

CODEX DRACONIS

Red Tyrants of the Mountains

PRODUCED IN
CONJUNCTION WITH



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

There it was.

I was in a hobby store in our little town in Connecticut, about a block from the grocery store where my Mom and my sisters were doing the weekly shopping. It was 1978. There, on a shelf, beyond all the model railroad layouts and below the plastic model kits, was the basic set for what would become the world's biggest roleplaying game.

And on the cover? A red dragon.

Red dragons are the big bad guys, with names like Smaug, Glaurung, and Vermithrax. They are what we think of when we read the word after the ampersand. They are icons of evil, and targets for greedy adventurers everywhere. Here, in the fourth Codex Draconis, we give you what you need to drop red dragons into your games with a minimum of effort and a maximum of options. We want to help you create red dragons that your players will remember for the rest of their lives.

In this *Codex Draconis*, you'll find the options and alternatives for a dozen red dragons, just as you'd expect. We cover every age category of the scarlet horrors of the mountains. Each age category also has three pregenerated treasure hoards, some alternative monster builds, and suggestions on how to build even deadlier dragon encounters. Along the way, we hope to share some surprises with you, too.

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 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 they 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: Red Tyrants of the Mountains* 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 red dragons is the same regardless of age category.

ECOLOGY

Environment warm mountains

Organization solitary

Treasure triple

Red dragons lair in high ground, because they love looking down on others from the highest ground in the area. They prize caves carved by volcanic or other geothermal activity.

Red dragons are more carnivorous than other dragons. Young humans and elves make up their preferred food. They sometimes blackmail communities near their lair to procure regular sacrifices of such tasty morsels.

Because they are relatively clumsy fliers, most red dragons prefer to fight on the ground. Perhaps because they start their lives such a bright color, they rarely bother with ambushes. They simply attack, confident in their own power.

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 red dragons) with values for campaigns using slow, medium, and fast advancement XP charts.

To a red dragon, the only thing that matters about a hoard item is what it's worth. As a result, their coins make up much larger portions of their treasures. Of all the dragons, reds are the most likely to sleep on a bed of coins, or to have hundreds of coins embedded in their belly scales.

Red dragons do not seek out or collect anything in particular, so those items found in their hoards tend to be the remains of fallen adventurers and would-be dragon-slayers. Some are stolen from the hoards of potential competitors. Magic items are most likely to survive an encounter with such a beast, while art objects and gems are among the least likely.

PCs might set out to kill other dragons to acquire some item or artifact from their hoards. With red dragons, PCs most likely seek them out to rescue the living sacrifices made to the draconic tyrants. Acquiring monetary wealth, or the occasional sooty item, would be a bonus for their heroism.

The older a red dragon is, the more likely the coins in its hoard come from lost and ancient realms. Such coins are likely to hold additional value for collectors and historians. A particular coin might hold the face of a monarch otherwise unknown to history. Ancient coins might show the borders of a forgotten kingdom, pinpointing the location of a lost city. Older coins could be works of art, keys to a mystery, answers to historical puzzles, or missing pieces of arcane formulas.

None of that is to say that there are no items in a red dragon's hoard. 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. Tweak the hoards to suit your campaign.

With red dragons, you should feel free to forget about items entirely and let PCs take a swim in all the 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.

To a red dragon, every other creature is a lesser being. They use such lesser creatures as informants, messengers, and spies. Red dragons do not bargain, negotiate, persuade, pay, or bribe. They deliver ultimatums: Serve the red dragon, or die. Creatures that serve red dragons do so in constant fear for their lives.

Other red dragons are competition—never friends, allies, or minions.

Alternative Builds: Each age category also presents at least one alternative build, representing different paths a red 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 red dragon, and a list of changes made to the base stat block to create the alternate dragon. We present each changed section (such as feats) so you can simply replace the same section of the typical dragon’s stat block.

THREE KEYS TO REDS

These three characteristics of red dragons are key to creating memorable, iconic, encounters with these reptilian horrors.

CHAOS

Red dragons are far too vain and independent to seek dominion or authority over others. They don’t have organizations or build armies. Running nations holds no appeal for them.

A GM using a red dragon should plan for randomness and chaos, which can require some more attention during combat.

DESTRUCTION

A red dragon would rather own a sphere of annihilation than an orb of dragonkind. Every red dragon seeks to maximize his (or her) destructive potential, or his (or her) personal defenses, at every age category. They prioritize this over dominion at all times.

Although any dragon can be vengeful, red dragons are legendary for cataclysmic fits of wrath when wronged or thwarted.

Greed
Where other dragons establish their positions by recruiting or ruling their fellows, red dragons compete through the acquisition of wealth. Red dragons make Ebenezer Scrooge look like a philanthropist. If a thief takes so much as a single coin from a red dragon’s hoard, that dragon notices immediately and hunts down that thief. Being unable to recover that coin is sure to lead to a fit of vengeful destruction.

The Dragons
Each of the sections below contains a dragon entry for a specific CR. As noted above in “The Basics,” you have stats, hoards, and encounter advice for each dragon entry.
Red Dragon, Wyrmling
A brilliant scarlet dragon the size of a hunting dog glares at you.

RED DRAGON, WYRMLING

A crown of cruel horns surrounds the head of this mighty dragon. Thick scales the color of molten rock cover its long body.

WYRMLING RED DRAGON CR 6

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

DEFENSE

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

OFFENSE

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

STATISTICS

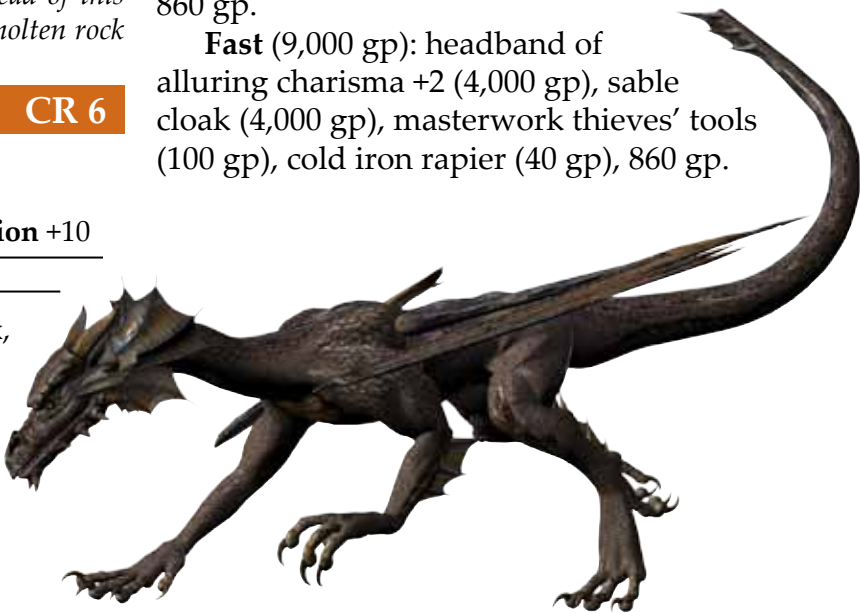
Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10
Base Atk +7; **CMB** +9; **CMD** 21 (25 vs. trip)
Feats Improved Initiative, Iron Will, Power Attack, Vital Strike
Skills Bluff +10, Fly +14, Intimidate +10, Perception +10, Sense Motive +10, Stealth +16
Languages Draconic

HOARD

Slow (4,050 gp): masterwork thieves’ tools (100 gp), cold iron rapier (40 gp), 300 pp, 910 gp.

Medium (6,000 gp): headband of alluring charisma +2 (4,000 gp), masterwork thieves’ tools (100 gp), cold iron rapier (40 gp), 100 pp, 860 gp.

Fast (9,000 gp): headband of alluring charisma +2 (4,000 gp), sable cloak (4,000 gp), masterwork thieves’ tools (100 gp), cold iron rapier (40 gp), 860 gp.



UPPING THE ANTE

The wyrmling red dragon can wear the headband of alluring charisma +2. This increases his Intimidate bonus by +1. The red wyrmling might command a goblin warband (10–16 goblins, with goblin dog mounts) a gang of orcs (2–4), and a pair of bugbears. The goblins act as messengers and spies while the bugbears reinforce the dragon and guard the lair. The orcs act as the dragon's lieutenants. One of the orcs speaks Draconic instead of Common, and another speaks Goblin instead of Common.

ALTERNATIVE BUILDS

In his first few years of life, the wyrmling red dragon prefers to hunt at night. He sees well enough to do so, and his brilliant coloration is less of a weakness.

CRIMSON CLAWS

This wyrmling focuses on melee. He spews flame on the wing in the first round of combat. Then he uses Vital Strike to finish off whomever his breath weapon hurt worst before engaging other opponents.

Changes: Melee bite +11 (1d6+4), 2 claws +11 (1d6+3); Feats Improved Initiative, Improved Natural Attack (Claws), Iron Will, Vital Strike.

SCARLET STALKER

Even wyrmling red dragons hunt down thieves foolish enough to take so much as a single copper coin from a hoard. This wyrmling is ready for vengeance.

Changes: Fort +7, Ref +7, Will +5; Feats Alertness, Improved Initiative, Self-Sufficient, Vital Strike; Skills Fly +14, Heal +2, Intimidate +10, Perception +12, Sense Motive +12, Stealth +16, Survival +12.

RED DRAGON, VERY YOUNG

A blood-red dragon with a crown of horns on its head examines you, its eyes burning with hunger.

VERY YOUNG RED DRAGON CR 8

XP 4,800

CE Medium dragon (fire)

Init +5; Senses dragon senses, smoke vision;

Perception +13

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)
hp 85 (9d12+27)

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

Immune fire, paralysis, sleep

Weaknesses Vulnerability to cold

OFFENSE

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

Melee bite +14 (1d8+7), 2 claws +14 (1d6+5), 2 wings +9 (1d4+2)

Special Attacks breath weapon (30-ft. cone, DC 17, 4d10 fire)

STATISTICS

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

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

Feats Cleave, Improved Initiative, Iron Will, Power Attack, Vital Strike

Skills Appraise +13, Bluff +13, Fly +13,

Intimidate +13, Perception +13, Sense

Motive +13, Stealth +13

Languages Common, Draconic

SPECIAL ABILITIES

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

HOARD

Slow (6,600 gp): Black star sapphire (1,200 gp), blue sapphire (1,200 gp), fiery yellow corundum (1,200 gp), 3,000 gp.

Medium (10,050 gp): Black star sapphire (1,200 gp), blue sapphire (1,200 gp), fiery yellow corundum (1,200 gp), small carpet threaded with gold (3,000 gp), 300 pp, 450 gp.

Fast (15,000 gp): +1 dragonbane longsword (8,315 gp), 600 pp, 685 gp.

UPPING THE ANTE

The very young red dragon is already tough enough to cow a pair of ogres. Red dragons that take on ogres as minions use them as lair guards while hunting. Such very young red dragons speak Giant rather than Common.

ALTERNATIVE BUILDS

Those red dragons that survive their first decades start to lose some of their brilliant coloration, and their bright, yellow eyes fade to amber. By this time, their ambitions grow, and they chafe at the restrictions of youth. Night is still the safest time for them to hunt.

SANGUINE SLASHER

The melee-focused wyrmling grows into this deadly close-combat specialist. She loves to be in the middle of combat, where she can take full advantage of Multiattack. Although she does not score critical hits any more often, Critical Focus means she's much more likely to confirm them.

Changes: Fort +9, Ref +7, Will +7; Melee bite +14 (1d8+7), 2 claws +14 (1d8+5), 2 wings +12 (1d4+2); Feats Critical Focus, Improved Initiative, Improved Natural Attack (claws), Multiattack, Vital Strike.

VENGEFUL STALKER

The wyrmling hunter grows into this dogged tracker.

Changes: Feats Alertness, Improved Initiative, Iron Will, Self-Sufficient, Vital Strike; Skills Appraise +13, Bluff +13, Fly +13, Heal +3, Intimidate +13, Perception +15, Sense Motive +15, Stealth +13, Survival +13.

RED DRAGON, YOUNG

A scaly, lion-sized horror stalks toward you, its scales the color of blood.

YOUNG RED DRAGON **CR 10**
XP 9,600

CE Large dragon (fire)

Init +5; Senses dragon senses, smoke vision;
Perception +15

DEFENSE

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

hp 115 (11d12+44)

Fort +11, **Ref** +8, **Will** +10

Immune fire, paralysis, sleep

Weaknesses vulnerability to cold

OFFENSE

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

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

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

Special Attacks breath weapon (40-ft. cone, DC 19, 6d10 fire)

Spell-Like Abilities (CL 11th, concent +12)

At will—detect magic

Spells Known (CL 1st, concentration +2, save DC 11+spell level)

1st (4/day)—shield, true strike

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

STATISTICS

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

Base Atk +11; **CMB** +19; **CMD** 30 (34 vs. trip)

Feats Cleave, Improved Initiative, Improved Vital Strike,

Iron Will, Power Attack, Vital Strike

Skills Appraise +15, Bluff +15, Fly +9,

Intimidate +15, Perception +15, S

ense Motive +15, Stealth +11

Languages Common, Draconic

SPECIAL ABILITIES

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

HOARD

In her second decade of life, the young red dragon begins looking for items to improve her attributes and to reduce her weaknesses, while still collecting the coins she covets so fiercely.

Slow (10,950 gp): headband of alluring charisma +2 (4,000 gp), 600 pp, 950 gp.

Medium (16,350 gp): ring of minor cold resistance (10,000 gp), headband of alluring charisma +2 (4,000 gp), 200 pp, 350 gp.

Fast (24,600 gp): headband of mental prowess +2 (Wisdom and Charisma; 10,000 gp), ring of minor cold resistance (10,000 gp), 400 pp, 600 gp.

UPPING THE ANTE

The dragon wears the headband from her hoard. The Charisma bonus improves her Concentration checks by +1, her saving throw DCs by +1, and her Bluff and Intimidate skills by +1 each. If you're using the Fast progression, the headband also increases her Will saving throw by +1. If you're using the Medium or Fast progressions, she also wears the ring of minor cold resistance.



Some young red dragons dominate an entire family (5–16) of ogres. Those young red dragons speak Giant rather than Common. The ogres serve as lookouts for the dragon. Although young red dragons are far more powerful than their ogre slaves, the dragons are aware that they are just beginning to learn magic. They are too wary at this stage to associate with demons.

ALTERNATIVE BUILDS

Young red dragons are just starting to dabble in magic, but a few focus on it even at this early stage. Here is one example.

CONFLAGRANT SORCERER

This young red dragon knows a few spell-related feats and also knows some different spells. She begins combat with mage armor already cast, and the changes below reflect that. As with many other dragons, she opens combat with her breath weapon. She then casts true strike, and on the next round lands to bite using the bonus from the spell and the damage boost from Improved Vital Strike.

Changes: AC 26, touch 14, flat-footed 25 (+1 Dex, +12 natural, –1 size, +4 mage armor); Spells Known (CL 1st, concentration +2, save DC 11 + spell level) 1st (3/day, 2 remaining)—mage armor, true strike; 0 (at will)—acid splash, jolt, ray of frost, read magic; Feats Arcane Strike, Combat Casting, Improved Initiative, Improved Vital Strike, Iron Will, Vital Strike.

RED DRAGON, JUVENILE

A whiff of brimstone and sulfur is the only warning before a dragon the size of a grizzly bear crashes into your midst.

JUVENILE RED DRAGON

CR 11

XP 12,800

Male juvenile red dragon

CE large Dragon (Fire)

Init +5; Senses dragon senses, smoke vision;

Perception +18

Aura Frightful Presence (120 ft., DC 18)

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, –1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +9, **Will** +10

Defensive Abilities Immune fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +22 (2d6+13), 2 claws +22 (1d8+9), 2 wings +19 (1d6+5), and tail +19 (1d8+13)

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

Special Attacks Breath Weapon (40 ft. cone, DC 21, 8d10 fire)

Spell-Like Abilities (CL 13th; concentration +15, save DC 12 + spell level)

At will — *detect magic, pyrotechnics*

Spells Known (CL 3rd; concentration +5, ranged touch +14, save DC 12 + spell level)

1st (5/day) — *mage armor, ray of enfeeblement, true strike*

0th (at will) — *arcane mark, flare, mage hand, open/close, prestidigitation*

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 14, **Wis** 15, **Cha** 14
Base Atk +13; CMB +22; CMD 33 (37 vs. trip)

Feats Hover, Improved Initiative, Multiattack, Power Attack, Vital Strike, Weapon Focus(bite), Weapon Focus (claw)

Skills Acrobatics +14, Appraise +18,

Bluff +18, Fly +11, Intimidate +18,

Perception +18, Sense Motive +18, Spellcraft +18

Languages Common, Draconic, Giant

SPECIAL ABILITIES

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

HOARD

This juvenile red dragon has faced at least one would-be dragon slayer in the past. He actively seeks magic that improves him mentally, making him a wily foe.

Slow (13,950 gp): headband of mental prowess +2 (Wisdom and Charisma; 10,000 gp), 300 pp, 950 gp.

Medium (21,000 gp): headband of mental prowess +2 (Wisdom and Charisma; 10,000 gp), +1 dragonbane greatsword (8,350 gp), 200 pp, 650 gp.

Fast (31,500 gp): headband of mental superiority +2 (16,000 gp), +1 dragonbane greatsword (8,350 gp), 700 pp, 150 gp.

UPPING THE ANTE

The first and most obvious way to make the juvenile red dragon tougher is starting him off with mage armor and true strike already cast. That assumes that he has at least 2 rounds of warning before the PCs attack.

The headbands change some of his stats, and create slight increases in the challenge he creates for your players, as follows:

Headband of mental prowess: Frightful presence DC 19; Will +11; Spell-Like Abilities (concentration +16, save DC 13 + spell level); Spells Known (concentration +6) 1st—6/day; Skills Bluff +19, Intimidate +19, Perception +19, Sense Motive +19.

Headband of mental superiority: Frightful presence DC 19; Will +11; Spell-Like Abilities (concentration +16, save DC 13 + spell level); Spells Known (concentration +6) 1st—6/day; Skills Appraise +19, Bluff +19, Intimidate +19, Perception +19, Sense Motive +19, Spellcraft +19.

ALTERNATIVE BUILDS

Juvenile red dragons are still developing as spellcasters, but they have become much more formidable physical opponents. These two builds focus on two aspects of that physicality.

Note that many red dragons learn Abyssal as their third language, after Draconic and Common, to converse with the demons that inevitably seek to make red dragons their agents.

IMPLACABLE HUNTER

This juvenile dragon is a cruel and unstoppable threat to anyone foolish enough to steal from him. He typically takes advantage of natural darkness to bring his breath weapon into range, and suppresses his Frightful Presence until after the initial strike. You can count on him to cast mage armor before he creeps up on the thieves. Their first warning might very well be when he casts true strike right before his assault.

Changes: Fort +13, Ref +9, Will +12; Melee bite +21 (2d6+13), 2 claws +21 (1d8+9), 2 wings +19 (1d6+5), and tail +19 (1d8+13); Feats Alertness, Improved Initiative, Improved Vital Strike, Iron Will, Multiattack, Vital Strike, Self-Sufficient; Skills Bluff +18, Fly +11, Heal +4, Intimidate +18, Perception +20, Sense Motive +20, Stealth +13, Spellcraft +18, Survival +20.

WILDFIRE

Juvenile dragons like this one practice their flying more than others of their kind. They are much more likely to fight from the air than typical red dragons. This dragon prefers to attack at night, opening the battle with his breath weapon and then taking advantage of his reach to Hover above the range of melee attacks. If he has to escape, he uses Hover to kick up a cloud of dust before flying off.

Changes: Fort +13, Ref +9, Will +12; Melee bite +22 (2d6+13), 2 claws +21 (1d8+9), 2 wings +19 (1d6+5), and tail +19 (1d8+13); Feats Flyby Attack, Hover, Improved Initiative, Iron Will, Multiattack, Weapon Focus (bite), Wingover.

RED DRAGON, YOUNG ADULT

A whiff of brimstone and sulfur is the only warning before a dragon the size of a grizzly bear crashes into your midst.

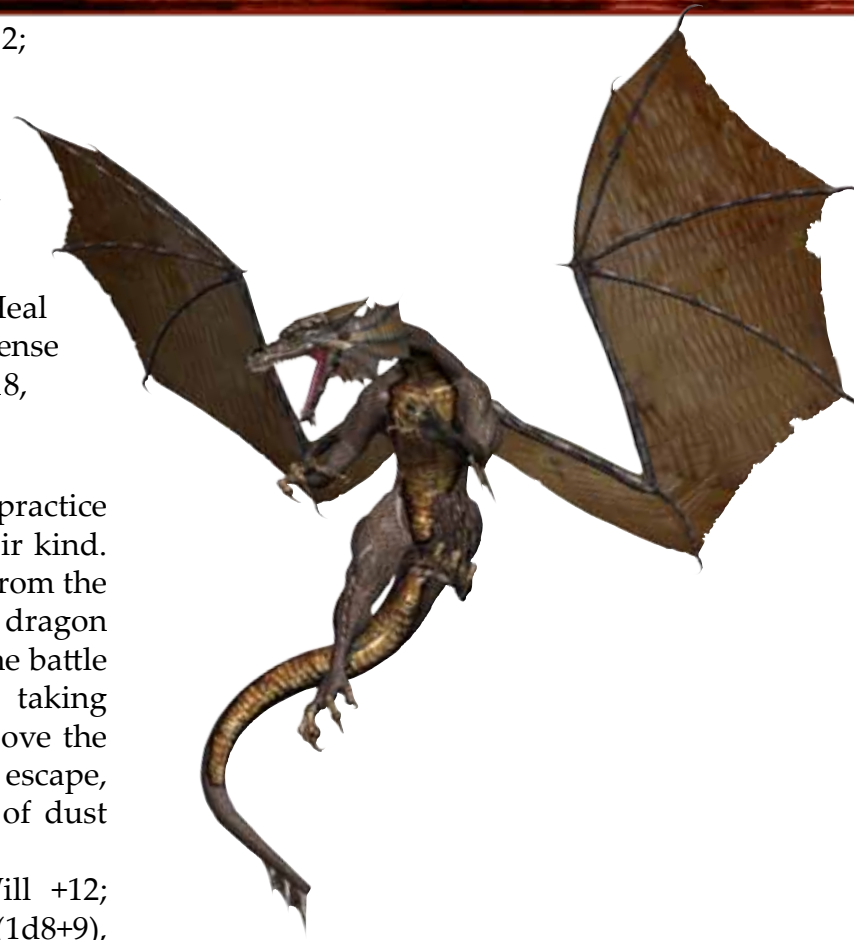
YOUNG ADULT RED DRAGON CR 13

XP 25,600

CE Huge dragon (fire)

Init +4; Senses dragon senses, smoke vision;

Perception +20



Aura frightful presence (150 ft., DC 19)

DEFENSE

AC 26, touch 8, flat-footed 26 (+18 natural, -2 size)
hp 172 (15d12+75)

Fort +14, **Ref** +9, **Will** +13

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 24

Weaknesses Vulnerability to cold

OFFENSE

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

Melee bite +22 (2d8+13), 2 claws +22 (2d6+9), 2 wings +20 (1d8+4), tail slap +20 (2d6+13)

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

Special Attacks breath weapon (50-ft. cone, DC 22, 10d10 fire), crush (Small creatures, DC 22, 2d8+13)
Spell-Like Abilities (CL 15th; concentration +17, save DC 12 + spell level)

At will—detect magic, pyrotechnics (DC 14)

Spells Known (CL 5th; concentration +7, save DC 12 + spell level)

2nd (5/day)—*resist energy*, *see invisibility*

1st (7/day)—*alarm*, *magic missile*, *shield*, *true strike*

0 (at will)—*arcane mark*, *bleed*, *light*, *mage hand*, *message*, *read magic*

STATISTICS

Str 29, **Dex** 10, **Con** 21, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +15; **CMB** +26; **CMD** 36 (40 vs. trip)

Feats Cleave, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike

Skills Appraise +20, Bluff +20, Fly +10, Intimidate +20, Knowledge (arcana) +20, Perception +20, Sense Motive +20, Stealth +10

Languages Common, Draconic, Orc

SPECIAL ABILITIES

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

HOARD

As she approaches her first century of life, the young adult red dragon envies how often the puny wizards and sorcerers who seek to dominate or kill her can cast spells.

Slow (23,250 gp): ring of wizardry I (20,000 gp), 300 pp, 250 gp.

Medium (34,800 gp): ring of wizardry I (20,000 gp), +1 dragonbane greatsword (8,350 gp), ring of counterspells (4,000 gp), 200 pp, 450 gp.

Fast (52,500 gp): pale green prism ioun stone (30,000 gp), ring of wizardry I (20,000 gp), 2,500 gp.

UPPING THE ANTE

You can up the ante using material from the hoards. A young adult red dragon with a ring of wizardry I typically knows mage armor, magic missile, shield, and true strike. She can cast up to fourteen 1st-level spells per day.

A young adult red dragon with a ring of counterspells typically knows blur and either blindness/deafness or web. Whichever of the latter two she knows, she casts into the ring in anticipation of a dragon hunter casting it. As a side note, a scaly bulwark (see “Alternative Builds,” below) with the medium hoard items is a particularly tough surprise for PCs.

A young adult with a pale green prism ioun stone gains a +1 competence bonus to attack rolls, saving throws, skill checks, and ability checks, making her a more formidable opponent all around. A ruby death (see “Alternative Builds,” below) with a fast hoard is an unexpectedly savage melee opponent.

At her age, the young adult red dragon is already a physical match for 2–3 hezrou, and she might have such “minions” guarding her lair. If she does, she speaks Abyssal rather than Orc. Such relationships are fraught with tension, however, as the hezrou try to dominate the red dragon and she tries to wrest eldritch secrets from them.

ALTERNATIVE BUILDS

The scaly bulwark build takes advantage of two new facets at this age category: DR and SR. Scaly bulwarks count on being able

to outlast their opponents, shrugging off damage and spells that would wear down younger dragons.

The ruby death build emphasizes the chaotic nature of red dragons. She assumes that as many times as she can attack in a single round, she’s likely to score a critical hit in every combat. She wants to make those critical hits happen more often and make them crueler when they do.

SCALY BULWARK

This young adult red dragon focuses herself on defense, improving her already formidable armor and damage reduction. If she has a chance to prepare for combat, she casts (in this order) mage armor, blur, and shield.

Changes: AC 35, touch 8, flat-footed 35 (+19 natural, –2 size, +4 shield, +4 armor); 20% miss chance (blur); DR 6/magic; Immune fire, magic missile, paralysis, sleep; Spells Known (CL 5th; concentration +7, save DC 12 + spell level) 2nd (5/day, 4 remaining)—blur, web; 1st (7/day, 5 remaining)—mage armor, magic missile, shield, true strike; 0 (at will)—arcane mark, bleed, light, mage hand, message, read magic; Feats Endurance, Improved Initiative, Improved Natural Armor, Improved Iron Will, Iron Will, Minor Damage Reduction*, Multiattack, Vital Strike.

*Third Party Feat, from Open Design

RUBY DEATH

This young adult red dragon relishes the bloody chaos of battle, and she charges into melee immediately after using her breath weapon.

Changes: Melee bite +22 (3d8+13/19–20, +4 to confirm critical, 2d6 bleed on critical), 2 claws +22 (2d6+9), 2 wings +20 (1d8+4), tail slap +20 (2d6+13); Feats Bleeding Critical, Critical Focus, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Natural Attack (bite), Iron Will, Multiattack; ruby death loses smoke vision and gains rend (2 claws, 2d6+13).

RED DRAGON, ADULT

A dragon with all the hunger, ferocity, and size of a great white shark licks its beak as it glares at you.

ADULT RED DRAGON CR 14

XP 38,400

CE Huge dragon (fire)

Init +4; Senses dragon senses, smoke vision; Perception +23

Aura fire (5 ft., 1d6 fire), frightful presence (180 ft., DC 21)

DEFENSE

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

hp 212 (17d12+102)

Fort +16, **Ref** +10, **Will** +15

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

Weaknesses Vulnerability to cold

OFFENSE

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

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

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

Special Attacks breath weapon (50-ft. cone, DC 24, 12d10 fire), crush (Small Creatures, DC 24, 2d8+15)

Spell-Like Abilities (CL 17th, concentration +20, save DC 13 + spell level)

At will—*detect magic, pyrotechnics, suggestion*
Spells Known (CL 7th, concentration +10, save DC 10 + spell level)

3rd (5/day)—*dispel magic, haste*

2nd (7/day)—*invisibility, resist energy, see invisibility*

1st (7/day)—*alarm, grease, magic missile, shield, true strike*

0 (at will)—*arcane mark, light, mage hand, mending, message, prestidigitation, read magic*

STATISTICS

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

Base Atk +17; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Cleave, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike

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

Languages Common, Draconic, Dwarven, Orc

SPECIAL ABILITIES

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

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

HOARD

In his second century of life, the adult red dragon needs even bigger beds of coins on which to rest.

Slow (30,000 gp): ring of spell storing (lightning bolt) (18,000 gp), 1,200 pp.

Medium (45,000 gp): greater ring of cold resistance (44,000 gp), 1,000 gp.

Fast (66,000 gp): light steel shield of fire resistance (22,159 gp), +2 dragonbane longsword (18,315 gp), rod of absorption (15 spell levels remaining, 15,000 gp), 1,400 pp, 526 gp.

UPPING THE ANTE

With the standard build for an adult red dragon, using either of the rings or the rod of absorption increases the ante. If you're using the roaring flames alternative build (see below), we recommend swapping a ring of wizardry I (20,000 gp) into the slow hoard, or a ring of wizardry II into either the medium or fast hoards.

At this age, the red dragon might have as many as six hezrou slaving for him, and unless they can overcome their basic natures and cooperate with each other, he is easily their master. If you choose to have hezrou fight alongside your adult red dragon, then he speaks Abyssal instead of Orc.

ALTERNATIVE BUILDS

The ember extortionist is the dragon that terrifies villagers into delivering virtuous youths regularly, and that forces villagers to murder travelers to get the tribute that he demands.

The roaring flames is a metamagic-using caster, and roaring flames shows how that affects his spells and the price he had to pay.

EMBER EXTORTIONIST

In addition to the skill bonuses gained with this build, the ember extortionist changes combat options. He can feint in combat as a move action, and he will do so if he's having

a hard time hitting a nimble opponent. If he's taking a lot of damage from attacks that target his AC, he can increase his AC by up to +17 using Combat Expertise, although that reduces his attack bonuses by an equal amount.

Changes: Feats Combat Expertise, Deceitful, Improved Feint, Improved Initiative, Improved Iron Will, Intimidating Prowess, Iron Will, Multiattack, Persuasive; Skills Bluff +25, Diplomacy +25, Disguise +5, Fly +12, Intimidate +40, Knowledge (arcana) +23, Perception+23, Sense Motive +23, Spellcraft +23, Stealth +12.

ROARING FLAMES

A roaring flames red dragon prefers to attack with his breath weapon and his spells, from range, for as long as he can. He casts when in melee, too, so true strike should see a lot of use. He uses thundering magic missiles against spellcasters in the first rounds of combat, and then uses empowered magic missiles against the weakest party members. If faced with particularly nasty spellcasters, he readies an action and uses dispel magic as a counterspell.

Note that any Evocation spell cast by a roaring flames dragon has a save DC of 12 + spell level.

His spell preparations, in the order he casts them, are mage armor, shield, and haste. The changes below reflect those spells being cast.

Changes: Init +0; AC 38, touch 9, flat-footed 37 (+21 natural, -2 size, +1 dodge, +4 armor, +4 shield); Fort +16, Ref +11, Will +15; Immune fire, magic missile, paralysis, sleep; Speed 70 ft., fly 230 ft. (poor); Melee bite +26 (2d8+15), 2 claws +26 (2d6+10), 2 wings +21 (1d8+5), tail slap +21 (2d6+15), while hasted and taking a full attack action he can make one more melee attack with his full base attack bonus; Spells Known (CL 7th, concentration +10, save DC 10 + spell level) 3rd (5/day, 4 remaining)—dispel magic, empowered magic missile, haste, thundering magic missile, 2nd (7/day)—invisibility, resist energy, see invisibility, 1st (7/day, 4 remaining)—alarm, mage armor, magic missile, shield, true strike; Feats Arcane Strike, Combat Casting, Empower Spell, Greater Spell Focus (Evocation), Greater Spell Penetration, Iron Will, Spell Focus (Evocation), Spell Penetration, Thundering Spell*.

*A noncore feat from the Advanced Player's Guide.



RED DRAGON, MATURE ADULT

A dragon with all the hunger, ferocity, and size of a great white shark licks its beak as it glares at you.

MATURE ADLT RED DRAGON CR 15

XP 51,200

CE Huge dragon (fire)

Init +4; Senses dragon senses, smoke vision;

Perception +25

Aura fire (5 ft., 1d6 fire), frightful presence (210 ft., DC 22)

DEFENSE

AC 32, touch 8, flat-footed 32 (+24 natural, -2 size)

hp 237 (19d12+114)

Fort +17, **Ref** +11, **Will** +16

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

Weaknesses Vulnerability to cold

OFFENSE

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

Melee bite +28 (2d8+16/19-20), 2 claws +28 (2d6+11), 2 wings +26 (1d8+5), tail slap +26 (2d6+16)

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

Special Attacks breath weapon (50-ft. cone, DC 25, 14d10 fire), crush (Small creatures, DC 25, 2d8+16)

Spell-Like Abilities (CL 19th; concentration +22, save DC = 13 + spell level)

At will—*detect magic, pyrotechnics, suggestion*
Spells Known (CL 9th; concentration +12, save DC 13+ spell level)

4th (4/day)—*greater invisibility, stonewall*
3rd (7/day)—*dispel magic, displacement, haste*
2nd (7/day)—*alter self, misdirection, resist energy, see invisibility*

1st (7/day)—*alarm, grease, magic missile, shield, true strike*

0 (At Will)—*arcane mark, bleed, light, mage hand, mending, message, prestidigitation, read magic*

STATISTICS

Str 33, **Dex** 10, **Con** 23, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +19; **CMB** +32; **CMD** 42 (46 vs. trip)

Feats Cleave, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike

Skills Appraise +25, Bluff +25, Fly +14, Intimidate +25, Knowledge (arcana) +25, Perception+25, Sense Motive +25, Spellcraft +25, Stealth +14

Languages Common, Draconic, Dwarven, Orc

SPECIAL ABILITIES

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

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

HOARD

Slow (39,000 gp): rod of negation (46 charges, 34,040 gp), 400 pp, 960 gp.

Medium (58,500 gp): lavender and green ellipsoid ioun stone (43 spell levels remaining; 34,400 gp), +2 dragonbane longsword (18,315 gp), 500 pp, 785 gp.

Fast (87,000 gp): rod of absorption (37 spell levels remaining, 13 levels stored; 50,000 gp), headband of mental superiority +2 (16,000 gp), 2,000 pp, 1,000 gp.

UPPING THE ANTE

Each of the above hoards contains at least one item that could make an encounter more difficult by negating magic items, absorbing spells, or increasing the red dragon's ability scores. Considering that a mature adult red dragon is over two hundreds years old, you can assume he has the intelligence and the experience to use such items.

Some mature adult red dragons provide footholds in the Material Plane for vrock. Even an entire gang (3–10) of vrock cannot hope to overcome a mature adult red. In return for providing secure shelter, the mature adult red insists that the vrock act as her personal hunting dogs.

Although their Perception bonuses are roughly the same, every vrock is a better tracker than a standard mature adult red dragon. While vrock are much slower fliers, they cover a wider area by spreading out. Of course, the reds consider the vrock expendable and think nothing of breaking their bargains for any reason—or none at all.

Those mature adult red dragons that associated with vrock speak Abyssal instead of Dwarven.

ALTERNATIVE BUILDS

A vengeful hunter is more likely to associate with a nalfeshnee warband (1 nalfeshnee, 1 hezrou, and 2–5 vrock) than solely with vrock. The vengeful hunter is simply a better tracker than the demons.

The nalfeshnee serves as master of the hunt, with the hezrou and the vrock acting as scouts and hunting dogs. The nalfeshnee forces the vrock to hunt around the clock until

they locate the vengeful hunter's prey, but the attacks occur at night, when darkness hides the dragon's approach.

VENGEFUL HUNTER

Once the demons locate the dragon's prey and open the encounter, the dragon casts a series of spells before attacking. The "Changes" section below reflects the spells' effects.

The dragon casts spells in this order: mage armor (almost 9 hours remaining), stoneskin (roughly 89.5 minutes remaining), resist energy (cold) (roughly 89.5 minutes remaining), shield (roughly 8.5 minutes remaining), haste (7 rounds remaining), and displacement (8 rounds remaining).

Changes: AC 41, touch 9, flat-footed 40 (+24 natural, -2 size, +1 dodge, +4 armor, +4 shield); 50% miss chance; Fort +17, Ref +12, Will +16; DR 10/magic and adamantine; Resist cold 10; Immune fire, magic missile, paralysis, sleep; Speed 70 ft., fly 230 ft. (poor); Melee bite +29 (2d8+16/19-20), 2 claws +29 (2d6+11), 2 wings +27 (1d8+5), tail slap +27 (2d6+16), if using a full attack action the dragon can make another melee attack at its full BAB; Spells Known (CL 9th; concentration +12, save DC 13+ spell level) 4th (4/day)—greater invisibility, stoneskin; 3rd (7/day, 5 remaining)—dispel magic, displacement, haste; 2nd (7/day, 6 remaining)—acid arrow, blindness/deafness, resist energy, see invisibility; 1st (7/day, 5 remaining)—grease, mage armor, magic missile, shield, true strike; 0 (at will)—arcane mark, bleed, light, mage hand, mending, message, prestidigitation, read magic; Feats Alertness, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack,

Power Attack, Self-Sufficient, Vital Strike; Skills Bluff +25, Fly +14, Heal +5, Intimidate +25, Knowledge (arcana) +25, Perception+27, Sense Motive +27, Spellcraft +25, Stealth +14, Survival +27; Languages Abyssal, Common, Draconic, Orc.

RED DRAGON, OLD

Coins run like sand through the gargantuan claws of a red dragon the size of a whale.

OLDADLT RED DRAGON CR 17

XP 102,400

CE Gargantuan dragon (fire)

Init +3; Senses dragon senses, smoke vision;

Perception +28

Aura fire (10 ft., 1d6 fire), frightful

presence (240 ft., DC 24)

DEFENSE

AC 32, touch 5, flat-footed 32 (-1 Dex, +27 natural, -4 size)

hp 283 (21d12+147)

Fort +19, Ref +11, Will +18

DR 10/magic; **Immune** fire, paralysis, sleep; SR 28

Weaknesses Vulnerability to cold

OFFENSE

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

Melee bite +29 (4d6+18/19-20), 2 claws +29 (2d8+12), 2 wings +27 (2d6+6), tail slap +27 (2d8+18)

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

Special Attacks breath weapon (60-ft. cone, DC 27, 16d10 fire), crush (Medium creatures, DC 27, 4d6+18), manipulate flames, tail sweep (Small Creatures, DC 27, 2d6+18)

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

At will—detect

magic, pyrotechnics, suggestion, wall of fire

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

5th (4/day)—teleport, wall of force

4th (7/day)—fire shield, greater invisibility, stoneskin

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

2nd (7/day)—alter self, detect thoughts, misdirection, resist energy, see invisibility

1st (7/day)—alarm, grease (DC 15), magic missile, shield, true strike

0 (at will)—arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +21; **CMB** +37; **CMD** 46 (50 vs. trip)

Feats Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike

Skills Appraise +28, Bluff +28, Diplomacy +28, Fly +9, Intimidate +28, Knowledge (arcana) +28, Perception+28, Sense Motive +28, Spellcraft +28, Stealth +11

Languages Common, Draconic, Dwarven, Giant, Orc

SPECIAL ABILITIES

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

Manipulate Flames (Su): An old or older red dragon can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

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

HOARD

The hoards for this red dragon look a bit different, because they contain larger numbers of magic items. The reason for this is the alternative build presented below. That build uses the artificer class rather than the sorcerer. It's reasonable to assume that such a dragon, with over four centuries under her wings, would have multiple items in her hoard. The whole point of the Codex Draconis series is that we do work like hoard creation for you, so here are some item-heavy hoards. If you're using a standard, old, red dragon, by all means drop most of the items and replace them with coins.

Slow (66,000 gp): lavender and green ellipsoid ioun stone (43 spell levels remaining; 34,400 gp), headband of mental superiority +2 (16,000 gp), +1 dragonbane greatsword (8,350 gp), +2 light wooden shield (4,153 gp), 300 pp, 97 gp.

Medium (96,000 gp): lavender and green ellipsoid ioun stone (43 spell levels remaining; 34,400 gp), pale green prism ioun stone (30,000 gp), headband of mental superiority +2 (16,000 gp), +1 dragonbane greatsword (8,350 gp), +2 light wooden shield (4,153 gp), 300 pp, 97 gp.

Fast (144,000 gp): ring of spell turning (100,000 gp), headband of mental prowess +4 (Wisdom and Charisma; 40,000 gp), 4,000 gp.

UPPING THE ANTE

Assume that an old red dragon has defensive spells already cast, such as fire shield, stonewall, displacement, haste, resist energy, and shield. That alone makes her much tougher.

- If you use the hoards as presented above, then the old red dragon uses items from her hoard as follows: If you're using the slow or medium hoards, the lavender and green ellipsoid ioun stone functions like a rod of absorption, except that it requires a readied action to use. The headband of mental superiority makes these change Will saving throw +19
- Concentration checks for spell-like abilities +26
- Concentration checks for spells +16
- Save DCs for spells and spell-like abilities 15 + spell level
- She casts one more spell/day at every level she knows
- Skills improve as follows: Appraise +29, Bluff +29, Diplomacy +29, Intimidate

+29, Knowledge (arcana) +29, Perception +29, Sense Motive +29, Spellcraft +29

- She speaks Abyssal in addition to the languages listed.

The pale green prism ioun stone in the medium hoard gives her a +1 competence bonus to attack rolls, saving throws, skill checks, and ability checks.

If you're using the fast hoard, she activates the ring of spell turning as many times as necessary during combat (up to three times). The headband of mental prowess makes the same changes as the headband of mental superiority, except that Appraise, Knowledge (arcana), and Spellcraft do not improve and she does not gain a language.

ALTERNATIVE BUILDS

Red dragons are less likely to become makers or artificers than other dragons. They don't want to buy kingdoms, and they don't need to arm hordes of minions. That said, a few of them follow the path of artificers* rather than that of sorcerers, to provide themselves with item-based defenses and new ways to sow chaos.

*This is third-party material from Adamant Entertainment's The Tome of Secrets.

FORGE DRAGON

The forge dragon has the following special abilities and changes:

Spells Known None. Instead, treat the forge dragon as an 11th-level artificer for the purposes of special abilities (see below).

Feats: Brew Potion^B, Cleave, Craft Magic Arms and Armor^B, Craft Rod^B, Craft Wand^B,

Craft Wondrous Item^B, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Magical Aptitude^B, Maximize Spell^B, Multiattack, Power Attack, Scribe Scroll^B, Vital Strike.

^BBonus feat

Skills: Appraise +28, Craft (alchemy) +34, Craft (armor) +34, Craft (blacksmith) +34, Craft (bows) +34, Craft (carpenter) +34, Craft (weapons) +34, Fly -2, Knowledge (arcana) +28, Spellcraft +30, Stealth -13, Use Magic Device +30

Special Abilities: In addition to her draconic special abilities, the forge dragon gains the following:

Elbow Grease: The forge dragon gains a +2 bonus to all Craft checks. This bonus raises to +4 at 6th level, and +6 at 10th level. The skills listed above already include the +6 bonus.

- **Jack of All Trades:** The forge dragon has picked up a smattering of even the most obscure skills. They can use any skill untrained.
- **Weird Science:** A forge dragon is not a spellcaster, but instead possesses the ability to imbue items with magical power. This weird science allows the forge dragon to create devices that combine the effects of one or more spells, either arcane or divine.

A forge dragon has access to both arcane and divine spell lists, but only up to 4th level. Any number of spells can be combined into a single device. Spell statistics (casting times, and so on) remain unchanged, although no components are required and the forge dragon is considered an 11th-level “caster” for the purposes of CL.

Weird science devices must be invented in advance, however—they cannot be created on the fly. The time to create such devices is 4 hours per spell level used. As such, a forge dragon usually has a fixed collection of regularly carried devices.

Weird science devices are temporary and unreliable. They can be used reliably seven times per day (1 + half class level, rounded up). The device can be used by anyone, but if used by someone other than the forge dragon who built it, it requires a Use Magic Device roll at DC 15 to activate (a failed roll

indicates that the device fails to activate for that user, and a roll of 1 means that the device breaks down for good).

If the device is used more times than allowed (by anyone), it requires a Use Magic Device check with a DC equal starting at 20 and rising by 1 every additional time the device is used. A failed roll means that the device breaks down and cannot be used again (the forge dragon will have to build another).

Combining multiple magical effects into a single device means that both effects function simultaneously upon activation (effectively casting two or more spells at once), but such devices are even more unstable than usual. The Use Magic Device check for extra activations starts at DC 25 + the number of effects used, and it goes up for each additional usage by the number of effects used.

Item Creation: At second level, a forge dragon’s invention ability expands to include the creation of true magic items, even if the forge dragon does not have access to the prerequisite spells. The forge dragon must make a successful Craft check (DC 20 + caster level) to emulate each spell normally required to create the item. This ability does not stack with the Master Craftsman feat.

The magic item creation guidelines are used, and for the purpose of emulating prerequisites, the forge dragon’s effective CL equals 13 (level +2). However, if the item duplicates a spell effect, the statistics of that effect use the forge dragon’s actual level.



Salvage: At 5th level, a forge dragon gains the ability to salvage the gold piece value from a magic item and use those funds to create another magic item. The forge dragon must spend a day with the item, and she must also have the appropriate item creation feat for the item he is salvaging. After one day, the item is destroyed and the forge dragon gains the gp value it took to create the item. This value cannot be spent as gold; it can be used only in the creation of another magic item.

Metamagic Science: At 6th level, a forge dragon gains the ability to apply a metamagic feat she knows to a spell trigger item (such as a wand). She must have the appropriate item creation feat for the spell trigger item she is using. Using this ability expends additional charges from the item equal to the number of effective spell levels the metamagic feat would add to a spell.

Improved Metamagic Science: At 11th level, a forge dragon gains the ability to apply a metamagic feat she knows to a spell completion item (a scroll, for example). She must have the appropriate item creation feat for the spell completion item she is using. The DC for the Use Magic Device check is equal to 20 + (3 times the modified level of the spell).

Sample Weird Science: Here are some items that a forge dragon might have on hand. Note that she purposely creates devices with varying types of energy damage, assuming that anyone foolish enough to attack her has protection against fire. All of these devices allow seven uses/

day. To use one more often, the forge dragon must succeed on a Use Magic Device check each time (DC 20 + 1/additional use).

Shock Bolter: This device resembles a gargantuan repeating crossbow, but without the bow at the front. As a standard action, the forge dragon can use this weapon to fire a maximized deadeye's arrow (11 points of electricity damage, as the spell) as a ranged touch attack at a target up to 210 feet away. Note that spell resistance does apply, so the forge dragon might have to make a caster level check.

Lightning Ray: This device looks like a steampunk ray gun. It fires a lightning bolt (10d6 points of electricity damage, as the spell; DC 17 Reflex save for half damage) as a standard action. The lightning bolt is a 120-foot line, and the device's range is 120 feet. Spell resistance applies.

Silver Horn: This device resembles a large white bugle. As a standard action, the forge dragon can use this device to produce a 30-foot cone of dragon's breath (as the spell, 11d6 points of cold damage, DC 18 Reflex save for half). Spell resistance applies.

Ice Crystal Orb: This hand-held orb allows the forge dragon to cast ice storm as a standard action. When she does, she creates a 40-foot diameter, 40-foot tall ice storm within 840 feet. When cast, all creatures within the area take 3d6 points of bludgeoning damage and 2d6 points of cold damage. The storm lasts a total of 11 rounds, during which time the area is difficult terrain, and all creatures in the area take a -4 penalty to Perception checks. Spell resistance applies.

Crown of Sparks: Worn on the forge dragon's head, this crown allows her to cast ball lightning as a standard action. Each use creates three globes of lightning, each of which does 3d6 points of damage to any creature it touches (as the spell, DC 18 Reflex save negates, creatures wearing metal armor take a -4 penalty on this saving throw). The globes last 11 rounds, and she can cast them up to 210 feet away. She can direct all three of the globes as a single move action. Spell resistance applies.

RED DRAGON, VERY OLD

The crown of steeple-like horns atop the head of this red dragon reinforce the impression that it's the size of a church.

VERY OLD RED DRAGON

CR 18

XP 153,600

CE Gargantuan dragon (fire)

Init +3; Senses dragon senses, smoke vision;

Perception +30

Aura fire (10 ft., 1d6 fire), frightful presence (270 ft., DC 25)

DEFENSE

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

hp 310 (23d12+161)

Fort +20, **Ref** +12, **Will** +19

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 29

Weaknesses Vulnerability to cold

OFFENSE

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

Melee bite +32 (4d6+19/19-20), 2 claws +32 (2d8+13), 2 wings +30 (2d6+6), tail slap +30 (2d8+19)

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

Special Attacks breath weapon (60-ft. cone, DC 28, 18d10 fire), crush (Medium creatures, DC 28, 4d6+19), manipulate flames, tail sweep (Small creatures, DC 28, 2d6+19)

Spell-Like Abilities (CL 23rd; concentration +27, save DC = 14 + spell level)

At will—*detect magic, pyrotechnics, suggestion, wall of fire*

Spells Known (CL 13th; concentration +17, save DC = 14 + spell level)

6th (4/day)—*antimagic field, contingency*

5th (6/day)—*polymorph, teleport, wall of force*

4th (7/day)—*fear, fire shield, greater invisibility, stoneskin*

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

2nd (7/day)—*alter self, detect thoughts, misdirection, resist energy, see invisibility*

1st (7/day)—*alarm, grease, magic missile, shield, true strike*

0 (at will)—*arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic*

STATISTICS

Str 37, **Dex** 8, **Con** 25, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +23; **CMB** +40; **CMD** 49 (53 vs. trip)

Feats Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Staggering Critical, Vital Strike

Skills Appraise +30, Bluff +30, Diplomacy +30, Fly +11, Intimidate +30, Knowledge (arcana) +30, Perception +30, Sense Motive +30, Spellcraft +30, Stealth +13

Languages Common, Draconic, Dwarven, Giant, Orc

SPECIAL ABILITIES

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

Manipulate Flames (Su): An old or older red dragon can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

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

HOARD

After six centuries, the very old red dragon rests his head on a pillow made of platinum pieces. Lying somewhere in the coins is a mighty dragon-slaying weapon, all that remains of some would-be assassin whose reach exceeded her grasp. The dragon might “decorate” his lair with the heads of greedy, younger, red dragons that tried to kill him and take his hoard.

Slow (84,000 gp): +5 dragonbane longsword (72,315 gp), 1100 pp, 685 gp.

Medium (123,000 gp): +5 dragonbane longsword (72,315 gp), greater ring of cold resistance (44,000 gp), 600 pp, 685 gp.

Fast (186,000 gp): ring of spell-turning (100,000 gp), +5 dragonbane longsword (72,315 gp), 1,300 pp, 685 gp.

UPPING THE ANTE

A very old dragon with either the medium or fast hoards wears the ring from his hoard to up the ante of any encounter with him. Another way to up the ante is to make the very old red dragon aware of the PCs' approach. His preparations look like this:

AC 40, **touch** 6, **flat-footed** 39 (−1 Dex, +30 natural, −4 size, +1 dodge, +4 shield); and invisible (greater invisibility does not end when the dragon attacks) and 50% miss chance (displacement)

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

DR 15/magic, 10/adamantine, half damage from cold-based attacks (none on a successful Reflex save), resist energy 30*; Immune fire, magic missile, paralysis, sleep; **SR** 29

*The very old red dragon chooses the energy type based on what other defenses it has, and what it knows about the PCs. For example, if it's wearing a greater ring of cold resistance and has the cool shield variant of fire shield, and knows that the PCs have electricity-based spells, then he chooses to resist electricity when he casts resist energy.

OFFENSE

Speed 70 ft., fly 280 ft. (clumsy)

Melee bite +33 (4d6+19/19–20), 2 claws +33 (2d8+13), 2 wings +31 (2d6+6), tail slap +31 (2d8+19); if the dragon uses a full attack action, it can make one additional attack at its full attack bonus

Spells Known (CL 13th; concentration +17, save DC = 14 + spell level)

6th (4/day)—*antimagic field, contingency*
5th (6/day)—*polymorph, teleport, wall of force*
4th (7/day, 5 remaining)—*fear, fire shield, greater invisibility, stoneskin*
3rd (7/day, 5 remaining)—*dispel magic, displacement, haste, tongues*
2nd (7/day, 6 remaining)—*alter self, detect thoughts, misdirection, resist energy, see invisibility*
1st (7/day, 6 remaining)—*alarm, grease, magic missile, shield, true strike*

ALTERNATIVE BUILDS

The ember bulwark is a master of defensive combat. It prefers to fight defensively and to ready actions to cast dispel magic as a counterspell. It won't use antimagic field until or unless it runs out of spells. It makes heavy use of wall of fire, wall of force, and teleport to isolate individual opponents.

The unconquerable serpent uses its defensive spells, but otherwise goes on the offense. Shredding its foes with Rend, bites, claws, and Bleeding Critical exhilarates this very old red dragon.

EMBER BULWARK

The ember bulwark focuses on its defenses. Like the scaly bulwark, above, it counts on outlasting any opponent foolish enough to attack it. You can easily combine this build with the preparations covered in "Upping the Ante," above.

Changes: AC 37, touch 5, flat-footed 37 (−1 Dex, +32 natural, −4 size); DR 16/magic; Immune fire, paralysis, sleep; SR 29; Feats Critical Focus, Endurance, Improved Critical

(bite), Improved Initiative, Improved Iron Will, Improved Natural Armor {{\${ts}}2, Iron Will, Minor Damage Reduction, Multiattack, Power Attack, Vital Strike.

UNCONQUERABLE SERPENT

By this age, the red dragon fears only other red dragons, armies of assassins, entire orders of paladins, thieves' guilds, and eldritch cults. The unconquerable serpent stands ready to destroy them all.

Changes: Melee bite +33 (6d6+19/19–20), 2 claws +33 (3d8+13/19–20), 2 wings +30 (2d6+6), tail slap +30 (2d8+19); Feats Bleeding Critical, Critical Focus, Improved Critical (bite), Improved Critical (claw), Improved Natural Attack (bite), Improved Natural Attack (claw), Improved Initiative, Improved Iron Will, Iron Will, Multiattack, Weapon Focus (bite), Weapon Focus (claw); Replace Smoke Vision (Ex) with Rend (2 claws, 3d8+19).

RED DRAGON, VERY OLD

Heat shimmer obscures the sooty red scales of a dragon the size, and temperament, of a dire shark.

ANCIENT RED DRAGON CR 19

XP 204,800

CE Gargantuan dragon (fire)

Init +3; Senses dragon senses, smoke vision;

Perception +33

Aura fire (10 ft., 2d6 fire), frightful presence(300 ft., DC 27)

DEFENSE

AC 38, touch 5, flat-footed 38 (−1 Dex, +33 natural, −4 size)

hp 362 (25d12+200)

Fort +22, **Ref** +13, **Will** +21

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 30
Weaknesses Vulnerability to cold

OFFENSE

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

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

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

Special Attacks breath weapon (60-ft. cone, DC 30, 20d10 fire), crush (Medium Creatures, DC 30, 4d6+21), manipulate flames, melt stone, tail sweep (Small Creatures, DC 30, 2d6+21)

Spell-Like Abilities (CL 25th, concentration +30, save DC 15 + spell level)

At will—detect magic, find the

path, pyrotechnics, suggestion, wall of fire

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

7th (4/day)—*limited wish, spell turning*

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

5th (7/day)—*polymorph, telekinesis, teleport, wall of force*

4th (7/day)—*fear, fire shield, greater invisibility, stoneskin*

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

2nd (7/day)—*alter self, detect thoughts, misdirection, resist energy, see invisibility*

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

0 (at will)—*arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic*

STATISTICS

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

Base Atk +25; **CMB** +43; **CMD** 52 (56 vs. trip)

Feats Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved

Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Vital Strike

Skills Appraise +33, Bluff +33, Diplomacy +33, Fly +11, Intimidate +33, Knowledge (arcana) +33, Knowledge (history) +33, Perception +33, Sense Motive +33, Spellcraft +33, Stealth +15

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

SPECIAL ABILITIES

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

Manipulate Flames (Su): An old or older red dragon can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su): An ancient or older red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Smoke Vision (Ex): A very young or older red

dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

HOARD

These hoards do some work for the hard-pressed DM who needs sample hoards for a master of fates (see below). For a standard ancient red dragon, or for a devotee of chaos (also see below), reduce the heirlooms of past heroes and increase the gold and platinum in the hoards.

Slow (105,000 gp): staff of evocation (26 charges; 42,640 gp), mithral full plate of speed (26,500 gp), +3 longspear (18,305 gp), +1 breastplate of spell resistance (SR 15; 16,350 gp); masterwork thieves' tools (100 gp), 1,105 gp.

Medium (159,000 gp): staff of evocation (26 charges; 42,640 gp), rod of thunder and lightning (33,000 gp), +3 dragonbane longspear (32,305 gp), mithral full plate of speed (26,500 gp), +2 slick mithral shirt of shadow (12,600 gp), masterwork thieves' tools (100 gp), 1,100 gp, 855 gp.

Fast (159,000 gp): headband of mental superiority +4 (64,000 gp), staff of evocation (26 charges; 42,640 gp), rod of thunder and lightning (33,000 gp), +3 dragonbane longspear (32,305 gp), mithral full plate of speed (26,500 gp), +2 breastplate of spell resistance (SR 15; 25,350 gp), +2 slick mithral shirt of shadow (12,600 gp); masterwork thieves' tools (100 gp), 505 gp.

UPPING THE ANTE

By this point in her life, the ancient red dragon is over 800 years old. She's survived several mating cycles, including

the inevitable attacks by her most foolish offspring. She feels every century in her creaking bones.

Where the "Hoards" section of this age category supports the master of fates alternative build, this section supports the devotee of chaos. The ancient red dragon has outlived everything except its competition (other dragons), immortal creatures from other planes, and the undead. A devotee of chaos often sees temporary alliances with powerful, intelligent, undead as ways to further enhance her destructive and chaotic actions. Those PCs who choose to confront her might well find dread wraiths, ghosts, liches, and vampires taking advantage of the devotee of chaos' ability to channel negative energy.

ALTERNATIVE BUILDS

The devotee of chaos is a deadly wielder of the forces of entropy and destruction. She is a rampaging dervish, leaving death and misery in her wake.

The master of fates can be the archvillain of an entire campaign. She spreads information about treasures, guiding PCs to greater and greater wealth, pretending to be a generous patron, before luring them into a deadly trap, taking everything they own, and using their most prestigious items to start the cycle all over again. A master of fates is also likely to be behind any famous "contest of champions." Since most of the participants die during the contest, she has an easy source for items to convert into gold.



DEVOTEE OF CHAOS

The devotee of chaos is a red dragon so devoted to the principles of entropy that she casts as a cleric rather than as a sorcerer. Her domains are Chaos and Destruction.

In addition to changes to her spell selection, the devotee of chaos gains the following special abilities:

Channel Energy (Su): As an evil cleric, 8d6 points of negative energy damage, Will save DC 22. A devotee of chaos can use this ability 8 times/day.

Chaos Blade (Su): A devotee of chaos can give a weapon touched (including her own natural weapons) the anarchic special weapon quality for 7 rounds. She can use this ability twice per day.

Destructive Aura (Su): A devotee of chaos can emit a 30-foot aura of destruction for 15 rounds per day. All attacks made against targets in this aura (including the devotee) gain a +7 morale bonus to damage and all critical threats are automatically confirmed. These rounds do not need to be consecutive.

Destructive Smite (Su): The devotee of chaos gains the destructive smite power, which is the supernatural ability to make a single melee attack with a +7 morale bonus to damage rolls. She must declare the destructive smite before making the attack. She can use this ability 8 times per day.

Spontaneous Casting: A devotee of chaos can convert prepared spells to inflict spells, as an evil cleric.

Touch of Chaos (Sp): A devotee of chaos can imbue a target with chaos as a melee touch attack. For the next round, any time the target rolls a d20, he must roll twice and take the less favorable result. This dragon can use this ability 8 times per day.

Changes: Spells Prepared (CL 15th, concentration +20, save DC 15 + spell level), 8th (1+1/day) cloak of chaos^D, stormbolts; 7th (2+1/day) blasphemy, disintegrate^D, ethereal jaunt; 6th (3+1/day) blade barrier, cold ice strike, harm^D, hellfire ray; 5th (5+1) commune, plane shift, righteous might, scrying, shout^D, slay living; 4th (5+1) chaos hammer^D, control summoned creature, dismissal, divination, spit venom, unholy blight; 3rd (5+1) channel vigor, dispel magic, invisibility purge, magic circle against law^D, protection from energy, severed fate; 2nd (5+1) align weapon^D (chaos only), desecrate, dread bolt, resist energy, shard of chaos, silence; 1st (6+1) bane,

burning disarm, detect good, detect law, divine favor, entropic shield, true strike^D, ; 0 (4/day) bleed, detect magic, guidance, read magic.

^DDomain spell.

MASTER OF FATES

The master of fates is a red dragon that schemes how to draw valuable things to herself—things that she can convert into the gold that she covets. She focuses on divination and enchantment spells. Although her divination spells make her a dangerously prepared opponent, she poses a far greater threat as a mastermind.

Changes: Spells Known (CL 15th, concentration +20, save DC 15 + spell level) 7th (4/day)—greater scrying, vision; 6th (6/day)—geas/quest, mass suggestion, true seeing; 5th (7/day)—contact other plane, dominate person, hold person, wall of force; 4th (7/day)—arcane eye, detect scrying, locate creature, scrying; 3rd (7/day)—clairaudience/clairvoyance, dispel magic, suggestion, tongues; 2nd (7/day)—alter self, create treasure map, detect thoughts, resist energy, see invisibility; 1st (8/day)—alarm, grease, magic missile, shield, true strike 0 (at will)—arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic; Feats Alertness, Critical Focus, Deceitful, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Persuasive, Staggering Critical, Vital Strike; Skills Bluff +35, Diplomacy +35, Disguise +7, Fly +13, Intimidate +35, Knowledge (arcana) +33, Knowledge (history) +33, Knowledge (planes) +33, Knowledge (religion) +33, Perception +35, Sense Motive +35, Spellcraft +33.

RED DRAGON, WYRM

The air in these caves is already as hot as any forge when you find a red dragon the size of any brachiosaur.

WYRM RED DRAGON

CR 20

XP 307,200

CE Gargantuan dragon (fire)

Init +2; Senses dragon senses, smoke vision;

Perception +35

Aura fire (10 ft., 2d6 fire), frightful presence (330 ft., DC 28)

DEFENSE

AC 40, touch 4, flat-footed 40 (-2 Dex, +36 natural, -4 size)

hp 391 (27d12+216)

Fort +23, **Ref** +13, **Will** +22

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

Weaknesses Vulnerability to cold

OFFENSE

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

Melee bite +38 (4d6+22/19-20), 2 claws +38

(2d8+15), 2 wings +36 (2d6+7), tail slap +36 (2d8+22)

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

Special Attacks breath weapon (60-ft. cone, DC

31, 22d10 fire), crush (Medium creatures, DC

31, 4d6+22), manipulate flames, melt stone, tail

sweep (Small creatures, DC 31, 2d6+22)

Spell-Like Abilities (CL 27th; concentration +32, save DC 15 + spell level)

At will—*detect magic, find the path, pyrotechnics, suggestion, wall of fire*

Spells Known (CL 17th; concentration +22, save DC 15 + spell level)

8th (4/day)—*greater shout, prismatic wall*

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

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

5th (7/day)—*polymorph, telekinesis, teleport, wall of force*

4th (7/day)—*fear, fire shield, greater invisibility, stoneskin*

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

2nd (7/day)—*alter self, detect thoughts, misdirection, resist energy, see invisibility*

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

0 (at will)—*arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic*

STATISTICS

Str 41, **Dex** 6, **Con** 27, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +27; **CMB** +46; **CMD** 54 (58 vs. trip)

Feats Cleave, Critical Focus, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Stunning Critical, Vital Strike, Wingover

Skills Appraise +35, Bluff +35, Diplomacy +35, Fly +14, Intimidate +35, Knowledge (arcana)

+35, Knowledge(history) +35,

Perception +35, Sense Motive +35,

Spellcraft +35, Stealth +16

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

SPECIAL ABILITIES

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

Manipulate Flames (Su): An old or older red dragon can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This

ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su): An ancient or older red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

Smoke Vision (Ex): A very young or older red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).{{H3}} Red Dragon, Wyrms

HOARD

The wurm red dragon is over one thousand years old. He fears only the mightiest demons, those few dragons that achieve an equal level of power, and the most elite dragon slayers.

These hoards represent some more traditional dragon treasures. Adventurers who triumph over a CR 20 creature deserve to have their expectations fulfilled.

Slow (132,000 gp): +5 dragonbane longsword (72,315 gp), rod of absorption (27 charges; 27,000 gp); sable cloak (4,000 gp), small carpet threaded with gold (3,000 gp), gilded wooden orb wreathed in continual flame (2,000 gp), large carpet

(1,800 gp), brass helmet inlaid with silver (1,700 gp), bolt of silver cloth (1,200 gp), silk boots inlaid with silver (1,200 gp), sardonyx medallion set with deep green spinel (1,100 gp), leather belt with electrum buckle (1,000 gp), platinum font (1,000 gp), silver orb set with violet garnet (1,000 gp), black star sapphire (1,200 gp), blue sapphire (1,200 gp), fiery yellow corundum (1,200 gp), 2 star rubies (1,100 gp each), emerald (1,000 gp), aquamarine (800 gp), aquamarine (700 gp), 2 black pearls (700 gp each), 300 pp, 985 gp.

Medium (201,000 gp): +5 dragonbane longsword (72,315 gp), headband of mental superiority +4 (64,000 gp), rod of absorption (27 charges, 27,000 gp), gold longsword scabbard wreathed in white continual flame (6,000 gp), sable cloak (4,000 gp), small carpet threaded with gold (3,000 gp), gilded wooden orb wreathed in continual flame (2,000 gp), large carpet (1,800 gp), brass helmet inlaid with silver (1,700 gp), bolt of silver cloth (1,200 gp), silk boots inlaid with silver (1,200 gp), sardonyx medallion set with deep green spinel (1,100 gp), leather belt with electrum buckle (1,000 gp), platinum font (1,000 gp), silver orb set with violet garnet (1,000 gp), black star sapphire (1,200 gp), blue sapphire (1,200 gp), fiery yellow corundum (1,200 gp), 2 star rubies (1,100 gp each), emerald (1,000 gp), aquamarine (800 gp), aquamarine (700 gp), 2 black pearls (700 gp each), 300 pp, 985 gp.

Fast (300,000 gp): +5 dragonbane longsword (72,315 gp), headband of mental superiority +4 (64,000 gp), rod of absorption (27 charges; 27,000 gp), ermine pennant

inlaid with orichalcum (6,000 gp), gold longsword scabbard wreathed in white continual flame (6,000 gp), sable cloak (4,000 gp), small carpet threaded with gold (3,000 gp), gilded wooden orb wreathed in continual flame (2,000 gp), large carpet (1,800 gp), brass helmet inlaid with silver (1,700 gp), bolt of silver cloth (1,200 gp), silk boots inlaid with silver (1,200 gp), sardonyx medallion set with deep green spinel (1,100 gp), leather belt with electrum buckle (1,000 gp), platinum font (1,000 gp), silver orb set with violet garnet (1,000 gp), black star sapphire (1,200 gp), blue sapphire (1,200 gp), fiery yellow corundum (1,200 gp), 2 star rubies (1,100 gp each), emerald (1,000 gp), aquamarine (800 gp), aquamarine (700 gp), 2 black pearls (700 gp each), 9,800 pp, 985 gp.

UPPING THE ANTE

To up the ante of a wyrm red dragon, create an uneasy alliance between the red dragon and a marilith, who brings a platoon of demons (1–3 glabrezus and 3–14 babaus, in addition to the marilith) with her. The marilith brings a different approach to planning and tactics, while nothing short of a balor approaches the red wyrm in terms of raw power.

ALTERNATIVE BUILDS

This alternative build presents a red dragon who, dissatisfied with the chaos and destruction it caused on the Material Plane, invoked a lengthy and expensive ritual. Now it is a physical embodiment of chaos and an immortal traveler among the planes.

ETERNAL ENTROPIC RED WYRM

Changes: CR 22, DR 20/magic, 10/law; Resist acid 15; Immune fire, paralysis, sleep; SR 31; Spells Known (CL 17th; concentration +22, save DC 15 + spell level); 8th (4/day)—dimensional lock, greater planar binding; 7th (6/day)—lesser create demiplane, limited wish, plane shift; 6th (6/day)—antimagic field, greater dispel magic, true seeing; 5th (7/day)—contact other plane, dream, lesser astral projection, wall of force; 4th (7/day)—dimension door, greater invisibility, stonewall, volcanic storm; 3rd (7/day)—dispel magic, displacement, haste, tongues; 2nd (7/day)—alter self, detect thoughts, misdirection, resist energy, see invisibility; 1st (8/day)—alarm, grease, magic missile, shield, true strike; 0 (at will)—arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic

Smite Law (Su): Once per day as a swift action, this dragon chooses a lawful creature as a target and triggers a +5 bonus to attack rolls and a +27 bonus to damage rolls against the target. The smite persists until the target is dead or the dragon rests.

Eternal (Su): An eternal creature cannot be permanently killed or destroyed. If killed, turned into an undead, polymorphed, petrified, burned, or otherwise destroyed, he returns to life and normal well-being 2d6 minutes later (even if disintegrated), gaining benefits similar to a true resurrection coupled with a heal. If the location of his body has become hazardous enough to kill him instantly, when the immortal dragon returns to life he teleports to the closest safe space. Eternal creatures do not age, eat, sleep, or need to breathe and he is immune to magic versions of those effects.

The downside of being immortal is an inability to grow and change. The eternal dragon never gains any levels or Hit Dice. The effects of being eternal cannot be overcome with even a wish spell. Unless the eternal creature has a special weakness (see below), only the direct intervention of a deity can overcome the eternal status.

DM Note: When you create an eternal creature, you are building a truly epic foe. You must specify a condition under which the PCs can kill the eternal entropic red wyrm. Some conditions might be as follows:

- Can only be killed by a specific material (oak wood, jade, onyx, silk, or gold, for example)
- Can only be killed by a foe who knows the dragon's true name
- Can only be killed on a specific day (a particular god's holy day, the second full moon in a month, the day the dragon completed its ritual and became immortal)

Alternatively, the dragon might have some behavioral limitation. For example, the gods might allow the dragon to become immortal but ban him from the Material Plane for eternity. The dragon might only wake one day each year.

Consider how the PCs can overcome the dragon, how they can discover that way, and why the dragon does not rule the world—or, in your campaign, maybe he does. . . .

RED DRAGON, GREAT WYRM

The air in these caves is already as hot as any forge when you find a red dragon the size of any brachiosaur.

GREAT WYRM RED DRAGON CR 22

XP 615,000

CE Colossal dragon (fire)

Init +2; Senses dragon senses, smoke vision;

Perception +38

Aura fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 30)

DEFENSE

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

hp 449 (29d12+261)

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

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

Weaknesses Vulnerability to cold

OFFENSE

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

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

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

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

Spell-Like Abilities (CL 29th; concentration +35, save DC 16 + spell level)

At will—*detect magic, discern location, find the path, pyrotechnics, suggestion, wall of fire*

Spells Known (CL 19th; concentration +25, save DC 16 + spell level)

9th (4/day)—*time stop, weird*

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

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

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

5th (7/day)—*polymorph, telekinesis, teleport, wall of force*

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

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

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

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

0 (at will)—*arcane mark, bleed, light, mage hand, mending, message, open/close, prestidigitation, read magic*

STATISTICS

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

Base Atk +29; **CMB** +53; **CMD** 61 (65 vs. trip)

Feats Cleave, Critical Focus, Empower Spell, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Vital Strike, Wingover Skills Appraise +38, Bluff +38, Diplomacy +38, Fly +14, Intimidate +38, Knowledge (arcana) +38, Knowledge(history) +38, Perception +38, Sense Motive +38, Spellcraft +38, Stealth +14, Use Magic Device +38

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

SPECIAL ABILITIES

Fire Aura (Su): An aura of intense heat surrounds adult and older red dragons. All creatures within 5 feet take 1d6 points of fire damage at the beginning of the dragon's turn.

An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

Incinerate (Su): A great wyrm red dragon can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a Fortitude save (using the breath weapon's DC). Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through true resurrection or similar magic.

Manipulate Flames (Su): An old or older red dragon can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Melt Stone (Su): An ancient or older red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 20d6 points of fire damage on the first round, 10d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

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

HOARD

Hoard values in the Pathfinder Roleplaying Game Core Rulebook (Table 12–5: Treasure Values per Encounter) only go up to APL 20. By following the progression used in that table, we extrapolated hoard values up to CR 22, and then tripled them for dragons. That said, anything could be in the hoard of a CR 22 red dragon. If heroes need to find an artifact, this would be a good place to look.

These hoards represent the kind of wealth that could be gained over 1,200 years of draconic life.

Slow (204,000 gp): +5 dwarven plate of greater fire resistance (107,500 gp), +4 frost dragonbane greatsword (72,350 gp), 4 rubies (5,000 gp each), 400 pp, 150 gp.

Medium (303,000 gp): +5 dwarven plate of greater fire resistance (107,500 gp), +5 frost dragonbane greatsword (98,350 gp), headband of mental superiority +4 (64,000 gp), 4 rubies (5,000 gp each), 1,300 pp, 150 gp.

Fast (456,000 gp): +5 dragonbane icy burst greatsword (128,350 gp), +5 dwarven plate of greater fire resistance (107,500 gp), mirror of opposition (92,000 gp), headband of mental superiority +4 (64,000 gp), 4 rubies (5,000 gp each), 4400 pp, 150 gp.

UPPING THE ANTE

If you're really, really, sure that you want to make a CR 22 encounter even more difficult, here are a few suggestions.

Start the dragon with the following spells already in place: spell turning, fire shield, greater invisibility, stonewall, displacement, haste, resist energy, and shield.



Have her open combat with time stop, and then work your way through her breath weapon, limited wish, mass hold person, greater dispel magic, and dispel magic. Hold on to spells like weird, which create something that independently damages the PCs, until after time stop expires.

Make heavy use of her wall of fire ability and the wall of force spell to keep PCs away from her while she uses up her spells.

When she enters melee, make maximum use of true strike and the Vital Strike tree of feats at her disposal.

Set the encounter outdoors and at night. That gives the dragon plenty of room to maneuver, and the advantage of darkvision.

Depending on what advancement rate you're using, let her wear the headband of mental superiority and use the mirror of opposition

in her claws (treat it like a gaze attack, Will save DC 30, and the dragon uses suggestion to get opponents to look into the mirror).

ALTERNATIVE BUILDS

At this point, the red dragon is a match for two balors. She's too proud to ever go looking for any Dragons' Graveyard (except to loot it). In fact, great red wyrms are incredibly dangerous if they decide to die, because they will attack the biggest city they can find, and do as much damage as they can, before dying in glorious battle. They will burn the world to cinders unless a great hero stops them.

The great red wyrm can fulfill another mastermind role. With close to half a million gold pieces in her hoard (fast advancement, in particular), the great red wyrm has the potential to be a profound political influence

on your world. Emperors and kings must find some way to finance their wars, after all, and the GM determines what foul deeds the great red wyrm requires as interest on loans.

In addition to spreading chaos through the wars of lesser beings, a creature that loves coins and lives over one thousand years becomes quite the numismatist—and counterfeiter. Without taking any leadership or domination role, a great red wyrm could undermine the currencies of entire continents and revel in the ensuing bloodshed, destruction, and chaos.

RED GOLD FINANCIER

Changes: Skills Appraise +38, Bluff +38, Craft (currency) +38, Diplomacy +38, Fly +14, Intimidate +38, Knowledge (arcana) +38, Knowledge (history) +38, Knowledge (nobility) +38, Perception +38, Sense Motive +38, Spellcraft +38



WE ERR ON THE SIDE OF AWESOME!

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