

CODEX DRACONIS

White Terrors of the North

Produced in
Conjunction with



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

Welcome to 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 fifth volume of our line, we present options and alternatives for a dozen white dragons, covering every age category of the pale hunters of arctic mountains, frozen deserts, and chilled tundra. 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 D20PF SRD.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: White Terrors of the North* 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 white dragons is the same regardless of age category.

ECOLOGY

Environment cold mountains

Organization solitary

Treasure triple

Masters of glacial wastelands and rime-covered peaks, white dragons are capricious, cunning and undeniably treacherous. From the smallest kobold tribe to the mighty frost giant Jarls, white dragons command obedience and tribute from all in their demesne. No other dragon better uses their environment to their advantage.

The lairs of white dragons vary widely, from massive ice caves to abandoned fortresses at the northern edges of civilization. Within these lairs, white dragons scatter their hoard in loosely organized piles. Given the extreme cold of their lairs, items made of fabric, paper or wood rarely survive within a white dragon's hoard. As a result, coins, gems, and jewelry are most common, along with weapons, armor and other items made of metal, stone or magically preserved ice. Along the walls of the white dragon's lair, arranged like statues, are the frozen corpses of their prey. Among these, it is common to find a prominent former foe, left as a warning to intruders.

Hoard: In this section we present pregenerated loot to form a dragon's hoard for each age category. Values are given for triple the normal treasure for an encounter of the dragon's CR (as standard for white dragons) with values for campaigns using slow, medium, and fast advancement XP charts. Each item is listed with its gp value, 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. The total hoard value is rounded up, so you have some leeway in terms of swapping out items.

Upping the Ante: Even dragons can use a little help, and in this section we propose a way to make an encounter with the dragon 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.

Alternate Builds: Each age category also presents one or two alternate builds, representing different paths a white dragon might take over its lifespan. Each alternate build presents a short description of how that dragon's tactics or preferences differ from a typical white dragon, and a list of changes made to the base stat block to create the alternate dragon. Each section that is changed (such as feats) is presented so it can simply be put in place of 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'll have stats, hoards, and encounter advice for each dragon entry.

WHITE DRAGON, WYRMLING

About the size of a bobcat, this tiny dragon's scales glimmer with a pearlescent sheen. A crown of stubby, dull yellow horns pokes out of the back of its head.

WYRMLING WHITE DRAGON CR 2

XP 600

CE Tiny dragon (cold)

Init +7; **Senses** dragon senses, Perception +7

DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 22 (3d12+3)

Fort +4, **Ref** +6, **Will** +2

Immune cold, paralysis, sleep

Weaknesses Vulnerability to fire

OFFENSE

Speed 30 ft., burrow 30 ft., fly 100 ft. (average), swim 60 ft.

Melee bite +5 (1d4), 2 claws +5 (1d3)

Space 2.5 ft.; **Reach** 0 ft. (5 ft. with bite)

Special Attacks breath weapon (15 ft. cone, DC 12, 2d4 cold)

STATISTICS

Str 11, **Dex** 16, **Con** 13, **Int** 6, **Wis** 9, **Cha** 6

Base Atk +3; **CMB** +4; **CMD** 14 (18 vs. trip)

Feats Alertness, Improved Initiative

Skills Fly +13, Perception +7, Stealth +17, Swim +14; **Racial Modifiers** +8 Swim

Languages Draconic

SQ icewalking

SPECIAL ABILITIES

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

HOARD

After staking out his range, the white wyrmling picks his targets carefully as he masters his skills and grows in strength. Many a wary traveler has met her demise under tooth, claw and breath of these fearless hunters. At this age, the wyrmling hoards shiny things, even if impractical, for their own use. Given the intense cold, scrolls and potions do not often survive within the hoard.

Slow (1,050 gp): climber's kit (80 gp), masterwork armored coat (200 gp), silver comb with moonstones (200gp), masterwork battleaxe (310 gp), 5 blue sapphires (50 gp, 35 gp, 25 gp, 20 gp, 15 gp), 111 gp, 30 sp, 100 cp.

Medium (1,650 gp): climber's kit (80 gp), masterwork armored coat (200 gp), silver comb with moonstones (200gp), masterwork battleaxe (310 gp), *wand of detect magic* (375 gp), 5 blue sapphires (50 gp, 35 gp, 25 gp, 20 gp, 15 gp), 336 gp, 30 sp, 100 cp.

Fast (2,400 gp): climber's kit (80 gp), masterwork armored coat (200 gp), silver comb with moonstones (200gp), cold iron masterwork battleaxe with a large black pearl in the haft (1020 gp), *wand of detect magic* (375 gp), 5 blue sapphires (50 gp, 35 gp, 25 gp, 20 gp, 15 gp), 376 gp, 30 sp, 100 cp.

UPPING THE ANTE

Though a bold hunter, the white wyrmling is no fool. She instinctively uses terrain and the elements to her advantage. This white wyrmling sets up ambushes near chasms covered with naturally occurring packs of unstable snow. Jagged ice lies beneath the snow pack, and 10' of icy ground on either side is slippery (increasing the DC of all Acrobatics checks by 5). When the party is within 10' of the chasm, the white wyrmling bull rushes it's largest member and drives her prey toward the hazard.

These covered chasms act as 20' Camouflaged Spiked Pit Traps (Type mechanical; Perception DC 21; Disable Device DC 20, 2d6 falling damage, ice spikes (Atk +10 melee, 1d4 spikes per target for 1d4+1 damage each); DC 16 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)) and add +2 CR to the encounter.

ALTERNATIVE BUILDS

The standard white wyrmling is an instinctive hunter. Alertness allows her to spot both threats and prey. Improved Initiative allows her to react decisively with flight or fight. Two more attack-oriented options are presented below.

DRIFT STALKER

This wyrmling is a master of ambush and prefers to hide in large snowdrifts to wait for the unwary. When a victim passes, the wyrmling charges from the drift and makes a full attack. This build replaces Alertness with Stealthy, and Icewalking with Pounce.

Changes: **Skills** Escape Artist +0, Perception +5, Sense Motive -2, Stealth +19; **Feats** Stealthy; **Pounce (Ex)** *When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).*

BRASH BREATH

This wyrmling has modeled his hunting methods after those of the great northern eagles. He perches high in the conifers to survey the land. When prey is found, the wyrmling flies in from behind, strafing the party with his breath weapon; he then turns 180 degrees in the air to drop in front of the party for melee combat. This build replaces the wyrmling's feats with Improved Natural Armor and Wingover.

Changes: **AC** 18; **Init** +3; **Skills** Perception +5, Sense Motive -2; **Feats** Wingover: *Once per round, the creature can turn up to 180 degrees as a free action without making a Fly check. This turn does cost the creature any movement.*



WHITE DRAGON, VERY YOUNG

White vapor drifts from the nostrils of this iridescent white dragon with a thick muscular body. The slender yellow horns on its head flare open

VERY YOUNG WHITE DRAGON CR 4

XP 1,200

CE Small dragon (cold)

Init +6; **Senses** dragon senses, snow vision; Perception +10

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 42 (5d12+10)

Fort +6, **Ref** +6, **Will** +4

Immune cold, paralysis, sleep

Weaknesses Vulnerability to fire

OFFENSE

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

Melee bite +8 (1d6+3), 2 claws +8 (1d4+2)

Special Attacks breath weapon (20-ft. cone, DC 14, 4d4 cold)

STATISTICS

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

Base Atk +5; **CMB** +6; **CMD** 18 (22 vs. trip)

Feats Alertness, Improved Initiative, Power Attack

Skills Fly +12, Intimidate +7, Perception +10, Stealth +14, Swim +18; **Racial Modifiers** +8 Swim

Languages Draconic

SQ icewalking

SPECIAL ABILITIES

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

Having grown in strength and confidence, the very young white dragon has also grown bolder. She is seldom inclined to hide from any threat which is not another, larger dragon. Despite the size difference, this small dragon has been well fed on polar bears, musk oxen and even the occasional winter wolf.

By now, the very young white dragon has established a base of operations; usually in a small cave of ice or stone. At this age, brawn still wins over brains. Her hoard is still full of shiny things, few of which are of practical benefit to her. While her cave provides some protection from the elements that could destroy such items, scrolls and potions are still rare prizes.

Slow (2,250 gp): Half-plate (Medium) (600 gp), Masterwork Silvered Dagger (322 gp), *Everburning Torch* (110 gp), Black Pearl (500 gp), Golden Yellow Topaz (300 gp), Brown-green Garnet (120 gp), Red-brown Spinel (110 gp), Star Rose Quartz (70 gp), 118 gp

Medium (3,450 gp): Masterwork Half-plate (Medium) (900 gp), Masterwork Silvered Dagger (322 gp), *Wand of Magic Missile* (1st level, charges 28) (420gp), *Everburning Torch* (110 gp), Black Pearl (500 gp), Golden Yellow Topaz (300 gp), Brown-green Garnet (120 gp), Red-brown Spinel (110 gp), Star Rose Quartz (70 gp), Brass Mug with Onyx Inlays (300gp), 298 gp

Fast (5,100 gp): *Half-plate* +1 (Medium) (1900 gp), Masterwork Silvered Dagger (322 gp), Masterwork Composite Longbow (Small, +2 Str bonus, 600 gp) *Wand of Magic Missile* (1st level, charges 28) (420gp), *Everburning Torch* (110 gp), Black Pearl (500 gp), Golden Yellow Topaz (300 gp), Brown-green Garnet (120 gp), Red-brown Spinel (110 gp), Star Rose Quartz (70 gp), Brass Mug with Onyx Inlays (300gp), 348 gp

UPPING THE ANTE

Still a headstrong loner, the very young white dragon has yet to learn the value of minions and the terrain still serves as her greatest ally. She has come to enjoy the hunt as much as the kill and often plays “cat and mouse” with her quarry.

When confronting a group, this very young white dragon first selects the strongest warrior for full attack. Having savaged him, she taunts the group to follow her if they dare. She then leads them on a chase through her domain. The dragon moves at a pace that allows the party to keep her in sight. If needed, she will feign injury to entice them to follow.

Throughout her domain, this dragon has laid several traps designed to weaken the party. Each trap is designed to appear like a natural hazard. The trap is usually either a Falling Boulder Trap (CR 5, Type mechanical; Perception DC 20; Disable Device DC 20, Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square)) or a Frost Fangs Trap (CR 7, Type mechanical; Perception DC 25; Disable Device DC 20,

Duration 3 rounds; Reset none, Effect jets of freezing water (3d6 cold damage, DC 20 Reflex, save for half damage); multiple targets (all targets in a 40-ft.-square area)).

The Falling boulder Trap is CR +2. The Frost Fangs Trap is CR +3. When the party has been weakened, she idly positions herself to deploy her breath weapon to maximum effect.

ALTERNATIVE BUILDS

A very young white dragon has grown into a serious threat in the region. While most white dragons her age are cocky, some take flexing their muscle to new extremes. The following alternative builds focus on the dragon's growing confidence, which sometimes borders on arrogance.

CHILL PRESENCE

The very young white dragon casually walks onto the path in front of the party. She casually points a claw at a message scratched into the stony path that reads (in common), "Pay tribute or die." If the party does not immediately capitulate, she looses a fearsome roar and attempts to intimidate her opponents with Dazzling Display just before she launches a full attack.

Changes: **Init** +2; **Skills** Intimidate +9 Perception +8, Sense Motive -1; **Feats** Dazzling Display, Intimidating Prowess, Power Attack.

HOARFROST HELLION

This very young dragon has become a master of destroying her enemies with her hoary breath. She no longer feels the need to swoop in from behind. Instead, she

drops from the sky directly above the party blasting them with her breath weapon and flying off to recharge and make another strafing run.

Changes: **Init** +6; **Special Attacks:** breath weapon (20-ft. cone, DC 16, 4d4 cold); **Skills** Perception +8, Sense Motive -1, **Feats** Ability Focus (breath weapon), Flyby Attack, Improved Initiative



WHITE DRAGON, YOUNG

Though not much larger than a pony, this gleaming ivory dragon seems bigger due to its thick, muscular build. With a hiss it shows off fangs the size of stilettos and just as sharp.

YOUNG WHITE DRAGON

CR 6

XP 2,400

CE Medium dragon (cold)

Init +6; **Senses** dragon senses, snow vision; Perception +12

DEFENSE

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

hp 66 (7d12+21)

Fort +8, **Ref** +7, **Will** +5

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

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

Melee bite +11 (1d8+6), 2 claws +11 (1d6+4), 2 wings +6 (1d4+2)

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

Special Attacks breath weapon (30-ft. cone, DC 16, 6d4 cold)

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 8, **Wis** 11, **Cha** 8

Base Atk +7; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Power Attack

Skills Fly +12, Intimidate +9, Perception +12, Stealth +12, Swim +22

Languages Draconic

SQ icewalking, ice shape

SPECIAL ABILITIES

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

Now roughly the size of warhorse, the young white dragon has become well known to all within her domain. Some seek her out to offer tribute, while others hunt and hound her. While she has

grown in strength and skill, the young white dragon has learned that she is not immortal ... yet.

As a result, she has expanded her initial lair or moved to a more permanent home. Though not yet smart enough to manipulate magic, she has learned its value and begun to take precautions to protect fragile items like scrolls and potions.

Slow (4,050 gp): *potion of cure moderate wounds* (300gp), *arcane scroll* (haste; 375 gp), *divine scroll* (remove paralysis; 150 gp), masterwork greataxe (medium; 320 gp), mithral shirt (medium; 1,100gp), fox fur shoes inlaid with copper (700 gp), deep blue spinel (400 gp), 3 crude onyx figurines (75 gp, 200 gp, 325 gp), 105 gp

Medium (6,000 gp): *potion of cure moderate wounds* (300gp), *arcane scroll* (haste; 375 gp), *divine scroll* (remove paralysis; 150 gp), *wand of magic missile* (3rd, 37 charges, 1,665gp), masterwork greataxe (medium; 320 gp), mithral shirt (medium; 1,100gp), fox fur shoes inlaid with copper (700 gp), deep blue spinel (400 gp), 3 crude onyx figurines (75 gp, 200 gp, 325 gp), 390 gp

Fast (9,000 gp): *potion of cure moderate wounds* (300gp), *arcane scroll* (haste; 375 gp), *divine scroll* (remove paralysis; 150 gp), *wand of magic missile* (3rd, 37 charges, 1,665gp), +1 *silver greataxe* (medium; 2500 gp), mithral shirt (medium; 1,100gp), fox fur shoes inlaid with copper (700 gp), deep blue

spinel (400 gp), 3 crude onyx figurines (75 gp, 200 gp, 325 gp), 1,210 gp

UPPING THE ANTE

At this age, the white dragon gains the *ice shape* ability and learns to use it to her advantage. In particular, she has mastered the creation of broad patches of *razor rubble* (difficult terrain, DC 15 Acrobatics check or 1 point damage while in square), which she has liberally dotted within and around her lair. If encountered outside her lair, the dragon will use a round to create razor rubble around her to slow and damage her enemies.

Within her lair, she has placed 4 permanent squares of *razor rubble* and, when attacked, creates 4 more squares to slow to approach of her foes. This tactic adds +2 CR. Outside her lair, she creates 4 squares of razor rubble, when attacked, which adds +1 CR.

ALTERNATIVE BUILDS

The young white dragon has grown to realize her place in the world. She realizes that, while still relatively vulnerable, she is destined to rule her environs. The following builds reflect two paths by which she may learn more about herself and her eventual minions.

CLEVER COURIER

"*Know your enemies*" is the mantra of this young white dragon. To that end, he makes his services available to the frost giant kings and other powerful factions within his domain, though he takes care not to ally himself too closely with any one group.



Such alliances are used to gauge the strengths and weaknesses of his future enemies and potential minions. The dragon freely alternates between diplomacy and intimidation as he finds his leadership style. When confronted by the PCs, he seems them as yet another opportunity to learn.

Changes: **Feats** Persuasive, Skill Focus (Diplomacy), Skill Focus (Intimidate), Skill Focus (Linguistics); **Skills** Diplomacy +11, Intimidate +14, Linguistics +7; **Languages** Aklo, Common, Dwarven, Draconic, Giant, Goblin, Orc, Undercommon

MANY MASKS

Rather than getting to know others, as does the Clever Courier, this young white dragon focuses on getting to know himself. To be more precise, he focuses on how best to portray himself to the power players within his realm. In private, he regularly studies and practices the performance crafts of the actor and orator.

With each encounter, this young white dragon puts on another “face”. Sometimes, he is the simpering craven; others the roaring tyrant. His performances run the gamut of leadership styles as he tests each in turn. He even adorns himself differently or feigns accents or injuries. As a result, many think there is a clutch of white dragon siblings in the region.

Changes: **Feats** Bluff, Skill Focus (Perform: Act), Skill Focus (Perform: Oratory), Skill Focus (Linguistics); **Skills** Bluff +9, Perform (Act) +9, Intimidate +9, Linguistics +7; **Languages** Aklo, Common, Dwarven, Draconic, Giant, Goblin, Orc, Undercommon

WHITE DRAGON, JUVENILE

This beast that stalks forward makes the most robust destrier look wan and thin. Covered in opaline scales that catch the light, the dragon seems all muscle, teeth and claw.

JUVENILE WHITE DRAGON CR 7

XP 3,200

CE Medium dragon (cold)

Init +6; **Senses** dragon senses, snow vision; Perception +15

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)

hp 94 (9d12+36)

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

Immune cold, paralysis, sleep

Weaknesses Vulnerability to fire

OFFENSE

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

Melee bite +15 (1d8+7), 2 claws +14 (1d6+5), 2 wings +9 (1d4+2)

Special Attacks breath weapon (30-ft. cone, DC 18, 8d4 cold)

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

At will — fog cloud

STATISTICS

Str 21, **Dex** 14, **Con** 19, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +9; **CMB** +14; **CMD** 26 (30 vs. trip)

Feats Alertness, Flyby Attack, Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Fly +14, Intimidate +12, Perception +15, Spellcraft +12, Stealth +14, Swim +25; Racial Modifiers +8 Swim

Languages Draconic

SQ icewalking, ice shape

SPECIAL ABILITIES

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon’s caster level for this effect is equal to its Hit Dice.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

Avarice meets necessity. Having now lived through the predations of several would-be dragon slayers, the juvenile white dragon begins to see her hoard in a different light. The armor, weapons and magic items are now key elements of the dragon’s treasure trove. Most are displayed as trophies within his lair. But the dragon has come to realize that such items will be of greater use as his skill develops. And, if the items are in his possession, his enemies are weakened for their loss.

Slow (5,250 gp): *potion of cure moderate wounds* (300 gp), *heavy steel shield* +1 (medium, 1,340 gp), *composite longbow* +1 (medium, 2,400 gp), bolt of rare silk (300 gp), violet garnet (600 gp), 310 gp.

Medium (7,800 gp): *composite longbow* +1 (medium, 2,400 gp), *heavy steel shield* +1 (medium, 1,340 gp), *potion of cure moderate wounds* (300 gp), *splint mail armor* +1 (medium, 1,700 gp), *wand of silence* (8 charges, 720 gp),

bolt of rare silk (300 gp), violet garnet (600 gp), 440 gp.

Fast (11,700 gp): *arcane scroll of fireball* (x2) (CL3, cast 5, 750 gp), *elixir of sneaking* (250 gp), *composite longbow +1* (medium, 2,400 gp), *heavy steel shield +1* (medium, 1,340 gp), *potion of cure moderate wounds* (300 gp), *ring of climbing* (2,500 gp), *splint mail armor +1* (medium, 1,700 gp), *wand of silence* (8 charges, 720 gp), bolt of rare silk (300 gp), violet garnet (600 gp), 840 gp.



UPPING THE ANTE

Having spent his first twenty-five years as a vagabond, the juvenile white dragon establishes a more permanent base of operations and begins to attract minions. Still restricted to speaking Draconic, among his first is a highly intelligent kobold shaman who speaks Giant. The dragon uses the shaman to recruit ogres and trolls to his cause along with other kobold tribes.

For the most part, the kobolds act as scouts and spies in subterranean lands beneath the shell of the world. Above ground, the ogres and trolls guard the dragon's home and raid the countryside on his behalf. At all times, the dragon keeps company with the kobold shaman (sorcerer 4) and an honor guard comprised of two ogres or one troll. With the dragon's minions at hand, the encounter is CR +2.

ALTERNATIVE BUILDS

Like sorcerers, dragons are natural arcanists. The following builds swap out the spell-like abilities white dragons are given at this age for thematically consistent variants that, while seemingly simple, create an entirely unique opponent.

THE WIND THAT KILLS

A long repressed auran bloodline has come to the fore and given this dragon the ability to manipulate the wind at will. She skillfully uses this ability in combat. During the initial attack, she uses it to separate Small combatants from the group, blowing them over ledges and into natural hazards if she can. During the fight, she uses the wind to check the advance of Medium opponents and move Small ones around the battlefield as needed.

Changes: Spell-Like Abilities *gust of wind* (at will) replaces *fog cloud* (at will).

THE PALE DREAD

A long-dead ancestor dabbled in the necromantic arts. Centuries later this dragon has discovered an innate ability to command the undead. Over time, he has collected a small band of lesser undead minions from across his domain. At any given time, his lair contains 12 skeletons or 8 zombies. Either group adds CR +1 to the encounter.

Changes: Spell-Like Abilities *command undead* (at will) replaces *fog cloud* (at will).

WHITE DRAGON, YOUNG ADULT

A huge mound of windswept snow stirs and slowly breaks apart as a milky white dragon, the size of a woolly rhino, emerges from beneath its crust.

YOUNG ADLT WHITE DRAGON CR 9

XP 6,400

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +19

DEFENSE

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

hp 115 (11d12+44)

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

DR 5/magic; **Immune** cold, paralysis, sleep; **SR** 20

Weaknesses Vulnerability to fire

OFFENSE

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

Melee bite +17 (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, 10d4 cold)

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

At will — fog cloud, gust of wind

STATISTICS

Str 23, **Dex** 12, **Con** 19, **Int** 10, **Wis** 13, **Cha** 10

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

Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Fly +9, Intimidate +14, Perception +19, Spellcraft +14, Stealth +11, Swim +28; Racial Modifiers +8 Swim

Languages Draconic

SQ icewalking, ice shape

SPECIAL ABILITIES

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

Dragon hunters now come more often. When they fall, the hoard of the young white dragon swells with the magic items brought to lay her low. In addition, she has begun to amass scrolls, potions and other arcana in earnest. She guards it all carefully as she is building an arsenal with which to further establish her dominion.

Slow (8,550 gp): *arcane scroll (continual flame* x1, *sound burst* x1, 400 gp), *divine scroll (quench* x1, *speak with dead* x1, 750 gp), *dust of tracelessness* (250 gp), *greataxe* +1 (medium, 2,320 gp), *potion of bear's endurance* (300 gp), *potion of spider climb* (300 gp), *studded leather armor* +1 (medium, 1,175 gp), *wand of summon monster II* (10 charges, 900 gp), black pearl (800 gp), blue sapphire (330 gp) silver comb with moonstones (550 gp), 475 gp.

Medium (12,750 gp): *arcane scroll (continual flame* x1, *sound burst* x1, 400 gp), *cold iron*

shortspear +1 (small, 2,604 gp) *divine scroll (quench* x1, *speak with dead* x1, 750 gp), *dust of tracelessness* (250 gp), *greataxe* +1 (medium, 2,320 gp), *heavy steel shield* +1 (small, 1,340 gp), *potion of bear's endurance* (300 gp), *potion of spider climb* (300 gp), *studded leather armor* +1 (medium, 1,175 gp), *wand of summon monster II* (10 charges, 900 gp), black pearl (800 gp), blue sapphire (330 gp) silver comb with moonstones (550 gp), 731 gp.

Fast (19,200 gp): *arcane scroll (continual flame* x1, *sound burst* x1, 400 gp), *cold iron shortspear* +1 (small, 2,604 gp) *divine scroll (quench* x1, *speak with dead* x1, 750 gp), *dust of tracelessness* (250 gp), *flaming greataxe* +1 (medium, 8,320 gp), *heavy steel shield* +1 (small, 1,340 gp), *potion of bear's endurance* (300 gp), *potion of spider climb* (300 gp), *studded leather armor* +1 (medium, 1,175 gp), *wand of summon monster II* (10 charges, 900 gp), black pearl (800 gp), blue sapphire (330 gp) silver comb with moonstones (550 gp), 1,181 gp.

UPPING THE ANTE

During his travels, this young white dragon has discovered his serious vulnerability to fire. To rid himself of this weakness, the dragon hired an unscrupulous wizard to cast *protection from energy (fire)* on him and then *permanency* to make the effect constant.

As it removes a significant and fairly obvious weakness, this makes the encounter CR +2. To make matters worse, the dragon paid the wizard with a significant chunk of his hoard. As a result, the overall value of the hoard is reduced by 40%; adjusting found items accordingly.

ALTERNATIVE BUILDS

Not quite able to harness their innate magical talents, young white dragons begin to explore the benefits provided by arcane augmentation, particularly in the form of rings. The following builds offer two variations on this theme, one to the dragon's benefit ... the other not so.

THE ENCRUSTED CROWN

Dragons are no strangers to vanity and this young white dragon is no exception. The "crown" formed by her horns is encrusted with rings from her hoard, made to fit humans and halflings. Over time, some have become embedded and cannot be easily removed.

Among the treasure are two magical rings, which grant her significant benefits in combat. Given her fascination with magic, the dragon has studied spellcraft diligently and knows which are the boon rings. However, the casual observer would never be able to pick them out from the collection arrayed on her "crown".

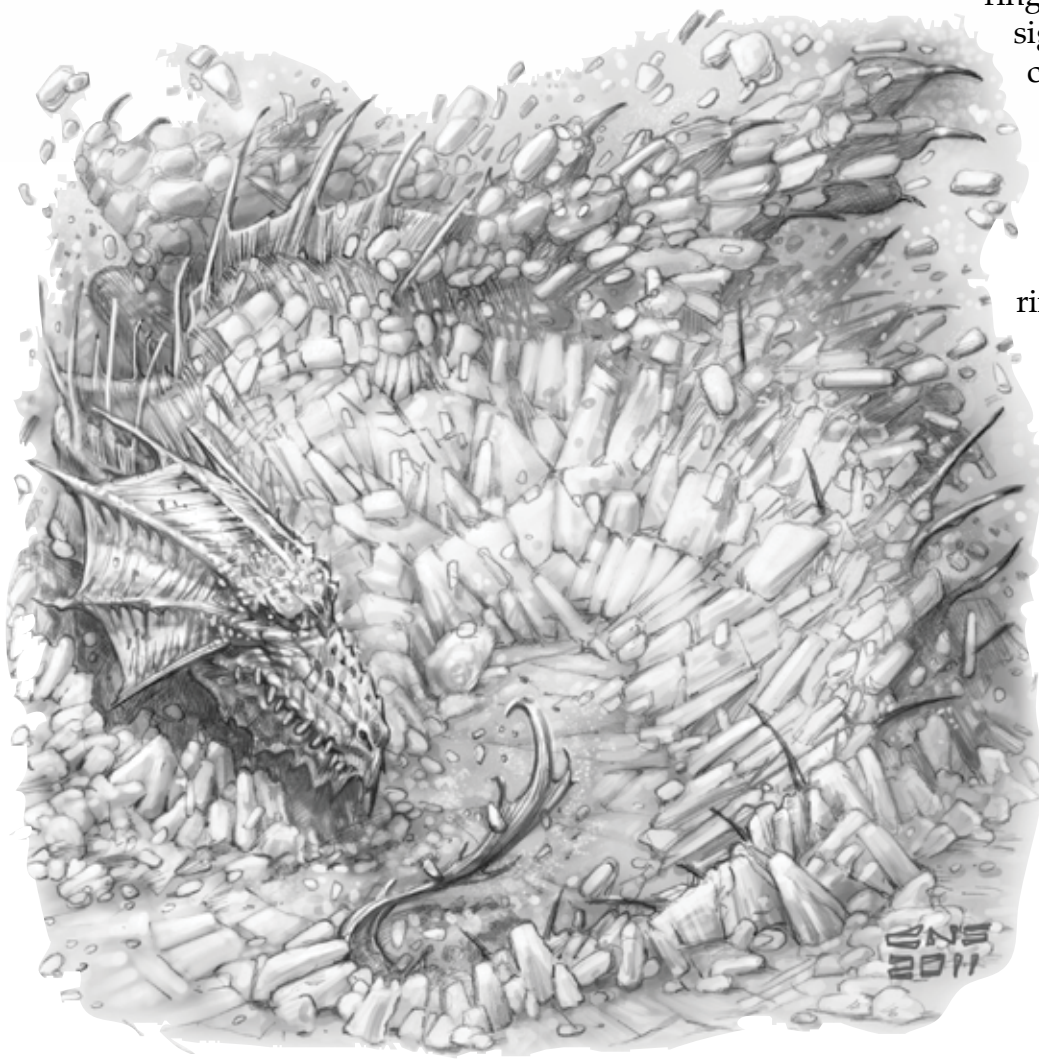
Changes: AC 25; **Equipment** ring of counterspells (fireball), ring of protection +1; **Feats** Skill Focus (Spellcraft) replaces Power Attack; **Skills** Spellcraft +17

KIN SLAYER

Avarice has its price. While still a wyrmling, this dragon began trying on obviously magical rings before researching them in earnest. As a result, he wears a cursed *cannibal ring* and has yet to find someone willing or able to lift the curse. Ever since, he has hunted and killed every sibling from his clutch and almost every lesser draconic creature in his domain.

Over the years, this young white dragon has developed the Scent ability specifically related to draconic creatures, including kobolds. The process has left him somewhat addled in the presence of any items made of dragon hide, dragon scales or anything else that carries the scent of dragonkind. When in the presence of such items, he gains the *confused* condition.

Changes: **Condition** confused (situation-dependent); **Equipment** cannibal ring (cursed item, APG); **Feats** Skill Focus (Survival) replaces Power Attack; **Skills** Survival +13 Swim +19 **Special Ability** Scent (dragons).



WHITE DRAGON, ADULT

A whipping wind snaps icicles from nearby trees and throws a cloud of snow in the air as a muscular dragon covered in cream-colored scales settles on the ground before you.

ADULT WHITE DRAGON CR 10

XP 9,600

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +22 **Aura** cold (5 ft., 1d6 cold damage), frightful presence (180 ft., DC 17)

DEFENSE

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

hp 149 (13d12+65)

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

DR 5/magic; **Immune** cold, paralysis, sleep; **SR** 21

Weaknesses vulnerability to fire

OFFENSE

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

Melee bite +20 (2d6+10/19-20), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, DC 21, 12d4 cold)

Spell-Like Abilities (CL 13th)

At will — fog cloud, gust of wind

Spells Known (CL 1st)

1st (4/day) — shield, true strike

0 (at will) — dancing lights, detect magic, ray of frost, mending

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

BaseAtk +13; **CMB** +21; **CMD** 32 (36 vs. trip)

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

Skills Fly +11, Intimidate +17, Knowledge (arcane) +17, Perception +22, Spellcraft +17, Stealth +13, Swim +31

Languages Common, Draconic

SQ icewalking, ice shape

SPECIAL ABILITIES

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

Now well known across his domain, the adult white dragon attracts dragon hunters like a moth to a flame. A budding arcanist, he begins to eschew mundane baubles in favor of scrolls and spell books which he carefully protects and studies.

Slow (10,950 gp): *arcane scroll (command undead x1, flaming sphere x1, 300 gp), breastplate armor +1 (1,700 gp), divine scroll (bull's strength x1, delay poison x1, 300 gp), book of harms (485 gp, UM), glowing cold iron dwarven waraxe +1 (medium, 2,660 gp), potion of cure moderate wounds x 2*

(600 gp), *wand of burning hands* (44 charges, 660 gp), *adamantine stein with pearl inlays* (1,025 gp), *fire opal* (825 gp), *full plate armor (medium, 1,500 gp), 915 gp.*

Medium (16,350 gp): *arcane scroll (command undead x1, flaming sphere x1, 300 gp), divine scroll (bull's strength x1, delay poison x1, 300 gp), book of harms (485 gp, UM), glowing cold iron dwarven waraxe +1 (medium, 2,660 gp), potion of cure moderate wounds x 2 (600 gp), ring of the ram (8 charges, 1,376 gp), shadow breastplate armor +1 (5,450 gp), wand of burning hands (44 charges, 660 gp), adamantine stein with pearl inlays (1,025 gp), fire opal (825 gp), full plate armor (medium, 1,500 gp), 1,189 gp.*

Fast (24,600 gp): *arcane scroll (command undead x1, flaming sphere x1, 300 gp), brooch of shielding (1,500 gp), divine scroll (bull's strength x1, delay poison x1, 300 gp), book of harms (485 gp, UM), glowing cold iron ghost touch dwarven waraxe +1 (medium, 8,660 gp), potion of cure moderate wounds x 2 (600 gp), ring of the ram (8 charges, 1,376 gp), shadow breastplate armor +1 (5,450 gp), wand of burning hands (44 charges, 660 gp), adamantine stein with pearl inlays (1,025 gp), fire opal (825 gp), full plate armor (medium, 1,500 gp), 1,939 gp.*

UPPING THE ANTE

Well established as a regional power and now able to speak the common tongue, the adult white dragon attracts followers beyond simple kobolds and ogres. Among his retinue, one finds an archaeologist (CR 6, GMG), battle mage (CR5, GMG), medium (CR4, GMG), monster hunter (CR 5, GMG), raider (CR5, GMG) and a

traveling merchant (CR5, GMG). This “salvage squad” is tasked with researching, finding and acquiring arcana for his hoard ... by any means necessary.

Unless on a mission, the salvage squad will be present in quarters set aside for them within the dragon’s lair. If the party presents a significant challenge to his operations, the dragon may confront them in the field, using the salvage squad to soften them up before entering the fray. Any encounter involving the squad is CR +2.

ALTERNATIVE BUILDS

At this point, the adult dragon values her command of the common language over her low tier spell-casting abilities. She sees communication as her greatest asset for further developing her magical abilities. The following builds reflect this theme.

SINGER OF THE SNOW COURT

This adult dragon has taken a celebrity bard as her partner and herald. She holds open court and invites leaders from across her domain to listen to the tales of her exploits as sung by the bard. When not holding court, the bard instructs the dragon in both the arcane and performing arts.

As the dragon and the bard are so evenly matched, their alliance is tenuous. The bard will fight on behalf of the dragon, increasing the CR by 2. However, if reduced to 30 hp, he will abandon the dragon and may even join the party in combat if he feels he can turn the tide and save his skin.

Changes: **Followers** celebrity bard (CR10, NE, GMG); **Spells Known** (CL 1st); 1st (4/day)—*memory lapse* (DC 12, APG), *polypurpose panacea* (UM);

0 (at will)—*ghost sound* (DC 11), *message*, *prestidigitation* (DC 11), *sotto voce* (DC11, FG); **Feats** Skill Focus (Knowledge (Arcana)), Skill Focus (Perform (Sing)) replace Flyby Attack and Vital Strike; **Skills** Knowledge (Arcana) +20, Perform (Sing) +20, Swim +18

THE ICEBOUND AVATAR

As a wyrmling, this dragon was found and fostered by a cult of the god of death who believes he is an avatar of their dark master. The dragon has cultivated this charade towards his own ends. Now an adult, the dragon commands the cultists as his loyal minions. The cult is fanatically loyal and will serve the dragon without question; sacrificing their own lives to protect his. Encounters with the cultists present increase the CR by 2.

Due to the constant presence of the cultists, the dragon’s natural magical abilities have been attuned to the divine rather than the arcane and his spell selection reflects this deviation.

Changes: **Domain** death; **Followers** priest (CR 8, CE, GMG), 8 cultists (CR 2, CE, GMG); **Spells Known** (CL 1st); 1st (4/day)—*forbid action* (DC 12, UM), *murderous command* (DC 12, UM); 0 (at will)—*bleed* (DC 11), *detect magic*, *guidance*, *read magic*; **Feats** Skill Focus (Knowledge (Planes)), Skill Focus (Knowledge (Religion)), replace Flyby Attack and Vital Strike; **Skills** Knowledge (Arcana) +0, Knowledge (Planes) +20,



HAMMOCK

Knowledge(Religion) +20, Swim +18

WHITE DRAGON, MATURE ADULT

Powerful wings fan drifting snow and pine needles into a cloud that obscures this dragon's armor of pearly scales. Its yellow horns lay against its neck in a clear display of aggression.

MATURE ADLT WHITE DRGN CR 11

XP 12,800

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +24

Aura cold (5 ft., 1d6 cold damage), frightful presence (210 ft., DC 18)

DEFENSE

AC 30, touch 10, flat-footed 29 (+1 Dex, +20 natural, -1 size)

hp 172 (15d12+75)

Fort +14, **Ref** +12, **Will** +11

DR 10/magic; **Immune** cold, paralysis, sleep; **SR** 22

Weaknesses Vulnerability to fire

OFFENSE

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

Melee bite +23 (2d6+12/19-20), 2 claws +22 (1d8+8), 2 wings +17 (1d6+4), tail slap +17 (1d8+12)

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

Special Attacks breath weapon (40-ft. cone, DC 22, 14d4 cold)

Spell-Like Abilities (CL 15th; concentration +16)

At will — fog cloud, gust of wind

Spells Known (CL 3rd; concentration +4)

1st (6/day) — magic aura, shield, true strike

0 (at will) — dancing lights, detect magic, ghost

sound, mending, ray of frost

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +15; **CMB** +24; **CMD** 35 (39 vs. trip)

Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +13, Intimidate +19, Knowledge (arcana) +19, Perception +24, Spellcraft +19, Stealth +15, Swim +34; Racial Modifiers +8 Swim

Languages Common, Draconic

SQ icewalking, ice shape

SPECIAL ABILITIES

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

With each passing year, the dragon grows more deeply connected to his arcane nature and seeks greater understanding of magic as a means to greater power. Her hoard reflects her research.

Slow (13,950 gp): arcane scroll (daze monster x1, scorching ray x1, invisibility x1, misdirection x1, 600 gp), arcane scroll (wall of ice x1, 700 gp), bracers of armor +1 (1,000 gp),

divine scroll (prayer x1, water walk x1, 750 gp), dust of emulation (800 gp), heavy dragonhide shield +1 (medium, 1,510 gp), lesser rod of silent metamagic (3,000 gp), ring of protection +1 (2,000 gp), pearl of power (1st level, 1,000 gp), adamantine battleaxe (medium, 3,010 gp), half-plate armor (600 gp), coral ring with gold inlay (650 gp), jade idol (950 gp) 1,290 gp.

Medium (21,000 gp): arcane scroll (daze monster x1, scorching ray x1, invisibility x1, misdirection x1, 600 gp), arcane scroll (wall of ice x1, 700 gp), bracers of armor +1 (1,000 gp), divine scroll (prayer x1, water walk x1, 750 gp), dust of emulation (800 gp), heavy dragonhide shield +1 (medium, 1,510 gp), lesser rod of silent metamagic (3,000 gp), ring of protection +2 (8,000 gp), pearl of power (1st level, 1,000 gp), adamantine battleaxe (medium, 3,010 gp), half-plate armor (600 gp), coral ring with gold inlay (650 gp), jade idol (950 gp), 2,340 gp.

Fast (31,500 gp): adamantine battleaxe +1 (medium, 5,010 gp), arcane scroll (daze monster x1, scorching ray x1, invisibility x1, misdirection x1, 600 gp), arcane scroll (wall of ice x1, 700 gp), bracers of armor +2 (4,000 gp), divine scroll (prayer x1, water walk x1, 750 gp), dust of emulation (800 gp), half-plate armor +1 (2,600 gp), heavy dragonhide shield +1 (medium, 1,510 gp), lesser rod of silent metamagic (3,000 gp), ring of protection +2 (8,000 gp), pearl of power (2nd level, 4,000 gp), coral ring with

gold inlay (650 gp), jade idol (950 gp), 2,500 gp.

UPPING THE ANTE

Clever and cruel, this dragon has become enamored with the use of illusion and misdirection. Recognizing his own innate resistance to arcane assault (DR 10/magic), he boldly uses illusion to toy with his opponents with little fear of reprisal. When encountered, the dragon has prepared as follows:

1. Cast *silent image* to create a rug that hides glyphs that form a 10x10 *cone of cold* trap (CR11).

2. Cast *silent image* to create a huge pile of treasure directly behind the trap.
3. Cast *silent image* to make his actual hoard appear as a block of ice directly across from the illusory hoard.
4. Cast *disguise self* to appear as a young wyvern (medium, CR 5) and therefore a lesser threat.
5. Thrown the *two of pentacles* (himself) and the *seven of swords* (frost giant) from his *deck of illusions* to draw the party's focus so he can ambush them.

The illusory dragon and giant appear

to be sleeping on either side of the illusory hoard. The dragon (illusory wyvern) lies curled up on top of the illusory block of ice and feigns sleep. With the addition of the trap and the misdirection created by the illusions, this encounter is CR +3.

Changes: **Spells Known** (CL 3rd); 1st (6/day)—*disguise self*, *silent image* (DC 12), *vanish* (APG); 0 (at will)—*dancing lights*, *ghost sound* (DC 12), *mage hand*, *penumbra* (UM), *sotto voce* (DC 12, FG)

ALTERNATIVE BUILDS

The mature adult white dragon sees his hoard as a resource to be used to make him a more formidable opponent. The following builds reflect the use of various magic resources to increase his effectiveness in combat and negotiation.

ARCANE AVALANCHE

True to his combative nature, this dragon likes to wade into the middle of a group of adventurers and wreak havoc with tooth and claw. Prior to launching his attack, the dragon has cast the following spells on himself: *haste*, *false life*, *mage armor* and *bull's strength*.

Changes: **AC** 35 (11 Touch 11, Flat-footed); **hp** 192 (172); **Ref** +11; **Speed** 90; **Melee** Bite +26 (2d6+15/19-20/x2), Claw x2 +25 x2 (1d8+10/20/x2), Tail Slap +20 (1d8+15/20/x2), Wing x2 +20 x2 (1d6+5/20/x2); **Str** 31 (+10); **CMD** 38

NEFARIOUS NEGOTIATOR

Acquisition of arcana is this dragon's sole focus. In mastering the art of the deal, he has grown fat, torpid and can barely fly.



Tomb raiders and others who traffic the arcane come to him to broker trades. Before negotiations begin, he casts the following spells from scrolls: *eagle's splendor*, *fox's cunning* and *owl's wisdom*. Each enhances his already formidable deal-making skills.

If negotiations break down, he simply eats one of his minions in a single bite, using dazzling display (bite) and intimidating prowess to cow his trading partners into accepting his terms.

Changes: **Init** +1; **Int** 16 (+3), **Wis** 18 (+4), **Cha** 16 (+3); **Feats** Dazzling Display (Bite), Intimidating Prowess, Persuasive, Skill Focus (Diplomacy), Skill Focus (Intimidate) replace Alertness, Flyby Attack, Improved Initiative, Lightning Reflexes, Power Attack; **Skills** Appraise +20, Bluff +20, Diplomacy +20, Fly +5, Intimidate +35, Knowledge (arcana) +20, Linguistics +10, Perception +8, Sense Motive +20, Spellcraft +10, Stealth -3, Swim +16, Use Magic Device +20; **Languages** Common, Draconic, Dwarven, Elven, Giant, Undercommon.



WHITE DRAGON, OLD

The size of a small mastodon, this dragon is a dull, oily white with a chipped horn and a few missing scales. Though showing his age, his bright, malevolent eyes belie a fierce intellect.

OLD WHITE DRAGON

CR 13

XP 25,600

CE Huge dragon (cold)

Init +4; **Senses** dragon senses, snow vision; Perception +27

Aura cold (10 ft., 1d6 cold damage), frightful presence (240 ft., DC 20)

DEFENSE

AC 31, touch 8, flat-footed 31 (+23 natural, -2 size)

hp 212 (17d12+102)

Fort +16, **Ref** +12, **Will** +13

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

Weaknesses Vulnerability to fire

OFFENSE

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

Melee bite +25 (2d8+13/19-20), 2 claws +24 (2d6+9), 2 wings +19 (1d8+4), tail slap +19 (2d6+13)

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

Special Attacks breath weapon (50-ft. cone, DC 24, 16d4 cold), crush (DC 24, 2d8+13), freezing fog (3/day, DC 18)

Spell-Like Abilities (CL 17th; concentration +19)

At will — fog cloud, gust of wind

Spells Known (CL 5th; concentration +7)

2nd (5/day) — fog cloud, invisibility

1st (7/day) — grease (DC 14), magic aura, shield, true strike

0 (at will) — dancing lights, detect magic, ghost sound, mage hand, mending, ray of frost

STATISTICS

Str 29, **Dex** 10, **Con** 23, **Int** 14, **Wis** 17, **Cha** 14

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

Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +12, Intimidate +22, Knowledge (arcana) +22, Perception +27, Sense Motive +27, Spellcraft +22, Stealth +12, Swim +37; **Racial Modifiers** +8 Swim

Languages Common, Draconic, Giant

SQ icewalking, ice shape

SPECIAL ABILITIES

Freezing Fog (Sp) An old white dragon can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su) A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icwalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

Scrolls, scrolls, and more scrolls. Arcane, divine, historical; it does not matter. The dragon is hungry to learn and its hoard reflects this thirst for knowledge. Occasionally, wondrous items appear from barter or plunder; either suits the dragon.

Slow (24,250 gp): *arcane scroll (bestow curse x1, 700 gp)*, *bag of tricks* (grey, 3,400 gp), *bracers of armor +2* (4,000 gp), *full plate armor +1* (4,300 gp), *pearl of power* (2nd level, 4,000 gp), *potion of cure serious wounds* (750 gp), *shatterspike* (4,315 gp), *blue star sapphire* (1,100 gp), *dragonscale talisman* (700 gp), *ermine fur overcoat* (750 gp), 1,935 gp.

Medium (34,800 gp): *arcane scroll (bestow curse x1, 700 gp)*, *bag of tricks* (grey, 3,400 gp), *bracers of armor +2* (4,000 gp), *divine scroll (freedom of movement x1, 700 gp)*, *dragon bane sling +1* (medium 8,300 gp), *glamered full plate armor +1* (7,000 gp), *pearl of power* (2nd level, 4,000 gp), *potion of cure serious wounds* (750 gp), *shatterspike* (4,315 gp), *blue star sapphire* (1,100 gp), *dragonscale talisman* (700 gp), *ermine fur overcoat* (750 gp), 3,085 gp.

Fast (52,500 gp): *arcane scroll (bestow curse x1, confusion x1, 1,400 gp)*, *bag of tricks* (grey, 3,400 gp), *belt of giant strength +2* (4,000 gp), *bracers of armor +2* (4,000 gp), *divine scroll (freedom of movement x1, summon monster IV x1, 1,400 gp)*, *dragon bane sling +1* (medium 8,300 gp), *glamered full plate armor +2* (10,000 gp), *pearl of power* (2nd level, 4,000 gp), *periapt of health* (7,400 gp), *potion of cure serious wounds* (750 gp), *shatterspike* (4,315 gp), *blue star sapphire* (1,100 gp), *dragonscale talisman* (700 gp), *ermine fur overcoat* (750 gp), 4,985 gp.

UPPING THE ANTE

While hunting polar bears on the frozen sea, this white dragon discovered the lost tower of a long dead wizard. After careful investigation, he made the tower his home. Chief among the spoils of his find was a vast library covering a wide variety of topics, including golem craft. While he has yet to master the art of making golems, he has been able to identify, activate and control the golems left behind by the tower's former owner.

At any given time, the dragon has six advanced ice golems (CR 8) at his beck and call. Due to the addition of the ice golems, this encounter is CR +2.

ALTERNATIVE BUILDS

While rare, some dragons are just born with a different worldview than their clutch mates. And, some who have lived lives steeped in evil wake one day with a change of heart. The following build illustrates one such dragon.

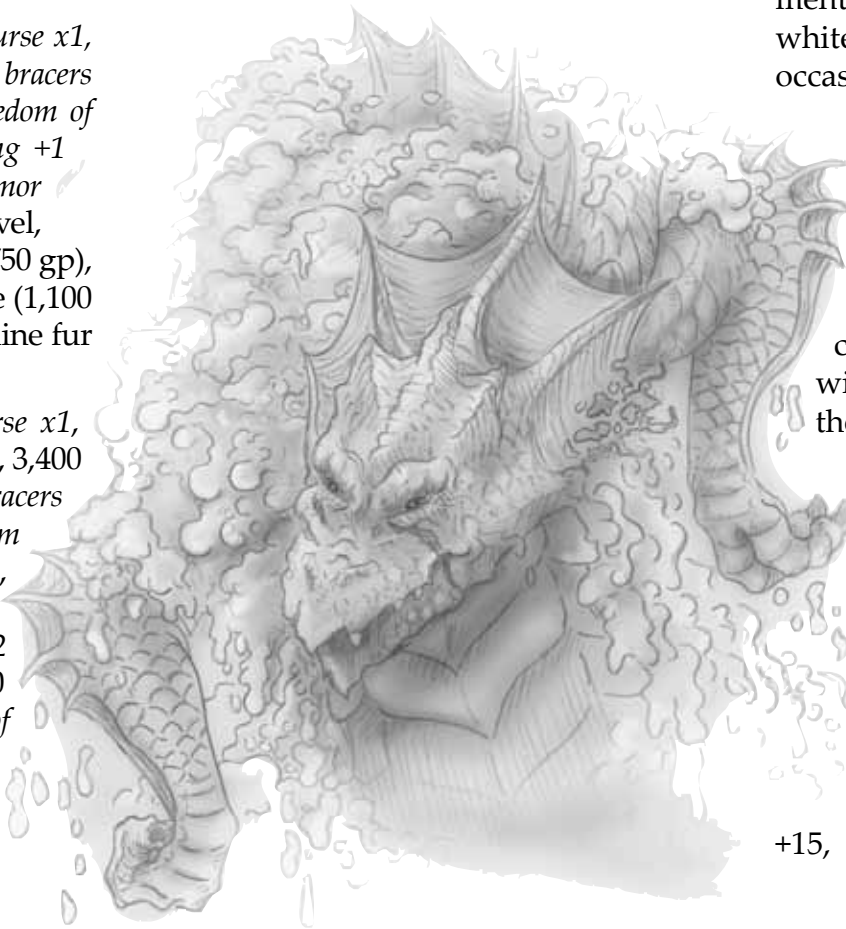
SAGE OF THE SNOWY PEAKS

Different from the egg, this white dragon only ever wanted to be of service to those in need. Early on, he discovered that his kind was more often feared than loved, so he learned to cast *disguise self* to masquerade as a silver dragon. Over time, he found mentors among the metallic dragons. Other white dragons know him, despise him and occasionally make attempts on his life.

Today, this dragon maintains a fairly public lair in the mountains that ring a large northern port city. People from the town often make the long journey to his lair to seek counsel and healing. Once a year, he flies to town to offer his counsel to all comers. And, if called, he will come to the town's defense against the evil factions of the northern wastes.

Changes: **Alignment** Neutral Good; **Spells Known** (CL 5th; concentration +7), **2nd (5/day)** — *share language, make whole*; **1st (7/day)** — *comprehend languages, crafter's fortune* (APG), *disguise self, polypurpose panacea* (UM);

Feats Skill Focus (Heal) replaces Improved Vital Strike; **Skill** Diplomacy +15, Fly +10 Heal +25, Intimidate +23, Knowledge (arcana) +15, Knowledge (dungeoneering) +15,



Knowledge (engineering) +15, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (nobility) +15, Knowledge (religion) +15, Knowledge (the planes) +15, Linguistics +11, Perception +10, Sense Motive +15, Spellcraft +15, Swim +17, Use Magic Device +10; **Languages** Common, Draconic, Dwarven, Elven, Giant, Goblin, Orc

WHITE DRAGON, VERY OLD

Out of the storm strides a haughty dragon whose massive body blends almost perfectly with the virgin snow falling all around. Upon its head, icicles cling to horns the color of curdled milk.

VERY OLD WHITE DRAGON CR 14

XP 38,400

CE Huge dragon (cold)

Init +4; **Senses** dragon senses, snow vision; Perception +29

Aura cold (10 ft., 1d6 cold damage), frightful presence (270 ft., DC 21)

DEFENSE

AC 34, touch 8, flat-footed 34 (+26 natural, -2 size)

hp 237 (19d12+114)

Fort +17, **Ref** +13, **Will** +14

DR 15/magic; **Immune** cold, paralysis, sleep; **SR** 25

Weaknesses Vulnerability to fire

OFFENSE

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

Melee bite +28 (2d8+15/19-20), 2 claws +27 (2d6+10), 2 wings +22 (1d8+5), tail slap +22 (2d6+15)

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

Special Attacks breath weapon (50-ft. cone, DC 25, 18d4 cold), crush (Small Creatures, DC 25, 2d8+15), freezing fog (3/day, DC 18)

Spell-Like Abilities (CL 19th; concentration +21)

At will — fog cloud, gust of wind

Spells Known (CL 7th; concentration +9)

3rd (4/day) — displacement, lightning bolt (DC 15)

2nd (7/day) — fog cloud, invisibility, resist energy

1st (7/day) — alarm, grease (DC 13), magic aura, shield, true strike

0 (at will) — acid splash, dancing lights, detect magic, ghost sound, mage hand, mending, message, ray of frost

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 14, **Wis** 17, **Cha** 14

Base Atk +19; **CMB** +31; **CMD** 41 (45 vs. trip)

Feats Alertness, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +14, Intimidate +24, Knowledge (arcana) +24, Perception +29, Sense Motive +29, Spellcraft +24, Stealth +14, Swim +40; Racial Modifiers +8 Swim

Languages Common, Draconic, Giant

SQ icewalking, ice shape

SPECIAL ABILITIES

Freezing Fog (Sp) A white dragon can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su) A white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

It seems nothing can sate the dragon's desire for scrolls and spell books, both of which are used to continually expand her understanding and command of magic. Old trophies are traded for new scrolls and spell books and a few new trophies appear to replace them.

Slow (30,000 gp): *adamantine dwarven waraxe* +1 (medium, 5,330 gp), *arcane scroll (halt undead x1, deep slumber x1, stinking cloud x1, tongues x1, 1,500 gp)*, *arcane scroll (detect scrying x1, mass enlarge person x1, remove curse x1, 2,100 gp)* *divine scroll (scrying x1, animal growth x1, greater command x1, 3,375 gp)*, *potion of haste* (750 gp), *staff of fire* (20 charges, 7,100 gp), *wand of cure moderate wounds* (30 charges, 2,700 gp), fiery yellow corundum (2,400 gp), yeti fur hunter's cap (1,600 gp), 3,145 gp.

Medium (45,000 gp): *adamantine dwarven waraxe* +1 (medium, 5,330 gp), *arcane scroll (halt undead x1, deep slumber x1, stinking cloud x1, tongues x1, 1,500 gp)*, *arcane scroll (detect scrying x1, mass enlarge person x1, remove*

curse x1, 2,100 gp) divine scroll (scrying x1, animal growth x1, greater command x1, 3,375 gp), potion of haste (750 gp), silent moves full plate armor +2 (medium, 11,050 gp), staff of fire (20 charges, 7,100 gp), wand of cure moderate wounds (30 charges, 2,700 gp), diamond-crusted holy symbol (2,750 gp), fiery yellow corundum (2,400 gp), yeti fur hunter's cap (1,600 gp), 4,345 gp.

Fast (66,000 gp): adamantite dwarven waraxe +1 (medium, 5,330 gp), amulet of natural armor +3 (18,000 gp), arcane scroll (halt undead x1, deep slumber x1, stinking cloud x1, tongues x1, 1,500 gp), arcane scroll (detect scrying x1, mass enlarge person x1, remove curse x1, 2,100 gp), cold resistance hide armor +2 (medium, 22,330gp), divine scroll (scrying x1, animal growth x1, greater command x1, 3,375 gp), potion of haste (750 gp), staff of fire (50 charges, 18,950 gp), wand of cure moderate wounds (30 charges, 2,700 gp), diamond-crusted holy symbol (2,750 gp), fiery yellow corundum (2,400 gp), yeti fur hunter's cap (1,600 gp), 6,915 gp.

UPPING THE ANTE

Frost giant tribes are natural partners for elder white dragons. The very old dragon may even name a frost giant champion as his Vox Draconis, a herald who speaks on the dragon's behalf throughout his domain. As the Vox Draconis is often away on the dragon's business, his family lives within the dragon's lair as wards under the dragon's protection. Privately, the dragon also considers the frost giant family to be hostages who ensure the loyalty of the Vox Draconis.

The family of the Vox Draconis consists of a spouse (frost giant, CR 9) and two young frost

giants (CR 7), which makes the encounter CR +1. If the Vox Draconis (frost giant/ranger 4, CR 13) is also home, the encounter is CR +2.

ALTERNATIVE BUILDS

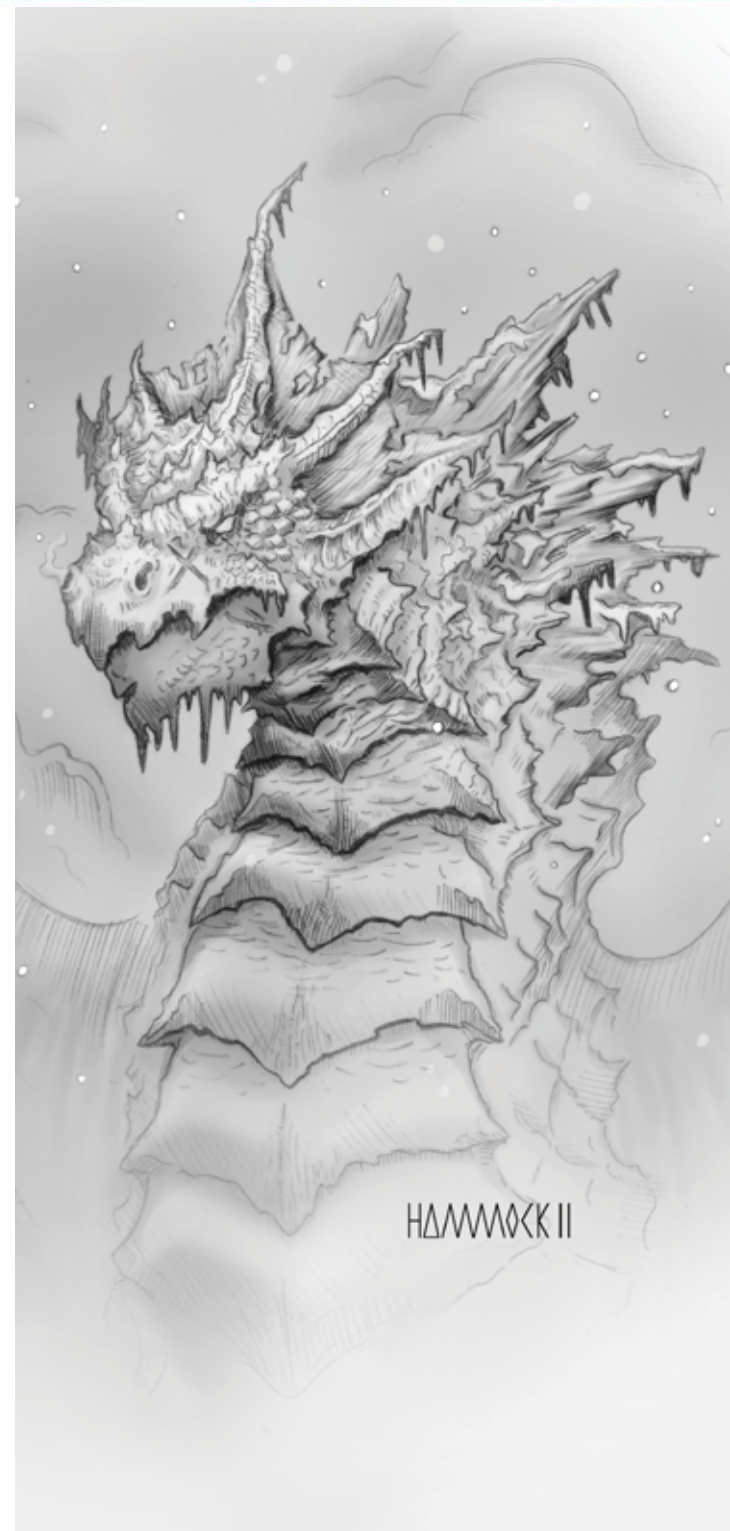
By this age, the quirky nature of dragons begins to express itself very strongly. The following build illustrates one such odd dragon.

THE GLACIER HAUNT

Rumor has it this very old white dragon was slain by dragon hunters. The dragon started that rumor, as she prefers to be left alone. To perpetuate the myth, the dragon rarely ventures from her lair, preferring to entrust key tasks to her minions.

When she does travel outside her lair, she appears incorporeal due to the spell *ghostly disguise*, which she paid a traveling wizard to make permanent, before she devoured him. Her spell selection focuses on illusory magic, which she uses to further cement her legend.

Changes: **Feats** Skill Focus (Stealth) replaces Greater Vital Strike, **Skills** Stealth +34 Swim +26; **Spells Known** (CL 7th; concentration +9), **3rd (4/day)** — *displacement, major image*; **2nd (7/day)** — *invisibility, mad hallucination* (UM), *silence*; **1st (7/day)** — *disguise self, mage armor, silent image, vanish* (APG), *ventriloquism*.



WHITE DRAGON, ANCIENT

A yawn turns into a belch as a misty vapor issues from the mouth and nostrils of this huge, pale dragon. Obviously bored, he picks his dagger-like teeth with ragged yellow claws.

ANCIENT WHITE DRAGON CR 15

XP 51,200

CE Huge dragon (cold)

Init +4; **Senses** dragon senses, snow vision; Perception +32

Aura cold (10 ft., 2d6 cold damage), frightful presence (300 ft., DC 23)

DEFENSE

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

hp 283 (21d12+147)

Fort +19, **Ref** +14, **Will** +16

DR 15/magic; **Immune** cold, paralysis, sleep; **SR** 26

Weaknesses vulnerability to fire

OFFENSE

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

Melee bite +31 (2d8+16/19–20), 2 claws +30 (2d6+11), 2 wings +25 (1d8+5), tail slap +25 (2d6+16)

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

Special Attacks blizzard, breath weapon (50-ft. cone, DC 27, 20d4 cold), crush, freezing fog (3/day, DC 19)

Spell-Like Abilities (CL 21st)

At will—fog cloud, gust of wind, wall of ice (DC 17)

Spells Known (CL 9th)

4th (4/day)—charm monster (DC 17), dimension door

3rd (7/day)—dispel magic, displacement, lightning bolt (DC 16)

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

1st (7/day)—alarm, grease (DC 14), magic aura, shield, true strike

0 (at will)—acid splash, dancing lights, detect magic, ghost sound, ray of frost, mage hand, mending, message

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +21; **CMB** +34; **CMD** 44 (48 vs. trip)

Feats Alertness, Flyby Attack, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +16, Intimidate +27, Knowledge (arcane) +27, Knowledge (history) +27, Perception +32, Sense Motive +32, Spellcraft +27, Stealth +16, Swim +43

Languages Common, Draconic

SQ icewalking, ice shape

SPECIAL ABILITIES

Blizzard (Su) An ancient white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

Cold Aura (Su) An adult white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold 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.

Freezing Fog (Sp) An old white dragon can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice

to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Ice Tomb (Sp) A great wyrm can, as a standard action, cause a creature to sink into ice. This works as imprisonment, but only while the target is touching an icy surface. A white dragon can use this ability once per day (CL equals dragon's HD). Targets entombed by this ability can be freed by casting freedom or by physically freeing the creature from the ice (Hardness 0, 360 hit points). The save DC is Charisma-based.

Icwalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

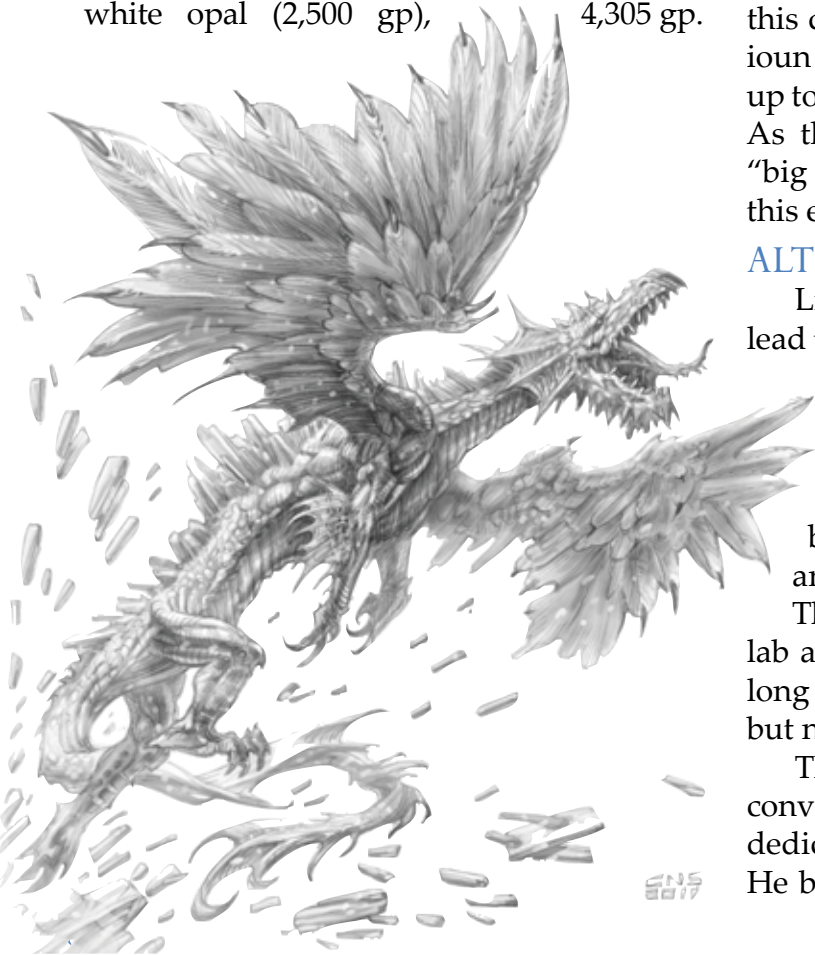
HOARD

The ancient white dragon continues to be fascinated by arcana and his hoard reflects this focus. A wide variety of scrolls, potions and other magic items litter his floor. Coin is less present as it is often used to acquire new arcana.

Slow (39,000 gp): arcane scroll (remove curse x1, charm monster x1, air walk x1, 2,100 gp), divine scroll (animal growth x1, call lightning storm x1, 2,250 gp), lesser bracers of archery (5,000 gp), heavy crossbow +1 (small, 2,350 gp), ring of

protection +2 (8,000 gp), studded leather armor +3 (9,350 gp), crystal ball (1,500 gp), dragonscale boots inlaid with platinum (2,900 gp), white opal (2,500 gp), 3,050 gp.

Medium (58,500 gp): arcane scroll (remove curse x1, charm monster x1, air walk x1, wall of fire x1, 2,800 gp), divine scroll (animal growth x1, call lightning storm x1, flame strike x1, 3,375 gp), lesser bracers of archery (5,000 gp), heavy crossbow +2 (small, 8,350 gp), restorative ointment (4,000gp), ring of protection +2 (8,000 gp), screaming bolt x10 (small, 2,670 gp), slick studded leather armor +3 (13,100 gp), crystal ball (1,500 gp), dragonscale boots inlaid with platinum (2,900 gp), white opal (2,500 gp), 4,305 gp.



Fast (87,000 gp): arcane scroll (remove curse x1, charm monster x1, air walk x1, wall of fire x2, 3,500 gp), divine scroll (animal growth x1, call lightning storm x2, flame strike x1, 3,375 gp), greater bracers of archery (25,000 gp), heavy crossbow +2 (small, 8,350 gp), restorative ointment (4,000gp), ring of protection +2 (8,000 gp), screaming bolt x10 (small, 2,670 gp), slick shadowed studded leather armor +3 (16,850 gp), crystal ball (1,500 gp), dragonscale boots inlaid with platinum (2,900 gp), white opal (2,500 gp), 7,230 gp.

UPPING THE ANTE

A pale lavender ellipsoid ioun stone orbits this dragon's head like a buzzing gnat. The ioun stone is newly forged and can absorb up to 20 levels of spells of 4th level and lower. As this ioun stone effectively negates the "big gun" spells of opposing spell casters, this encounter is CR +2.

ALTERNATIVE BUILDS

Living over a thousand years can often lead to odd behavior if not outright insanity.

The following build reflects an ancient wyrm who has lost its mind.

COLDFIRE

While this dragon was researching better ways to defend against fire, an arcane experiment went horribly awry. The resulting explosion destroyed his lab and left him on the brink of death. The long and painful recovery restored his body but not his mind.

The ancient white dragon is now convinced he is immune to fire and has dedicated his life to mastering arcane flame. He begins combat by casting the following

spells in order: *elemental aura* (fire), *fire shield* (*warm shield*). Next, he selects fire-based offensive spells in no particular order and generally eschews his own breath weapon in favor of the weaker *fire breath*. (While this can reduce his effectiveness enough to lower his CR by 1 or 2, his unexpected use of fire attacks may also catch a group prepared to face a white dragon off-guard.)

Nothing in the dragon's physiology has changed. He remains vulnerable to fire and takes damage from his own spells if the flames touch him. His madness causes him to ignore the risks, even if it leads to his own demise. If he does take serious fire damage, he gains enough lucidity to cast *protection from energy* (fire), assuming his foes have somehow neutralized his "normal" (imaginary) immunity.

Changes: **Condition** Madness (Psychosis); **Weaknesses** UNCHANGED; **Feats** Elemental Focus (Fire) replaces Greater Vital Strike; **Spells Known** (CL 9th) **4th (4/day)**—*fire shield* (*warm shield*), *wall of fire* (DC 18); **3rd (7/day)**—*elemental aura* (fire, DC 17, APG), *fireball* (DC 17), *protection from energy*; **2nd (7/day)**—*elemental touch* (fire, APG), *fire breath* (DC 16, APG), *flaming sphere* (DC 16), *scorching ray* (DC 16); **1st (7/day)**—*burning hands* (DC 15, replaces *grease*); **0 (at will)**—*spark* (replaces *ray of frost*).

WHITE DRAGON, WYRM

A stiff breeze parts the chilly fog to reveal a mammoth dragon covered in chalky white scales. Its icy blue eyes smile as an unsettling rumble, which might be laughter, escapes its throat.

WYRM WHITE DRAGON

CR 16

XP 76,800

CE Huge dragon (cold)

Init +3; **Senses** dragon senses, snow vision; Perception +34

Aura cold (10 ft., 2d6 cold damage), frightful presence (330 ft., DC 24)

DEFENSE

AC 39, touch 7, flat-footed 39 (-1 Dex, +32 natural, -2 size)

hp 310 (23d12+161)

Fort +20, **Ref** +14, **Will** +17

DR 20/magic; **Immune** cold, paralysis, sleep; **SR** 27

Weaknesses Vulnerability to fire

OFFENSE

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

Melee bite +34 (2d8+18/19-20), 2 claws +33 (2d6+12), 2 wings +28 (1d8+6), tail slap +28 (2d6+18)

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

Special Attacks breath weapon (50-ft. cone, DC 28, 22d4 cold), crush (Small creatures, DC 28, 2d8+18), freezing fog (3/day, DC 19)

Spell-Like Abilities (CL 23rd; concentration +26)

At will—fog cloud, gust of wind, wall of ice (DC 17)

Spells Known (CL 11th; concentration +14, touch +33)

5th (4/day)—feblemind, wall of force

4th (6/day)—charm monster (DC 17), dimension door, stoneskin

3rd (7/day)—dispel magic, displacement, lightning bolt (DC 16), slow

2nd (7/day)—blur, fog cloud, invisibility, resist energy, see invisibility

1st (7/day)—alarm, grease (DC 14), magic aura, shield, true strike

0 (at will)—acid splash, dancing lights, detect magic, ghost sound, mage hand, mending, message, ray of frost, resistance

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 16, **Wis** 19, **Cha** 16

Base Atk +23; **CMB** +37 (+41 on sunder); **CMD** 46 (50 vs. sunder, 50 vs. trip)

Feats Alertness, Flyby Attack, Greater Sunder, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +17, Intimidate +29, Knowledge (arcana) +29, Knowledge (history) +29, Perception +34, Sense Motive +34, Spellcraft +29, Stealth +17, Swim +46; Racial Modifiers +8 Swim

Languages Common, Draconic, Giant, Orc

SQ icewalking, ice shape

SPECIAL ABILITIES

Blizzard (Su) An ancient white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

Cold Aura (Su) An adult white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold 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.

Freezing Fog (Sp) An old white dragon can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Icwalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

The white wurm grows fickle with age. Gold means little to her beyond its use to buy the allegiance of her minions and the death of her enemies. Potions, scrolls and spell books are still common enough, but their hoards primarily consist of trophies taken from respected but fallen foes.

Slow (49,500 gp): arcane scroll (blight x1, wall of stone x1, 2250 gp), divine scroll (greater command x1, disrupting weapon x1, wall of fire x1, 3,375 gp), dwarven plate armor (16,500 gp), glowing composite longbow +2 (+4 str bonus, medium, 8,800 gp), oil of greater magic weapon +3 (1,800 gp), potion of fly (750 gp), ring of

climbing (2,500 gp), *wand of summon monster IV* (19 charges, 7,980 gp), platinum gauntlets inlaid with gold (2,200 gp), rich purple corundum (1,500 gp), 4,095 gp.

Medium (75,000 gp): *arcane scroll (blight x1, wall of stone x1, 2250 gp)*, *divine scroll (greater command x1, disrupting weapon x1, wall of fire x1, 3,375 gp)*, +2 *dwarven plate armor* (21,500 gp), *glowing composite longbow +3 (+4 str bonus, medium, 18,800 gp)*, *oil of greater magic weapon +3* (1,800 gp), *potion of fly* (750 gp), *ring of climbing* (2,500 gp), *robe of blending* (8,400 gp), *wand of summon monster IV* (19 charges, 7,980 gp), platinum gauntlets inlaid with gold (2,200 gp), rich purple corundum (1,500 gp), 6,195 gp.

Fast (114,000 gp): *arcane scroll (blight x1, wall of stone x1, 2250 gp)*, *divine scroll (greater command x1, disrupting weapon x1, wall of fire x1, 3,375 gp)*, +2 *dwarven plate armor* (21,500 gp), *glowing icy burst composite longbow +3 (+4 str bonus, medium, 26,800 gp)*, *oil of greater magic weapon +3* (1,800 gp), *pearl of power* (3rd level, 9,100 gp), *potion of fly* (750 gp), *ring of climbing* (2,500 gp), *ring of spell storing, minor* (18,000 gp), *robe of blending* (8,400 gp), *wand of summon monster IV* (19 charges, 7,980 gp), platinum gauntlets inlaid with gold (2,200 gp), rich purple corundum (1,500 gp), 10,095 gp.

UPPING THE ANTE

As a wyrm, the dragon now sees that the end of his natural life is relatively near and begins considering his options. Making the end more obvious and unsettling is the band

of dragonkind who come to the wyrm for counsel, education and, at times, protection. The vigor of their youth is not lost on the white wyrm. With this in mind, the wyrm undergoes the rituals to transform into a ravener.



The ravener ritual is lead by the most trusted of the wyrm's dragon minions, a pair of mature adult white dragons (CR 12) who are also his siblings from a later clutch. In addition to his siblings, four juvenile white dragons (CR 8) and ten white wyrmlings (CR 2) complete the court of the ravener white wyrm. Also present are five advanced cave wyverns (CR8) and five advanced frost drakes (CR 8) recruited by the ravener's siblings as unwitting meals for their undead brother.

The white wyrm's transformation adds +2 CR to the encounter, as does the presence of his dragon entourage and unwitting smorgasbord. Final CR for this encounter is 20 (+4).

ALTERNATIVE BUILDS

The white wyrm knows no natural enemies and, very often, sequesters itself to focus on its own private pursuits. The following alternate build reflects the nature of this reclusive dragon.

THE NORTH WIND

"The North Wind" has been away so long that four generations of humans have come and gone and the dragon has slipped into legend. The dragon has spent the last two centuries hidden from the world in his remote mountaintop lair served by a loyal tribe of kobold minions. His time has been devoted to the study of air magic and deep contemplation of his role as an elemental force of chaos.

The dragon's retreat was disturbed when the kobolds brought word his mate had been betrayed and killed by two of their children. Roused and wroth, "The North Wind" returned to the world of men. Once again, his shadow darkens his domain, bringing dread to all who live within. Witnesses claim he bends the very air to his will as he hunts his matricidal spawn.

Changes: **Feats** Ability Focus (Breath Weapon, DC 30) and Ability Focus (Frightful Presence, DC 26) replace Greater Sunder and Improved Sunder **Spells Known** **5 (5/day)**—*cone of cold* (DC 18), *cloudkill* (DC 18) **4 (6/day)**—*ice storm*, *river of wind* (DC 17, APG), *solid fog* **3 (7/day)**—*blacklight*, *haste* (DC 16), *sleet storm*, *stinking cloud* (DC 16) **2 (7/day)**—*gust of wind* (DC 15), *haunting mists* (DC 15, UM), *protective penumbra* (DC 15, UM), *unshakable chill* (DC 15, UM), *whispering wind* **1 (7/day)**—*alter winds* (DC 14, APG), *interrogation* (DC 14, UM), *mage armor*, *obscuring mist*, *true strike* **0 (at will)**—*arcane mark*, *bleed* (DC 13), *breeze* (UM), *dancing lights*, *detect magic*, *drench* (DC 13, UM), *mage hand*, *message*, *read magic*

WHITE DRAGON, GREAT WYRM

The ground rumbles and coins spill helter-skelter as this immense dragon uncoils from atop its hoard. He is sleek, bordering on gaunt, and his hide is a patchwork of milky white and dull grey scales.

GREAT WYRM WHITE DRGN CR 18

XP 153,600

CE Gargantuan dragon (cold)

Init +3; **Senses** dragon senses, snow vision; Perception +37

Aura cold (10 ft., 2d6 cold damage), frightful presence (360 ft., DC 26)

DEFENSE

AC 40, touch 5, flat-footed 40 (-1 Dex, +35 natural, -4 size)

hp 362 (25d12+200)

Fort +22, **Ref** +15, **Will** +19

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

Weaknesses Vulnerability to fire

OFFENSE

Speed 60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.

Melee bite +35 (4d6+19/19-20), 2 claws +34 (2d8+13), 2 wings +29 (2d6+6), tail slap +29 (2d8+19)

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

Special Attacks breath weapon (60-ft. cone, DC 30, 24d4 cold), crush (Medium creatures, DC 30, 4d6+19), freezing fog (3/day, DC 20), ice tomb (1/day, DC 23), tail sweep (Small creatures, DC 30, 2d6+19)

Spell-Like Abilities (CL 25th; concentration +29)

At will—*control weather*, *fog cloud*, *gust of wind*, *wall of ice* (DC 18)

Spells Known (CL 13th; concentration +17, touch +34)

6th (4/day)—*guards and wards*, *mislead*

5th (6/day)—*feeblemind*, *hold monster*, *wall of force*

4th (7/day)—*blink*, *charm monster* (DC 18), *dimension door*, *stoneskin*

3rd (7/day)—*dispel magic*, *displacement*, *lightning bolt* (DC 17), *slow*

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

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

0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *message*, *ray of frost*, *resistance*

STATISTICS

Str 37, **Dex** 8, **Con** 27, **Int** 18, **Wis** 21, **Cha** 18

Base Atk +25; **CMB** +42 (+46 sunder); **CMD** 51 (55 vs. sunder, 55 vs. trip)

Feats Alertness, Flyby Attack, Greater Sunder, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Sunder, Improved Vital Strike, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite), Wingover

Skills Fly +13, Intimidate +32, Knowledge (arcana) +32, Knowledge (history) +32, Perception +37, Sense Motive +37, Spellcraft +32, Stealth +15, Survival +33, Swim +43; Racial Modifiers +8 Swim

Languages Common, Draconic, Dwarven, Giant, Orc

SQ icewalking, ice shape

SPECIAL ABILITIES

Blizzard (Su) An ancient white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

Cold Aura (Su) An adult white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold 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.

Freezing Fog (Sp) An old white dragon can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the

equivalent of a 6th-level spell.

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Ice Tomb (Sp) A great wyrm can, as a standard action, cause a creature to sink into ice. This works as imprisonment, but only while the target is touching an icy surface. A white dragon can use this ability once per day (CL equals dragon's HD). Targets entombed by this ability can be freed by casting freedom or by physically freeing the creature from the ice (Hardness 0, 360 hit points). The save DC is Charisma-based.

Icwalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.

HOARD

Ancient beyond the ken of mortal men, the great wyrm has little use for baubles. Her bed is a sea of coins but the majority of her hoard consists of major magic

items with the occasional object that holds sentimental value.

Slow (84,000 gp): *amulet of natural armor* +3 (18,000 gp), *bag of holding IV* (10,000 gp), *greataxe* +3 (medium, 18,320 gp), *periapt of wisdom* +4 (16,000 gp), *wand of lightning bolt* (CL5, 34 charges, 7,650 gp), star ruby (1300 gp), blue sapphire (1,400 gp), dragonscale gloves (600 gp), ermine corset inlaid with cold iron (8,000 gp), 2,280 gp.

Medium (123,000 gp): *amulet of natural armor* +3 (18,000 gp), *bag of holding IV* (10,000 gp), *full plate armor* +5 (medium, 28,300 gp) *greataxe* +3 (medium, 18,320 gp), *oil of keen edge* (750 gp), *periapt of wisdom* +4 (16,000 gp), *staff of healing* (8 charges, 4,440 gp), *wand of lightning bolt* (CL5, 34 charges, 7,650 gp), star ruby (1300 gp), blue sapphire (1,400 gp), dragonscale gloves (600 gp), ermine corset inlaid with cold iron (8,000 gp), 7,790 gp.

Fast (186,000 gp): *amulet of natural armor* +3 (18,000 gp), *bag of holding IV* (10,000 gp), *full plate armor* +5 (medium, 28,300 gp) *greataxe* +3 (medium, 18,320 gp), *oil of keen edge* (750 gp), *manual of bodily health* +2 (55,000 gp) *periapt of wisdom* +4 (16,000 gp), *staff of healing* (8 charges, 4,440 gp), *wand of lightning bolt* (CL5, 34 charges, 7,650 gp), star ruby (1300 gp), blue sapphire (1,400 gp), dragonscale gloves (600 gp), ermine corset inlaid with cold iron (8,000 gp), 15,790 gp



UPPING THE ANTE

The white great wyrm has become a true force of nature. As such, he has commanded the fealty of the various elementals that dwell on and within the snow-capped peaks the dragon calls home. At any given time, the dragon is attended by two advanced elder ice elementals (Gargantuan, CR 15), two elder air elementals (Huge, CR 11) and two elder earth elementals (Huge, CR 11).

To the best of their abilities, each elemental mimics the dragon's form. This creates the appearance that the great wyrm is holding court with six very odd dragons. The presence of the elementals increases the encounter CR by 2.

ALTERNATIVE BUILDS

The frozen north preserves the dead. The following alternate build exploits this tendency to create a unique draconic foe.

QUEEN OF THE ICY CHASM

The "Queen of the Icy Chasm" is designed to drop into a campaign as a cornerstone NPC from whom the party might learn and take missions. She is the rare white dragon that prefers brains over brawn, but that only makes her more dangerous.

The Queen's home is a warren deep within a vast glacier. The only known entrance is found at the bottom of an enormous crevasse found roughly in the center of the glacier. Most intelligent creatures within her domain give her glacier a wide berth, but the local frost giants worship her as a god and inter their dead along the rim of the chasm as tribute.

The following spells are active and represented in the stat block below, from highest to lowest level.

2—*protective penumbra* (UM)

1—*mage armor*

0—*detect magic*

The keystone of the Queen's hoard is a *cauldron of the dead* (APG, 60,000 gp). This magic item is unique in that it allows for the creation of Large undead. Over the centuries, she has used it to build a small army of undead, most of which lie beneath the snows surrounding the chasm's rim. The most formidable of these are nine *relentless frost giant zombies* (CR12) and two *relentless dread zombie white dragons* (CR 14).

The Queen always begins her parley alone. If things go poorly, she activates the zombies who burst forth from the snow and are pre-positioned to surround the party. The frost giant zombies are divided into three groups of three. During combat, the Queen and her zombie white dragons each control one of the frost giant zombie groups. The addition of the zombies makes the encounter CR 21.

QUEEN OF THE ICY CHASM

Wicked claws grip the edge of the crevasse and are quickly followed by an enormous, lithe dragon covered in pearlescent scales. She lazily stretches her wings as her gaze deliberately sweeps across the group.

QUEEN OF THE ICY CHASM CR 18

Female Dragon, White, Great Wyrms

CE Gargantuan Dragon (Cold)

Init -1; **Senses** Blindsight (60 feet), **Darkvision** (120 feet), Dragon Senses, Low-Light Vision, Snow Vision; Perception +24

Aura Cold Aura, Frightful Presence (360 feet, 5d6 rounds) (DC 26)

DEFENSE

AC 44, touch 5, flat-footed 40 (-1 Dex, -4 size, +35 natural)

hp 362 (25d12+200)

Fort +22, **Ref** +13, **Will** +19

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

Weakness Vulnerability to Fire

OFFENSE

Spd 60 ft., burrow 30 feet, fly 250 feet (clumsy), swim (60 feet)

Melee bite +34 (6d6+19/20/x2), 2 claws +34 x2 (2d10+13/20/x2), 2 wings +32 x2 (3d6+6/20/x2), tail slap +32 (2d10+19/20/x2)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (60-ft. cone, DC 30, 24d4 cold), crush (Medium creatures, DC 30, 4d6+19), freezing fog (3/day, DC 20), ice tomb (1/day, DC 23), tail sweep (Small creatures, DC 30, 2d6+19)

Spell-Like Abilities (CL 25th; concentration +29)

At will—*control weather, fog cloud, gust of wind, wall of ice* (DC 18)

Spells Known (CL 13, +34 melee touch, +20 ranged touch):

6 (5/day)—*create undead, shadow walk* (DC 20, UM)
5 (6/day)—*icy prison* (DC 19, UM), *mind fog* (DC 19), *pain strike, mass* (DC 19, APG)
4 (7/day)—*animate dead, fleshworm infestation* (DC 18, UM), *ice storm, overwhelming grief* (DC 18, UM)
3 (7/day)—*animate dead, lesser* (UM), *dispel magic, sleet storm, wind wall* (DC 17)
2 (7/day)—*command undead* (DC 16), *detect thoughts* (DC 16), *dust of twilight* (DC 16, UM), *ghoul touch* (DC 16), *protective penumbra* (DC 16, UM)
1 (7/day)—*identify, interrogation* (DC 15, UM), *mage armor, obscuring mist, true strike*
0 (at will)—*arcane mark, bleed* (DC 14), *detect magic, drench* (DC 14, UM), *ghost sound* (DC 14), *mage hand, read magic, scrivener's chant* (SOS), *sotto voce* (DC 14, FG)

STATISTICS

Str 36, **Dex** 8, **Con** 26, **Int** 18, **Wis** 20, **Cha** 18
Base Atk +25; **CMB** +42 (+46 Sundering); **CMD** 51 (53 vs. Sunder, 55 vs. Trip)

Feats Alertness, Antagonize, Combat Casting, Eldritch Claws, Flyby Attack, Hover, Improved Natural Attack (Bite), Improved Natural Attack (Claws), Improved Natural Attack (Tail Slap), Improved Natural Attack (Wings), Intimidating Prowess, Multiattack, Wingover

Skills Appraise +15, Bluff +15, Climb +20, Diplomacy +25, Fly +9, Intimidate +32, Knowledge (Arcana) +20, Knowledge (Dungeoneering) +10, Knowledge (Engineering) +10, Knowledge (Geography) +20, Knowledge (History) +20, Knowledge (Local) +15, Knowledge (Nature) +15, Knowledge (Nobility) +15, Knowledge (Religion) +15, Knowledge (The Planes) +15, Linguistics +22, Perception +24, Sense Motive +28, Spellcraft +25, Survival +25, Swim +21, Use Magic Device +20

Languages Aklo, Aquan, Auran, Celestial, Common, Draconic, Drow Sign Language, Dwarven, Elven, Giant, Gnome, Goblin, Halfling, Ignan, Infernal, Orc, Protean, Sylvan, Terran, Undercommon

SQ *Blizzard* (Su), *Ice Shape* (At will) (Su), *Icewalking* (Ex)

SPECIAL ABILITIES

Blizzard (Su) An ancient white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

Cold Aura (Su) An adult white dragon radiates an aura of cold. All creatures within 5 feet of the dragon

take 1d6 points of cold 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.

Freezing Fog (Sp) An old white dragon can use this ability three times per day. It is similar to an acid fog spell but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. The dragon is immune to the grease effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

Ice Shape (Su) A young white dragon can shape ice and snow at will. This ability functions as stone shape, but only targeting ice and snow, not stone. A white dragon's caster level for this effect is equal to its Hit Dice.

Ice Tomb (Sp) A great wyrm can, as a standard action, cause a creature to sink into ice. This works as imprisonment, but only while the target is touching an icy surface. A white dragon can use this ability once per day (CL equals dragon's HD). Targets entombed by this ability can be freed by casting freedom or by physically freeing the creature from the ice (Hardness 0, 360 hit points). The save DC is Charisma-based.

Icewalking (Ex) This ability works like the spider climb spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Snow Vision (Ex) A very young white dragon learns to see perfectly well in snowy conditions. A white dragon does not suffer any penalties to Perception checks while in snow.



WE ERR ON THE SIDE OF AWESOME!

CREDITS

Designer:

Doug Daulton

Developer:

Owen K.C. Stephens

Dragon Stat Block Creation & Editing:

Broven (aka Timothy Johnson), Brett Carlos,
Vladimir Presnyak, and John Reyst

Project Editor:

Miranda Horner

Project Development:

Owen K.C. Stephens

Cover Art:

Joseph Calkins and Cerebus Illustrations

Interior Art:

William Hammock, Christian N. St. Pierre,
the Forge Studios, Kimagu

Graphic Design and Typesetting:

R. Hyrum Savage

Proofreading:

Jeremy Miller

Creative Director:

Stan!

Special Thanks to our primary playtesters, who have killed a ridiculous number of dragons over the past year:

Challengers of the Apocalypse – Ian Allen, M. Newell
Curlee, Lj Stephens; *The Slayers of Venomtooth* –
Carl Gilchrist, John Menzie, Lj Stephens

Super Genius Games:

R. Hyrum Savage and Owen K.C. Stephens,

D20PFSRD.com editors and contributors:

Charles Wright, Timothy Johnson, Andrew Massey, Blake Reitz, Brett
Carlos, Maugan22 G, McCaul Baggett, Vladimir Presnyak, John Reyst

Produced By:

Super Genius Games
www.supergeniusgames.com

Contents ©2011 Super Genius Games

For more information about Super Genius Games and our
upcoming products, follow us on Facebook: www.facebook.com/supergeniusgames, via Twitter: Owen: @Owen_Stephens, Stan: @stannex, and/or Super Genius Games: @SuperGeniusRPG,
or at our Yahoo Group:

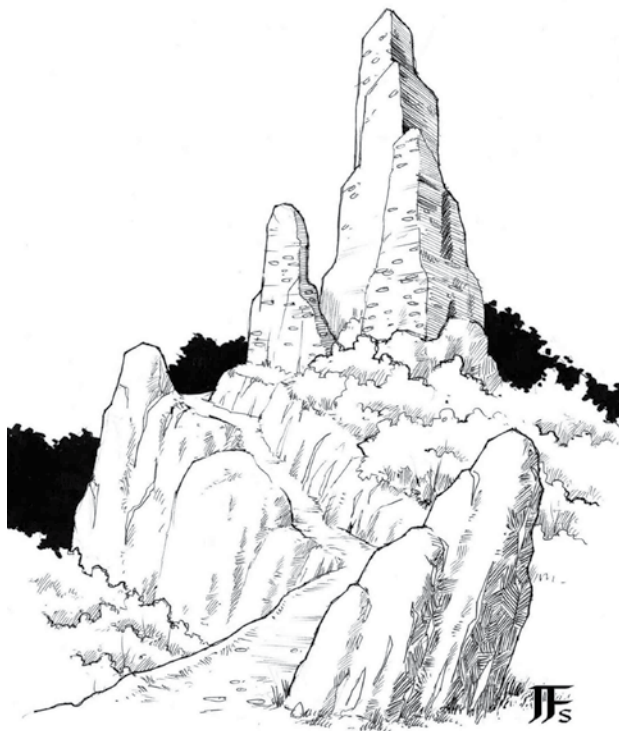
<http://games.groups.yahoo.com/group/super-genius/>

All logos are the trademark of Super Genius Games.
All rights reserved.

Published Under the SRD, OGL, and d20 (v 3)
License ©2000, Wizards of the Coast, Inc.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/> for more information on the compatibility license.



DESIGNATION OF PRODUCT IDENTITY: The Super Genius Games (SGG) and OtherWorld Creations (OWC) company names and logos; the "Codex Draconis: White Terrors of the North" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT: All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, magic items, monsters, rituals, artifacts AND OR the names of abilities presented within this book are Open Game Content as described in Section 1(d) of the License.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Classic Monsters Revisited. Copyright 2008, Paizo Publishing, LLC; Authors: Wolfgang Baur, Jason Bulmahn, Joshua J. Frost, James Jacobs, Nicolas Logue, Mike McArtor, James L. Sutter, Greg A. Vaughan, Jeremy Walker.

d20 PFSRD.com. Copyright 2011. All Rights Reserved.

Codex Draconis: White Terrors of the North. Copyright 2011, Super Genius Games. Authors: Doug Daulton and Owen K.C. Stephens.