

# CODEX DRACONIS

## GREEN MENACE OF THE WOODLANDS

PRODUCED IN  
CONJUNCTION WITH



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Welcome to the third Codex Draconis, the line of products that gives you what you need to drop dragons into your games with a minimum of effort and a maximum of options. Here, in the third volume of our line, we present options and alternatives for a dozen green dragons, covering every age category of the jade rulers of sylvan spaces. Each age category also has three pregenerated treasure hoards, some alternative monster builds, and suggestions on how to build even deadlier dragon encounters.

Dragons are among the most iconic, and most popular, of all fantasy roleplaying game foes. Once the domain exclusively of higher-level adventures, dragons now have rules for every stage of life. This means that wet-behind-the-ears PCs can face dragons early in their careers (though likely they will be facing dragons the size of housecats). To ensure that a dragon is always just the right threat for PCs of any level, dragons are given twelve stages of life that, when combined with the many different types of dragons, creates a range of CRs from 2 to 22. The problem with that, of course, is that it requires a lot of stat blocks, and those take up room. To save space, instead of presenting a full write-up of every dragon at every age category, the game's creators present a set of rules outlining how to write up dragons, and then give a few examples of each type. As a result, although you can find a dragon of the right CR for an encounter, it takes a considerable amount of work to get that dragon ready for the game.

To help with that problem, the fine folks at D20PFSRD.com took on the job of creating full stat blocks for every true dragon of every type, and when we expressed an interest in using those as the starting point for our Codex Draconis line, they were kind enough to give us their blessing. In addition to their

dragon write-ups, *Codex Draconis: Green Menace of the Woodlands* presents additional material to expand the ways you can use these dragons and allows you to drop them into your campaign.

## THE BASICS

The biology and ecology of green dragons is the same regardless of age category.

### ECOLOGY

**Environment** temperate forests

**Organization** solitary

**Treasure** triple

Green dragons love forests. The older and bigger the trees, the better they like it. They can live in any wooded environment from the black pine forests of the north to the sultry jungles of the south. When this brings them into conflict with black dragons, they might pretend to back down, but the greens fully intend to come back in a few years and raid the black dragon's lair.

Although just as omnivorous as any dragon, greens prefer intelligent prey—specifically elves and sprites. Any intelligent sylvan creature is a potential meal for a green dragon.

Green dragons prefer solitary lairs in wooded hills. Usually they make their lairs in cliff sides, taking advantage of natural features such as waterfalls to conceal the entrances. Older greens can conceal their lairs with illusions and with magically grown plants.

Green dragons place no particular value on any type of item. The most prized possessions in their hoards might have little intrinsic value, but the dragon reveres them because they remind it of memorable triumphs.

Green dragons rule their domains through cunning and honeyed words. They take the long view, and their plans and schemes often take decades to reach fruition. In combat, green dragons prefer to stalk their foes if possible, sometimes for days. They are known for leaving one or two victims alive, making them work as slaves for as long as they prove valuable.

The chief weaknesses of green dragons are undervaluing certain treasures, and their habit of taking slaves. The former means that they often leave powerful items at the sites of less-memorable battles, and the latter means that smart PCs can offer freedom in return for information about the dragon.

**Hoard:** In this section, we present pregenerated loot to form a dragon's hoard for each age category. You will find values for triple the normal treasure for an encounter of the dragon's CR (as standard for green dragons) with values for campaigns using slow, medium, and fast advancement XP charts.

Every hoard has a theme or hook to it, spelled out in the individual hoard entries. Perhaps that hook is why the PCs hunt that particular dragon. Alternatively, that hook might lead to another adventure. For example, the hoard of the young green dragon consists mostly of paintings. A collector might hire the PCs to recover one or all of them from the dragon. You could decide that one of the paintings contains an allegorical map, ala The Da Vinci Code, which leads to a long-lost treasure.

We show the gold piece value for each item to make it easy for you to swap out items

from the pregenerated hoard with items you want to provide to your group's characters. It is very easy to swap out theme items for wondrous items, magic weapons, or scrolls. Tweak the hoards to suit your campaign. Coins fill in the total hoard value, so if you swap out items for those with lower values, add more coins. If you swap out for items with higher values, remove coins.

**Upping the Ante:** Sometimes even dragons need a little help. This section proposes ways to make dragon encounters more dangerous. This might be a note on how it can use items from its hoard, a suggestion on allies (or servants) the dragon might take into battle, or proposals on how to use traps and terrain to the dragon's advantage.

**Alternative Builds:** Each age category also presents at least one alternative build, which represents different paths a green dragon might take over its lifespan. Each alternative build presents a short description of how that dragon's tactics or preferences differ from a typical green dragon, and it includes a list of changes made to the base stat block to create the alternative dragon. We present each changed section (such as feats) so that you can replace the same section of the typical dragon's stat block.

## THE DRAGONS

Each of the sections below contains a dragon entry for a specific CR. As noted above in "The Basics," you will have stats, hoards, and encounter advice for each dragon entry.



## GREEN DRAGON, WYRMING

Topaz eyes blink at you from high in the trees, drawing your attention to a green, dog-sized, dragon crouching on a branch.

### WYRMING GREEN DRAGON CR 4

**XP 1,200**

LE Small dragon (air)

**Init** +2; **Senses** dragon senses; Perception +10

#### DEFENSE

**AC** 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

**hp** 37 (5d12+5)

**Fort** +5, **Ref** +6, **Will** +6

**Immune** acid, paralysis, sleep

#### OFFENSE

**Speed** 40 ft., fly 150 ft. (average), swim 40 ft.

**Melee** bite +7 (1d6+1), 2 claws +7 (1d4+1)

**Special Attacks** breath weapon (20-ft. cone, DC 13, 2d6 acid)

#### STATISTICS

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

**Base Atk** +5; **CMB** +5; **CMD** 17 (21 vs. trip)

**Feats** Alertness, Iron Will, Power Attack

**Skills** Fly +12, Knowledge (nature)

+8, Perception +10, Stealth +14, Survival +8,

Swim +17; **Racial Modifiers** +8 Swim

**Languages** Draconic

**SQ** water breathing

#### SPECIAL ABILITIES

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

## HOARD

In his first few years of life, this wyrmling green dragon killed a paladin and claimed her possessions as the basis of his hoard.

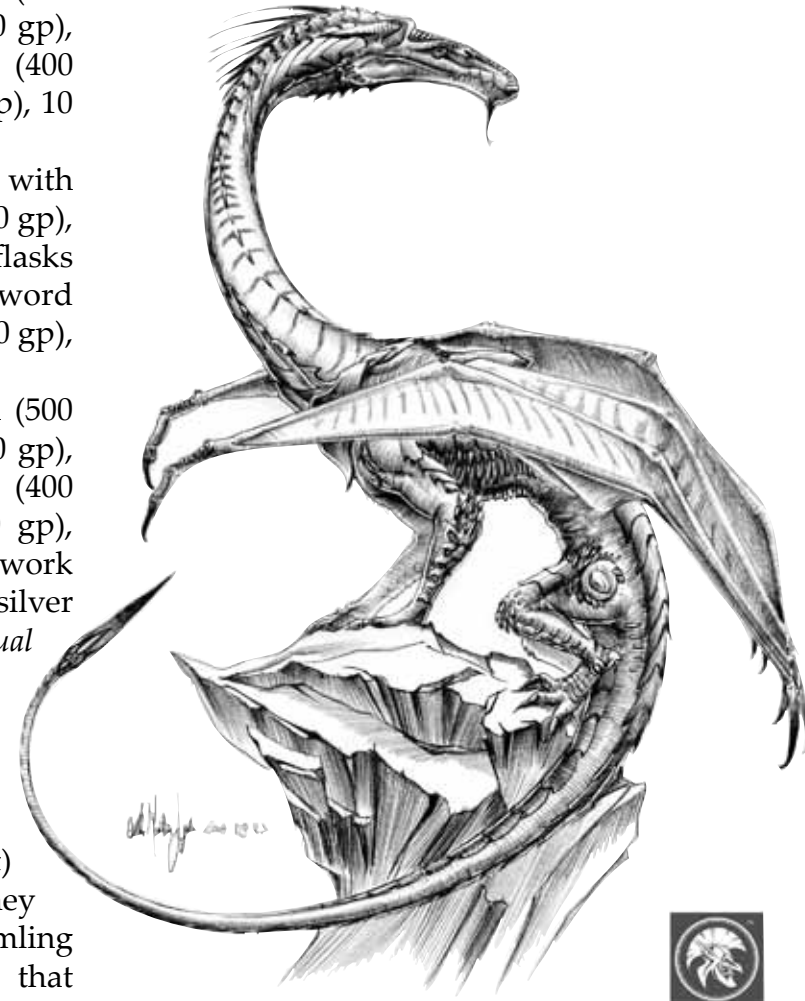
**Slow (2,250 gp):** bolt of silver cloth (500 gp), brass ring set with eye agate (500 gp), copper bell (400 gp), electrum chime (400 gp), polished stone holy symbol (90 gp), 10 flasks of acid (100 gp), 260 gp.

**Medium (3,450 gp):** brass ring set with eye agate (500 gp), electrum chime (400 gp), polished stone holy symbol (90 gp), 10 flasks of acid (100 gp), alchemical silver longsword wreathed in violet *continual flame* (2,000 gp), 360 gp.

**Fast (5,100 gp):** bolt of silver cloth (500 gp), brass ring set with eye agate (500 gp), copper bell (400 gp), electrum chime (400 gp), polished stone holy symbol (90 gp), 10 flasks of acid (100 gp), masterwork breastplate (350 gp), alchemical silver longsword wreathed in violet *continual flame* (2000 gp), 70 pp, 60 gp.

## UPPING THE ANTE

Even as a wyrmling, a green dragon poses a significant threat. Due to their limited mental capacities (at this point) and their single language skill, they usually ally with kobolds. Most wyrmling green dragons stake out a territory that includes an entire tribe of kobolds. They especially prefer nests of green kobolds that include acid-breathing dragonbreath kobolds. The wyrmling offers its protection in return for the kobolds serving as sentries. Player characters that consider wyrmling



green dragons of little consequence might get a nasty surprise when they find it bolstered by kobold traps, acid-breathing kobold allies, and higher-level war leaders.

## ALTERNATIVE BUILDS

These two alternative builds focus on different forms of combat. The first emphasizes bite attacks, and the second emphasizes flying.

### SAVAGE BITER

The savage biter makes some minor trade-offs to maximize its bite. A savage biter stalks its prey and picks off the weakest of its foes first.

**Changes:** Init +5; Fort +5, Ref +6, Will +4; Melee bite +7 (1d8+1), 2 claws +7 (1d4+1); **Feats** Alertness, Improved Initiative, Improved Natural Attack (bite).

### SERPENT WIND

The serpent wind makes a minor trade-off to improve its flight. Serpent zephyrs prefer to stay aloft, using their breath weapons and any thrown/splash weapons from their hoard.

**Changes:** **Feats** Alertness, Iron Will, Wingover.

## GREEN DRAGON, VERY YOUNG

*The glint from the eyes of this dragon glint are your only warning as it lungers at you.*

### VERY YOUNG GREEN DRAGON CR 6

XP 2,400

LE Medium dragon (air)

**Init** +1; **Senses** dragon senses; Perception +13

#### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 59 (7d12+14)

**Fort** +7, **Ref** +6, **Will** +8

**Immune** acid, paralysis, sleep

#### OFFENSE

**Speed** 40 ft., fly 150 ft. (average), swim 40 ft.

**Melee** bite +10 (1d8+4), 2 claws +10 (1d6+3), 2 wings +5 (1d4+1)

**Special Attacks** breath weapon (30-ft. cone, DC 15, 4d6 acid)

#### STATISTICS

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

**Base Atk** +7; **CMB** +10; **CMD** 21 (25 vs. trip)

**Feats** Alertness, Cleave, Iron Will, Power Attack

**Skills** Fly +11, Knowledge (nature) +11, Perception +13, Spellcraft +11, Stealth +11, Survival +11, Swim +21; **Racial Modifiers** +8 Swim

**Languages** Common, Draconic

**SQ** water breathing, woodland stride

#### SPECIAL ABILITIES

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

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

### HOARD

As she approached her first decade of life, this very young green dragon developed a fascination with gambling, and dice games in particular. She plays honestly, but she is a very sore loser.

*Slow (4,050 gp):* aquamarine (700 gp), black pearl (700 gp), golden yellow topaz (600 gp), silver dice (pair, 100 gp), pewter dice (pair, 60 gp), gold rapier (900 gp, treat as masterwork rapier), silver rapier (700 gp, treat as masterwork rapier), 10 flasks of acid (100 gp), 10 pp, 90 gp.

*Medium (6,000 gp):* aquamarine (700 gp), black pearl (700 gp), golden yellow topaz (600 gp), bronze necklace (900 gp), bronze armlet (700 gp), carved wooden dice (pair, 130 gp), iron dice (pair, 130 gp), silver dice (pair, 100 gp), pewter dice (pair, 60 gp), gold rapier (900 gp, treat as masterwork rapier), silver rapier (700 gp, treat as masterwork rapier), 10 flasks of acid (100 gp), 20 pp, 80 gp.

*Fast (9,000 gp):* aquamarine (700 gp), black pearl (700 gp), golden yellow topaz (600 gp), bronze necklace (900 gp), bronze armlet (700 gp), carved wooden dice (pair, 130 gp), iron dice (pair, 130 gp), silver dice (pair, 100 gp), pewter dice (pair, 60 gp), +1 scimitar (2,315 gp), gold rapier (900 gp, treat as masterwork rapier), silver rapier (700 gp, treat as masterwork rapier), 10 flasks of acid (100 gp), 465 gp.

## UPPING THE ANTE

Very young green dragons now speak Common, which makes it possible for them to take new allies — war bands of hobgoblins. Hobgoblins have an ancient, racial hatred of elves, and green dragons particularly enjoy dining on those humanoids. Although the dragons call on the kobolds less often, very young green dragons still coexist with nests of kobolds. The greens allow the hobgoblins positions of authority over the kobolds, though, and encourage the hobgoblins to hire bugbear mercenaries and to enslave other races.

Player characters expecting a solitary very young green dragon are likely to find instead organized defenses and hobgoblin soldiers engaging them while the dragon counterattacks.

## ALTERNATIVE BUILDS

These two alternative builds continue to emphasize melee combat in one case, and flight in the other.

### SAVAGE BITER

The wicked biter continues to develop as a melee combatant, becoming an even more dangerous ambusher.

**Changes:** **Init** +5; **AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); **Fort** +7, **Ref** +6, **Will** +6; **Melee** bite +10 (2d6+4), 2 claws +10 (1d6+3), 2 wings +5 (1d4+1); **Feats** Alertness, Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite).

## SERPENT GALE

The Serpent Gale becomes an even more deadly aerial opponent, staying aloft and using thrown/splash weapons and its breath to drive opponents to her allies.

**Changes:** **Feats** Alertness, Flyby Attack, Iron Will, Wingover.

## GREEN DRAGON, YOUNG

*What seemed like dense underbrush explodes into a flurry of slashing claws and acid when this lion-sized dragon attacks.*

### VERY YOUNG GREEN DRAGON CR 8

XP 4,800

LE Large dragon (air)

**Init** +1; **Senses** dragon senses; Perception +15

#### DEFENSE

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

**hp** 85 (9d12+27)

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

**Immune** acid, paralysis, sleep

#### OFFENSE

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

**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, DC 17, 6d6 acid)

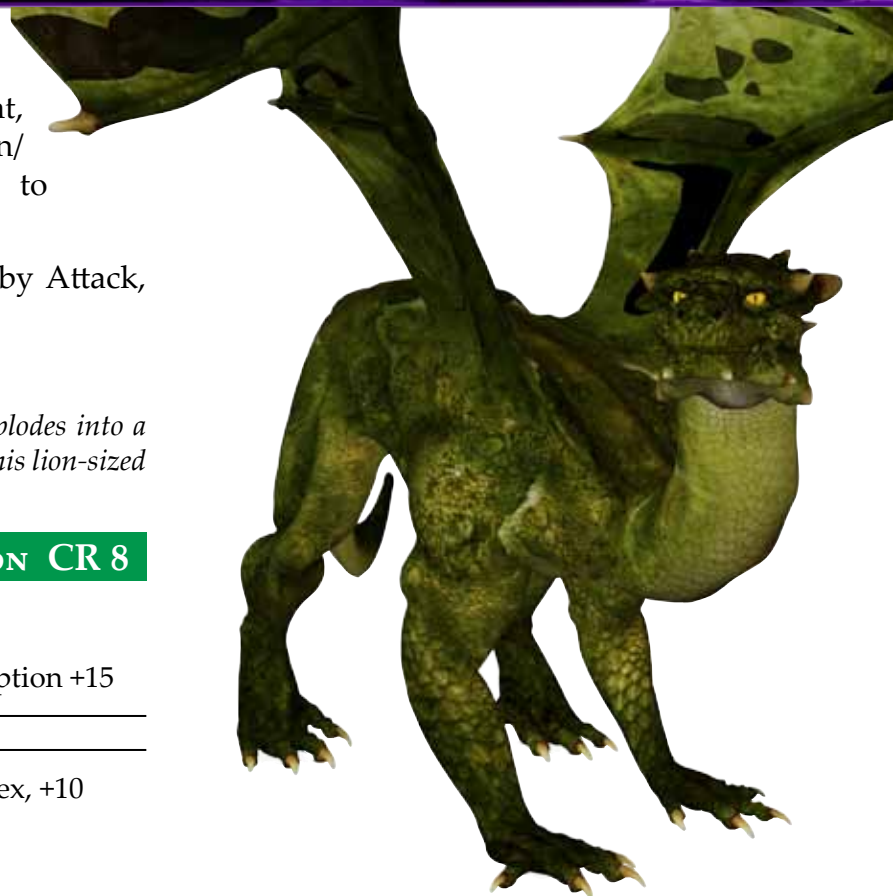
**Spell-Like Abilities** (CL 9th)

At will — *entangle* (DC 12)

#### STATISTICS

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

**Base Atk** +9; **CMB** +15; **CMD** 26 (30 vs. trip)



**Feats** Alertness, Cleave, Great Cleave, Iron Will, Power Attack

**Skills** Fly +7, Knowledge (nature)

+13, Perception +15, Spellcraft +13, Stealth +9, Survival +13, Swim +25

**Languages** Common, Draconic

#### SPECIAL ABILITIES

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

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



## HOARD

The hoard of this young green dragon reflects an interest in artwork, specifically paintings. His collection hangs on the walls. Things such as sunrods and everburning torches light the lair. Although the dragon wants to see his collection, he does not want to risk burning it.

*Slow (6,600 gp):* 2 aquamarines (500 gp each), violet garnet (200 gp), silver pearl (150 gp), amber (140 gp), copper-framed painting (1,300 gp), gilded wood-framed painting (1,300 gp), wood-framed painting (700 gp), wood-framed painting (600 gp), 7 everburning torches (110 gp each), 12 flasks of acid (120 gp), 3 sunrods (6 gp), 214 gp.

*Medium (10,050 gp):* Aquamarine (500 gp), violet garnet (200 gp), silver pearl (150 gp), amber (140 gp), platinum-framed painting (4,000 gp), copper-framed painting (1,300 gp), gilded wood-framed painting (1,300 gp), wood-framed painting (700 gp), wood-framed painting (600 gp); 7 everburning torches (110 gp each), 12 flasks of acid (120 gp), 3 sunrods (6 gp), 164 gp.

*Fast (15,000 gp):* silver-framed masterpiece painting (6,000 gp), platinum-framed painting (4,000 gp), copper-framed painting (1,300 gp), gilded wood-framed painting (1,300 gp), wood-framed painting (700 gp), wood-framed painting (600 gp); 7 everburning torches (110 gp each), 12 flasks of acid (120 gp), 3 sunrods (6 gp), 104 gp.

## UPPING THE ANTE

The natural weapons of a young green dragon are as deadly as any melee weapon, and its scales exceed the protection of the finest plate

armor. Any wands or scrolls would gather dust in a young green dragon's hoard, because it cannot yet cast spells. That does not stop it from reaching out to sphinxes, devils, and efreeti for arcane knowledge and training. In addition to a kobold nest and a hobgoblin war band, eldritch tutors such as erinyes might be in a young green dragon's lair.

## ALTERNATIVE BUILDS

Without spellcasting, young green dragons often continue to focus on what they already know: wicked melee attacks and aerial combat.

## VICIOUS BITER

The vicious biter often spends long hours filing and sharpening his fangs to make them more capable of delivering horrific wounds

**Changes:** **Init** +5; **AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size); **Fort** +9, **Ref** +7, **Will** +7; **Melee** bite +13 (3d6+4/19-20), 2 claws +13 (1d8+5), 2 wings +8 (1d6+2), tail slap +8 (1d8+7); **Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite)

## SERPENT TEMPEST

The serpent tempest combines his flight abilities with an *entangle* spell-like ability to maneuver around entangled groups of opponents and shower them with thrown/splash weapons and his own acid breath.

**Changes:** **Feats** Alertness, Flyby Attack, Hover, Iron Will, Wingover.

## GREEN DRAGON, JUVENILE

*This viridian monster is a dragon the size of a grizzly bear, with a matching ferocious temperament.*

## JUVENILE GREEN DRAGON CR 8

**XP 6,400**

LE Large dragon (air)

**Init** +1; **Senses** dragon senses; Perception +20

**Aura** frightful presence (120 ft., DC 17)

### DEFENSE

**AC** 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)

**hp** 115 (11d12+44)

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

**Immune** acid, paralysis, sleep

### OFFENSE

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

**Melee** bite +16 (2d6+9/19-20), 2 claws +16 (1d8+6), 2 wings +11 (1d6+3), tail slap +11 (1d8+9)

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

**Special Attacks** breath weapon (40-ft. cone, DC 19, 8d6 acid)

**Spell-Like Abilities** (CL 11th; concentration +13)

**At will**— *charm person* (DC 13), *entangle* (DC 13)

**Spells Known** (CL 1st; concentration +3, save DC = 12 + spell level)

**1st (4/day)**—*shield*, *summon monster I*

**0 (at will)**—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*

### STATISTICS

**Str** 23, **Dex** 12, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +11; **CMB** +18; **CMD** 29 (33 vs. trip)

**Feats** Alertness, Cleave, Great Cleave, Improved Critical (bite), Iron Will, Power Attack

**Skills** Fly +9, Knowledge (arcana) +16, Knowledge (nature) +16, Perception +20, Spellcraft +16, Stealth +11, Survival +16, Swim +28; **Racial Modifiers** +8 Swim  
**Languages** Common, Draconic, Elven  
**SQ** water breathing, woodland stride

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#### SPECIAL ABILITIES

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

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

#### HOARD

Approaching her first half-century, this juvenile green dragon finds the superstitions of lesser races amusing. She studies their trinkets and talismans in idle moments, and considers how to twist those superstitions to her advantage. She prominently displays the relics and belongings of a bold ranger who failed to kill her.

*Slow (8,550 gp):* sable talisman set with silver (1,100 gp), fine leather talisman set with a freshwater pearl (1,000 gp), fine leather talisman set with turquoise (1,000 gp), ermine talisman set with jasper (900 gp), sable talisman (900 gp), fox fur talisman set with eye agate (500 gp), silk talisman (500 gp), feathered talisman (170 gp), rabbit fur talisman (150 gp), fox fur talisman set with rhodochrosite (100 gp), leather talisman (70 gp), +1 *mithral chain shirt* (2,100 gp), 60 gp.

*Medium (12,750 gp):* sable talisman set with silver (1,100 gp), fine leather talisman set with a freshwater pearl (1,000 gp), fine leather talisman set with turquoise (1,000 gp), ermine talisman set with jasper (900 gp), sable talisman (900 gp), fox fur talisman set with eye agate (500 gp), silk talisman (500 gp), feathered talisman (170 gp), rabbit fur talisman (150 gp), fox fur talisman set with rhodochrosite (100 gp), leather talisman (70 gp), +1 *composite (+2 Str) longbow* (2,300 gp), +1 *mithral chain shirt* (2,100 gp), masterwork cold iron longsword (300 gp), 100 pp, 630 gp.

*Fast (19,200 gp):* sable talisman set with silver (1,100 gp), fine leather talisman set with a freshwater pearl (1,000 gp), fine leather talisman set with turquoise (1,000 gp), ermine talisman set with jasper (900 gp), sable talisman (900 gp), fox fur talisman set with eye agate (500 gp), silk talisman (500 gp), feathered talisman (170 gp), rabbit fur talisman (150 gp), fox fur talisman set with rhodochrosite (100 gp), leather talisman (70 gp), +2 *mithral chain shirt* (5,100 gp), *slaying arrow* (dragons, 2,282 gp), +1 *composite (+2 Str) longbow* (2,300 gp), masterwork cold iron longsword (300 gp), 200 pp, 798 gp.

#### UPPING THE ANTE

The most common way to make a juvenile green dragon more dangerous is to replace *summon monster I* with an attack spell such as *color spray*, *magic missile*, or even *sleep*.

Even an entire tribe of hobgoblins is not much threat to the kind of dragon slayers likely to come after juvenile green dragons.

At this age, juvenile green dragons are making overtures to fire giants to see if they are open to combining their strengths.

The juvenile green dragon still has tutors such as erinyes, sphinxes, and efreeti, but is already moving beyond what they know. At this age, the green dragon is building relationships with rakshasas to their mutual benefit.

#### ALTERNATIVE BUILDS

With the acquisition of spells come new opportunities for green dragons.

#### ELDRITCH MAKER I

An eldritch maker is already planning to control and manipulate the politics of other races by supplying them with magic items. Shamans who ally themselves with an eldritch maker have unusually large numbers of scrolls available to them.

**Changes:** **Feats** Alertness, Cleave, Improved Critical (bite), Iron Will, Power Attack, Scribe Scroll; **Skills** Craft (alchemy) +16, Fly +9, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +20, Spellcraft +16, Stealth +11, Swim +28.

#### WILEY BITER

The wiley biter build continues focusing on feats that increase its biting power.

**Changes:** **Init** +5; **AC** 24, touch 10, flat-footed 24 (+1 Dex, +14 natural, -1 size); **Melee** bite +17 (3d6+9/19-20), 2 claws +16 (1d8+6), 2 wings +11 (1d6+3), tail slap +11 (1d8+9); **Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite).

## GREEN DRAGON, YOUNG ADULT

Without provocation, a green dragon the size of an elephant attacks.

### YOUNG ADULT GREEN DRAGON CR 11

XP 12,800

LE Huge dragon (air)

**Init** +0; **Senses** dragon senses; Perception +22

**Aura** frightful presence (150 ft., DC 18)

#### DEFENSE

**AC** 24, touch 8, flat-footed 24 (+16 natural, -2 size)

**hp** 136 (13d12+52)

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

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

#### OFFENSE

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

**Melee** bite +18 (2d8+10/19-20), 2 claws +18

(2d6+7/19-20), 2 wings +13 (1d8+3), tail slap +13

(2d6+10)

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

**Special Attacks** breath weapon (50-ft. cone, DC 20, 10d6 acid), crush (Small creatures, DC 20, 2d8+10)

**Spell-Like Abilities** (CL 13th; concentration +15)

**At will**—*charm person* (DC 13), *entangle* (DC 13)

**Spells Known** (CL 3rd; concentration +5, save DC = 12 + spell level)

**1st (6/day)**—*shield*, *silent image*, *summon monster I*

**0 (at will)**—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *prestidigitation*

#### STATISTICS

**Str** 25, **Dex** 10, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +13; **CMB** +22; **CMD** 32 (36 vs. trip)

**Feats** Alertness, Cleave, Great Cleave, Improved Critical (bite), Improved Critical (claws), Iron Will, Power Attack

**Skills** Fly +8, Knowledge (arcana) +18, Knowledge (nature) +18, Perception +22,

Spellcraft +18, Stealth +8, Survival +18,

Swim +31; **Racial Modifiers** +8 Swim

**Languages** Common, Draconic, Elven

**SQ** water breathing, woodland stride

#### SPECIAL ABILITIES

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

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

#### HOARD

This young adult green dragon enjoys luxury and sleeps on a mound of stolen rugs and carpets. They were far more valuable before her acidic drool burned them.

**Slow (13,950 gp):** black star sapphire (1,200 gp), blue sapphire (1,200 gp), fiery yellow corundum (1,200 gp), large carpet (1,600 gp), large carpet (1,500 gp), large carpet (1,300 gp), small carpet threaded with fine steel (1,300 gp), small carpet (1,100 gp), small carpet (900 gp), small carpet (700 gp), small carpet (700 gp), 100 pp, 250 gp.

**Medium (21,000 gp):** black star sapphire (1,200 gp), blue sapphire (1,200 gp), fiery yellow corundum (1,200 gp), small carpet threaded with platinum (3,000 gp), small carpet threaded with silver (2,200 gp), large carpet (1,600 gp), large carpet (1,500 gp), large carpet (1,300 gp), small carpet threaded with fine steel (1,300 gp), small carpet (1,100 gp), small carpet (900 gp), small carpet (700

gp), small carpet (700 gp), *javelin of lightning* (1,500 gp), 100 pp, 600 gp.

**Fast (31,500 gp):** black star sapphire (1,200 gp), blue sapphire (1,200 gp), fiery yellow corundum (1,200 gp), large carpet threaded with gold (6,000 gp), large carpet threaded with fine steel (3,000 gp), small carpet threaded with platinum (3,000 gp), small carpet threaded with silver (2,200 gp), large carpet (1,600 gp), large carpet (1,500 gp), large carpet (1,300 gp), small carpet threaded with fine steel (1,300 gp), small carpet (1,100 gp), small carpet (900 gp), small carpet (700 gp), small carpet (700 gp), *javelin of lightning* (2, 1,500 gp each), 100 pp, 600 gp.

#### UPPING THE ANTE

Like their younger cousins, young adult green dragons become more dangerous by replacing *silent image* and *summon monster I* with attack spells such as *color spray*, *magic missile*, or even *sleep*.

If the dragon needs more power, she calls on her tutors and allies: demons, efreeti, sphinxes, and rakshasas. In addition, the young adult green dragon makes full use of any arcane magic items in her hoard.

#### ALTERNATIVE BUILDS

These two versions of the young adult green dragon advance two existing ideas: the deadly bite attack and the ability to make magic items.

#### ELDRITCH MAKER II

The young adult green dragon is now a 3rd-level caster, giving her access to additional item creation feats. Her spell



selection changes according to what she needs to make her signature items. Her allies are equipped well, if not yet well armed and armored.

**Changes:** **Feats** Alertness, Brew Potion, Craft Wondrous Item, Improved Critical (bite), Improved Critical (claws), Iron Will, Scribe Scroll.

### TERRIBLE BITER

This young adult green dragon relishes the taste of her opponents' blood.

**Changes:** **Init** +4; **AC** 25, touch 8, flat-footed 25 (+17 natural, -2 size); **Melee** +19 (3d8+10/19-20), 2 claws +18 (2d6+7), 2 wings +13 (1d8+3), tail slap +13 (2d6+10); **Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Iron Will, Weapon Focus (bite).

## GREEN DRAGON, ADULT

*A scaly jade head on the end of a long, snaky neck leads a body the size of a great white shark. Its drool burns everything it touches.*

### ADULT GREEN DRAGON CR 12

**XP** 19,200

LE Huge dragon (air)

**Init** +0; **Senses** dragon senses; Perception +25

**Aura** frightful presence (180 ft., DC 20)

#### DEFENSE

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

**hp** 172 (15d12+75)

**Fort** +14, **Ref** +9, **Will** +14

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

#### OFFENSE

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

**Melee** bite +21 (2d8+12/19-20), 2 claws +21 (2d6+8/19-20), 2 wings +16 (1d8+4), tail slap +16 (2d6+12)

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

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

**Spell-Like Abilities** (CL 15th)

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

**Spells Known** (CL 5th, concentration +8, save DC = 13 + spell level)

2nd (5/day)—*alter self*, *mirror image*

1st (7/day)—*shield*, *silent image*, *summon monster I*, *ventriloquism*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*



#### STATISTICS

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

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

**Feats** Alertness, Cleave, Flyby Attack, Great Cleave, Improved Critical (bite, claws), Iron Will, Power Attack

**Skills** Fly +10, Knowledge (arcana) +21, Knowledge (nature)

+21, Perception +25, Spellcraft +21, Stealth +10, Survival +21, Swim +34, Use Magic Device +21

**Languages** Common, Draconic, Elven, Sylvan  
**SQ** trackless step, water breathing, woodland stride

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## SPECIAL ABILITIES

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

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

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

## HOARD

Sometime in this adult green dragon's second century, a bold rogue tried to rob him. The dragon keeps a few souvenirs to remind him to stay wary.

*Slow (18,000 gp):* deck of ivory tarot cards inlaid with gold (7,000 gp), dragonscale tabard inlaid with mithral (3,000 gp), copper rapier scabbard set with alexandrite (2,000 gp), magnifying glass (100 gp), masterwork thieves' tools (100 gp), small steel mirror (10 gp), gold rapier (treat as masterwork rapier, 900 gp), 80 pp, 40 gp.

*Medium (27,000 gp):* deck of ivory tarot cards inlaid with gold (7,000 gp), dragonscale tabard inlaid with mithral (3,000 gp), copper rapier scabbard set with alexandrite (2,000 gp), magnifying glass (100 gp), masterwork thieves' tools (100 gp), small steel mirror (10 gp), +2 rapier (900 gp), 40 pp, 70 gp.

*Fast (40,500 gp):* dragonscale tabard inlaid with mithral (3,000 gp), copper rapier scabbard

set with alexandrite (2,000 gp), magnifying glass (100 gp), masterwork thieves' tools (100 gp), small steel mirror (10 gp), +4 studded leather armor (16,175 gp), +2 rapier (900 gp), 100 pp, 795 gp.

## UPPING THE ANTE

Substitute *burning hands* for *ventriloquism*, *color spray* for *silent image*, and *magic missile* for *summon monster I*. Substitute *flaming sphere* for *alter self* and *spontaneous immolation* for *mirror image*.

An adult green dragon is also likely to have a gang, or a small band, of fire giants as allies. Any hobgoblins, kobolds, or wererats still working for the dragon are smart enough to stay out of the way of dragon slayers, though they do report intruders to their draconic master.

## ALTERNATIVE BUILDS

Although the green dragon can continue to improve as a maker of arcane devices, he can also become a devilish diplomat.

## ELDRITCH MAKER III

Now a 5th-level caster, the adult green dragon's lair includes a massive workshop where slaves labor over minor processes. His allies possess unusual numbers of magic arms, armor, and other items.

**Changes:** **Feats** Alertness, Arcane Strike, Brew Potion, Craft Magic Arms & Armor, Craft Wand, Craft Wondrous Item, Iron Will, Scribe Scroll; **Skills** Craft (alchemy) +21, Craft (armor) +21, Craft (weapons) +21, Fly +10, Knowledge (arcana) +21, Perception +25, Spellcraft +21, Stealth +10, Swim +34.

## OPHIDIAN BARON

The ophidian baron (or baroness) focuses on deceit, persuasion, and other diplomatic tools to wield influence over thrones and courts. Note that an ophidian baron always knows *alter self*, but any of the other substitutions recommended in "Upping the Ante" work with this alternative build.

**Changes:** **Feats** Alertness, Deceitful, Iron Will, Leadership, Persuasive, Skill Focus (Bluff), Skill Focus (Sense Motive), Stealthy; **Skills** Bluff +26, Diplomacy +23, Disguise +5, Escape Artist +2, Fly +10, Intimidate +5, Knowledge (arcana) +21, Knowledge (local) +21, Perception +25, Sense Motive +8, Spellcraft +21, Stealth +12, Swim +34.

## GREEN DRAGON, MATURE ADULT

*A scaly jade head on the end of a long, snaky neck leads a body the size of a great white shark. Its drool burns everything it touches.*

## MATURE ADLT GREEN DRGN CR 13

**XP 25,600**

LE Huge dragon (air)

**Init** +0; **Senses** dragon senses; Perception +27

**Aura** frightful presence (210 ft., DC 21)

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## DEFENSE

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**AC** 30, touch 8, flat-footed 30 (+22 natural, -2 size)

**hp** 195 (17d12+85)

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

**DR** 10/magic; **Immune** acid, paralysis, sleep, **SR** 24

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## OFFENSE

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

**Melee** bite +24 (2d8+13/19-20), 2 claws +24



(2d6+9/19-20), 2 wings +22 (1d8+4), tail slap +22 (2d6+13)

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

**Special Attacks** breath weapon (50-ft. cone, DC 23, 14d6 acid), crush (Small creatures, DC 23, 2d8+13)

**Spell-Like Abilities** (CL 17th; concentration +20)

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

**Spells Known** (CL 7th; concentration +10, save DC= 13 + spell level)

**3rd (5/day)**—*fireball* (DC 16), *haste*

**2nd (7/day)**—*alter self*, *detect thoughts*, *mirror image*

**1st (7/day)**—*magic missile*, *shield*, *silent image*, *summon monster I*, *ventriloquism*

**0 (at will)**—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *resistance*, *prestidigitation*

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#### STATISTICS

**Str** 29, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

**Base Atk** +17; **CMB** +28; **CMD** 38 (42 vs. trip)

**Feats** Alertness, Cleave, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Critical (claws), Iron Will, Multiattack, Power Attack

**Skills** Fly +12, Knowledge (arcana)

+23, Knowledge (nature)

+23, Perception +27, Spellcraft

+23, Stealth +12, Survival +23, Swim +37, Use

Magic Device +23; **Racial Modifiers** +8 Swim

**Languages** Common, Draconic, Elven, Sylvan

**SQ** trackless step, water breathing, woodland stride

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#### SPECIAL ABILITIES

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

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

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

#### HOARD

As she approaches her fourth century, this green dragon collected and preserved the staves of the wizards who dared assault her. You can treat any carved wooden staff worth more than 600 gp as a masterwork quarterstaff, if desired; but they are most valuable as art objects.

**Slow** (23,250 gp): carved wooden staff studded with silver (1,700 gp), carved wooden staff studded with fine steel (700 gp), carved wooden staff studded with platinum (700 gp), carved wooden staff studded with silver (500 gp), carved wooden staff studded with brass (200 gp), carved wooden staff (170 gp), carved wooden staff (140 gp), carved wooden staff (100 gp), *staff of enchantment* (11 charges, 14,300 gp), +1/+1 *quarterstaff* (4,600 gp), 140 gp.

**Medium** (34,800 gp): carved wooden staff studded with silver (1,700 gp), carved wooden staff studded with fine steel (700 gp), carved wooden staff studded with platinum (700 gp), carved wooden staff studded with silver (500 gp), carved wooden staff studded with brass (200 gp), carved wooden staff (170 gp), carved wooden staff (140 gp), carved wooden staff (100 gp), *staff of enchantment* (11 charges, 14,300 gp), *pearl of power* (3rd level, 9,000 gp), +1/+1 *quarterstaff* (4,600 gp), 200 gp, 680 gp.

**Fast** (52,500 gp): carved wooden staff studded with silver (1,700 gp), carved wooden staff studded with fine steel (700 gp), carved wooden staff studded with platinum (700 gp), *staff of illumination* (22 charges, 21,230 gp), *staff of enchantment* (11 charges, 14,300 gp), *pearl of power* (3rd level, 9,000 gp), +1/+1 *quarterstaff* (4,600 gp), 270 gp.

#### UPPING THE ANTE

Substitute *burning hands* for *ventriloquism*, *color spray* for *silent image*, and *protection from good* for *summon monster I*. Substitute *flaming sphere* for *alter self* and *spontaneous immolation* for *mirror image*. Make maximum use of the *pearl of power*, the *staff of enchantment*, and the *staff of illumination*.

By this stage of life, the mature adult green dragon is rapidly moving beyond allies. Any other creatures in and around its lair are slaves or minions.

#### ALTERNATIVE BUILDS

The mature adult green dragon is a tough opponent as is. These builds, along with the spell substitutions recommended above, bring some focus to the dragon and simplify running encounters that include her.

#### DEPRAVED BITER

The depraved biter does not leave the killing of impudent intruders to her minions, but prefers to handle the gory task herself.

**Changes:** **Init** +4; **AC** 31, touch 8, flat-footed 31 (+23 natural, -2 size); **Melee** +25 (3d8+13/19-20), 2 claws +24 (3d6+9), 2 wings +22 (1d8+4), tail slap +22 (2d6+13); **Feats** Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Multiattack, Weapon Focus (bite).

## OPHIDIAN BARON

Now the eldritch maker can forge rings.

**Changes:** **Feats** Alertness, Brew Potion, Craft Magic Arms & Armor, Craft Wand, Craft Wondrous Item, Forge Ring, Iron Will, Multiattack, Scribe Scroll; **Skills** Craft (alchemy) +23, Craft (armor) +23, Craft (weapons) +23, Fly +12, Knowledge (arcana) +23, Perception +27, Spellcraft +23, Stealth +12, Swim +37.

## GREEN DRAGON, OLD

*A scaly dragon the size of a whale, with scales the color of moss, glares at your presence.*

### OLD GREEN DRAGON

CR 15

XP 51,200

LE Gargantuan dragon (air)

**Init** -1; **Senses** dragon senses; Perception +30

**Aura** frightful presence (240 ft., DC 23)

#### DEFENSE

**AC** 30, touch 5, flat-footed 30 (-1 Dex, +25 natural, -4 size)

**hp** 237 (19d12+114)

**Fort** +17, **Ref** +10, **Will** +17

**DR** 10/magic; **Immune** acid, paralysis, sleep, **SR** 26

#### OFFENSE

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

**Melee** bite +25 (4d6+15/19-20), 2 claws +25

(2d8+10/19-20), 2 wings +23 (2d6+5), tail slap +23 (2d8+15)

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

**Special Attacks** breath weapon (60-ft. cone, DC 25, 16d6 acid), crush (Medium creatures, DC 25, 4d6+15), tail sweep (Small creatures, DC 25, 2d6+15)

**Spell-Like Abilities** (CL 19th; concentration +23)

**At will**—*charm person* (DC 15), *entangle* (DC 15), *plant growth*, *suggestion* (DC 17)

**Spells Known** (CL 9th; concentration +13, save DC= 14 + spell level)

**4th (5/day)**—*dimension door*, *ice storm*

**3rd (7/day)**—*dispel magic*, *fireball*, *haste*

**2nd (7/day)**—*alter self*, *detect thoughts*, *mirror image*, *see invisibility*

**1st (7/day)**—*magic missile*, *shield*, *silent image*, *summon monster I*, *ventriloquism*

**0 (at will)**—*bleed*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *resistance*, *prestidigitation*

#### STATISTICS

**Str** 31, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18

**Base Atk** +19; **CMB** +33 (+35 on

sunder); **CMD** 42 (44 vs. sunder, 46 vs. trip)

**Feats** Alertness, Cleave, Flyby Attack, Great

Cleave, Improved Critical (bite), Improved

Critical (claws), Improved Sunder, Iron

Will, Multiattack, Power Attack

**Skills** Fly +7, Knowledge (arcana)

+26, Knowledge (local) +26,

Knowledge (nature) +26,

Perception +30, Spellcraft +26, Stealth +9,

Survival +26, Swim +40, Use Magic Device +26;

**Racial Modifiers** +8 Swim

**Languages** Common, Draconic, Elven, Giant, Sylvan

**SQ** camouflage, trackless step, water breathing, woodland stride

#### SPECIAL ABILITIES

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

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

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

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

## HOARD

The old green dragon is at the half-millennium mark. Few creatures remember the world as it was when this dragon hatched. He collects fur; some more damaged by his acid breath than others, and pearls. His hoard includes mementoes of a cleric whose hubris led to a fatal confrontation—fatal for the cleric, of course.

*Slow (39,000 gp):* black pearl (2, 700 gp each), black pearl (600 gp), black pearl (400 gp), silver pearl (150 gp), golden pearl (110 gp), golden pearl (90 gp), silver pearl (80 gp), freshwater pearl (11 gp), ermine coat (4,000 gp), fox fur tabard wreathed in *continual flame* (4,000 gp), leopard fur tabard inlaid with electrum (3,000 gp), leopard fur corset (2,300 gp), leopard fur pennant (2,200 gp), fox fur cloak sheathed in *continual flame* (2,000 gp), fox fur sash inlaid with silver (1,800 gp), leopard fur pennant (1,700 gp), leopard fur short sword scabbard (1,400 gp), sable choker set with coral (1,300 gp), sable talisman set with silver (1,100 gp), ermine corset (1,000 gp), ermine talisman set with jasper (900 gp), leopard fur-bound book (blank, 900 gp), sable talisman (900 gp), sable short sword scabbard (800 gp), sable



gloves (700 gp), ermine hunter's cap (600 gp), fox fur gloves (600 gp), fox fur hunter's cap (600 gp), fox fur talisman set with eye agate (500 gp), sable ribbon (500 gp), ermine ribbon (400 gp), leopard fur ribbon set with azurite (400 gp), lacquered wooden idol (300 gp), fox fur belt pouch (200 gp), rabbit fur talisman (150 gp), fox fur talisman set with rhodochrosite (100 gp), rabbit fur choker (100 gp), rabbit fur ribbon (90 gp), platinum holy symbol (400 gp), 819 gp.

*Medium (58,500 gp):* black pearl (2, 700 gp each), black pearl (600 gp), black pearl (400 gp), silver pearl (150 gp), golden pearl (110 gp), golden pearl (90 gp), silver pearl (80 gp), freshwater pearl (11 gp), ermine coat (4,000 gp), fox fur tabard wreathed in *continual flame* (4,000 gp), leopard fur tabard inlaid with electrum (3,000 gp), leopard fur corset (2,300 gp), leopard fur pennant (2,200 gp), fox fur cloak sheathed in *continual flame* (2,000 gp), fox fur sash inlaid with silver (1,800 gp), leopard fur pennant (1,700 gp), leopard fur short sword scabbard (1,400 gp), sable choker set with coral (1,300 gp), sable talisman set with silver (1,100 gp), ermine corset (1,000 gp), ermine talisman set with jasper (900 gp), leopard fur-bound book (blank, 900 gp), sable talisman (900 gp), sable short sword scabbard (800 gp), sable gloves (700 gp), ermine hunter's cap (600 gp), fox fur gloves (600 gp), fox fur hunter's cap (600 gp), fox fur talisman set with eye agate (500 gp), sable ribbon (500 gp), ermine ribbon (400 gp), leopard fur ribbon set with azurite (400 gp), lacquered wooden idol (300 gp), fox fur belt pouch (200 gp), rabbit fur

talisman (150 gp), fox fur talisman set with rhodochrosite (100 gp), rabbit fur choker (100 gp), rabbit fur ribbon (90 gp), platinum holy symbol (400 gp), +3 *breastplate* (9,350 gp), +1 *heavy mace* (2,312 gp), 300 pp, 657 gp.

*Fast (87,000 gp):* black pearl (2, 700 gp each), black pearl (600 gp), black pearl (400 gp), silver pearl (150 gp), golden pearl (110 gp), golden pearl (90 gp), silver pearl (80 gp), freshwater pearl (11 gp), ermine coat (4,000 gp), fox fur tabard wreathed in *continual flame* (4,000 gp), leopard fur tabard inlaid with electrum (3,000 gp), leopard fur corset (2,300 gp), leopard fur pennant (2,200 gp), fox fur cloak sheathed in *continual flame* (2,000 gp), fox fur sash inlaid with silver (1,800 gp), leopard fur pennant (1,700 gp), leopard fur short sword scabbard (1,400 gp), sable choker set with coral (1,300 gp), sable talisman set with silver (1,100 gp), ermine corset (1,000 gp), ermine talisman set with jasper (900 gp), leopard fur-bound book (blank, 900 gp), sable talisman (900 gp), sable short sword scabbard (800 gp), sable gloves (700 gp), ermine hunter's cap (600 gp), fox fur gloves (600 gp), fox fur hunter's cap (600 gp), fox fur talisman set with eye agate (500 gp), sable ribbon (500 gp), ermine ribbon (400 gp), leopard fur ribbon set with azurite (400 gp), lacquered wooden idol (300 gp), fox fur belt pouch (200 gp), rabbit fur talisman (150 gp), fox fur talisman set with rhodochrosite (100 gp), rabbit fur choker (100 gp), rabbit fur ribbon (90 gp), platinum holy symbol (400 gp), +2 *heavy steel shield of spell resistance* (SR 15, 25,170 gp), +3 *breastplate* (9,350 gp), +2 *heavy mace* (8,312 gp), 987 gp.



## UPPING THE ANTE

One way to make old and older green dragons more dangerous is to focus their spellcasting on divinatory spells, and focus their feats on combat as the various biter builds do. Here is an alternative spell list for such dragons:

4th (5/day)—*dimension door*, *scrying*

3rd (7/day)—*clairaudience/clairvoyance*, *dispel magic*, *haste*

2nd (7/day)—*alter self*, *detect thoughts*, *mirror image*, *see invisibility*

1st (7/day)—*magic missile*, *shield*, *silent image*, *true strike*, *ventriloquism*

Assume that the dragon has already used *clairaudience/clairvoyance*, *screaming*, and possibly *detect thoughts* while stalking the player characters, and that he knows their equipment, class abilities, and spells.

## ALTERNATIVE BUILDS

The deadly biter, presented below, is a good match for the divination-focused spell list above. The ophidian duke is a more advanced diplomat and manipulator.

## DEADLY BITER

The addition of Weapon Focus (bite) makes the deadly biter more accurate.

**Changes:** **Init** +3; **AC** 31, touch 5, flat-footed 31 (–1 Dex, +26 natural, –4 size); **Melee** bite +26 (6d6+15/19–20), 2 claws +25 (3d8+10/19–20), 2 wings +23 (2d6+5), tail slap +23 (2d8+15); **Feats** Alertness, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (claws), Iron Will, Multiattack, Weapon Focus (bite).

## OPHIDIAN DUKE

The ophidian duke (or duchess) sacrifices ranks in Fly and Stealth to improve his courtly abilities.

**Changes:** **Feats** Alertness, Deceitful, Improved Critical (bite), Improved Critical (claws), Iron Will, Leadership, Multiattack, Persuasive, Skill Focus (Bluff), Skill Focus (Sense Motive); **Skills** Bluff +28, Diplomacy +25, Disguise +25, Fly –15, Intimidate +6, Knowledge (arcana) +26, Knowledge (history) +26, Knowledge (local) +26, Perception +30, Sense Motive +28, Spellcraft +26, Stealth –13, Survival +26, Swim +18.

## GREEN DRAGON, VERY OLD

*This emerald colored dragon has a long neck and a prominent horn at the tip of its snout. It looks bored by your presence.*

### VERY OLD GREEN DRAGON CR 16

XP 76,800

LE Gargantuan dragon (air)

**Init** –1; **Senses** dragon senses; Perception +32

**Aura** frightful presence (270 ft., DC 24)

#### DEFENSE

**AC** 33, touch 5, flat-footed 33 (–1 Dex, +28 natural, –4 size)

**hp** 262 (21d12+126)

**Fort** +18, **Ref** +11, **Will** +18

**DR** 15/magic; **Immune** acid, paralysis, sleep, **SR** 27

#### OFFENSE

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

**Melee** bite +28 (4d6+16/19–20), 2 claws +28 (2d8+11/19–20), 2 wings +26 (2d6+5), tail slap +26 (2d8+16)

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

**Special Attacks** breath weapon (60-ft. cone, DC 26, 18d6 acid), crush (Medium creatures, DC 26, 4d6+16), tail sweep (Small creatures, DC 26, 2d8+16)

**Spell-Like Abilities** (CL 21st; concentration +25, save DC 14 + spell level)

**At will**—*charm person*, *entangle*, *plant growth*, *suggestion*

**Spells Known** (CL 11th; concentration +15, save DC= 14 + spell level)

**5th (4/day)**—*summon monster V*, *teleport*

**4th (7/day)**—*dimension door*, *ice storm*, *stoneskin*

**3rd (7/day)**—*dispel magic*, *displacement*, *fireball*, *haste*

**2nd (7/day)**—*alter self*, *detect thoughts*, *locate object*, *mirror image*, *see invisibility*

**1st (7/day)**—*magic missile*, *shield*, *silent image*, *summon monster I*, *ventriloquism*

**0 (at will)**—*acid splash*, *bleed*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *resistance*, *prestidigitation*

#### STATISTICS

**Str** 33, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18

**Base Atk** +21; **CMB** +36 (+38 on sunder); **CMD** 45 (47 vs. sunder, 49 vs. trip)

**Feats** Alertness, Cleave, Critical

Focus, Flyby Attack, Great

Cleave, Improved Critical (bite), Improved

Critical (claws), Improved Sunder, Iron

Will, Multiattack, Power Attack

**Skills** Fly +9, Knowledge (arcana)

+28, Knowledge (local) +28, Knowledge (nature)

+28, Perception +32, Spellcraft +28, Stealth +11,

Survival +28, Swim +43, Use Magic Device +28;

**Racial Modifiers** +8 Swim

**Languages** Common, Draconic, Elven, Giant, Sylvan

**SQ** camouflage, trackless step, water breathing, woodland stride

#### SPECIAL ABILITIES

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

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

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



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

## HOARD

Most of this very old green dragon's hoard is made up of payments for her influence, propitiatory offerings meant to deflect her ravages, or trades for items she collected or made herself. Her interest in masks stems from a masked, would-be assassin whose relics and possessions salt her hoard.

*Slow (49,500 gp):* electrum totem of an owl inlaid with cold iron (8,000 gp), porcelain statue of a castle wreathed in *continual flame* (3,000 gp), fox fur-bound book (blank) set with pink pearl (2,200 gp), ermine vest (1,600 gp), lacquered wooden stele (1,600 gp), sable mask inlaid with electrum (1,500 gp), lacquered wooden jar set with red-brown spinel (1,400 gp), eye agate ewer (1,300 gp), dragonscale pouch (1,100 gp), rosewood medallion set with zircon (1,100 gp), smoky quartz urn (1,100 gp), copper amphora inlaid with electrum (1,000 gp), crystal mask (1,000 gp), ermine choker (1,000 gp), copper bell (800 gp), jasper rod (700 gp), dragonscale ribbon (600 gp), small tapestry (600 gp), carved wooden staff set with electrum (500 gp), fox fur mask (500 gp), sable talisman (500 gp), small vial of rare perfume (500 gp), bronze mask set with obsidian (300 gp), fine leather pouch (300 gp), tooled leather mask (300 gp), leopard fur talisman set with blue quartz (200 gp), leather sash (140 gp), bolt of

fine cloth (120 gp), ceramic medallion (110 gp), leather talisman (110 gp), pewter crown (110 gp), ceramic orb (100 gp), leather boots with gold buckles (100 gp), leather choker (80 gp), small silver mirror (80 gp), small bag of incense (70 gp), carved wooden mask (60 gp), painted glass mask (20 gp), painted glass vase (20 gp), *gauntlet of rust* (11,500 gp), arcane scroll (*dispel magic*, *greater invisibility*, *lesser globe of invulnerability*; CL 7, 2,150 gp), *oil of daylight* (750 gp), 100 pp, 280 gp.

*Medium (75,000 gp):* Electrum totem of an owl inlaid with cold iron (8,000 gp), porcelain statue of a castle wreathed in *continual flame* (3,000 gp), fox fur-bound book (blank) set with pink pearl (2,200 gp), ermine vest (1,600 gp), lacquered wooden stele (1,600 gp), sable mask inlaid with electrum (1,500 gp), lacquered wooden jar set with red-brown spinel (1,400 gp), eye agate ewer (1,300 gp), dragonscale pouch (1,100 gp), rosewood medallion set with zircon (1,100 gp), smoky quartz urn (1,100 gp), copper amphora inlaid with electrum (1,000 gp), crystal mask (1,000 gp), ermine choker (1,000 gp), copper bell (800 gp), jasper rod (700 gp), dragonscale ribbon (600 gp), small tapestry (600 gp), carved wooden staff set with electrum (500 gp), fox fur mask (500 gp), sable talisman (500 gp), small vial of rare perfume (500 gp), bronze mask set with obsidian (300 gp), fine leather pouch (300 gp), tooled leather mask (300 gp), leopard fur talisman set with blue quartz (200 gp), leather sash (140 gp), bolt of fine cloth (120 gp), ceramic medallion (110 gp), leather talisman (110 gp), pewter crown (110 gp), ceramic orb (100 gp), leather boots

with gold buckles (100 gp), leather choker (80 gp), small silver mirror (80 gp), small bag of incense (70 gp), carved wooden mask (60 gp), painted glass mask (20 gp), painted glass vase (20 gp), *gauntlet of rust* (11,500 gp), *mask of the skull* (11,000 gp), +2 *shadow studded leather armor* (7,925 gp), arcane scroll (*dispel magic*, *greater invisibility*, *lesser globe of invulnerability*; CL 7, 2,150 gp), *oil of daylight* (750 gp), 700 pp, 855 gp.

*Fast (114,000 gp):* Electrum totem of an owl inlaid with cold iron (8,000 gp), porcelain statue of a castle wreathed in *continual flame* (3,000 gp), fox fur-bound book (blank) set with pink pearl (2,200 gp), ermine vest (1,600 gp), lacquered wooden stele (1,600 gp), sable mask inlaid with electrum (1,500 gp), lacquered wooden jar set with red-brown spinel (1,400 gp), eye agate ewer (1,300 gp), dragonscale pouch (1,100 gp), rosewood medallion set with zircon (1,100 gp), smoky quartz urn (1,100 gp), copper amphora inlaid with electrum (1,000 gp), crystal mask (1,000 gp), ermine choker (1,000 gp), copper bell (800 gp), jasper rod (700 gp), dragonscale ribbon (600 gp), small tapestry (600 gp), carved wooden staff set with electrum (500 gp), fox fur mask (500 gp), sable talisman (500 gp), small vial of rare perfume (500 gp), bronze mask set with obsidian (300 gp), fine leather pouch (300 gp), tooled leather mask (300 gp), leopard fur talisman set with blue quartz (200 gp), leather sash (140 gp), bolt of fine cloth (120 gp), ceramic medallion (110 gp), leather talisman (110 gp), pewter crown (110 gp), ceramic orb (100 gp), leather boots with gold buckles (100 gp), leather choker (80 gp), small silver mirror (80 gp), small bag of incense (70 gp), carved wooden mask (60 gp), painted glass mask (20 gp), painted glass vase (20 gp), +2 *anarchic short sword* (32,310

gp), *gauntlet of rust* (11,500 gp), *mask of the skull* (11,000 gp), *wand of keen edge* (39 charges, 8,775 gp), +2 *shadow studded leather armor* (7,925 gp), arcane scroll (*dispel magic*, *greater invisibility*, *lesser globe of invulnerability*; CL 7, 2,150 gp), *oil of daylight* (750 gp), 500 pp, 770 gp.

## UPPING THE ANTE

With more than six centuries under its wings, the very old green dragon has little use for allies. Those greens who can triumph over red dragon rivals might lead an entire tribe of fire giants. Others consort with powerful devils.

The very old green dragon chooses the most worthy of its minions and gifts it with the *gauntlet of rust* and the *mask of the skull*. If appropriate, he also lends out the +2 *anarchic short sword* and the +2 *shadow studded leather armor*. The dragon reserves the wand and the scroll for his own use. The *oil of daylight* he keeps in case an assailant uses *darkness* or other, lower level, darkness spells.

## ALTERNATIVE BUILDS

Here are two alternatives to the standard very old green dragon. The eldritch master maker provides a mastermind for evil powers in your campaign. The wiley biter streamlines combat.

### ELDRITCH MASTER MAKER

The eldritch master maker might use her hoard to establish a college of wizardry, so that she can have access to all the spells she needs to make magic items. She still uses the items she makes to influence thrones and crowns, as previous eldritch makers.

**Changes:** **Melee** bite +28 (4d6+16/19–20), 2 claws +28 (2d8+11), 2 wings +26 (2d6+5), tail slap +26 (2d8+16); **Feats** Alertness, Brew Potion, Craft Magic Arms & Armor, Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Forge Ring, Improved Critical (bite), Iron Will, Multiattack; **Skills** Craft (alchemy) +25, Craft (armor) +25, Craft (weapons) +25, Fly +9, Knowledge (arcana) +28, Perception +32, Spellcraft +28, Stealth +11, Survival +28, Swim +43.

### EMERALD CONTROLLER

The emerald controller's spell and feat choices control the battlefield, leaving the actual killing to her natural weapons and her allies.

**Changes:** **Fort** +11, **Ref** +8, **Will** +9; **Spells Known** (CL 11th; concentration +15, save DC 14 + spell level) 5th (4/day)—*cloudkill*, *geyser*, 4th (7/day)—*ice storm*, *stoneskin*, *wall of fire*, 3rd (7/day)—*dispel magic*, *displacement*, *fireball*, *haste*, 2nd (7/day)—*create pit*, *fog cloud*, *mirror image*, *see invisibility*, *stone call*, 1st (7/day)—*hypnotism*, *mage armor*, *magic missile*, *protection from good*, *shield*; **Feats** Alertness, Combat Casting, Empower Spell, Enlarge Spell, Maximize Spell, Widen Spell; **Skills** Fly +9, Knowledge (arcana) +16, Knowledge (planes) +16, Perception +20, Spellcraft +16, Stealth +11, Survival +16, Swim +28.

## GREEN DRAGON, ANCIENT

The scales of this dragon blend with the foliage as it bursts the trees like a prehistoric sea beast from the waves.

### ANCIENT GREEN DRAGON CR 17

**XP 102,400**

LE Gargantuan dragon (air)

**Init** –1; **Senses** dragon senses; Perception +35

**Aura** frightful presence (300 ft., DC 26)

#### DEFENSE

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

**hp** 310 (23d12+161)

**Fort** +20, **Ref** +12, **Will** +20

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

#### OFFENSE

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

**Melee** bite +31 (4d6+18/19–20), 2 claws +31 (2d8+12/19–20), 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, DC 28, 20d6 acid), crush (Medium creatures, DC 28, 4d6+18), miasma, tail sweep

**Spell-Like Abilities** (CL 23rd)

At will—*charm person* (DC 16), *dominate person* (DC 20), *entangle* (DC 16), *plant growth*, *suggestion* (DC 18)

**Spells Known** (CL 13th, Concentration +23, Save DC 15 + spell level)

6th (4/day)—*disintegrate*, *true seeing*

5th (7/day)—*polymorph*, *summon monster V*, *teleport*

4th (7/day)—*dimension door*, *ice storm*, *scrying*, *stoneskin*

3rd (7/day)—*dispel*

*magic*, *displacement*, *fireball*, *haste*



2nd (7/day)—*alter self, detect thoughts, locate object, mirror image, see invisibility*  
1st (7/day)—*magic missile, shield, silent image, summon monster I, ventriloquism*  
0 (at will)—*dancing lights, detect magic, ghost sound, mage hand, message, prestidigitation*

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#### STATISTICS

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**Str** 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20  
**Base Atk** +23; **CMB** +39; **CMD** 48 (52 vs. trip)

**Feats** Alertness, Bleeding

Critical, Cleave, Critical Focus, Flyby

Attack, Great Cleave, Improved

Critical (bite, claws), Improved Sunder, Iron

Will, Multiattack,

Power Attack

**Skills** Fly +9, Knowledge (arcana)

+31, Knowledge (local)

+31, Knowledge (nature) +31, Knowledge

(planes) +31, Perception +35, Spellcraft +31,

Stealth +13, Survival +31, Swim +46, Use Magic

Device +31

**Languages** Abyssal, Common, Draconic, Elven, Giant, Sylvan

**SQ** camouflage, miasma, trackless step, water breathing, woodland stride

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#### SPECIAL ABILITIES

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

**Miasma (Su):** An ancient or older green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Reflex save for half damage.

The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half. A strong wind, such as that created by a gust of wind, disperses the cloud in 1 round.

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

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

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

#### HOARD

Surviving its first millennium means forgetting the meaning of fear for ancient dragons. Other dragons, cults, orders of paladins, guilds of thieves and assassins, and uncounted parties of adventurers have been unable to kill the ancient green dragon.

This dragon collects magical rods. Those rods are likely to be extremely old, with command words in obscure and ancient dialects, if anyone remembers the language at all.

*Slow (66,000 gp):* platinum short sword scabbard inlaid with cold iron (8,000 gp), dragonscale bracers inlaid with rich purple corundum (7,000 gp), *rod of enlarge metamagic* (greater, 24,500 gp), *rod of flame extinguishing* (15,000 gp), *rod of silent metamagic* (11,000 gp), 500 gp.

*Medium (96,000 gp):* platinum short sword scabbard inlaid with cold iron (8,000 gp), dragonscale bracers inlaid with rich purple corundum (7,000 gp), dragonscale tabard inlaid with mithral (3,000 gp), *rod of enlarge metamagic* (greater, 24,500 gp), *rod of flame extinguishing* (15,000 gp), *rod of silent metamagic* (11,000 gp), 2,700 pp, 500 gp.

*Fast (144,000 gp):* platinum short sword scabbard inlaid with cold iron (8,000 gp), dragonscale bracers inlaid with rich purple corundum (7,000 gp), dragonscale tabard inlaid with mithral (3,000 gp), *rod of quicken metamagic* (75,500 gp), *rod of enlarge metamagic* (greater, 24,500 gp), *rod of flame extinguishing* (15,000 gp), *rod of silent metamagic* (11,000 gp).

#### UPPING THE ANTE

If he can attack from ambush, the ancient green dragon uses the *rod of silent metamagic* on a damaging spell for his first attack. After that, he uses the metamagic rods and the *rod of flame extinguishing* in combat.

#### ALTERNATIVE BUILDS

Some ancient dragons exhibit their fearlessness and might by taking every opportunity to confront opponents in bloody combat. Others prefer to exhibit their cleverness through a growing mastery of divination magic.

#### MAJESTIC BITER

The majestic biter knows that his size makes it unlikely to ambush dragon slayers successfully. He is also completely aware that such slayers are likely to be better fliers than he is. He opens with his breath weapon and then drops into the midst of any party, focusing his fearsome bite and claws on spellcasters.

His wings and tail can handle anyone foolish enough to attempt melee combat.

**Changes:** **Init** +3; **AC** 38, touch 5, flat-footed 37 (–1 Dex, +32 natural, –4 size, +1 Dodge); **Melee** bite +32 (6d6+18/19–20), 2 claws +32 (3d8+12/19–20), 2 wings +29 (2d6+6), tail slap +29 (2d8+18); **Feats** Alertness, Dodge, Improved Initiative, Improved Critical (bite), Improved Critical (claws), Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (claws), Iron Will, Multiattack, Weapon Focus (bite), Weapon Focus (claw)

### OPHIDIAN ORACLE

The ophidian oracle focuses more of his spells on divination so that he can know everything possible about events in his realm, and the strengths and weaknesses of any would-be dragon slayers.

**Changes:** Spells Known (CL 13th; concentration +23; save DC 15 + spell level), 6th (4/day)—*disintegrate*, *true seeing*; 5th (7/day)—*contact other plane*, *polymorph*, *teleport*; 4th (7/day)—*arcane eye*, *ice storm*, *screaming*, *stoneskin*; 3rd (7/day)—*dispel magic*, *displacement*, *fireball*, *haste*; 2nd (7/day)—*alter self*, *detect thoughts*, *locate object*, *mirror image*, *see invisibility*; 1st (7/day)—*color spray*, *mage armor*, *magic missile*, *shield*, *ventriloquism*; 0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*.

## GREEN DRAGON, WYRM

*Most of this green monster hides behind the ancient trees, while its long neck holds its head steady.*

### WYRM GREEN DRAGON

CR 19

XP 153,600

LE Gargantuan dragon (air)

**Init** +2; **Senses** dragon senses; Perception +37

**Aura** frightful presence (330 ft., DC 27)

#### DEFENSE

**AC** 38, touch 4, flat-footed 38 (–2 Dex, +34 natural, –4 size)

**hp** 337 (25d12+175)

**Fort** +21, **Ref** +12, **Will** +21

**DR** 20/magic; **Immune** acid, paralysis, sleep, **SR** 29

#### OFFENSE

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

**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** breath weapon (60-ft. cone, DC 29, 22d6 acid), crush (Medium creatures, DC 29, 4d6+19), miasma, tail sweep (Small creatures, DC 29, 2d6+19)

**Spell-Like Abilities** (CL 25th; concentration +30)

**At will**--*charm person* (DC 16), *dominate person* (DC 20), *entangle* (DC 16), *plant growth*, *suggestion* (DC 18)

**Spells Known** (CL 15th; concentration +20, save DC 15 + spell level)

**7th (4/day)**--*plane shift*, *summon monster VII*

**6th (6/day)**--*acid fog*, *disintegrate*, *true seeing*

**5th (7/day)**--*baleful*

*polymorph*, *polymorph*, *summon monster V*, *teleport*

**4th (7/day)**--*dimension door*, *ice*

*storm*, *screaming*, *stoneskin*

**3rd (7/day)**--*dispel*

*magic*, *displacement*, *fireball*, *haste*

**2nd (7/day)**--*alter self*, *detect thoughts*, *locate object*, *mirror image*, *see invisibility*

**1st (8/day)**--*magic missile*, *shield*, *silent image*, *summon monster I*, *ventriloquism*

**0 (at will)**--*acid splash*, *bleed*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *resistance*, *prestidigitation*

#### STATISTICS

**Str** 37, **Dex** 6, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

**Base Atk** +25; **CMB** +42 (+44 sunder); **CMD** 50 (52 vs. sunder, 54 vs. trip)

**Feats** Alertness, Bleeding

Critical, Cleave, Critical

Focus, Flyby Attack, Great Cleave,

Improved Critical (bite), Improved

Critical (claws), Improved Initiative, Improved Sunder, Iron Will, Multiattack, Power Attack

**Skills** Fly +12, Knowledge (arcana)

+33, Knowledge (local) +33, Knowledge (nature)

+33, Knowledge (planes)

+33, Perception +37, Spellcraft +33, Stealth +14,

Survival +33, Swim +49, Use Magic

Device +33; **Racial Modifiers** +8 Swim

**Languages** Abyssal, Common, Draconic, Elven, Giant, Sylvan

**SQ** camouflage, miasma, trackless step, water breathing, woodland stride

#### SPECIAL ABILITIES

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

**Miasma (Su):** An ancient or older green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to



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

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

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

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

## HOARD

Wyrms are over 1,000 years old, and they feel every minute of those years. The only creatures that remember what the world was like when the wyrms green dragon first hatched are immortals and other dragons. This one collects exotic books as reminders of its younger days.

The wyrms green dragon considers no one its "peer." For the most part, it wallows in its isolation and loneliness, preparing to die, to rise again as undead, or to go out in a blaze of glory.

*Slow (84,000 gp):* fine steel covered book (blank) set with tourmaline (1,500 gp), leopard fur-bound book (blank, 900 gp), *tome of understanding* +2 (55,000 gp), *sword of life-stealing* (25,715 gp), 885 gp.

*Medium (123,000 gp):* silk-bound book (blank, 1,600 gp), fine steel covered book (blank) set with tourmaline (1,500 gp), leopard fur-bound book (blank, 900 gp), *tome of understanding* +2 (55,000 gp), *sword of life-stealing* (25,715 gp), 3,800 pp, 285 gp.

*Fast (186,000 gp):* silk-bound book (blank, 1,600 gp), fine steel-covered book (blank) set with tourmaline (1,500 gp), leopard fur-bound book (blank, 900 gp), *manual of bodily health* (+3, 82,500 gp), *tome of understanding*

+2 (55,000 gp), *sword of life-stealing* (25,715 gp), 1,800 pp, 785 gp.

## UPPING THE ANTE

Typically, a green dragon of this CR possesses an *orb of green dragonkind* in addition to the rest of its hoard, and it uses that artifact to dominate younger green dragons as if using *dominate monster*. Such a dragon might have five old green dragons, four very old green dragons, and three ancient green dragons at its command. In addition, its magic allows it to command creatures as deadly as pit fiends and rune giants.

Other ways of increasing the challenge of such an encounter are the templates for ghost,



lich, skeleton, vampire, wight, and zombie. Nothing beats surprising player characters who expect a “white dragon” with a “wight green dragon” in the encounter!

## ALTERNATIVE BUILDS

Some wyrms reject the isolation and loneliness common to their kind and instead dive into the affairs of lesser races, manipulating them while concealing their true forms and natures. The ophidian monarch represents such creatures

## OPHIDIAN MONARCH

Green dragons are renowned for their silver tongues and their willingness to bargain. This build substitutes a number of spells and feats, focusing the wyrm green dragon on being able to charm, dominate, and otherwise control negotiation. Although such a dragon could use its enchantments against the PCs, DMs should consider them expended on minions before the PCs arrive.

*Changes:* **Spells Known** (CL 15th; concentration +20, save DC 15 + spell level); 7th (4/day)—*greater scrying, plane shift*; 6th (6/day)—*disintegrate, geas/quest, true seeing*; 5th (7/day)—*baleful polymorph, contact other plane, polymorph, teleport*; 4th (7/day)—*dimension door, ice storm, scrying, stonkskin*; 3rd (7/day)—*dispel magic, displacement, fireball, haste*; 2nd (7/day)—*detect thoughts, hypnotic pattern, locate object, mirror image, see invisibility*; 1st (8/day)—*mage armor, magic missile, shield, silent image, ventriloquism*; 0 (at will)—*acid splash, bleed, dancing lights, detect magic, ghost sound, mage hand, message, resistance, prestidigitatation*; **Melee** bite +34 (6d6+19/19–20), 2 claws +34 (3d8+13/19–20), 2 wings +32 (2d6+6),

tail slap +32 (2d8+19); **Feats** Alertness, Deceitful, Flyby Attack, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Natural Armor, Improved Natural Attack (bite), Improved Natural Attack (claw), Iron Will, Leadership, Multiattack, Persuasive; **Skills** Bluff +32, Diplomacy +32, Disguise +32, Fly –15, Intimidate +32, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (local) +33, Knowledge (planes) +33, Perception +37, Sense Motive +32, Spellcraft +33, Stealth –13, Swim+20.

## GREEN DRAGON, GREAT WYRM

*Moss and lichen accentuate the green scales of a dragon the size of a cathedral.*

### GREAT WYRM GREEN DRGN CR 20

XP 307,200

LE Colossal dragon (air)

**Init** +2; **Senses** dragon senses; Perception +40

**Aura** frightful presence (360 ft., DC 29)

#### DEFENSE

**AC** 37, touch 0, flat-footed 37 (–2 Dex, +37 natural, –8 size)

**hp** 391 (27d12+216)

**Fort** +23, **Ref** +13, **Will** +23

**DR** 20/magic; **Immune** acid, paralysis, sleep, **SR** 31

#### OFFENSE

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

**Melee** bite +33 (4d8+21/19–20), 2 claws +33 (4d6+14/19–20), 2 wings +31 (2d8+7), tail slap +31 (4d6+21)

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

**Special Attacks** awaken treants, breath weapon (70-ft. cone, DC 31, 24d6

acid), crush (Large creatures, DC 31, 4d8+21), miasma, tail sweep (Medium creatures, DC 31, 2d8+21)

**Spell-Like Abilities** (CL 27th; concentration +33)

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

**Spells Known** (CL 17th; concentration +23, save DC 16 + spell level)

**8th (4/day)**—*power word stun, sunburst*

**7th (6/day)**—*plane shift, prismatic spray, summon monster VII*

**6th (7/day)**—*acid fog, disintegrate, true seeing*

**5th (7/day)**—*baleful*

*polymorph, polymorph, summon monster V, teleport*

**4th (7/day)**—*dimension door, ice storm, scrying, stonkskin*

**3rd (7/day)**—*dispel*

*magic, displacement, fireball, haste*

**2nd (8/day)**—*alter self, detect thoughts, locate object, mirror image, see invisibility*

**1st (8/day)**—*magic missile, shield, silent image, summon monster I, ventriloquism*

**0 (at will)**—*acid splash, bleed, dancing lights, detect magic, ghost sound, mage hand, message, resistance, prestidigitatation*

#### STATISTICS

**Str** 39, **Dex** 6, **Con** 27, **Int** 22, **Wis** 23, **Cha** 22

**Base Atk** +27; **CMB** +49 (+51 sunder); **CMD** 57 (59 vs. sunder, 61 vs. trip)

**Feats** Alertness, Bleeding

Critical, Cleave, Critical

Focus, Flyby Attack, Great Cleave,

Improved Critical (bite), Improved

Critical (claws), Improved Initiative, Improved

Sunder, Iron Will, Multiattack, Power

Attack, Wingover



**Skills** Fly +12, Intimidate +36, Knowledge (arcana) +36, Knowledge (local) +36, Knowledge(nature) +36, Knowledge (planes) +36, Perception +40, Spellcraft +36, Stealth +12, Survival+36, Swim +52, Use Magic Device +36; **Racial Modifiers** +8 Swim  
**Languages** Abyssal, Auran, Common, Draconic, Elven, Giant, Sylvan  
**SQ** camouflage, miasma, trackless step, water breathing, woodland stride

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#### SPECIAL ABILITIES

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

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

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

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

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

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

#### HOARD

A great wyrm has seen more than twelve centuries fade to dust. At the peak of its mental, magical, and physical prowess, a great wyrm has ambitions and concerns far beyond the understanding of most mortals. For them, mortal affairs are a vast game played out over centuries. Even demigods are just pieces in the great wyrm's ultimate strategy.

Great wyrm green dragons do not concern themselves over hoards, except for their precious mementoes. This one has a thing for platinum. Everything else is a way to purchase influence with mortals and sway the affairs of entire kingdoms. The two sets of platinum chainmail can be treated as masterwork and are suitable for enchantment, but are most valuable as art objects.

*Slow (132,000 gp):* platinum short sword scabbard inlaid with cold iron (8,000 gp), platinum chainmail (6,000 gp), platinum chest wreathed in blue *continual flame* (6,000

gp), platinum chainmail inlaid with mithral (5,000 gp), platinum brazier inlaid with electrum (4,000 gp), platinum framed painting (4,000 gp), platinum skull inlaid with orichalcum (3,000 gp), small carpet threaded with platinum (3,000 gp), brass belt inlaid with platinum (1,800 gp), platinum vase (1,300 gp), platinum bell set with red spinel (1,100 gp), carved wooden staff studded with platinum (700 gp), platinum holy symbol of Sarenrae (400 gp), *ring gates* (40,000 gp), *robe of blending* (30,000 gp), 1,700 pp, 700 gp.

*Medium (201,000 gp):* platinum short sword scabbard inlaid with cold iron (8,000 gp), platinum chainmail (6,000 gp), platinum chest wreathed in blue *continual flame* (6,000 gp), platinum chainmail inlaid with mithral (5,000 gp), platinum brazier inlaid with electrum (4,000 gp), platinum framed painting (4,000 gp), platinum skull inlaid with orichalcum (3,000 gp), small carpet threaded with platinum (3,000 gp), brass belt inlaid with platinum (1,800 gp), platinum vase (1,300 gp), platinum bell set with red spinel (1,100 gp), carved wooden staff studded with platinum (700 gp), platinum holy symbol of Sarenrae (400 gp), *pearl of power* (2 spells, 70,000 gp), *ring gates* (40,000 gp), *robe of blending* (30,000 gp), 1,600 pp, 700 gp.

*Fast (300,000 gp):* platinum short sword scabbard inlaid with cold iron (8,000 gp), platinum chainmail (6,000 gp), platinum chest wreathed in blue *continual flame* (6,000 gp), platinum chainmail inlaid with mithral (5,000 gp), platinum brazier inlaid with electrum (4,000 gp), platinum framed painting (4,000 gp), platinum skull inlaid with orichalcum (3,000 gp), small carpet threaded with platinum (3,000 gp), brass belt inlaid with platinum (1,800

gp), platinum vase (1,300 gp), platinum bell set with red spinel (1,100 gp), carved wooden staff studded with platinum (700 gp), platinum holy symbol of Sarenrae (400 gp), *pearl of power* (2 spells, 70,000 gp), *sun blade* (50,335 gp), *ring gates* (40,000 gp), *robe of blending* (30,000 gp), *mithral full plate of speed* (26,500 gp), *oathbow* (25,600 gp), *slaying arrow* (dragons, {{Sts}}2, 2,282 gp each), 800 pp, 701 gp.

UPPING THE ANTE

The alternative stat block presented below provides a great wyrm prepared for combat. The great wyrm, like the wyrm dragon, might have an *orb of green dragonkind* in addition to the rest of its hoard, and it uses that artifact to dominate younger green dragons as if using *dominate monster*. Such a dragon might have five old green dragons, four very old green dragons, and three ancient green dragons at its command. In addition, its magic allows it to command creatures as deadly as pit fiends and rune giants

ALTERNATIVE BUILDS

This build does some of the preparation for battle for the DM.

SERPENTINE STRIKER

The serpentine striker does some preparation for the DM. This assumes that the great wyrm green dragon is hunting the PCs. It knows where they are. It has observed them for several days, using its own stealth and its divination spells. Its allies have also observed the heroes and reported on them to the great

wyrm. The serpentine striker is ready and springs an ambush on a battleground of its own choosing.

This build shows the great wyrm green dragon's preparations, starting with the order in which it casts them. The stat block includes benefits gained from spells and from magic items, assuming that the dragon makes all its preparations.

Round	Spell Cast	Remaining Duration When Encounter Begins
1	Symbol of Pain*	Until discharged
2	Nondetection*	Almost three hours
3	Awaken treant	Roughly 10 minutes
4	Awaken treant	Roughly 10 minutes
5	Awaken treant	Roughly 10 minutes
6	Awaken treant	Roughly 10 minutes
7	Mirror Image	Roughly 3 minutes
8	Haste	24 rounds
9	Displacement	25 rounds
10	Summon Monster VII	26 rounds
11	Summon Monster V	27 rounds
*These spells are missing from the scrolls in the hoard.		

Remember that a Serpentine Striker that takes a full attack action gets one additional attack at its full base attack bonus, due to *haste*.

**Changes:** AC 38, touch 0, flat-footed 37 (-2 Dex, +37 natural, -8 size, +1 Dodge); 50% miss chance (*displacement*); Fort +23, Ref +14, Will +23; Speed 70 ft., fly 280 ft. (clumsy), swim 70 ft.; Melee bite +34 (4d8+21/19-20), 2 claws +34 (4d6+14/19-20), 2 wings +32 (2d8+7), tail slap +32 (4d6+21)

ALLIES

The Serpentine Striker starts with four treants, a bone devil, and kyton as allies. Even all together, they should not pose a significant threat to player characters tough enough to face a great wyrm. What they do is exert control over some part of battlefield.





# WE ERR ON THE SIDE OF AWESOME!

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