attempt to curtail their activities; that will only earn my wrath.



Statistics

A frozen dragon uses all of the statistics of a standard white dragon except as noted below.

CR: A frozen dragon's CR increases by +1.

Type: A frozen dragon gains the elemental subtype.

DR: A frozen dragon's damage reduction is overcome by adamantine instead of magic.

Immune: A frozen dragon has elemental traits, and is immune to petrification.

Special Abilities: In addition to its other special abilities, a frozen dragon gains the create ice zombies special ability described below.

Create Ice Zombies (Su) As a standard action, a frozen dragon can animate the frozen corpses of creatures slain by its breath weapon. This functions as *animate dead* (CL equals the dragon's Hit Dice), except it can only animate zombies and can only animate creatures slain by the dragon's breath weapon. Zombies created in this manner gain the cold subtype.

Furnace Dragon (Red)

A furnace dragon swallows foes instead of breathing on them.

Description

Legends about red dragons describe creatures that outwardly resemble myself, having crimson scales, a long body, and a crown of horns. But those tales insist that red dragons breathe fire. Perhaps some do, but I would not exhale flame even if I could. I have learned the secret histories of many great beings, and know for a fact that I come from a line of wyrms blessed by the fates with Inner Fire. That Fire is the essence of my being, I hoard it like a treasure, not squander it like some cheap sling stone. I am no mere flaming arrow; I am an all-consuming furnace of wrath. Acknowledge my majesty or die by my fire! **Plot Hook:** I hear rumors that the lesser races have created an indestructible artifact, but I do not believe that. There's nothing that can't be destroyed by continued exposure to the fires in my gullet, though I can't be bothered to dispose of a pesky artifact unless there's something in it for me.

Statistics

A furnace dragon uses all of the statistics of a standard red dragon except as noted below.

Aura: If the dragon is ancient or older, the range of its fiery aura increases to 20 feet.

Melee: Append "plus grab" to the damage dealt by the dragon's bite attack (and see CMB, below).

Special Attacks: The dragon loses its breath weapon but gains swallow whole (2d10 fire damage per age category, AC 10 + 1/2 the dragon's natural armor bonus, hp equal to 1/10 the dragon's maximum hit points). The dragon also gains the grab special attack (see Melee, above). **CMB:** As a result of its grab special attack (see Melee, above), the dragon gains a +4 bonus on combat maneuver checks made to grapple.

Special Abilities: A furnace dragon never gains the melt stone special ability. If the dragon is a great wyrm, its incinerate special ability applies to fire damage dealt by its swallow whole special attack.

Gilding Metal Dragon (Brass)

A gilding metal dragon is a brass dragon with magical runes etched into its scales.

Description

As you can see from the arcane runes etched into my scales, I am an avid practitioner of magic. I cannot take full credit for my magic. I owe what I have to my forefathers, whose research laid the foundation for the knowledge I have today. My hide is a record not only of my own accomplishments, but those of my entire family. If that is something you can understand and respect, then you are welcome to approach me to discuss magical theory... or other, less-interesting topics, I suppose.

Plot Hook: I have long preserved the scales of my deceased ancestors, and have loaned key portions of their hides to worthy humanoids from time to time. Who used those scales in the construction of several suits of dragonhide armor, the use of this armor to defend the worthy honors my forebears. Sadly, many of those relics have gone missing over the ages. I am offering a great reward for their safe return.

Statistics

A gilded metal dragon uses all of the statistics of a standard brass dragon except as noted below.

CR: The Challenge Rating of a young or older gilding metal dragon increases by +1.

Special Abilities: A gilding metal dragon has the following special ability in addition to all others.

Spell Runes (Sp) A very young gilding metal dragon has runes etched into its scales which can duplicate the effects of a chosen o-level sorcerer spell. As a swift action once per day, the dragon may activate these runes to produce the effects of the chosen spell (CL equals the dragon's Hit Dice). For every age category the dragon gains after very young, it gains one additional rune duplicating a sorcerer spell of the next highest spell level (maximum 9th). The dragon can only chose a spell with this ability if the spell has a casting time of one standard action and no costly material components.

Hematite Dragon (Red)

An hematite dragon is a red dragon with bloodstained iron scales and an affinity for bleeding wounds.

Description

Though I am a red dragon, my scales are not a single, solid color. They instead resemble bloodstained iron,



with splotches of red on a background of metallic gray. My coloration is an outward reflection of my own warlike nature. I have studied the greatest battles ever fought, from the beginning of time to the current age, and have loved every one of them. The shedding of blood, the screams of the dying, and, more recently, the clash of steel. These are the things that inspire me. Plot Hook: I have not spent my life gathering treasure just to hoard it. I have assembled my wealth with a singular purpose in mind. I have long dreamed of being a general, and I have finally amassed a large enough fortune to fund the perfect war machine. Every piece will be as I imagine it, down to the finest detail. The perfect number of mercenaries, the perfect selection of war machines, the perfect complement of exotic beasts. All shall descend upon the land and shed the blood in my name.

Statistics

An hematite dragon uses all of the statistics of a standard red dragon except as noted below.

Immune: An hematite dragon is immune to bleed damage.

Melee: Append "plus bleed" to the damage dealt by each natural attack made by an adult or older hematite dragon.

Special Attacks: An adult or older hematite dragon gains bleed (1d6) as an additional special attack. At old age, this increases to bleed (1d8). At ancient age, this increases to bleed (2d6).

Special Abilities: An hematite dragon never gains the fire aura special ability.

Hydra Dragon (Black)

An hydra dragon is a black dragon with multiple heads.

Description

We are no ordinary dragon... Tell them about our heads... Yes, our heads... I was getting to that. As I was saying, we have five heads... Sometimes more... But we are not born of hydras... Those degenerate beasts... We are not greater versions of them... They are lesser versions of us... Without our cunning... Without our magical aptitude... Together, we are a coven of five... A coven of one... Five heads are better than one.

Plot Hook: Heroes seek our lair, looking to harvest the skulls of a hydra... We know not why their patron has asked them to pursue this quest... But we know these heroes are fools because they think us a mere hydra... They are in for a nasty surprise.

Statistics

An hydra dragon uses all of the statistics of a standard black dragon except as noted below.

Defensive Abilities: An hydra dragon gains fast healing 5. This fast healing applies only to damage inflicted upon the hydra dragon's body (see Special Qualities, below).

Melee: An hydra dragon has five bite attacks, but loses all natural attacks other than bite attacks. An hydra dragon's bite attacks deal the indicated base damage plus the dragon's Strength modifier (instead of 1-1/2 times the dragon's Strength modifier).

Special Attacks: An hydra dragon gains pounce. An hydra dragon's breath weapon requires the dragon to use all of its heads in unison, and is not affected by the dragon's number of heads.

Spells: If you are using the rules for the witch base class, an hydra dragon's sorcerer spells are drawn from the witch spell list instead of the sorcerer spell list. If you are not using the rules for the witch base class, the hydra dragon's spells are unchanged.

Special Qualities: An hydra dragon gains the hydra traits and regenerate head special qualities of an hydra. Note that an hydra dragon is immune to acid damage, and acid damage thus cannot be used to prevent it from regrowing heads with its regenerate head ability.

Iceberg Dragon (White)

An iceberg dragon is a white dragon that lives at sea.

Description

I have lived on the frozen northern seas for ages.



Though I first came here to find solitude, I have since taken an interest in the ships that occasionally ply these remote waters. Those curious sailing vessels are quite fun to watch, to torment, and to collect. At the moment, I have several dozen ships preserved in blocks of solid ice. I would be happy to show you my collection, and regale you with tales of my favorite captive vessels, provided you make it worth my while by providing me with a new collectible.

Plot Hooks: This far north, most sailors are fishermen and whalers, but there are also a fair number of pirates and smugglers that lurk in these waters. The ships of the pirates and the smugglers are the one that most interest me, as they usually have the most interesting cargo. If an item captured by pirates has gone missing on the northern seas, there's a good chance that it has ended up in my possession.

Statistics

An iceberg dragon uses all of the statistics of a standard white dragon except as noted below.

Type: An iceberg dragon gains the water subtype.

Speed: An iceberg dragon loses its burrow speed.

Special Abilities: An ancient or older iceberg dragon doesn't gain the blizzard ability. It instead gains the freezing breath ability described below.

Freezing Breath (*Su*): The surface of any body of water or liquid that is principally water (not including water-based creatures) within the area of an ancient or older iceberg dragon's breath weapon is frozen solid as if that surface were affected by a *freezing sphere* spell (CL equals the dragon's Hit Dice).

Skills: An iceberg dragon gains a +8 racial bonus on Swim checks.

Environment: An iceberg dragon's environment changes to cold aquatic.

Jungle Dragon (Green)

À jungle dragon is a green dragon hailing from a steaming, equatorial jungle.

Description

I am a serpent of vibrant colors, my green scales interspersed with others of differing hue. Stare at the patterns on my hide long enough and they almost seem to dance. Or are you just hallucinating from your exposure to the heat of my jungle territory and the many strange fevers that thrive here? You would not be the first person in this jungle to succumb to madness, and you will not be the last. Give in to the madness. Dance the dance of the teeming jungle. Join my joyous celebration of insanity.

Plot Hook: Local legends say I am a dangerous spirit of sickness and death, a living nightmare spawned by a delirious mind. I quite enjoy having this reputation, so I foster it by spreading madness and disease across the land. If you are seeking the source of a mysterious outbreak of lunatic zombies, chances are good you will end up on my doorstep.

Statistics

A jungle dragon uses all of the statistics of a standard green dragon except as noted below.

Defensive Abilities: A jungle dragon gains resistance to fire 10.

Immune: A jungle dragon is immune to disease.

Special Abilities: A jungle dragon loses the water breathing special ability, but gains the insidious breath and juju fever abilities described below. Append "plus juju fever" to the damage dealt by the jungle dragon's breath weapon.

Insidious Breath (Su): Each time the jungle dragon uses its breath weapon (or the miasma ability), it may choose to have the current use of that ability deal nonlethal damage instead of lethal damage. Creatures taking nonlethal damage from this ability are still exposed to juju fever, as described below.

Juju Fever (Su): Disease—breath weapon or miasma; *save* Fort, same DC as the jungle dragon's breath weapon; *onset* 1 day; *frequency* 1/day; *effect* 1 point of Con damage and 1 point of Wis damage per age category; *cure* 3 consecutive saves. Anyone who dies from juju fever rises as a fast zombie at the next midnight. A humanoid that becomes a fast zombie in this manner has an Intelligence score of 1 instead of a null Intelligence score. It can be affected by mindaffecting effects as if it were a living humanoid instead of an undead creature; this is an exception to the fast zombie's normal undead immunities.

Environment: Change to warm jungles.

Metropolitan Dragon (Brass)

A metropolitan dragon is a brass dragon affiliated with the City of Brass (as such one may encounter them in the Coliseum Morpheuon as companions of the Pasha of Swirling Ashes).

Description

As you can see, I am a true brass dragon, outwardly identical to my kin. But I don't share the lofty ideals of



other brass dragons. I see the worth of my kind's alliance with the djinn, but I am not so partisan that I turn my back on the efreet simply because they are cruel. Indeed, I own a summer residence in their fabled City of Brass. Everything has its place and every creature, however wicked, has its worth. Do not expect me to shun you merely because you are goals are self-serving or help you merely because your cause is just.

Plot Hook: I hear that a feud between two genie houses has reached the shores of your kingdom. You would be wise to seek my assistance in ending these hostilities, as I have dealings with the various djinn and efreet involved. Without my help, the feud will surely last long enough to cause widespread devastation.

Statistics

A metropolitan dragon uses all of the statistics of a standard brass dragon except as noted below.

Alignment: A metropolitan dragon is true neutral instead of chaotic good.

Special Abilities: A metropolitan dragon never gains the summon djinni special ability, nor does it gain the spell-like abilities of a standard brass dragon. It instead gains the following abilities.

Spell-Like Abilities (Sp): A metropolitan dragon gains the following spell-like abilities, usable at will (unless stated otherwise) upon reaching the listed age category. Very young—detect magic; Juvenile endure elements; Adult—pyrotechnics; Old—gaseous form; Ancient—plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only); Great wyrm—permanent image (1/day).

Summon Efreeti (Sp): This ability, usable by a great wyrm metropolitan dragon once per day, works like a summon monster spell, except it summons one noble efreeti. This ability is the equivalent of a 9th-level spell.

electricity aura ability as if its age category were at least old. If the dragon is old or older, its natural attacks count as cold iron and lawful for the purpose of overcoming damage reduction when-ever its scales are charged with electricity.

Osmium Dragon (Blue)

An osmium dragon is a toxic blue dragon with metallic scales.

Description

Scholars create a false distinction between chromatic and metallic dragons. Just look at my scales, both blue and metallic. Osmium, to be exact: rarer than gold, harder than steel, heavier than lead. I have investigated the alchemical properties of all known metals, and have found none greater than my own.

Can you really say I am not as majestic and noble as those so-called metallic dragons? Think carefully before you answer that question, because I do not take kindly to being excluded or marginalized.

Plot Hooks: There was once an arrogant gold dragon who protected these lands. The natives adored her even as they scorned me. But behold! Her majesty is dead by my claw, and I left more than enough clues at the site of her death to prove it was I, and I alone, who bested her.

Statistics

An osmium dragon uses all of the statistics of a standard blue dragon except as noted below.

Immune: An osmium dragon is immune to acid instead of electricity.

Breath Weapon: An osmium dragon's breath weapon is a cone whose base damage is 2d6 points of acid damage instead of a line whose base damage is 2d8 points of electricity damage.

Special Abilities: An osmium dragon never gains the electricity aura, sandstorm, or storm breath special abilities. Instead, it gains the special abilities described below.

Burning Breath (Su) Whenever an adult or older osmium dragon uses its breath weapon, it may choose to have its breath ignite upon exposure to air. If it does so, the dragon's breath weapon deals fire damage instead of acid damage. Note that osmium dragons are not immune to fire damage. However, the use of this ability does not expose the osmium dragon to damage from its own breath weapon.

Miasma (Su) An ancient or older osmium dragon gains the miasma ability of an ancient green dragon. The osmium dragon's miasma always deals acid damage, even though the dragon can otherwise use its

Orichalcum Dragon (Bronze)

An orichalcum dragon is a bronze dragon from a lawful-aligned plane of existence.

Description

The oceans often seem chaotic, but there exist a set of laws that govern the Sea. These laws regulate the tides and the great currents of the deep. They dictate when islands must rise and when cities must sink beneath the waves. I know this because the Sea chose me to enforce these laws. The reddish luster of my scales is the birthmark of my selection this task. So don't think you can appeal to my sense of mercy if you get in my way. I am a creature the law, and I do not yield.

Plot Hook: Over the ages, numerous cities have sunken beneath the waves, and I have chronicled every last one of them. I can tell you the location of any such ruins, though I will only help you if can prove you are willing to fight for the laws I uphold. Perhaps you can help me drown a certain coastal city whose time has come...

Statistics

An orichalcum dragon uses all of the statistics of a standard bronze dragon except as noted below.

Type: An orichalcum dragon gains the extraplanar and lawful subtypes.

Defensive Abilities: An orichalcum dragon's damage reduction is overcome by chaotic weapons instead of magic weapons.

Special Abilities: An orichalcum dragon loses the repulsion breath special ability but gains the aura breath special ability described below.

Aura Breath (Su) As a standard action, an orichalcum dragon can expend a use of its breath weapon to charge its scales with electricity for 1 round per age category of the dragon. For this duration, the dragon sheds light as if it were a torch and gains the burning breath ability to have its breath weapon deal fire damage.

Stinging Vapors (Su) Whenever a creature takes acid damage from an osmium dragon's breath weapon or miasma, if that creature failed its saving throw to take half damage, the creature must succeed on a Fortitude saving throw with the same DC or be blinded indefinitely. A creature blinded in this manner gets a new saving throw each round to end the blindness effect. If the osmium dragon is a great wyrm, the creature instead gets no additional saving throws and the blindness effect is permanent.

Palladium Dragon (Silver)

A palladium dragon is a silver dragon known for defending a particular city or other such location.

Description

Here I sit like a statue. I do not travel the world looking to right wrongs; I wait for wrongs to come to me. My lair, you see, is the heart of an ancient city, one I have long protected from evil, though few of its citizens realize I am anything more than an urban legend. I have been here since the beginning, watching this city and its people grow and thrive over the centuries. I know more about this place than any who have lived here, and that only serves to heighten my devotion.

Plot Hook: The pact I made with the founders of the city, limits my ability to defend it. The founders insisted I defend their citizens only so long as the citizens remain gracious hosts, which they must prove by leaving offerings in my lair. Should the citizens fail to meet this obligation for any reason, I am honorbound to withhold my protections until the offerings resume.

Statistics

A palladium dragon uses all of the statistics of a standard silver dragon except as noted below.

Special Abilities: A palladium dragon never gains the cloudwalking, cold aura, or fog vision special abilities, nor does it gain the spell-like abilities of a standard silver dragon. A palladium dragon instead gains the following.

Spell-Like Abilities (Sp) A palladium dragon gains the following spell-like abilities usable at will (unless otherwise noted) upon reaching the listed age category. Very Young-detect evil; Juvenilesanctuary; Adult-shield other; Old-statue (self only); Ancient-guards and wards (3/day); Great wyrm-repulsion (3/day).

Petrified Dragon (Green)

A petrified dragon is a green dragon whose flesh has turned to animate stone.



Description

I know my scales are more coppery-brown than green, but that does not make me any less of a green dragon. The shape of my body reveals my lineage, even if my flesh has become akin to stone. My earthen scales are a sign that time has made me strong. I am the master of the long ages. You do not see me move because you are fleeting, temporary things that fade in the blink of an eye. The passage of history is a game that exists for my own amusement, and I have been manipulating the world for so long, the majority of the lesser races have forgotten that I even exist.

Plot Hook: A powerful rival of mine is at work in the world, and I am hesitant to confront it directly, as it is even older than I am. I think I shall manipulate a few expendable humanoids into a confrontation with my rival. Or, better yet, I shall trick another dragon into manipulating those pawns for me.

Statistics

A petrified dragon uses all of the statistics of a standard green dragon except as noted below.

CR: A petrified dragon's CR increases by +1.

Type: A petrified dragon loses the air subtype but gains the earth subtype and the elemental subtype.

DR: A petrified dragon's damage reduction is overcome by adamantine instead of magic.

Immune: A petrified dragon has elemental traits, and is immune to petrification.

Special Abilities: In addition to its other special abilities, a petrified dragon gains the ability to turn creatures to stone with its breath, as described below.

Petrifying Breath (Su): A creature caught in the area of a petrified dragon's breath weapon must succeed on a Fortitude save against the DC of the breath weapon or become *slowed* (as per the spell) for 1 minute. If the creature is already *slowed*, it instead permanently turns to stone. A creature turned to stone in this manner gains immunity to acid for as long as it remains petrified. This ability is a petrification effect that resolves before the petrified dragon rolls damage for its breath weapon and before affected creatures roll Reflex saves to reduce that breath weapon damage by half.



Pyrite Dragon (Gold)

A pyrite dragon is a gold dragon with a penchant for mayhem and deception.

Description

The best thing about being a gold dragon: no one ever questions your intentions. They just see the color of your scales and assume you are a shining beacon of all things lawful and good. They do not see your character; all they see is the color of your scales. This is fine by me. If you are going to trust me for entirely foolish reasons, you deserve what you get when I guide you down the path to humiliation and ruin. I love nothing more than teaching life lessons to the guileless and the gullible.

Plot Hook: Trolls are such wonderful creatures. When you can breathe fire, you can easily cow them into submission, and no one ever suspects a gold dragon of having such unlikely allies. Even as we speak, I have sent a band of trolls to provoke local heroes and otherwise stir up trouble. I have not yet decided how I will insert myself into the mayhem. I will probably just make it up as I go.

Statistics

A pyrite dragon uses all of the statistics of a standard gold dragon except as noted below.

Alignment: A pyrite dragon is chaotic neutral instead of lawful good.

Special Abilities A pyrite dragon gains the spell-like abilities of a blue dragon of the same age category

instead of gaining the spell-like abilities of a standard gold dragon. A very young pyrite dragon gains the sound imitation special ability of a very young blue dragon. An old pyrite dragon does not gain the fire aura special ability, instead gaining the mirage special ability of an old blue dragon.

Root-Gnawing Dragon (Green)

A root-gnawing dragon is a green dragon that dreams of chewing through the fabric of reality.

Description

I am the only living member of my brood because I am the strongest. My siblings and I hatched from eggs buried beneath a mighty ash tree, and only I had teeth strong enough to tear apart the roots in my way. My arrival in the world is a perfect metaphor for life; only the strongest survive, and only by tearing their through anything and everything that gets in their way. Even the laws of nature and the fabric of reality itself are obstacles one can obliterate if one's jaws are strong enough. The wyrm who devours the world is its master.

Plot Hook: I intend to feat on the corpse of this imperfect reality, which first requires that this world die. Expect to find signs of my influence whenever there are doomsday cultists and harbingers of the end times.

Statistics

A root-gnawing dragon uses all of the statistics of a standard green dragon except as noted below.

Special Abilities: A root-gnawing dragon doesn't gain the awaken treants, camouflage, and trackless step abilities, nor does it gain any of a green dragon's normal spell-like abilities. Instead, a root-gnawing dragon gains the following special abilities.

Longtooth (Ex) An adult or older root-gnawing dragon gains Vital Strike as a bonus feat when attacking with its bite. An old or older root-gnawing dragon gains Improved Vital Strike as a bonus feat when attacking with its bite. An ancient or older rootgnawing dragon gains Greater Vital Strike as a bonus feat when attacking with its bite. The dragon's other attacks are unaffected.

Roots of the World (Su) As a standard action once per day, a great wyrm root-gnawing dragon can chew through the fabric of reality itself. This functions as a *gate* spell used for planar travel (CL equals the dragon's HD). If a root-gnawing dragon loses the ability to make bite attacks, it cannot use this roots of the world ability for as long as the dragon is unable to make bite attacks.

Spell-Like Abilities (Sp) A root-gnawing wyrm gains the following spell-like abilities, usable at will (unless otherwise indicated) upon reaching the listed age category. Young–summon swarm; Juvenile– warp wood; Adult–blight; Old–diminish plants; Ancient–insect plague; Great wyrm–earthquake (3/day).

Salt Dragon (Blue)

A salt dragon is a blue dragon that can steal moisture from the air.

Description

Behold my corpulent bulk! I assure you it isn't food that has so nicely rounded my figure. No, this is all water weight. That is right, here in the heart of world's driest desert; I have amassed and ingested the greatest treasure-trove of water for a hundred miles in any direction. That is what I do; I am nothing if not a miser. But enough posturing! I am a connoisseur of all the finer things in life. Let us discuss what you have brought to appease me. I know you value your life, so I am sure you brought something. If not, no matter; I will just exact a fair price by drawing the precious water from your body.

Plot Hook: Lately, I have heard rumors of some other creature leaving dehydrated corpses in it wake, and I am not sure a appreciate sharing my walking water supply with another predator. Perhaps I shall call in some favors and arrange to have local heroes investigate the killings.

Statistics

A salt dragon uses all of the statistics of a standard blue dragon except as noted below.

Immune: A salt dragon is not immune to electricity, but gains immunity to the *horrid wilting* spell and to thirst.

Breath Weapon: Instead of dealing 2d8 electricity damage, a salt dragon's breath weapon deals 2d6 points of untyped damage as it draws water from the bodies of exposed creatures. Plant creatures and water elementals take +1 point of damage per die of damage dealt. Incorporeal creatures, non-living creatures, and salt dragons are immune to this damage.

Special Abilities: A salt dragon never gains the sandstorm and storm breath special abilities, and cannot use its desert thirst ability to *create water*. A salt dragon instead gains the desiccating breath special ability described below.

Desiccating Breath (Su) Whenever a creature takes damage from a salt dragon's breath weapon, if that creature failed its saving throw to reduce that damage by half, that creature takes 1d2 points of Strength damage. If the salt dragon is ancient or older, the damaged creature instead takes 1d2 points of Strength drain. If the salt dragon is a great wyrm, the creature instead takes 1d4 points of Strength drain.

Shakudo Dragon (Bronze)

A shakudo dragon is a monastic bronze dragon whose scales have an indigo patina.

Description

As both a bronze dragon and a monk, I find the following story particularly enlightening:

"One day, a student and his master were traveling on a path through a treacherous jungle when they were waylaid by an ancient and hungry tiger.

'Master, we must flee,' said the frightened student.

Not true,' said the master, 'for this tiger is aged, and no remaining teeth.'

The student inspected the tiger and saw that his master's observation was correct. 'But, master,' asked the student, 'if this tiger has no teeth, how does it eat?'

'Allow me to demonstrate,' said the master. He then approached the tiger, which promptly swallowed him whole.

The tiger then returned to the heart of the jungle, its hunger sated, leaving the student alone, and unharmed on the path."

That, I think, is the clearest possible description of my nature.

Statistics

A shakudo dragon uses all of the statistics of a standard bronze dragon except as noted below.



Special Abilities: A shakudo dragon gains the following additional special abilities.

Monk Abilities A young shakudo dragon gains the class features of a 1st-level monk. (This doesn't affect the dragon's Hit Dice, base attack bonus, saving throws, or skills.) For every age category the shakudo dragon gains after young, its effective monk level increases by two for the purpose of gaining monk class features in this manner.

Shakudo Fang (Su) Whenever a young or older shakudo dragon uses its change shape ability to assume the form of a humanoid, one of its fangs transforms into a magical sword in its possession. Treat this weapon as a +1 ki strike bastard sword. The dragon is proficient with this weapon and treats it as a special monk weapon (meaning the dragon can attack with it when using the flurry of blows ability). Once created, the sword need not remain in the dragon's possession, but the sword vanishes immediately if the shakudo dragon either dies or assumes a new form.

Slumber Dragon (Brass)

A slumber dragon is a brass dragon with the ability to enter the minds of dreamers.

Description

I have forsaken the fiery breath weapon of a common brass dragon. I instead breathe only sleep and dreams. Through this self-denial, I have learned to enter the minds of dreamers. Indeed, I prefer this form of interaction to ordinary speech, as I am more eloquent in dreams than I could ever be in the waking world. I can only truly express myself in my dreams, where I guide the righteous and, occasionally, terrorize the wicked.

Plot Hook: As a great wyrm slumber dragon, I am sometimes called upon to act as an oracle, putting a creature to sleep so the dreamer can experience visions of great import. While I am happy to provide this service to righteous folks in dire need of guidance, I do not wish to be bothered for petty reasons. To ensure that I am sought out in only the gravest of circumstances, I have relocated my lair to a remote corner of the world. Only those desperate enough to make the journey shall receive my guidance.

Statistics

A slumber dragon uses all of the statistics of a standard brass dragon except as noted below.

Breath Weapon: A slumber dragon cannot use its breath weapon to deal fire damage, though it can still use its sleep breath ability to breathe a cone of sleep gas.

Special Abilities: A slumber dragon never gains the fire aura special ability. A slumber dragon gains the following ability in addition to any others it possesses.



Dream Walker (Sp) A slumber dragon can manipulate the minds of sleeping creatures. The dragon gains the following spell-like abilities upon reaching listed age categories. These abilities are usable at will (unless indicated otherwise), and can only target sleeping creatures. Very young—charm person; Young—suggestion; Adult—dream; Old nightmare (1/day); Ancient—phantasmal killer; Great Wyrm—grant a sleeping creature within 30 feet the benefits a vision spell (1/day).

Tarnished Dragon (Silver)

A tarnished dragon is a shadowy silver dragon that has lost its mirrored sheen.

Description

I once had scales of shining silver, but the weight of the ages has dulled my hide even as it has tempered my optimism. At one time, I fought to uphold all that is righteous, but the fight is a thankless one. I now fight to be left alone by the world. If given the choice, I will hide forever in the darkness, unsuspected and undisturbed. Of course, I don't expect to be left alone forever, not by this rotten world. By I will do my best to destroy those who may one day interrupt my quite brooding.

Plot Hook: There is a growing human settlement on the borders of my territory. It's citizens are wellintentioned and have done nothing to disturb me, yet the possibility exists that future generations of townsfolk may do so. For that reason, I conduct nighttime raids against this young settlement, hoping to drive its citizens away before they have a chance to become a nuisance.

Statistics

A tarnished dragon uses all of the statistics of a standard silver dragon except as noted below.

Alignment: A tarnished dragon is true neutral instead of lawful good.

Special Defenses: Ancient and older tarnished dragons don't gain the reflective scales special ability. An ancient or older tarnished dragon instead gains the shadow blending special ability described below.

Shadow Blending (Su): Attacks against an ancient or older tarnished dragon in dim light have a 50% miss chance instead of the normal 20% miss chance. This ability does not grant total concealment; it just increases the miss chance.

Speed: Very young and older tarnished dragons don't gain the cloudwalking special ability.

Skills: A very young tarnished dragon gains a +4 racial bonus on Stealth checks in whenever the dragon is in an area of dim light, darkness, or supernatural darkness. This bonus increases to +8 if the dragon is young or older, +12 if the dragon is young adult or older, and +16 if the dragon is old or older.

Jumbaga Dragon (Copper)

A tumbaga dragon is a copper dragon with the ability to alter its own magical and metallurgical properties.

Description

You may be confused by my appearance. As you can see, my scales are the reddish color of copper, yet the shape of my body is closer to that of a gold dragon. Do not be fooled by the color of a dragon's scales; underneath any dragon's imperfections is a gold dragon waiting to emerge, triumphant. Just as an alchemist can turn lead into gold, so too can one turn any dragon into a gold dragon. I am living proof of that; for centuries, I have studied the greatest secrets of alchemy, and I am now well on my way to golden perfection.

Plot Hooks: Like many alchemists, I require rare materials for use in my experiments. Recently, many such materials have been corrupted before I could harvest them, this despite the fact that scattered far and wide instead of being confined to a single location. I have no idea how and why this is happening, and may need help investigating.

Statistics

A tumbaga dragon uses all of the statistics of a standard copper dragon except as noted below.

Spells: If you are using the rules for the alchemist base class, a tumbaga dragon loses all spellcasting ability and instead gains the alchemy, bomb, and mutagen features of the alchemist class as if the



tumbaga dragon were an alchemist of the sorcerer level listed for its age category. If you are not using the rules for the alchemist base class, the tumbaga dragon's spells are unchanged.

Special Abilities: A tumbaga dragon never gains the deadly joke, mass laughter, slow aura, or slow breath abilities, nor does it gain *hideous laughter* as a spell-like ability. It instead gains the following.

Acid Bath (Su) As a standard action, a tumbaga dragon can use its breath weapon to wash away the copper in its scales, revealing a golden sheen beneath. For one minute after activating this ability, the tumbaga dragon loses its normal spell-like abilities but gains the ability to use the at-will spell-like abilities of a gold dragon of the same age category. When the tumbaga dragon regains its normal spelllike abilities, its scales return to their normal copper color.

(Verdigris Dragon (Copper)

A verdigris dragon is a copper dragon whose scales have a healthy green patina.

Description

I know my scales are green, but that doesn't make me a green dragon. You can see by the lines of my body and the shape of my horns that I am a copper dragon through and through. The green is just a patina, a sign that I am aging more gracefully than other dragons. I am patient, and understand the subtle ways of time. Some call me complacent, but only because they fail to appreciate the long view of things. I see pieces on the board that others take to be unchanging parts of the board itself, ancient manipulators whose very

existence has been forgotten by all but the oldest of players.

Plot Hook: There exists a certain evil so ancient and so heinous that I dare not mention its existence, though I still wish to defeat it. So I guide young heroes into confrontations with this primordial menace and its minions without revealing the end goal of my manipulations.

Statistics

A verdigris dragon uses all of the statistics of a standard copper dragon except as noted below.

Special Abilities: A verdigris dragon never gains the deadly joke or mass laughter special abilities, nor does it gain *hideous laughter* as a spell-like ability. It instead gains the following.

Capture the Moment (Sp) Once per day, a great wyrm verdigris dragon can freeze the rest of the world. This functions as a *time stop* spell with a duration of 2 subjective rounds.

Hardened Patina (Ex) An ancient or older verdigris dragon's damage reduction is overcome by adamantine instead of magic.

Staining Breath (Su) Corporeal creatures and objects within the area of a juvenile or older verdigris dragon's breath weapon are temporarily stained green. This functions as *dust of appearance* which colors anything it affects green and which affects the entire area of the dragon's breath weapon.

Void Dragon (White)

A void dragon is white dragon that can fly through the frigid darkness between the stars.

Description

There's nothing more pleasant than soul-numbing cold, and there's nowhere colder than the dark void between the stars. I know this firsthand, for I have learned the trick to reaching those unfathomable gulfs from the strange creatures known as shantaks. When I'm not perched on the tallest glaciers or the farthest polar ice, I am flying amidst the heavens with my benefactors, learning the secret ways of aberrant entities you groundlings couldn't begin to comprehend.

Plot Hooks: There is a secretive cult in the frozen north whose members worship an entity which hides behind the moon. I carry messages between the cultists and their so-called god, mainly because they pay me well. Should my efforts further their schemes result in the utter devastation of the known world, so be it; I can always find another ball of dirt to call home if this planet is ruined.

Statistics

A void dragon uses all of the statistics of a standard white dragon except as noted below.

Aura: An old void dragon's cold aura extends 100 feet instead of 10 feet. A creature more than 10 feet from the dragon only takes damage from the dragon's cold aura if that creature is also within an area of dim light, darkness, or supernatural darkness.

Special Abilities: A void dragon never gains the freezing fog special attack, nor does it gain the spell-like abilities of a standard white dragon. It instead gains the following.



No Breath (Ex): A void dragon doesn't need to breathe to survive.

Spell-Like Abilities (Sp): A void dragon gains the following spell-like abilities usable at will upon reaching the listed age category. Juvenile—*darkness* (radius 10 feet per age category); Young adult—*deeper darkness*; Ancient—*enervation*; Great wyrm—*shadow walk*.

Starflight (Su): Like a shantak, an adult or older void dragon can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the void dragon knows the way to its destination. A void dragon in outer space cannot use its breath weapon.

Whisper Dragon (Black)

A whisper dragon is a black dragon with an affinity for will-o-wisps.

Description

Would you like to know the most profound truth of reality? Fear is power. The will-o-wisps of the swamp have taught me as much. I have learned a great many things from my ephemeral playmates. I do not waste my time with acid spittle as other black dragons do, though I'd be more than happy to demonstrate the hazards of electrified swamp gas. Even now, you can see strands of it wafting from my scales. If you do not yet fear it, you soon will. My playmates are gathering, and I shall teach you a lesson in fear.

Plot Hook: The villagers living alongside this swamp have already learned to fear me. Indeed, they pay a tribute every year. In return for their continued safety, I ask that they sacrifice a sentient being in my name on the night of the winter solstice. These days, I don't even bother checking to see that the sacrifices are made; I know they will be. Such is the power of fear.

Statistics

A whisper dragon uses all of the statistics of a standard black dragon except as noted below.

Type: A whisper dragon loses the water subtype and gains the air subtype.

Immune: Instead of being immune to acid, a whisper dragon is immune to electricity and fear.

Breath Weapon: A whisper dragon's breath weapon deals electricity damage instead of acid damage.

Special Abilities: A whisper dragon never gains the acid pool and acidic bite special abilities, nor does it gain the normal spell-like abilities of a black dragon. As it ages, it instead gains the following.

Feed on Fear (Su): Any time a whisper dragon of at least old age is within 15 feet of a dying creature or creature subject to a fear effect, the whisper dragon gains fast healing 5. Spell-Like Abilities (Sp): A whisper dragon gains

Spell-Like Abilities (Sp): A whisper dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Juvenile—*faerie fire, whispering wind*; Old—summon (level 4, 1 will-owisp, 40% chance minus 10% per will-o-wisp currently summoned); Ancient—*phantasmal killer*.

Swamp Gas (Su): An ancient or older whisper dragon can use its breath weapon to create a cloud of electrified gas as a standard action. This functions as the miasma special ability gained by an ancient or older green dragon, except every creature and object within the cloud (including the whisper dragon) is also effected by *fearie fire* effect (as per the spell, no save) for as long as it remains within the cloud.





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KAIDAN CAMPAIGN SETTING

KICKSTARTER

The dark shores of Kaidan beckon, are you brave enough for the journey?

Last year, Rite Publishing, with the support of Cubicle 7 Entertainment, released "*The Curse of the Golden Spear*" trilogy of modules for use with the Pathfinder Roleplaying Game. These critically acclaimed adventure modules introduced players and Game Masters alike to the cursed island realm of Kaidan. Now we are ready to take the next step: the production of a campaign guidebook, detailing more fully the people and places of Kaidan. And we would like your help with this project.

What is Kaidan?

An oriental fantasy-horror setting, Kaidan derives its mythos exclusively from the legends and histories of Japan. The very word, Kaidan, is Japanese for ghost story, or spooky tale, and such a name is apropos. Ruled over by an undying shogun in the name of an immortal child emperor, Kaidan is a land of trapped souls, restless dead, vengeful demons and afflicted spirits. In Kaidan, death is never the end, but only one more unhappy spoke in a bleak and twisted karmic cycle. Here, adventurers are sorely needed, if only to hold back the darkness a little longer.

What do we want to produce?

Complete Gamemaster's Guide to Kaidan (150 - 200 pages) Complete Player's Guide to Kaidan (150 pages) Kaidan Bestiary (100+ pages)

Soft cover printed books with B/W interiors and PDFs.

Jonathan McAnulty. T.H. Gulliver, Will McCardill, Michael K. Tumey





