



RAWR!

A Series of Monstrous Malevolence

Volume 11:

Flame & Wrath



RAWR! VOLUME II:

FLAME & WRATH

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INTRODUCTION

Greetings, friends and future victims!

What you have before you is the latest collaborative effort of a group of twisted and depraved RPG designers. TPK Games has always sought to push the envelope when it comes to challenging players. In our first volume of *Rawr!*, we tackled the themes of fear and dread, and brought you such horrors as the *gravesbane colossus* and the controversial *sundered child* ... ahem! I mean *sundered one*. In *Rawr! Volume 2*, we are addressing themes of fire and wrath, with a nod toward dragons and dragon-like creatures. Therefore, with this, our second volume of *Rawr!*, we hope is just as entertaining ... if not as cruel as the first. Because that is what we at TPK Games strive for: we want to provide challenging, cutting edge RPG design options to confound and horrify your players.

So, you might be asking yourself, what will I find in the pages of *Rawr! Volume 2*? Well, my friends, here is a quick run-down.

In **Chapter 1: Monstrous Advice**, monster-master and GM extraordinaire Richard Hunt offers some excellent advice on designing monstrous encounters, with an eye toward role-playing the monster based on its emotional or mental state. Now you can add sad ettins and nalfeshnee demons with multiple personality disorder to your campaign!

Chapter 2: Facing the Dragon provides some nasty optional rules for beefing up encounters with dragons ... or any other dragon-like creature, really. Here you'll find rules for dropping large objects on your hapless PCs (like boulders, wagons, and yes -- cows!), rules for boosting a dragon's armor class with draconic barding or by embedding treasure in their scales, sort of like a certain dragon that might or might not be named *Smaug*.

In **Chapter 3: Draconic Bloodlines**, Brian Berg and Mike Welham present major and minor bloodline options for your Pathfinder PCs and NPCs. No longer restricted to just the sorcerer class, these draconic bloodline options offer a wide range of feats and traits to any character with the majesty of dragonsblood coursing through their veins. Also included here are templates for designing creatures with a minor or major draconic bloodline of any of the chromatic or metallic dragons.

In **Chapter 4: New Monsters**, you'll find an assortment of new monstrous creatures to harass—and very likely devour—your PCs. Included in this chapter are the *antaboga*, a serpentine earth dragon from Javanese mythology, the fever-raising *lyukana*, the fey-bred *mound worm* (inspired by the Bram Stoker classic, *Lair of the White Worm*), the *ursator* (a nasty amalgamation of dire bear, t-rex, and red dragon), and the elusive *winged serpent*, which might be available as a familiar.

We hope you enjoy this humble offering. May your players' dreams be filled with wonder and terror. Quoting the TPK Games motto: Give your players a reason to hate again. Blame us!

— Tom Phillips

CHAPTER 1: MONSTROUS ADVICE

Monsters often become mere target dummies in our games. However, they should never just wait in a motionless, frozen state until interacted with. Yet as game masters, we sometimes forget to breathe life into the flat text and numbers that represent our monstrous adversaries. We may forget to consider what they are doing or how they are feeling when adventurers happen along. When this happens too often, encounters may grow a little stale.

Quickly consider how a monster has lived its life up to the point just before an encounter. Doing so can make all the difference between a staid video game-style battle, and a more memorable role-playing event. Furthermore, what if just a handful of monsters destined to die at their hands actually survived? They would definitely form an opinion about the way humanoid societies regard their kind. The trauma would cause them to form an attitude toward adventurers, an emotional reaction to having their homes invaded, their females, friends, and children slaughtered, and their stuff taken. If you think about it, the occupation of adventurer must seem at least rude from a monster's point of view.

Sure, humanoids and monsters are natural enemies, but is that really enough justification to assume that every encounter will result in a slugfest? So, before you run your next encounter, take a moment to decide how the monster is feeling in its heart of hearts, whether they have encountered adventuring riff-raff before, and how they will react when adventurers strike.

ANGRY

"I've had just about enough of you miserable pale skins invading my home!"

The default assumption for most encounters is good old-fashioned anger. This could range from chill annoyance to hot fury. In cases where adventurers stumble onto monsters that outclass them, it can be helpful to assume the latter to keep your party from biting off more than they can chew. Perhaps your monsters offer insults and angry verbal threats before going straight to sword and claw. They might even pull a few punches or hurl objects at them. This allows your group a chance to back down or retreat rather than becoming instant dead meat. Monsters using this approach should impose standard combat penalties on the party per Intimidation skill checks. Adventurers who fail to back down are pretty much fair game after that—they have been warned.

Otherwise, when adventurers go traipsing through monster territory, go with the obvious assumption that they are unwanted, that your monsters are going to be angry, and that, yes, there will be a fight. After all, imagine a pack of noisy oddballs clanking through your living room in metal armor, armed to the teeth with weapons and magic, while you are trying to watch a television show. The noise alone would be reason enough to make any sentient being livid.

Consider how your angry monsters may have been treated in the past too. Monsters that have had clashes with humans, elves, and their kin before, are likely to remember the foul treatment they received the first time. While a monster's life and personal history is something we tend to forget about, as we relegate them to superficial punching bags, it makes for a better story if your ticked-off monsters have a few choice words to say about the killing, maiming, thieving adventurers invading their home.

Once done, describe a few details. Include a few gruesome descriptions of wicked weapon scars or magical burns on the monster's body. Enhance the encounter with some enraged banter about how the humans will

taste or how sick and tired they are of having their homes invaded and robbed by men. Monsters playing, gambling, wrestling, drinking, or cavorting when the party comes along to ruin an otherwise good time should be furious—these party crashers deserve to die!

Angry monsters should seldom materialize all shiny and clean like a new doll just out of the box, not without a few choice details to bring the encounter to life. Do everything in your power to drive home the point that adventurers are not only unwelcome, but that their mere presence is an unforgivable insult! Your angry monster encounters will become more memorable as a result, as your monsters take their temper tantrums out on would-be invaders in combat. Remember also, angry monsters may very well fight to the death. Anger is a loss of emotional control and it is up to you to decide whether anger will carry a monster to its end.

FEARLESS

“Come at me, thieves!”

Classifying fearless monsters is easy. They fall into three broad groups: constructs, mindless undead, and those who are immortal. A few exceptions exist, so keep those in mind as well. Trolls are able to regenerate quickly. They are relatively fearless, unless attacking solo, and even then, they may wait until the last minute to fee. Keep the situation in mind too though. A solo troll fighting near a massive bonfire (fire does them permanent harm) has some pause before just wading into battle.

Constructs are non-sentient automata programmed to follow a set of instructions—they guard and fight to the death unless their instructions command otherwise. They express no emotions, offer no taunts or insults, and fight fiercely and quietly until they crumble. Their resistance to weapons and magic should be played as unsettling. Constructs are otherwise unyielding and virtually immortal, waiting in the dark until intruders come along.

Zombies, skeletons, and other forms of mindless undead fight until destroyed, unless ordered to do otherwise. They have no fear yet may wail or make other creepy, inhuman sounds, moaning, wailing or clattering—they offer no taunts or insults since they are no longer sentient, but the negative energy that powers them grants them the ability to make frightening sounds in mockery of their former lives.

Demons and devils are essentially immortal. They seldom truly die. They return to hell when killed in the material world. However, they may still offer the same range of mood, since they would rather wreak havoc in the material world, than return to the flame, cold, and smoke of the underworld. Extreme arrogance is the key watchword for role-playing demons, devils, and similar extraplanar beings. Everything they do is done in the name of their superiority over everything, whether above or below them in the food chain.

FRIGHTENED

“Eek! Wings do your duty!”

Frightened monsters are skittish at best, afraid of their own shadows at worst. Imagine how horses or cats might behave and you get the idea. Frightened monsters are more interested in preserving their lives, the lives of their fellows, and maybe their property than in fighting. However, if cornered they should fight just as savagely as angry monsters, perhaps more so since their lives are at stake.

Monsters with a history of fighting on the losing side of every battle with humanoids, those who have known enslavement, or those maltreated by humanoids or other monsters might be frightened of losing just

one more battle—their last! They might suffer from an inferiority complex or have been told their whole lives that they are worthless. Play it up and have fun with it.

Whatever the case may be, odds are your frightened monsters will try to run or negotiate their way out of a predicament with adventurers, assuming the party and monsters have a common language. This creates a good opportunity to provide hints or plot clues as your monsters decide to trade their lives for information.

This is your chance for some rich role-playing, as this situation does not really happen often. Have your frightened creatures try to worm their way out of combat instead. However, just because your monsters are afraid, does not mean that their own assessment of themselves or the party is true. Just because they are afraid does not mean the monsters really are weaker than the adventurers are and therein lies the beauty of this role-playing situation—it can be as nasty as any trap!

Surprise your group by having your ‘fraidy-cat monsters bring some serious hurt. Even if they are weak, maybe they have a single magic item that immobilizes the party’s fighter or silences its wizard, making even a routine random encounter more of a challenge. The opportunity to turn it into a nasty surprise is priceless! Not only that, when otherwise frightened monsters see how well they’re doing, there’s no reason they can’t suddenly have a change of heart and bring all the mistreatment and hurt heaped on them to bear on the party.

A quick glance at a monster’s type can help identify likely candidates for monsters who are generally afraid—obviously demons, devils, mindless undead and the like are fearless. By contrast, most fey should probably fall into this category, as folklore tells us they are flighty and elusive. Look for social skills such as Diplomacy, Bluff, or Intimidate, defensive feats, high speed, high initiative bonuses, or weak/subtle attack forms or spell-like abilities such as charm. These monsters are less likely to engage in a toe-to-toe encounter if they can do otherwise.

HAPPY

“Haw, haw, haw, lookie here maw, more two-leg sweetie meaties!”

Happy monsters enjoy being what they are. They are pleased with themselves, how their lives are going, and take genuine pleasure in being monsters. In humanoid psychological terms, they feel secure and well-adjusted. Humanoids might see their mood differently of course. Happy monsters may seem psychotic instead and therein lays the natural animosity between heroes and monsters perhaps. After all, monsters are possessed of a more alien mindset to that of humanoids. Keep in mind, these are broad generalizations and monsters will vary—some will talk, some frighten, and some kill with a grin.

Monsters in a good mood may welcome adventurers as honored guests. After all, they are presenting themselves as new victims upon which to experiment, visit great sadism and cruelty, or imprison as slaves. They are more than willing to bring on the killing too—just for the fun of it. Giants, dragons, and powerful monsters fall quite naturally into this category.

Happy monsters may design their lairs for invasion and prepare themselves to put up a fight—one designed with heavy advantage in mind. They put some thought into setting traps, creating dead ends, and placing obstacles, up to the limits of their intelligence of course. However, even the dumbest monsters can be quite devious.

Happy monsters also pick their spells carefully and plan the use of spell-like abilities. They enjoy themselves through taunts, causing injury, and watching the mayhem. They keep at it too, at least for as long as they are

enjoying the pain and suffering of adventurers. Only when the party gains the upper hand, causes injury, threatens to win, or shows hope of escape, does a happy go lucky baddie become angry—then, watch out!

Playing to ego is what makes role-playing happy monsters a lot of fun. This is your chance to throw insults, taunts, and threats. Arrogance might even lead a monster to reveal secrets and plot points it believes adventurers may never use simply because they are destined to die around the next corner. This villainous old chestnut should be used sparingly though, since it can become trite or cliché. As with angry monsters, using these approaches should impose standard combat penalties on the party per Intimidation skill checks. Monsters might also use Bluff to pull off feints, tell lies, or provide false clues, all designed to hurt and befuddle.

MADNESS

“Yes, mother... yes, mother... please don’t scream at me, mother... yes, mother, please mother, I’ll make them go away, mother!”

The *Pathfinder Game Mastery Guide* defines madness as “an affliction inflicted upon those who suffer from extraordinary physical, mental, or spiritual anguishes and trials.” Monsters live in the harshest of all possible worlds, far away from the comfort of a city. Civilization offers heroes some respite after their last adventure. For monsters, there are no inns, no place to recuperate, and absolutely no respite. Monsters must find ways to survive if not thrive. Trauma and pain of all sorts visits monsters continually and the resulting stresses should take their toll occasionally.

Consider that adventurers as well as other monsters are always gunning for them too. They are subject to lightless, weird, alien environments, magical and divine forces beyond comprehension, as well as the intrusion or intersection of the planes upon our reality. Add demons, devils, and gods to the list and it makes a perfect storm for the development of madness. Who is to say that the next monster your group encounters has not gone quite bonkers?

The *Pathfinder Game Mastery Guide* lists just a few mental maladies. These are more than sufficient in making a memorable encounter with a crazy monster, though you should also feel free to do a little research on the Internet or pattern its behavior after real or fictional characters who are themselves mad.

Keep in mind that madness is unlikely in creatures with multiple heads, though a single head might suffer madness. Use some common sense or have a good explanation—magic can certainly cause insanity to all the heads of a multi-headed beast. Nevertheless, an ettin arguing with its crazy half can be quite entertaining. Just do not overuse it.

Amnesia: A monster with amnesia may forget the tenants of its alignment for a while. It might even forget its monstrous nature. Many fictions surround the idea of a “bad person” having lost their history, only to discover it later, after spending some time in innocent ignorance. This sort of conflict can create yet another rich opportunity for great role-play, but is not the only option for monsters with amnesia.

A demon saves the paladin’s life and guides the adventures to their next destination, only to remember its evil nature at that time, reviled that it ever acted with such good intent.

Manic: A manic monster is in a heightened agitated, irritable, or irrational state, from an objective point of view. A manic monster may experience delusions of grandeur, believe itself superior, or is obsessed with the adoration of itself or gaining that of others. Breaking the delusion causes the monster to turn in on itself with false, depressive self-loathing or may trigger a search for someone to blame, so combat is likely.

A manticores misses with its tail spikes after bragging that it never misses and lashes out uncontrollably at its target for not standing still. It ignores other foes until it or the target is dead in an attempt to expunge its "never miss" record.

Phobic: A phobic monster may develop an unusual fear, becoming afraid of the dark (nyctophobia), afraid of spiders (arachnophobia), or afraid of men (androphobia), just to name a few. Again, the role-play value is very rich and there are a large number of phobias upon which to draw. Below is a list of common phobias or phobias with huge role-play value.

A fiendish spider living in an otherwise dark cave filled with webs keeps several goblin servants alive to keep vigil over the candles and torches illuminating its lair... until its sees the party cleric carrying a sunrod!

Phobia	Meaning
Acrophobia	fear of heights
Agoraphobia	fear of leaving a safe place (lair)
Androphobia	fear of men (humanoid males)
Anthophobia	fear of flowers
Arachnophobia	fear of spiders
Astraphobia	fear of thunder and lightning
Autophobia	fear of being alone (own kind)
Automatonophobia	fear of automatons (golems)
Aviophobia	fear of flying
Chiroptophobia	fear of bats
Claustrophobia	fear of closed spaces
Dysmorphophobia	obsession with a body defect
Frigophobia	fear of the cold
Gephyrophobia	fear of bridges
Gerontophobia	fear of growing old
Gynophobia	fear of women (humanoid females)
Heliophobia	fear of sunlight
Hydrophobia	fear of water
Hypnophobia	fear of sleep
Ichthyophobia	fear of fish
Necrophobia	fear of death and/or the dead
Nosophobia	fear of contracting a disease
Nyctophobia	fear of darkness
Ombrophobia	fear of rain
Panphobia	fear of everything

Phobophobia	fear of having a phobia
Pyrophobia	fear of fire
Sociophobia	fear of social situations (own kind)
Scopophobia	fear of being looked upon or stared at
Somniphobia	fear of sleep
Spectrophobia	fear of ghosts and phantoms
Stygiophobia	fear of Hell
Thalassophobia	fear of the sea
Thanatophobia	fear of dying
Thermophobia	fear of heat
Uranophobia	fear of Heaven
Xenophobia	fear of strangers or aliens
Xylophobia	fear of trees, forests or wood

Multiple Personality Disorder (MPD): A monster with this form of madness has more than one monster “character” in its head—play them all and switch off for a little fun. This is a simple form of madness to understand and role-play with a wide range of examples in fiction, but requires that you come up with two distinct personalities.

A medusa stalks the adventurers. She has the personality of a demure young woman, Valissa, who loves to flirt with male prey. She switches off to the manner of an old crone personality who argues with her aloud to get to the killing part. Quite disconcerting...

Paranoia: A monster with this form of madness believes the whole world seeks to destroy it. This is also a simple form of madness to understand and role-play with a good deal of entertainment value.

A local copper dragon attacks the rural settlement it once interacted with and protected. It kills the local lord and is now living in the castle of the dead lord’s estate. Anyone who approaches to parley suffers an attack. The dragon is convinced that even its children are out to slay it.

Psychosis: A psychotic monster is out touch with reality, but is still capable of thinking and plotting the demise of everyone around it. It may even take advantage of a combat situation to kill the leader of its kind and assume control. Even then, no one is safe from its continued need to hate and dominate. Many monsters fall into this category already, but applying this madness to less aggressive monsters has good role-play value.

A murderer is loose in a local monastery overseen by guardian naga who teach young humans and elves from far and near the ways of the order. The secret murderer is a naga master who is killing “imperfect” initiates as well as his way to the top of the order.

Schizophrenia: A schizophrenic monster is also out of touch. It too has lost the ability to interact with the world or even distinguish fantasy from reality. Such a monster might experience such things as anxiety,

confusion, visual or auditory hallucinations, the hearing of voices, incoherence or inability to speak, lack of partial body control, or babbling. Such monsters can still function but behave erratically at best.

A babbling minotaur stumbles through a maze of hallways in search of the adventurers who have for the moment eluded him.

SADNESS

Monsters motivated by their own sadness are rare in role-playing games yet many of our best stories deal with the theme of monsters rejected by humanoid society, causing them great sadness. In most cases, such monsters desperately long to be a part of the societies that spurn them. Sometimes that society is even responsible for the monster's birth, creation, or its ultimate disfigurement. Such monsters may also have once been human, but have become monsters through reincarnation, a curse, or permanent alteration by horrible magic, such as *baleful polymorph* or a wish.

Monsters, humanoids, and gods that experiment on other creatures might also be responsible. In even rarer cases, maybe the monster has always been a monster, but self-loathing riddles its mind with tragic sadness. What is key to this sadness is that it is often not the monster's fault for being what it is.

These themes are common in games featuring half-elves and half-orcs but the same concept extends in imaginative ways to several monsters, particularly those who are inherently social. These monsters may have ranks in social skills such as Bluff, Diplomacy, and Sense Motive. Less often are those that might have ranks in Craft, Profession, or Knowledge skills. They should also be of at least average Intelligence (animals and vermin are pretty much out of the picture). Such lonely creatures typically have a monstrous humanoid form, though this need not always be the case.

A monster may struggle against its own existence for a time, but eventually chooses to give up on the acceptance of others and seek solitude well away from the rejecting society instead. While monsters certainly become more often angry, spiteful or even vengeful, it can be far more interesting and entertaining to role-play a sad, lonely, or pitiable creature that wants to connect in some way with humanity. Failing that, it just wants to be left alone and that is when adventurers just might conflict with a fragile emotional state.

Sad monsters, while still yearning to be a part of a society, are forced to move farther and farther away to be left alone, perhaps living in despair with their monstrousness. They live a life of survival. They might try one last time to connect with invading adventurers, but flee from a stand-up fight out in the open, returning to the solitude of a hidden lair.

However, when it becomes clear that a connection just is not possible (yet again), when cornered, monsters that live such a life eventually become enraged at being hunted and confronted in their own homes. Such monsters may well become entirely unhinged. Such monsters are even more dangerous than a purely angry monster as a lifetime of mistreatment and alienation come to bear against it.

ALL TOGETHER NOW

Consider human society for just a moment. The variables that go into describing the ways sentient beings might behave is mind-boggling. It takes all kinds to make a world and culture, money, and even geography influences how we mentally prepare to handle reality. It affects our sanity and all manner of people in different mental states walk our streets. It should be no different with monsters.

Who is to say that two psychotic monsters cannot find one another and work together toward a common goal in the same way two serial killers might? People actually do things in groups they would never do as individuals. So, one monster passing its mental and emotional state on to a group is not as far-fetched as it may seem.

CHAPTER 2: FACING THE DRAGON

Dragons are wily, intelligent, and creative creatures, usually much more so than the average adventurer. With that in mind, encounters with dragons should be memorable events. This chapter provides several tips and options GMs are encouraged to use when they run their next dragon encounter. These are not feats or special abilities; instead, these are merely optional rules available to all dragons.

ARMOR AUGMENTATION

Some especially paranoid dragons seek to bolster the protective value of their scales and make their hides impervious to the swords and arrows of dragon hunting adventurers. Although the spells *mage armor* and *stoneskin* are simple yet reliable arcane resources, some less magically inclined dragons prefer to augment their protection with more mundane solutions.

Dragon Barding

Though considered eccentric by most of their kind, some dragons adopt the practice of wearing suits of armor and commission the construction of dragon barding. This armor typically covers the head, neck, chest, and body of the dragon. Barding can be made of any of the armor types allowed in the Pathfinder RPG rules.

Removing and fitting dragon barding for a Medium-sized or larger dragon takes longer than standard humanoid armor. Additionally, barding for a Large-sized or larger dragon requires the assistance of one or more humanoid creatures. See the table below to determine the cost, weight, time required to don a suit of dragon barding, and the minimum number of humanoids required to help the dragon don the barding.

Dragon Barding: Cost, Weight, and Donning

Dragon Size	Cost	Weight	Time Required to Don	Minimum Humanoids Required to Assist ¹
Small	x2	x1/2	x1	1
Medium	x2	x1	x2	1
Large	x4	x2	x5	2
Huge	x8	x5	x8	3
Gargantuan	x16	x8	x10	4
Colossal	x32	x12	x15	5

¹A dragon cannot don a suit of barding without the assistance of one or more humanoid creatures. If the dragon does not have the minimum number of humanoids available to help don the barding, the overall time required to don the barding doubles.

Additionally, medium or heavy barding slows a dragon, as shown on the table below.

Dragon Barding: Movement Modifiers

Barding Type	Movement Modifiers			Flight Modifiers ²
	40 ft.	50 ft.	60 ft.	
Light	40 ft.	50 ft.	60 ft.	x1
Medium	30 ft.	35 ft.	40 ft.	x1/2 The dragon's flight maneuverability rating also drops one category ³
Heavy	30 ft. ¹	35 ft. ¹	40 ft. ¹	Dragons wearing heavy barding cannot fly.

¹ Dragons wearing heavy barding move at only triple their normal speed when running instead of quadruple.

² This also includes unusual movement types, such as burrowing and swimming.

³ If a dragon's flight maneuverability rating drops below clumsy, it cannot fly.

Embedding Treasure

Some overly paranoid dragons embed coins and gemstones in the folds of their scales to make up for missing scales, to conceal soft spots, and generally bolster their overall protection. Most dragons frown on this practice however, since it is very expensive and takes a great deal of time to properly position and embed the treasure so that it adds protective value (as described in the **Using Treasure to Boost Armor Class table** below). Additionally, when a dragon that has embedded treasure in its scales moves, a handful of coins and gemstones always dislodge and fall to the ground. If the dragon leaves its lair, it automatically loses 1d6% of the gold piece value of the treasure embedded in its scales each hour. Such a trail is useful for tracking a dragon to its lair, and perceptive PCs following such a trail receive a +4 circumstance bonus to Survival checks when tracking the dragon.

Using Treasure to Boost Armor Class

Armor Bonus to AC	Minimum GP Value of Treasure Required	Time Required to Embed the Treasure
+2	5,000 gp	2 hours for each +2 AC bonus
+4	15,000 gp	
+6	30,000 gp	

DEATH FROM ABOVE

Dragons of size Huge or larger can drop very large, heavy objects—including small trees, boulders, wagons, and Large-sized livestock—on their intended victims. Dropping an object as an attack requires a ranged touch attack against an unoccupied 5-foot square (AC 5, adjusted for any range penalties). Dragons without the Throw Anything feat suffer a –4 penalty to the attack. For dragons, such attacks have a range increment of 30 feet.

These objects deal damage based on their size and the distance they have fallen, as described in **Table 1-1: Damage from Dropped Objects**. Note that a falling object takes the same amount of damage as it deals.

These large objects affect multiple 5-foot squares. Any creature caught inside the object's area of effect can attempt a Reflex save to halve the damage. The DC for the save is 10 + the dragon's base attack bonus (BAB).

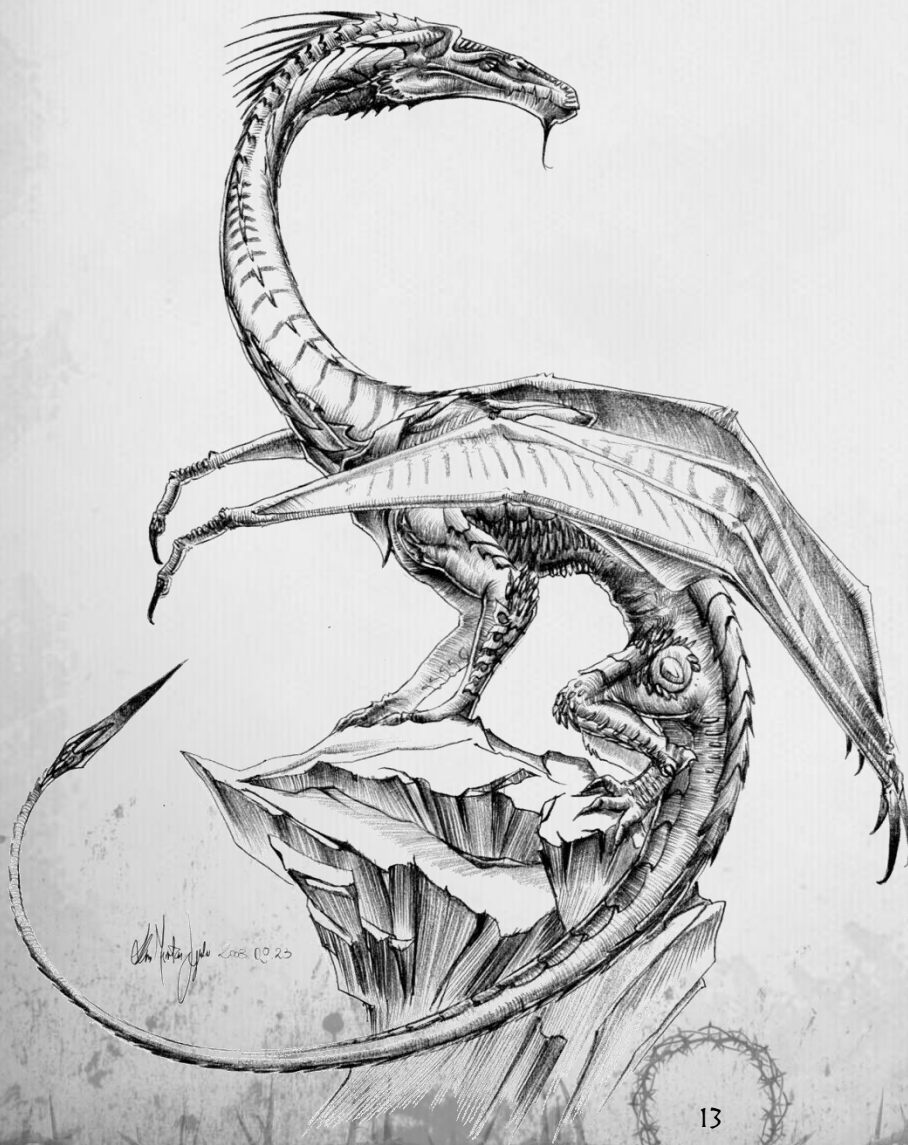
Table 1-4: Damage from Dropped Objects

Minimum Dragon Size	Object Size	Examples	Space	Damage ¹
Huge	Large	10-ft. diameter boulder, 10-ft. tall tree, cart, row boat, livestock (cow, horse)	4 squares (10 ft. x 10 ft.)	4d6
Gargantuan	Huge	15-ft. diameter boulder, 20-ft. tall tree, row boat, wagon	9 squares (15 ft. x 15 ft.)	6d6
Colossal	Gargantuan	30-ft. diameter boulder, 30-ft. tall tree, small cottage or hut, small ship (jolly-boat, cutter, or sloop)	36 squares (30 ft. x 30 ft.)	8d6

¹ If an object falls more than 150 feet, it deals double the listed damage. If the object falls less than 30 feet, it deals half the listed damage.

DRACONIC DISGUISE

Some crafty dragons have learned to use magic to disguise themselves as a completely different dragon type in order to confuse their enemies and prey. For example, would-be dragon hunters gearing up to defend themselves from the fiery breath attack of a red dragon would be understandably surprised to discover their quarry is actually a blue dragon in disguise. Dragons have been known to use common, low-level spells like *alter self* or *disguise self* to change the color of their scales and subtly rearrange their scale patterns, horns, and other physical features to mimic those of another dragon.



Aberrant Pigmentation (Aberrant Dragon Template)

Perhaps more baffling, are extremely rare cases of a dragon afflicted with aberrant pigmentation. Aberrant dragons are born with the scale coloration of a completely different dragon type, though they retain the abilities of their trueborn type. A red dragon born with aberrant pigmentation could have the coloration of a white dragon, a blue dragon, or a green dragon, but still breathe fire and employ all of a red dragon's fire-based abilities. Wily dragon hunters observing an aberrant dragon can attempt a Knowledge (arcane) check (DC = 10 + the dragon's HD) to immediately recognize the dragon's true type.

Aberrant dragons are noticeably more clever and self-aware than others of their kind, and they often become skilled at secrecy and deception. However, aberrant dragons are noticeably less vigorous than other dragons and are prone to infections, allergies, and occasional bouts of intestinal malaise.

Creating an Aberrant Dragon

"Aberrant Dragon" is an inherited template that can be added to any creature of the dragon type. An aberrant dragon retains all of the base dragon's statistics and special abilities except as noted here.

Challenge Rating: As base creature (CR +0)

Ability Scores: Increase Intelligence and Wisdom by +2; decrease Constitution by -4

Skills: +8 racial bonus to Bluff, Diplomacy, and Sense Motive

CHAPTER 3: DRAGON FEATS & TRAITS

DRACONIC FEATS

The following feats apply specifically to dragons, although other creatures might qualify for them as well. Swap out existing feats for these or add these to your especially heinous dragons as bonus feats for some extra punch.

Barbed Wings (Combat)

This creature can hold on to prey with its barbed wing talons.

Prerequisite: Bite attack, fly speed, wing attack.

Benefit: The creature gains the improved grab special attack with the hooked talons on its wings. If the creature hits an opponent of any size with at least one of its wing attacks, the creature can attempt to grapple its foe as a free action without provoking and attack of opportunity. If the creature's grapple is successful, the creature gains a +2 circumstance bonus to attack and damage against the same target with its bite for as long as it maintains the grapple. However, the creature loses these bonuses if it chooses to bite a target other than the one it has grappled. Additionally, the creature cannot fly while using its wings in this manner.

Battering Roar (Monster)

This dragon's mighty roar batters lesser creatures with the force of a dozen warhammers.

Prerequisite: Dragon type, frightful presence aura, Old or older dragon, Pummeling Roar.

Benefit: As a standard action, the dragon can emit an ear-splitting roar special attack and channel its frightful presence aura as described in the Terrifying Roar feat. Additionally, creatures caught inside the area of effect take sonic damage equal to 1d6 per the dragon's age category and are automatically deafened for 1 round.

Special: A dragon can use a roar special attack a number of times per day equal to its Constitution modifier.

Breath Ball (Combat)

This creature can spit a balled version of its breath weapon.

Prerequisites: Breath weapon, dragon type, size Medium or larger.

Benefit: The creature can shape its breath weapon into a ranged ball attack that causes normal breath weapon damage to affect a 20-foot radius. Its range is half the maximum range of the creature's normal breath weapon and consists of the same energy type.

Breath Shield (Combat)

This dragon may use its breath weapon defensively.

Prerequisites: Breath weapon (cone only), dragon type.

Benefit: The dragon can exhale its breath weapon in the shape of a defensive shield. Using this feat constitutes a single use of the dragon's breath weapon attack regardless of how long the dragon maintains the breath shield. The shield provides a shield bonus to the dragon's AC equal to the dragon's Hit Dice divided by 4. The dragon can maintain the effect as a swift action each round for a maximum number of rounds equal to the number of dice of damage dealt by the dragon's breath weapon. The dragon may not use their breath weapon until this shield is dismissed. In addition, their breath does not recharge until they dismiss this shield.

Draconic Savagery (Combat)

The violence of this dragon's attack never really misses.

Prerequisites: Dragon type, size Huge or larger, base attack bonus +15.

Benefit: Even when the dragon misses with any of its bite or claw attacks, its intended target still suffers damage equal to the dragon's Strength modifier. This feat does not apply to attacks of opportunity.

Greater Lung Power (Combat)

This creature's control over its breathing gives it a deadlier breath weapon.

Prerequisite: Breath weapon, Improved Lung Power.

Benefit: Add one point of damage per die of the creature's breath weapon and count all 1s rolled for damage as 2s.

Freeze wing (Combat)

This creature's frigid breath weapon can paralyze its foe's wings in an icy embrace.

Prerequisite: Cold-based breath weapon.

Benefit: The creature can shape its breath weapon to target a single creature and its wings. If a winged creature targeted by the creature's breath attack fails its save, the creature takes the normal damage from the breath weapon and its wings become completely frozen and paralyzed for a number of rounds equal to the creature's breath weapon damage dice. A creature with paralyzed wings cannot use its wings to fly, attack, swim, or provide any other type of movement. If the victim is currently flying, it falls and takes the appropriate amount of falling damage. If the creature succeeds at its save, its wings are only partially paralyzed. Its fly speed is reduced to one-half, its fly maneuverability drops by one category, and attack rolls with its wings suffer a -4 circumstance penalty.

Improved Lung Power (Combat)

This creature's expanded lung capacity increases the intensity of its breath weapon attacks, allowing the creature to knock its opponents prone.

Prerequisite: Breath weapon, Lung Power.

Benefit: The creature's breath weapon knocks down foes in addition to doing damage. All targets one size category or less than the creature within its breath weapon's area of effect are subject to a trip combat maneuver. The creature uses its Constitution bonus instead of its Strength bonus to determine the CMB.

Killing Roar (Monster)

This dragon's mighty roar slays lesser creatures where they stand.

Prerequisite: Dragon type, frightful presence aura, Ancient or older, Battering Roar.

Benefit: As a standard action, the dragon can emit an ear-splitting roar special attack and channel its frightful presence aura as described in the Terrifying Roar feat. Additionally, creatures caught inside the area of effect must succeed on a Fortitude save (DC 10 + the dragon's age category) or die. Even if the Fortitude save is successful, the victims take sonic damage equal to 1d6 per the dragon's age category and are deafened and stunned for 1 round.

Special: A dragon can use a roar special attack a number of times per day equal to its Constitution modifier.

Lung Power (Combat)

This creature's breath weapon is more powerful than is normal for its kind.

Prerequisite: Breath weapon.

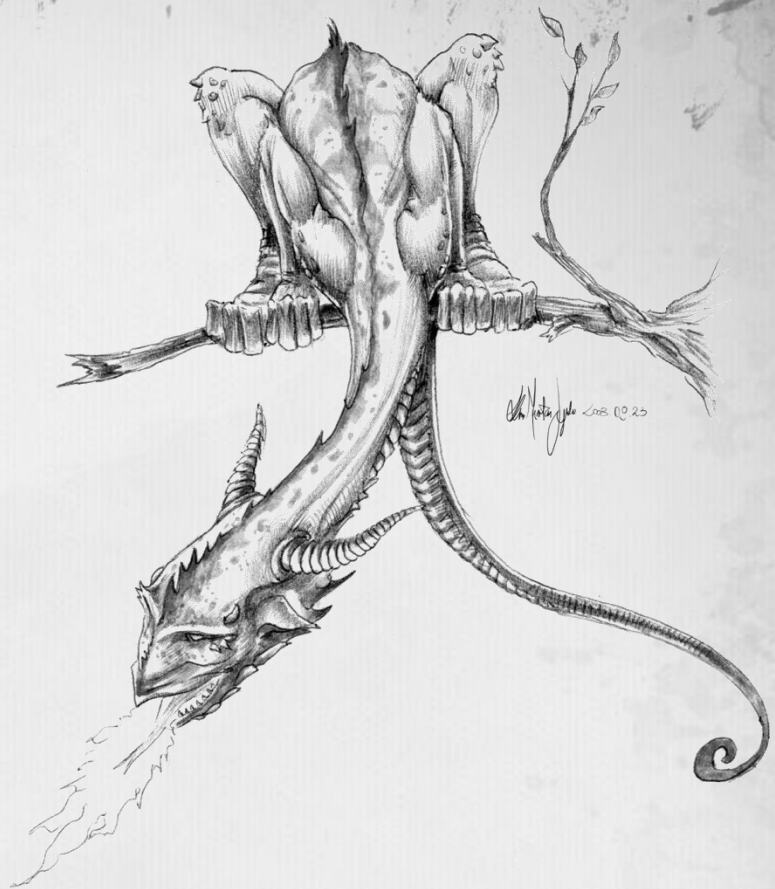
Benefit: The creature's breath weapon is ready to use one round faster than normal. If the creature's breath weapon is only usable once per day, it gains one additional use instead. The dragon can take this feat multiple times.

Parcel Breath (Combat)

This creature can breathe a concentrated portion of its breath weapon.

Prerequisite: Breath weapon, Ability Focus (breath weapon).

Benefit: Divide the creature's breath weapon area of effect in half or by one dimension—shorten lines by 50%, decrease radiuses by 25%, or reduce the width of a cone by 50% at its terminal end. The DC to resist the creature's breath weapon in this reduced area is increased by +2 (which stacks with Ability Focus). Additionally, targets caught inside the breath weapon area of effect are subject to a bull rush using the breathing creature's CMB.



Pummeling Roar (Monster)

This dragon's mighty roar batters lesser creatures into submission.

Prerequisite: Dragon type, frightful presence aura, Mature adult or older, Terrifying Roar.

Benefit: As a standard action, the dragon can emit an ear-splitting roar special attack and channel its frightful presence aura as described in the Terrifying Roar feat. Additionally, creatures caught inside the area of effect take nonlethal sonic damage equal to 1d6 per the dragon's age category and are automatically deafened for 1 round.

Special: A dragon can use a roar special attack a number of times per day equal to its Constitution modifier.

Tail Flick (Combat, Monster)

You flick your tail suddenly, surprising your opponent.

Prerequisite: Anatomy (flexible tail), size Medium or larger.

Benefit: You use your tail as a swift action to create an opening prior to combat, movement, or as part of an attempt to escape being grappled. If used prior to your regular attacks, you use your tail as a feint, creating a striking opportunity in the same round (rather than for use next round). If used prior to movement, you may make a single attack of opportunity prior to a withdrawal action. Finally, if used as part of your attempt to escape a grapple, you gain a +4 bonus to your escape attempt.

Tail Slap Expertise (Combat)

This dragon has learned to optimize its tail slap attacks, extending its reach and increasing its damage.

Prerequisite: Dragon type, size Large or larger, tail slap attack.

Benefit: The dragon's tail slap attack now has the same reach as its bite attack and the damage increases by an additional step on the following list, as if the dragon's size had increased by one category. Damage dice increase as follows: 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

Terrifying Roar (Monster)

This dragon's mighty roar strikes fear into the hearts of lesser creatures.

Prerequisite: Dragon type, frightful presence aura, Young adult or older.

Benefit: As a standard action, the dragon can emit an ear-splitting roar and channel its frightful presence aura into a 60-foot cone shaped burst. All creatures within the area of effect are subject to a fear effect identical to the dragon's frightful presence aura and suffer a penalty to their Will save to resist the effect equal to 1/2 of the dragon's age category. Additionally, creatures caught inside the area of effect are automatically deafened for 1 round.

Special: A dragon can use a roar special attack a number of times per day equal to its Constitution modifier.

DRACONIC TRAITS

Character traits were introduced in the *Pathfinder Advanced Player's Guide*. Traits are optional and are normally restricted to player characters. This optional chapter presents traits specific to monsters.

As with character traits, these traits are meant to add background to your special monstrous opponents, not every monster and certainly not monsters from random encounter tables. As a rule of thumb, if a monster survives an encounter or two consider adding a couple of monster traits to flesh out its background or give it some uniqueness. Monster traits are not meant to give monsters more flavor, not necessarily more teeth.

Player characters might also qualify for these traits, particularly in cases where a player character has a monstrous background. Half-orcs or sorcerers with monstrous bloodlines are two good examples.

Combat Traits

Foul Breath: Your horrid, stinking breath defoliates mundane plant life on any 5 foot square upon which you breathe, removing cover and/or concealment from the area. You can also nauseate a single foe for 1 round which requires a successful Fort save (DC 8 + ½ HD) to avoid. You may use your breath as a free action.

Home Terrain: You fight better while in your home terrain. You must be encountered in the terrain listed under environment for your type. You receive a +1 trait bonus to attack and damage when so encountered.

Imbedded Weapon: You have a weapon imbedded in your flesh from a past battle. You may use the imbedded weapon as either an armor spike or shield spike appropriate to your size, without the normal -4 penalty for non-proficiency. You've learned to use the weapon to your advantage.

Racial Hatred: You abhor one subtype of humanoid more than others (pick one). You deal additional damage equal to half your Strength modifier on a successful critical hit. The damage is added only *after* the damage is totaled, and is not multiplied by the critical hit multiple.

Stalker Prowler: You gain +2 trait bonus to Stealth while watching a prospective victim from dim or shadowy light, but only if you stand still or take a 5 foot step. Your victim must be unaware of you to receive the bonus.

Social Traits

Commanding Presence: Your vocal confidence commands respect. You gain a +1 trait bonus when you use Bluff or Intimidation on a character experiencing a fear effect from you, and a +1 trait bonus to the save DC of any fear effect you impose on characters or creatures.

Racial Fascination: You are fascinated by a subtype of humanoid (pick one). You gain a +2 trait bonus to Diplomacy when negotiating with humanoids of that type.





CHAPTER 4: DRACONIC BLOODLINES

BLOODLINE FEATS

As a character grows in power, so too can the link to her draconic bloodline. The first set of feats provides base bloodline feats that give a 1st-level character abilities based on her connection to the dragon in her ancestry. The second set of feats demonstrates a strengthened connection to this ancestry and requires a character taking them to have a draconic bloodline feat. Some feats apply to all draconic ancestries and only require that the character have a draconic bloodline of any type, while others require that the character have a specific dragon bloodline.

MAJOR DRACONIC BLOODLINES

Major Black Dragon Bloodline

One of your distant ancestors was a black dragon.

Benefit: You gain acid resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against black dragons. You also gain a +1 bonus on Stealth checks and Stealth is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Black Dragon bloodline as a prerequisite, your acid resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major Blue Dragon Bloodline

One of your distant ancestors was a blue dragon.

Benefit: You gain electricity resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against blue dragons. You also gain a +1 bonus on Bluff checks and Bluff is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Blue Dragon bloodline as a prerequisite, your electricity resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major Brass Dragon Bloodline

One of your distant ancestors was a brass dragon.

Benefit: You gain fire resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against brass dragons. You also gain a +1 bonus on Diplomacy checks and Diplomacy is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Brass Dragon bloodline as a prerequisite, your fire resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major Bronze Dragon Bloodline

One of your distant ancestors was a bronze dragon.

Benefit: You gain electricity resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against bronze dragons. You also gain a +1 bonus on Sense Motive checks and Sense Motive is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Bronze Dragon bloodline as a prerequisite, your electricity resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major Copper Dragon Bloodline

One of your distant ancestors was a copper dragon.

Benefit: You gain acid resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against copper dragons. You also gain a +1 bonus on Craft (traps) and Perform (comedy) checks and Perform (comedy) is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Copper Dragon bloodline as a prerequisite, your acid resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major Gold Dragon Bloodline

One of your distant ancestors was a gold dragon.

Benefit: You gain fire resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against red dragons. You also gain a +1 bonus on Heal checks and Heal is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Gold Dragon bloodline as a prerequisite, your fire resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major Green Dragon Bloodline

One of your distant ancestors was a green dragon.

Benefit: You gain acid resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against green dragons. You also gain a +1 bonus on Survival checks and Survival is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Green Dragon bloodline as a prerequisite, your acid resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major Red Dragon Bloodline

One of your distant ancestors was a red dragon.

Benefit: You gain fire resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against red dragons. You also gain a +1 bonus on Sense Motive checks and Sense Motive is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Red Dragon bloodline as a prerequisite, your fire resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major Silver Dragon Bloodline

One of your distant ancestors was a silver dragon.

Benefit: You gain cold resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against silver dragons. You also gain a +1 bonus on Intimidate checks and Intimidate is always a class skill.



Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or Silver Dragon bloodline as a prerequisite, your cold resistance increases by 2, and you gain a +1/2 natural armor bonus.

Major White Dragon Bloodline

One of your distant ancestors was a white dragon.

Benefit: You gain cold resistance 2 and a +2 bonus on Diplomacy and Intimidate checks against white dragons. You also gain a +1 bonus on Perception checks and Perception is always a class skill.

Special: You may only gain this feat at 1st level, and you may only have one major bloodline. For every feat you gain that has Dragon bloodline or White Dragon bloodline as a prerequisite, your cold resistance increases by 2, and you gain a +1/2 natural armor bonus.

MAJOR DRACONIC BLOODLINE FEATS

Acidic Bite

Your saliva takes on a strongly acidic aspect that does no damage to you, but it does harm your foes.

Prerequisites: Major Black Dragon bloodline, 7 HD.

Benefit: Your bite attack deals an additional 2d6 points of acid damage.

Special: If you have at least 11 HD, you may take this feat an additional time, which adds 2d6 points of acid damage to your bite attack. If you have at least 15 HD, you may take this feat a third time, which adds 2d6 points of acid damage to your bite attack.

Acidic Blood

Your blood becomes caustic and splashes on those who draw blood with their attacks.

Prerequisite: Black Dragon bloodline or Green Dragon bloodline.

Benefit: If a creature strikes you with a piercing or slashing attack, your acidic blood splashes the offending creature if it is within 10'. This attack deals 1d6 points of acid damage and 1 acid damage for 3 additional rounds.

Special: If you have the Major Black Dragon bloodline or Major Green Dragon bloodline, you may take this feat an additional time, which doubles the amount of damage dealt and extends the range to 15 feet.

Animal Communicator

You have an innate understanding of animals, and, in turn, they can understand you.

Prerequisite: Brass Dragon bloodline or Bronze Dragon bloodline.

Benefit: You may use *Speak with Animals* 3/day as a spell-like ability, with a caster level equal to your HD.

Aura of Slowness

Creatures near you cannot move very quickly.

Prerequisites: Major Copper Dragon bloodline, 11 HD.

Benefit: Your aura slows all creatures within 5 feet of you for 1 round, unless they make a Will save. The save DC is Constitution-based.

Special: If you have at least 15 HD, the aura extends to 10 feet, and if you have at least 19 HD, the aura slows creatures for 1d4 rounds. If you successfully save against the Aura of Slowness, you gain a +2 circumstance bonus.

Benefactor

You can bolster your allies in combat.

Prerequisites: Gold Dragon bloodline, 3 HD.

Benefit: You can use *bless* as a spell-like ability 3/day, with a caster level equal to your HD.

Bites and Stings of the Swamp

You can call forth a boiling collection of insects.

Prerequisites: Major Black Dragon bloodline, 11 HD.

Benefit: You can cast *insect plague* as a spell-like ability 3/day. Your caster level equals your HD.

Breath of Dragons

You have a previously hidden reservoir of energy that you can expel at your foes.

Prerequisites: Draconic bloodline, 5 HD.

Benefit: You can use a breath weapon once per day, which deals 1d6 points of damage per 2 HD you possess. The breath weapon depends on the specific dragon bloodline you have (black/copper — 40-foot line of acid, brass — 40-foot line of fire, blue/bronze — 40-foot line of electricity, gold/red — 20-foot cone of fire, green — 20-foot cone of acid, silver/white — 20-foot cone of cold).

Special: A monster with a major draconic bloodline gains an additional use of its breath weapon instead, but it must wait 1d4+1 rounds between uses.

Breath of Fog

Your manipulation of cold can create fog that obscures vision.

Prerequisites: White Dragon bloodline, 5 HD.

Benefit: You can use *fog cloud* as a spell-like ability 3/day. Your caster level equals your HD.

Special: If you have the Major White Dragon bloodline and 13 HD, you can use *fog cloud* an additional 2 times per day. Also, you can create a freezing fog as a spell-like ability that works like *acid fog*, but deals cold damage instead of acid damage. This freezing fog also rimes all surfaces it touches with ice, creating the same effect as a *grease* spell, to which you are immune.

Caller of Sand

The desert wind responds to your command.

Prerequisites: Brass Dragon bloodline, 5 HD.

Benefit: A number of times per day equal to your Charisma modifier (minimum 1), you can call up wind that functions as *gust of wind*, but any creature in the wind's path must make a Fortitude save or be blinded for 1d4 rounds by sand. The save DC for this effect is Constitution-based.

Special: If you have the Major Brass Dragon bloodline and 13 HD, once per day as a full-round action, you may create a powerful sandstorm. This storm, which functions as a sandstorm accompanied by windstorm-level winds, has a 1-mile radius and lasts for 1 minute per 2 HD.

Cloudwalker

Clouds and fog are substantial under your footfalls.

Prerequisite: Silver Dragon bloodline.

Benefit: You can walk on clouds or fog as though they were solid ground.

Creator of Repasts

You obviate the need for rations.

Prerequisites: Bronze Dragon bloodline, 5 HD.

Benefit: You may cast *create food and water* as a spell-like ability 1/day, with a caster level equal to your HD.

Special: If you have the Major Bronze Dragon bloodline and 13 HD, you can cast *heroes' feast* as a spell-like ability 1/day.

Dominator

You have the ability to completely take over another creature's mind.

Prerequisites: Major Green Dragon bloodline, Enchanter, 11 HD.

Benefit: You can cast *dominate person* as a spell-like ability 1/day. Your caster level equals your HD.

Draconic Flesh

Your draconic ancestry grants you the ability to better withstand blows.

Prerequisites: Draconic bloodline, 5 HD.

Benefit: You gain DR 2/magic, which improves by 2 every 5 HD.

Draconic Immunity

Your ancestor's ability to shrug off sleep and paralysis extends to you.

Prerequisite: Draconic bloodline.

Benefit: You are immune to paralysis and sleep.

Draconic Resistance

Spells have less chance of affecting you.

Prerequisite: Draconic bloodline, 3 HD

Benefit: You gain SR 5 + HD.

Dragon Tail

You gain a thick, reptilian tail.

Prerequisite: Draconic bloodline.

Benefit: You have a tail with which you may make an attack with a –5 penalty. Your tail deals 1d8 points of bludgeoning damage (1d6 points of bludgeoning damage for a Small creature) plus your Strength modifier.

Dragon Wings

Reptilian wings grow from your back and hold you aloft.

Prerequisites: Draconic bloodline.

Benefit: You gain a fly speed equal to your base movement rate, with a maneuverability of clumsy.

Dragon's Demand

Your inherited power makes other creatures consider your request more carefully.

Prerequisites: Brass Dragon bloodline or Red Dragon bloodline, 7 HD.

Benefit: You may cast *suggestion* 3/day as a spell-like ability, with a caster level equal to your HD.

Enchanter

You draw upon your green dragon ancestry to more easily manipulate people.

Prerequisite: Green Dragon bloodline, 3 HD.

Benefit: You can cast *charm person* as a spell-like ability 3/day. Your caster level equals your HD.

Special: If you have at least 9 HD, you may cast *charm person* twice more per day and cast *suggestion* 3/day as a spell-like ability.

Fast Flyer

You fly at incredible speeds compared to others of your species.

Prerequisites: Gold Dragon bloodline, fly speed, 5 HD.

Benefit: Your fly speed increases by 30 feet.

Finder

You have an innate ability to find the quickest path to places.

Prerequisites: Major Red Dragon bloodline, 11 HD.

Benefit: You may cast *find the path* as a spell-like ability 1/day. Your caster level equals your HD.

Special: If you have 17 HD, you can use *find the path* 2 additional times per day, and you may use *discern location* 1/day as a spell-like ability.

Fire Wielder

You generate fiery effects from existing flames or create your own.

Prerequisites: Red Dragon bloodline, 5 HD.

Benefit: You can cast *pyrotechnics* as a spell-like ability 3/day. Your caster level equals your HD.

Special: If you have at least 11 HD and the Major Red Dragon bloodline, you can also cast *wall of fire* 1/day as a spell-like ability.

Flame Manipulator

You can manipulate fire magic in your vicinity.

Prerequisites: Major Red Dragon bloodline, 13 HD.

Benefit: A number of times per day equal to your Charisma modifier (minimum 1), you can control any fire spell within 10 feet per 2 HD as a standard action. You may move a fire effect in the area as if you were the caster, including movement of a stationary fire effect (the new placement must be one allowed by the spell). For 1 round following the use of this ability, you can control any new fire spell cast within your area of control as if you were the caster. You make all decisions allowed to the caster, and you can cancel the spell if you desire.

Freezing Aura

Cold comes off your body in waves.

Prerequisites: Silver Dragon bloodline or White Dragon bloodline, 7 HD.

Benefit: Your aura of cold deals 1d6 points of cold damage to creatures within 5 feet of you at the beginning of your turn.

Special: If you have the Major Silver Dragon bloodline or Major White Dragon bloodline and at least 11 HD, the aura extends to 10 feet, and if you have the Major Silver Dragon bloodline or Major White Dragon bloodline and at least 15 HD, the aura deals 2d6 points of cold damage.

Frightful Presence

You can inspire fear in all nearby opponents.

Prerequisites: Draconic bloodline, 7 HD.

Benefit: You gain the frightful presence special ability, which extends 30 feet per 2 HD. You may activate this ability as part of a move-equivalent or charge action.

Gemsense

You have an innate ability to find gems.

Prerequisites: Gold Dragon bloodline, 3 HD.

Benefit: Once per day, you can detect gems, which functions as *locate object* (with respect to gemstones only).

Gravity Manipulator

Gravitational law becomes a suggestion for you.

Prerequisites: Silver Dragon bloodline, 3 HD.

Benefit: Three times per day you may cast *feather fall* as a spell-like ability, with a caster level equal to your HD.

Special: If you have at least 9 HD, you can use *feather fall* an additional 2 times per day. If you have the Major Silver Dragon bloodline and 19 HD, you can cast *reverse gravity* 1/day.

Graceful Flyer

You have a superior ability to fly.

Prerequisites: Silver Dragon bloodline, fly speed, 3 HD.

Benefit: Your aerial maneuverability is one step better than normal.

Greater Breath of Dragons

You gain an additional use of your breath weapon, and it potentially improves over your existing breath weapon.

Prerequisites: Major Draconic bloodline, Breath of Dragons or breath weapon from draconic bloodline, 11 HD.

Benefit: You can use a breath weapon an additional time per day, and your breath weapon deals 1d6 points of damage per HD you possess. The breath weapon depends on the specific dragon bloodline you have (black/copper — 60-foot line of acid, brass — 60-foot line of fire, blue/bronze — 60-foot line of electricity, gold/red — 30-foot cone of fire, green — 30-foot cone of acid, silver/white — 30-foot cone of cold). You must wait 1d4 rounds between uses of your breath weapon.

Greater Draconic Resistance

Your resistance to spells and spell-like abilities increases.

Prerequisite: Major Draconic bloodline, Draconic Resistance, 11 HD.

Benefit: Your SR improves to 11 + HD.

Green Dragon Stride

You learn how to move through natural undergrowth without issue.

Prerequisite: Green Dragon bloodline.

Benefit: You gain woodland stride per the druid's class ability. If you already have woodland stride, you gain a +2 bonus on saving throws and other checks to avoid or escape magically manipulated undergrowth.

Ice Carver

You have the ability to manipulate ice and snow into any shape you wish.

Prerequisite: White Dragon bloodline, 3 HD.

Benefit: You may use *stone shape* 3/day as a spell-like ability, but it only affects ice and snow rather than stone. Your caster level equals your HD.

Icewalker

Icy surfaces pose no problems for you.

Prerequisite: White Dragon bloodline.

Benefit: You gain the ability to use *spider climb* at will, but only for icy surfaces. Additionally, you may move across icy surfaces with no penalty and you need not make an Acrobatics check when running or charging on ice.

Illusionary

You have the ability to create sounds and images that fool your opponents.

Prerequisite: Blue Dragon bloodline.

Benefit: You gain the ability to cast *ghost sound* as a spell-like ability at will, and you may cast *minor image* 1/day as a spell-like ability. Your caster level equals your HD.

Special: If you have 7 HD, you can cast *minor image* 3/day and *ventriloquism* 3/day as spell-like abilities).

Improved Illusionary

Your ability to fool your opponents greatly improves.

Prerequisite: Major Blue Dragon bloodline, Illusionary, 11 HD.

Benefit: You may use *hallucinatory terrain* 3/day as a spell-like ability, with your caster level equal to your HD.

Special: If you have 15 HD, you may use *veil* 1/day. If you have 19 HD, you may use *mirage arcana* 1/day.

Improved Light's Enemy

Your pervasive darkness is almost impenetrable.

Prerequisites: Black Dragon bloodline, Light's Enemy, 7 HD.

Benefit: You can cast *darkness* at will and *deeper darkness* as a spell-like ability 3/day.

Improved Miasma

Your miasmatic cloud extends further and is much more durable.

Prerequisites: Major Green Dragon bloodline, Miasma feat or special ability, 17 HD.

Benefit: When you use your miasma ability, the cloud has a 30-foot radius and the acid damage decreases by 2d6 each round, dispersing when it drops below 1d6. Strong winds will only disperse the cloud if they are maintained for 2 consecutive rounds.

Normal: Miasma has a 20-foot radius, and the acid damage halves each round. A strong wind disperses the cloud in 1 round.

Improved Pool of Acid

The acid pool you create persists longer and is more difficult to resist.

Prerequisites: Major Black Dragon bloodline, Pool of Acid feat or acid pool special ability, 17 HD.

Benefit: The acid pool you create loses 2d6 from the total damage dice each round, dissipating when it drops below 1d6. Also, the Reflex save DC to halve the pool's damage increases by +2.

Normal: The damage from the acid pool halves each round.

Improved Raging Blizzard

The blizzard you create lasts longer and spreads farther.

Prerequisites: Major White Dragon bloodline, Raging Blizzard feat or blizzard special ability, 17 HD.

Benefit: The blizzard you create lasts for 2 minutes and creates heavy snow conditions in a 100-foot radius centered on you.

Special: The blizzard created by this ability lasts for 1 minute and creates heavy snow in a 50-foot radius.

Improved Stone Melter

The lava created when you melt stone lasts longer.

Prerequisites: Major Red Dragon bloodline, Stone Melter feat or melt stone special ability, 19 HD.

Benefit: When you melt rock, the lava increases in depth to 2 feet. Additionally, the fire damage dealt by the lava decreases by 5d6 per round, and the lava hardens when the damage reaches 0d6.

Special: The lava has a 1-foot depth and decreases its damage by 10d6 per round.

Improved Storm Breath

The lightning storm you generate lasts longer and opponents have more difficulty avoiding the strokes of lightning.

Prerequisites: Major Blue Dragon bloodline, Storm Breath feat or create storm special ability, 17 HD.

Benefit: When you use your storm breath ability, you may use it for 2d4 rounds and the DC increases by +2.

Normal: The storm breath ability lasts for 1d6 rounds.

Invoker of Manic Laughter

You have a natural talent for drawing out unbidden laughter.

Prerequisites: Copper Dragon bloodline, 5 HD.

Benefit: You can cast *hideous laughter* 3/day as a spell-like ability. Your caster level equals your HD.

Special: If you have the Major Copper Dragon bloodline and 10 HD, you can cast *hideous laughter* an additional 2 times per day. If you have the Major Copper Dragon bloodline and 15 HD, you can affect all creatures within 10 feet per 2 HD with *hideous laughter* for 1 round per 2 HD (Will save negates); the save DC for this ability is Charisma-based.

Lightcaller

Your gold dragon heritage gives you the ability to call forth intense light.

Prerequisites: Gold Dragon bloodline, 7 HD.

Benefit: You can use *daylight* as a spell-like ability 3/day, with a caster level equal to your HD.

Special: If you have the Major Gold Dragon bloodline and 11 HD, you can use *daylight* 2 additional times per day. If you have the Major Gold Dragon bloodline and 15 HD, you can cast *sunburst* 1/day.

Lightning Aura

A nimbus of electricity surrounds you.

Prerequisites: Blue Dragon bloodline or Bronze Dragon bloodline, 7 HD.

Benefit: Your aura of electricity deals 1d6 points of electricity damage to creatures within 5 feet of you at the beginning of your turn.

Special: If you have the Major Blue Dragon bloodline or Major Bronze Dragon bloodline and at least 11 HD, the aura extends to 10 feet, and if you have the Major Blue Dragon bloodline or Major Bronze Dragon bloodline and at least 15 HD, the aura deals 2d6 points of electricity damage.

Light's Enemy

You can conjure the darkness that pervades the swamp.

Prerequisites: Black Dragon bloodline, 3 HD.

Benefit: You can cast *darkness* as a spell-like ability 3/day. Your caster level equals your HD.

Special: If you have at least 7 HD, you may take this feat an additional time, which allows you to cast *darkness* at will and *deeper darkness* as a spell-like ability 3/day.

Lucky Gem

You can imbue a gem with good luck that benefits you or a designated bearer.

Prerequisites: Gold Dragon bloodline, 7 HD.

Benefit: Once per day, you can touch a gem, which then provides good luck for a number of hours equal to 1d3 plus 3 hours per 2 HD. If you carry the gem, you and every ally within a radius equal to 10 feet per 2 HD receive a +1 luck bonus on all saving throws. You can, instead, designate a bearer other than yourself for the gem, but the luck bonus only applies to the bearer.

Miasma

You can use your breath weapon to create a lingering caustic cloud.

Prerequisites: Major Green Dragon bloodline, acid breath weapon, 13 HD.

Benefit: You may convert one use of your breath weapon to create a cloud of acid as a standard action. This cloud has a 20-foot radius and moves with you. When you first create the cloud, anyone inside the cloud's radius takes acid damage equal to half your breath weapon (Reflex save half). You halve the acid damage each additional round, until the result would be less than 1d6, at which point the cloud disperses. Any creature that starts its turn inside the cloud takes damage, but may make a Reflex save for half. A strong wind, such as that created by a *gust of wind*, disperses the cloud in 1 round. The save DC is equal to your breath weapon DC.

Mimicry

You can imitate any voice or sound you have heard recently.

Prerequisite: Blue Dragon bloodline.

Benefit: Any sound or voice you have heard within a number of hours equal to your Intelligence modifier (minimum 1) you can recreate convincingly. You must succeed at a Bluff check opposed by the listener's Sense Motive check to fool the listener.

Mind Reader

If you concentrate, the thoughts of others become clear to you.

Prerequisites: Major Bronze Dragon bloodline, 11 HD.

Benefit: You may cast *detect thoughts* as a spell-like ability 3/day. Your caster level equals your HD.

Moisture Manipulator

You can create water, or you can reduce it to mere sand.

Prerequisite: Major Blue Dragon bloodline.

Benefit: You may cast *create water* at will as a spell-like ability, with a caster level equal to your HD.

Additionally, once per day, you can transform all water in a 10-foot burst centered on you into sand. Liquid-based magic items and items in a creature's possession (including your own) must succeed on a Will save or become ruined. The save DC is Charisma-based.

Nemesis Finder

Your acute senses allow you to detect the presence of evil creatures.

Prerequisite: Gold Dragon bloodline or Silver Dragon bloodline.

Benefit: You may cast *detect evil* 3/day as a spell-like ability, with a caster level equal to your HD.

Special: If you have the Major Gold Dragon bloodline or Major Silver Dragon bloodline and 13 HD, you may cast *detect magic* at will.

No Trace

Nothing can follow your passage through natural growth.

Prerequisites: Green Dragon bloodline, Green Dragon Stride or woodland stride class ability.

Benefit: You leave no trail in natural surroundings and cannot be tracked. You may choose to leave a trail if you desire.

Overgrowth

You encourage plants to grow at incredible rates.

Prerequisites: Major Black Dragon bloodline or Major Green Dragon bloodline, 9 HD.

Benefit: You may cast *plant growth* as a spell-like ability 1/day. Your caster level equals your HD.

Paralyzing Breath

Your breath weapon paralyzes opponents instead of freezing them.

Prerequisite: Silver Dragon bloodline, breath weapon, 3 HD.

Benefit: A number of times per day equal to your Charisma modifier (minimum 1), you can breathe a 40-foot cone of paralyzing gas. A creature failing its Fortitude save (DC equal to your breath weapon DC) becomes paralyzed for 1d6 rounds plus 1 round per 2 HD. The use of this ability does not replace a use of your cold breath weapon.

Pool of Acid

You can use your breath weapon to create a caustic pool.

Prerequisites: Major Black Dragon bloodline, acid breath weapon, 11 HD.

Benefit: You may take one use of your breath weapon to create an acid pool instead of a stream as a standard action. This pool has a radius of 5 feet per 2 HD you possess. Anyone inside the pool when you create it takes an amount of damage equal to your breath weapon's damage (Reflex save half). Likewise, any creature starting its turn touching the pool takes damage, also with a Reflex save for half. Each round, the pool's total damage dice are halved, until the result would be less than 1d6. The pool floats on water and deals damage to anything on the surface, subject to the rules above. The save DC is equal to your breath weapon DC.

Prepared for Ambush

You cannot be caught off guard.

Prerequisites: Copper Dragon bloodline, 3 HD.

Benefit: You can never be caught flat-footed, as per the barbarian's or rogue's uncanny dodge class feature.

Quest Giver

Your presence compels others to perform tasks for you.

Prerequisites: Major Gold Dragon bloodline, 11 HD.

Benefit: You may cast *lesser geas* as a spell-like ability 3/day, with a caster level equal to your HD.

Special: If you have 15 HD, you can instead cast *geas/quest* 3/day.

Raging Blizzard

You can create an intense blizzard that surrounds you.

Prerequisites: Major White Dragon bloodline, cold breath weapon, 13 HD.

Benefit: By converting one use of your breath weapon, you can create a blizzard in the area as a standard action, which creates heavy snow conditions in a 50-foot radius, centered on you, for 1 minute. This heavy snow slows movement, such that it costs 4 squares of movement per square entered, and limits vision like fog.

Reptile Whisperer

You know how to communicate with all reptiles.

Prerequisite: Black Dragon bloodline.

Benefit: You may use *speak with animals* as a spell-like ability 3/day, but this ability only applies to reptilian animals. Your caster level equals your HD.

Repulsing Breath

Your breath weapon forces opponents to move away instead of electrocuting them.

Prerequisite: Bronze Dragon bloodline, breath weapon, 3 HD.

Benefit: A number of times per day equal to your Charisma modifier (minimum 1), you can breathe a 40-foot cone of repulsion gas. A creature failing its Will save (DC equal to your breath weapon DC) can do nothing but move away from you for 1d6 rounds plus 1 round per 2 HD. The use of this ability does not replace a use of your fire breath weapon. This ability is a mind-affecting compulsion effect.

Sand Excavator

Sand by the ton moves at your command.

Prerequisites: Brass Dragon bloodline, 9 HD.

Benefit: You can cast *move earth* as a spell-like ability 3/day, but it only affects sand. Your caster level equals your HD.

See in Snow

Blowing snow does not hinder your vision.

Prerequisite: White Dragon bloodline.

Benefit: You can see perfectly in snowy conditions and suffer no penalties to Perception checks while in snow.

See through Fog

Fog does not cloud your vision.

Prerequisite: Silver Dragon bloodline, 3 HD.

Benefit: You can see perfectly in foggy conditions or clouds, such as those created by a *fog cloud* spell.

See through Smoke

You have no trouble with smoke in your eyes.

Prerequisite: Red Dragon bloodline.

Benefit: You can see perfectly in smoky conditions, such as those created by a smoke stick.

Shape Changer

A shapechanging dragon in your ancestry passed on its ability to take another form.

Prerequisites: Bronze Dragon bloodline or Gold Dragon bloodline or Silver Dragon bloodline, 3 HD.

Benefit: You can use *alter self* as a spell-like ability 3/day, with a caster level equal to your HD.

Special: If you have the Major Bronze Dragon bloodline or Major Gold Dragon bloodline or Major Silver Dragon bloodline and 11 HD, you may instead use *polymorph* to take any animal or humanoid form.

Shimmering Mirage

You can create an illusory double of yourself.

Prerequisites: Major Blue Dragon bloodline, 12 HD.

Benefit: You may cast *project image* 3/day as a spell-like ability. Your caster level equals your HD. You can choose any effect that derives from a dragon bloodline feat (breath weapon, electricity aura, etc.) to originate from your double.

Sixth Sense

You draw on your ancestral draconic senses to suss out danger for yourself or others.

Prerequisites: Major Gold Dragon bloodline, 17 HD.

Benefit: You can cast *foresight* 3/day as a spell-like ability, with a caster level equal to your HD. You cannot use this ability on the same creature more than once per day.

Sleep Breath

Your breath weapon knocks opponents out instead of burning them.

Prerequisite: Brass Dragon bloodline, breath weapon, 3 HD.

Benefit: A number of times per day equal to your Charisma modifier (minimum 1), you can breathe a 40-foot cone of sleep. A creature failing its Will save (DC equal to your breath weapon DC) falls asleep for 1d6 rounds plus 1 round per 2 HD. The use of this ability does not replace a use of your fire breath weapon.

Slipperiness

You can create conditions suitable for pratfalls.

Prerequisites: Copper Dragon bloodline.

Benefit: You can use *grease* as a spell-like ability 3/day, with a caster level equal to your HD.

Slow Breath

Your breath weapon slows opponents down instead of melting them.

Prerequisite: Copper Dragon bloodline, breath weapon, 3 HD.

Benefit: A number of times per day equal to your Charisma modifier (minimum 1), you can breathe a 40-foot cone of slowing gas. A creature failing its Fortitude save (DC equal to your breath weapon DC) becomes slowed for 1d6 rounds plus 1 round per 4 HD. The use of this ability does not replace a use of your acid breath weapon.

Sniff out Magic

Your acute senses allow you to detect the presence of magic.

Prerequisite: Red Dragon bloodline.

Benefit: You may cast *detect magic* 3/day as a spell-like ability, with a caster level equal to your HD.

Special: If you have the Major Red Dragon bloodline and 13 HD, you may cast *detect magic* at will, and you may use *analyze dweomer* as a spell-like ability 1/day.

Spell Reflector

Spells failing to bypass your resistance bounce back on the caster.

Prerequisites: Major Silver Dragon bloodline, spell resistance, 15 HD.

Benefit: A number of times equal to your Charisma modifier (minimum 1), you can choose to reflect an incoming spell. If the caster level check to penetrate your spell resistance fails by 5 or more, the spell is reflected (per *spell turning*). Otherwise, the spell merely fails. You must make the choice to use this ability before the caster level check is made. Regardless of the outcome, you expend one use of this ability.

Stone Mastery

Your copper dragon ancestor's ability to manipulate stone has passed down to you.

Prerequisites: Copper Dragon bloodline, 7 HD.

Benefit: You can use *stone shape* 3/day as a spell-like ability. Your caster level is equal to your HD.

Special: If you have the Major Copper Dragon bloodline and 11 HD, you can cast *transmute rock to mud* and *transmute mud to rock* a total of 3 times per day, divided however you wish among the two spells. With a Major Copper Dragon bloodline and 15 HD, you can cast *wall of stone* 1/day. If you have a Major Copper Dragon bloodline and 19 HD, you can cast *move earth* 1/day.

Stone Melter

You use your breath weapon to melt rock, turning it into lava.

Prerequisites: Major Red Dragon bloodline, fire breath weapon, 15 HD.

Benefit: You give up one use of your breath weapon to melt stone at a range of up to 100 feet, affecting a 5-foot radius per 2 HD. The area becomes lava to a 1-foot depth, and any creature coming into contact with it takes 20d6 points of fire damage on the first round of creation, 10d6 on the second round, and none thereafter as the lava hardens and cools. You may also use this ability on a wall or ceiling, which creates an avalanche that deals fire damage.

Stoneclimber

Sheer stone walls prove no obstacle to you.

Prerequisite: Copper Dragon bloodline.

Benefit: You gain the ability to use *spider climb* at will, but only for stone surfaces.

Storm Breath

You can convert your breath weapon into a veritable storm of lightning.

Prerequisites: Major Blue Dragon bloodline, electricity breath weapon, 13 HD.

Benefit: You can take one use of your breath weapon and have it function as a *call lightning storm* spell, which deals damage equal to your breath weapon. You may call 1 bolt per round as a free action for 1d6 rounds. The save DC is equal to your breath weapon DC.

Supernatural Senses

You have an ability to see that greatly surpasses that of your peers.

Prerequisites: Major Draconic bloodline, 9 HD.

Benefit: You gain darkvision 120 ft. and blindsense 60 ft. Additionally, you gain low-light vision that is four times better than a human's vision, and you can see twice as far in normal light.

Swamp Stride

You are adept at moving through swampy terrain.

Prerequisite: Black Dragon bloodline.

Benefit: You can move through bogs and quicksand without penalty at normal speed.

Tangler

Your mastery of plants allows you to hinder foes.

Prerequisites: Green Dragon bloodline, 5 HD.

Benefit: You may cast *entangle* as a spell-like ability 3/day. Your caster level is equal to your HD.

Trapster

You have mastery over traps.

Prerequisites: Copper Dragon bloodline, 5 HD.

Benefit: You gain a +1 bonus per 2 HD on Perception checks to locate traps and on Craft (traps) checks.

Special: If you have 9 HD, you can use Disable Device to disarm magic traps, per the rogue's trapfinding class feature.

Unseen in the Wild

You adjust your pigmentation to blend in with surrounding foliage.

Prerequisites: Major Green Dragon bloodline, 9 HD.

Benefit: You can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment. Stealth always counts as a class skill for you.

Vapor Maker

You have the ability to condense and otherwise control water.

Prerequisites: Bronze Dragon bloodline or Silver Dragon bloodline, 7 HD.

Benefit: You may cast *fog cloud* as a spell-like ability 3/day, with a caster level equal to your HD.

Special: If you have the Major Bronze Dragon bloodline or Major Silver Dragon bloodline and 11 HD, you may use *fog cloud* an additional 2 times per day. If you have the Major Bronze Dragon bloodline or Major Silver Dragon bloodline and 15 HD, you can cast *control water* 1/day as a spell-like ability. Finally, with the Major Bronze Dragon bloodline or Major Silver Dragon bloodline and 19 HD, you can cast *control water* 3/day and *control weather* 1/day.

Water Breather

You improve your ability to breathe underwater.

Prerequisite: Black Dragon bloodline or Bronze Dragon bloodline or Green Dragon bloodline.

Benefit: You can hold your breath for a number of rounds equal to four times your Constitution score, and you gain a +2 bonus to Constitution checks to continue holding your breath beyond this period of time.

Normal: You can hold your breath for a number of rounds equal to twice your Constitution score.

Water Corrupter

You can ruin water and other liquids containing water around you.

Prerequisite: Major Black Dragon bloodline.

Benefit: Once per day, you can foul 10 cubic feet of still water and strip it of its life-sustaining qualities.

Liquid-based magic items and items in a creature's possession must succeed on a Will save or become ruined. This ability's range is a number of feet equal to 30 x your Charisma modifier (minimum 1). The save DC is Charisma-based. Water-based magic items are unaffected, but temporary items such as potions in the area of effect are subject.

Wave Mastery

Your bronze dragon ancestor could control the flow of water, as can you.

Prerequisite: Bronze Dragon bloodline, 5 HD.

Benefit: For up to 10 minutes per 2 HD per day, you, and all creatures and vessels within 50 feet of you, move at twice normal speed in water.

Special: If you have the Major Bronze Dragon bloodline and 15 HD, you also gain the ability to create a vortex as a standard action. This vortex lasts for 1 round per 2 HD and functions as the whirlwind special ability, but you can only form it underwater. The save DC is Strength-based.

Weakening Breath

Your breath weapon weakens opponents instead of burning them.

Prerequisite: Gold Dragon bloodline, breath weapon, 3 HD.

Benefit: A number of times per day equal to your Charisma modifier (minimum 1), you can breathe a 40-foot cone of weakening gas. A creature failing its Fortitude save (DC equal to your breath weapon DC) takes 1 point of Strength damage per 2 HD. The use of this ability does not replace a use of your fire breath weapon.



Weather Control

Your white dragon ancestor's ability to command cold allows you to effect some manipulation of the weather.

Prerequisites: White Dragon bloodline, 5 HD.

Benefit: You may cast *gust of wind* 3/day as a spell-like ability. Your caster level equals your HD.

Special: If you have the Major White Dragon bloodline and 9 HD, you can use *gust of wind* an additional 2 times per day. If you have the Major White Dragon bloodline and 15 HD, you can cast *control weather* as a spell-like ability 1/day, which benefits from *Extend Spell* if you use the ability to create or worsen cold weather.

Weather Endurance

Cold and hot weather cannot bother you or your allies, should you choose.

Prerequisites: Brass Dragon bloodline, 3 HD.

Benefit: You may cast *endure elements* 3/day as a spell-like ability, with a caster level equal to your HD.

Special: At 7 HD, and every additional 4 HD thereafter, you may use *endure elements* an additional 2 times per day.

Wind Mastery

The brass dragon ancestor's ability to control wind and weather belongs to you.

Prerequisites: Major Brass Dragon bloodline, 11 HD.

Benefit: You may use *control winds* as a spell-like ability 3/day. Your caster level equals your HD.

Special: If you have 15 HD, you can use *control winds* an additional 2 times per day, and you can cast *control weather* 1/day. If you have 19 HD, you can cast *whirlwind* 1/day.

Wreath of Flame

An aura of intense heat surrounds you.

Prerequisites: Brass Dragon bloodline or Gold Dragon bloodline or Red Dragon bloodline, 7 HD.

Benefit: Your aura of fire deals 1d6 points of fire damage to creatures within 5 feet of you at the beginning of your turn.

Special: If you have the Major Brass Dragon bloodline or Major Gold Dragon bloodline or Major Red Dragon bloodline and at least 11 HD, the aura extends to 10 feet, and if you have the Major Brass Dragon bloodline or Major Gold Dragon bloodline or Major Red Dragon bloodline and at least 15 HD, the aura deals 2d6 points of fire damage.

MINOR DRACONIC BLOODLINE TRAITS

If your GM allows your character to have traits, these bloodline traits draw a faint line to a draconic ancestor in your character's family tree. As with other bloodlines, a character may only select one type of bloodline trait.

Minor Black Dragon Bloodline: You are descended from a black dragon, but the distance between you and your ancestor spans generations, so a tiny fraction of the black dragon's power flows in your veins. You gain acid resistance 1 and a +1 trait bonus on Diplomacy and Intimidate checks against black dragons. You may also take feats that require a Dragon Bloodline or Black Dragon Bloodline (excluding feats that require a Major Bloodline).

Minor Blue Dragon Bloodline: Your ability to generate static electricity even in the most humid of environments marks you as a distant descendant of a blue dragon. You gain electricity resistance 1 and a +1 trait bonus on Diplomacy and Intimidate checks against blue dragons. You may also take feats that require a Dragon Bloodline or Blue Dragon Bloodline (excluding feats that require a Major Bloodline).

Minor Brass Dragon Bloodline: Your faint brass dragon ancestry gives you a tendency to gossip. You gain a +1 trait bonus on Diplomacy checks, and Diplomacy is a class skill for you. You gain an additional +1 trait bonus on Diplomacy and Intimidate checks against brass dragons. Additionally, you may take feats that require a Dragon Bloodline or Brass Dragon Bloodline (excluding feats that require a Major Bloodline).

Minor Bronze Dragon Bloodline: You can attribute your inherent wanderlust to a distant bronze dragon ancestor. You gain a +1 trait bonus on Knowledge (geography) and Knowledge (history) checks, and one of these skills (your choice) is always a class skill for you. Additionally, you gain a +1 trait bonus on Diplomacy and Intimidate checks against bronze dragons. You may also take feats that require a Dragon Bloodline or Bronze Dragon Bloodline (excluding feats that require a Major Bloodline).

Minor Copper Dragon Bloodline: Your mirthful nature, which sometimes grates on your allies as well as your enemies, harkens back to a copper dragon forebear. You gain a +1 trait bonus on Bluff checks, and Bluff is always a class skill for you. Additionally, you gain a +1 bonus on Diplomacy and Intimidate checks against Copper dragons. You may also take feats that require a Dragon Bloodline or Copper Dragon Bloodline (excluding feats that require a Major Bloodline).

Minor Gold Dragon Bloodline: Your slight gold dragon ancestry gives you a more benevolent outlook with respect to others. Even a selfish character might recognize the value of someone else, if only as prepayment for a return favor. You gain a +1 trait bonus on Heal checks, and Heal is always a class skill for you. Additionally, you gain a +1 bonus on Diplomacy and Intimidate checks against gold dragons. You may also take feats that require a Dragon Bloodline or Gold Dragon Bloodline (excluding feats that require a Major Bloodline).



Minor Green Dragon Bloodline: One of the sires in your very distant ancestry was a green dragon, and a minuscule amount of the green dragon's power flows in your veins. You gain acid resistance 1 and a +1 bonus on Diplomacy and Intimidate checks against green dragons. You may also take feats that require a Dragon Bloodline or Green Dragon Bloodline (excluding feats that require a Major Bloodline).

Minor Red Dragon Bloodline: Your fiery temper and predilection for warm climates demonstrates the thin line of draconic blood in your ancestry. You gain fire resistance 1 and a +1 bonus on Diplomacy and Intimidate checks against red dragons. You may also take feats that require a Dragon Bloodline or Red Dragon Bloodline (excluding feats that require a Major Bloodline).

Minor Silver Dragon Bloodline: Your strong resolve and sense of courage trace back to a distant silver dragon forebear. You gain a +1 bonus on Will saves and a +1 bonus on Diplomacy and Intimidate checks against silver dragons. You may also take feats that require a Dragon Bloodline or Silver Dragon Bloodline (excluding feats that require a Major Bloodline).

Minor White Dragon Bloodline: Cold bothers you very little and your breath ever so slightly fogs the air, betraying your remote white dragon ancestry. You gain cold resistance 1 and a +1 bonus on Diplomacy and Intimidate checks against white dragons. You may also take feats that require a Dragon Bloodline or White Dragon Bloodline (excluding feats that require a Major Bloodline).

MINOR AND MAJOR DRACONIC BLOODLINE TEMPLATES

Creatures with minor draconic bloodlines have a distant dragon or half-dragon ancestor, and some semblance of that distant forebear's power remains. However, some creatures have a nearer draconic antecedent, or something has awoken a long dormant bloodline within the creatures, marking them as more powerful major draconic bloodline creatures.

Black Dragon Bloodline Creature

Minor Black Dragon Bloodline Green Hag CR 6

XP 2,400

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 90 ft., low-light vision; **Perception** +15

Defense

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

hp 67 (9d10+18)

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

Resist acid 5; **SR** 16

Offense

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness)

Special Attacks weakness

Spell-Like Abilities (CL 9th; concentration +11)

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 12), *invisibility*, *pyrotechnics* (DC 14), *tree shape*, *whispering wind*

1/day—*darkness*

Statistics

Str 19, **Dex** 14, **Con** 14, **Int** 15, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 25

Feats Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude

Skills Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +18, Swim +18;

Racial Modifiers +4 Stealth

Languages Aklo, Common, Giant

SQ black dragon affinity, mimicry

Special Abilities

Black Dragon Affinity (Su) A minor black dragon bloodline green hag gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against black dragons.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 17 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

A black dragon bloodline usually courses through evil creatures that lair in swampy areas, such as this green hag.

Creating a Minor Black Dragon Bloodline Creature

"Minor black dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor black dragon bloodline creature uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to acid 5.

Special Attacks: A minor black dragon bloodline creature gains the following.

Spell-Like Abilities: A minor black dragon bloodline creature with a Cha score of 8 or higher can cast *darkness* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor black dragon bloodline creature gains the following.

Black Dragon Affinity (Su): A minor black dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against black dragons.

Ability Scores Dex +2, Con +2.

Skills Gain a +4 racial bonus on Stealth checks, and always treat Stealth as a class skill.

Feats Gain Alertness as a bonus feat.

Creating a Major Black Dragon Bloodline Creature

"Major black dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major black dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to acid 10.

Special Attacks: A major black dragon bloodline creature gains the following.

Breath Weapon (Su): A major black dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 60-foot line of acid, deals 1d6 acid damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major black dragon bloodline creature with a Cha score of 8 or higher can cast *darkness* 3/day and *plant growth* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major black dragon bloodline creature gains the following.

Black Dragon Affinity (Su): A major black dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against black dragons.

Black Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to acid improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +4, Dex +4, Con +4.

Skills Gain a +4 racial bonus on Spellcraft and Stealth checks, and always treat Spellcraft and Stealth as class skills.

Feats Gain Alertness and Improved Initiative as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Black Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

Blue Dragon Bloodline Creature

Minor Blue Dragon Bloodline Half-Dragon (White) Phase Spider CR 8

XP 4,800

N Large dragon (magical beast)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +10

Defense

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 75 (6d10+42)

Fort +12, **Ref** +8, **Will** +3

Defensive Abilities ethereal jaunt; **Resist** electricity 5; **Immune** cold, paralysis, sleep

Offense

Speed 40 ft., climb 20 ft., fly 80 ft. (average)

Melee bite +16 (2d6+10 plus poison and grab), 2 claws +15 (1d6+10)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40-ft. cone of cold, 6d6 cold damage, Reflex DC 20 half), ethereal ambush

Spell-Like Abilities (CL 6th; concentration +7)

3/day—ghost sound

Statistics

Str 30, **Dex** 17, **Con** 24, **Int** 9, **Wis** 13, **Cha** 12

Base Atk +6; **CMB** +17; **CMD** 30 (38 vs. trip)

Feats Ability Focus (poison), Dazzling Display^B, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)^B

Skills Acrobatics +12 (+16 jump), Climb +26, Fly +10, Intimidate +5, Perception +10, Stealth +11; **Racial**

Modifiers +4 Intimidate

Languages Aklo

SQ blue dragon affinity

Special Abilities

Blue Dragon Affinity (Su) A minor blue dragon bloodline phase spider gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against blue dragons.

Ethereal Ambush (Ex) A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

Ethereal Jaunt (Su) A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

Poison (Ex) Bite—Injury; save Fort DC 22; frequency 1/round for 8 rounds; effect 1d2 Con; cure 2 consecutive saves. The save DC is Constitution-based.

Some ancient wizards experimented with magically crossbreeding blue dragons with various horrors, bringing bizarre creatures like this phase spider into existence.

Creating a Minor Blue Dragon Bloodline Creature

"Minor blue dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor blue dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to electricity 5.

Special Attacks: A minor blue dragon bloodline creature gains the following.

Spell-Like Abilities: A minor blue dragon bloodline creature with a Cha score of 8 or higher can cast *ghost sound* as a spell-like ability 3/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor blue dragon bloodline creature gains the following.

Blue Dragon Affinity (Su): A minor blue dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against blue dragons.

Ability Scores Str +2, Con +2.

Skills Gain a +4 racial bonus on choice of Bluff or Intimidate checks, and always treat the skill with the bonus as a class skill.

Feats Gain Weapon Focus (natural or simple weapon) and Dazzling Display as bonus feats.

Creating a Major Blue Dragon Bloodline Creature

"Major blue dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major blue dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to electricity 10.

Special Attacks: A major blue dragon bloodline creature gains the following.

Breath Weapon (Su): A major blue dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 60-foot line of lightning, deals 1d6 electricity damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major blue dragon bloodline creature with a Cha score of 8 or higher can cast *ghost sound* 3/day and *hallucinatory terrain* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major blue dragon bloodline creature gains the following.

Blue Dragon Affinity (Su): A major blue dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against blue dragons.

Blue Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to electricity improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +6, Con +4.

Skills Gain a +4 racial bonus on Bluff and Intimidate checks, and always treat Bluff and Intimidate as class skills.

Feats Gain Weapon Focus (natural or simple weapon), Dazzling Display, and Shatter Defenses as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Blue Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

Green Dragon Bloodline Creature

Major Green Dragon Bloodline Harpy CR 6

XP 2,400

CE Medium Monstrous Humanoid

Init +2; **Senses** darkvision 90 ft., low-light vision, blindsense 30 ft.; **Perception** +7

Defense

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural)

hp 52 (7d10+14)

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

Resist acid 10

Offense

Speed 20 ft., fly 80 ft. (average)

Melee morningstar +11/+6 (1d8+4), 2 talons +11 (1d6+4)

Special Attacks breath weapon (40-ft. cone of acid, 7d6 acid damage, Reflex DC 15 half), captivating song

Spell-Like Abilities (CL 7th; concentration +10)

3/day—*entangle* (DC 14)

1/day—*plant growth*

Statistics

Str 18, **Dex** 15, **Con** 14, **Int** 7, **Wis** 12, **Cha** 17

Base Atk +7; **CMB** +11; **CMD** 24

Feats Acidic Blood^B, Alertness^B, Dodge, Flyby Attack, Great Fortitude, Iron Will^B, Skill Focus (Bluff)

Skills Bluff +7, Fly +11, Intimidate +7, Perception +9, Perform (sing) +5, Sense Motive +3, Spellcraft +6, Survival +5; **Racial Modifiers** +4 Spellcraft, +4 Survival

Languages Common

SQ green dragon affinity

Special Abilities

Captivating Song (Su) Creatures within 300 ft. are captivated by a harpy's song, approach, and offer no resistance to attack (DC 16 Will save negates). This effect continues for as long as the harpy sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Green Dragon Affinity (Su) A major green dragon bloodline harpy gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against green dragons.

Much like with black dragon bloodline creatures, green dragon bloodlines show up in monsters from similar environments with similar temperaments.

Creating a Minor Green Dragon Bloodline Creature

"Minor green dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor green dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to acid 5.

Special Attacks: A minor green dragon bloodline creature gains the following.

Spell-Like Abilities: A minor green dragon bloodline creature with a Cha score of 8 or higher can cast *entangle* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor green dragon bloodline creature gains the following.

Green Dragon Affinity (Su): A minor green dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against green dragons.

Ability Scores Str +2, Con +2.

Skills Gain a +4 racial bonus on Survival checks, and always treat Survival as a class skill.

Feats Gain Alertness as a bonus feat.

Creating a Major Green Dragon Bloodline Creature

"Major green dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major green dragon bloodline creature uses the base creature's stats and abilities except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to acid 10.

Special Attacks: A major green dragon bloodline creature gains the following.

Breath Weapon (Su): A major green dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 40-foot cone of acid, deals 1d6 acid damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major green dragon bloodline creature with a Cha score of 8 or higher can cast *entangle* 3/day and *plant growth* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major green dragon bloodline creature gains the following.

Green Dragon Affinity (Su): A major green dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against green dragons.

Green Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its acid resistance improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +6, Con +4.

Skills Gain a +4 racial bonus on Spellcraft and Survival checks, and always treat Spellcraft and Survival as class skills.

Feats Gain Alertness and Iron Will as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Green Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

Red Dragon Bloodline Creature

Desert Scourge CR 13

XP 25,600

Major Red Dragon Bloodline Behir barbarian 4

N Huge magical beast

Init +1; Senses darkvision 90 ft., low-light vision, blindsense 30 ft.; Perception +10

Defense

AC 25, touch 9, flat-footed 24 (+1 Dex, +16 natural, -2 size)

hp 185 (4d12+10d10+102)

Fort +20, **Ref** +11 (+1 bonus vs. traps), **Will** +8; +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities

Defensive Abilities trap sense +1, uncanny dodge; **Resist** fire 20; **Immune** electricity

Offense

Speed 50 ft., climb 20 ft.

Melee bite +24 (2d6+16 plus grab), tail +18 (2d6+11)

Space 15 ft.; **Reach** 10 ft.

Special Attacks breath weapon (20-ft. line of electricity, 7d6 electricity damage, Reflex DC 22 half, usable every 1d4 rounds), breath weapon (40-ft. cone of fire, 10d6 fire damage, Reflex DC 22 half), constrict (2d6+9), rake (6 claws +14, 1d4+6), rage (15 rounds/day), rage powers (raging climber +4, superstition +3), swallow whole (2d8+9 bludgeoning damage, AC 16, 15 hp)

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

3/day—*detect magic*, *pyrotechnics*

1/day—*wall of fire*

Statistics

Str 32, **Dex** 12, **Con** 25, **Int** 7, **Wis** 14, **Cha** 12

Base Atk +14; **CMB** +24 (+28 grapple); **CMD** 35 (can't be tripped)

Feats Alertness, Cleave, Dragon Tail, Great Cleave, Power Attack, Sniff out Magic, Vital Strike^B, Weapon Focus (bite), Wreath of Flame^B

Skills Appraise +2, Climb +16 (+20 while raging), Intimidate +10, Perception +10, Sense Motive +11, Stealth +5;

Racial Modifiers +4 Appraise, +4 Sense Motive

Languages Common

SQ fast movement, red dragon affinity

Combat Gear *potion of greater magic fang* +5; **Other Gear** *belt of giant strength* +2, *cloak of resistance* +2

Special Abilities

Grab (Ex) A behir's grab attack works against creatures of any size category. It can constrict the same round it establishes a hold. On any round thereafter that it maintains its hold, the behir can choose to rake the grappled target or swallow it whole.

Red Dragon Affinity (Su) A major red dragon bloodline behir gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against red dragons.

Red dragon bloodline creatures typically result from ancient, arcane crossbreeding. These creatures usually become leaders or champions of their races.

Creating a Minor Red Dragon Bloodline Creature

"Minor red dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor red dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to fire 5.

Special Attacks: A minor red dragon bloodline creature gains the following.

Spell-Like Abilities: A minor red dragon bloodline creature with a Cha score of 8 or higher can cast *pyrotechnics* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor red dragon bloodline creature gains the following.

Red Dragon Affinity (Su): A minor red dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against red dragons.

Ability Scores Str +2, Con +2.

Skills Gain a +4 racial bonus on Sense Motive checks, and always treat Sense Motive as a class skill.

Feats Gain Power Attack as a bonus feat.

Creating a Major Red Dragon Bloodline Creature

"Major red dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major red dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to fire 10.

Special Attacks: A major red dragon bloodline creature gains the following.

Breath Weapon (Su): A major red dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 40-foot cone of fire, deals 1d6 fire damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major red dragon bloodline creature with a Cha score of 8 or higher can cast *pyrotechnics* 3/day and *wall of fire* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major red dragon bloodline creature gains the following.

Red Dragon Affinity (Su): A major red dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against red dragons.

Red Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to fire improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +6, Con +4.

Skills Gain a +4 racial bonus on Appraise and Sense Motive checks, and always treat Appraise and Sense Motive as class skills.

Feats Gain Power Attack and Vital Strike as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Red Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

White Dragon Bloodline Creature

Major White Dragon Bloodline Advanced Manticore CR 8

XP 4,800

LE Large magical beast

Init +10; **Senses** darkvision 90 ft., low-light vision, blindsense 30 ft., scent; Perception +14

Defense

AC 25, touch 15, flat-footed 19 (+6 Dex, +10 natural, -1 size)

hp 81 (6d10+48)

Fort +13, **Ref** +11, **Will** +5

DR 2/magic; **Resist** cold 10

Offense

Speed 30 ft., fly 50 ft. (clumsy)

Melee bite +14 (1d8+9), 2 claws +14 (2d4+9)

Ranged 4 spikes +12 (1d6+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (40-ft. cone of cold, 6d6 cold damage, Reflex DC 21 half)

Spell-Like Abilities (CL 6th; concentration +7)

3/day—*fog cloud*

1/day—*wall of ice*

Statistics

Str 28, **Dex** 23, **Con** 26, **Int** 11, **Wis** 16, **Cha** 13

Base Atk +6; **CMB** +16; **CMD** 32 (36 vs. Trip)

Feats Draconic Flesh^B, Flyby Attack, Hover, Improved Initiative^B, Power Attack^B, Weapon Focus (spikes)

Skills Fly +1, Perception +18, Stealth +4, Survival +7 (+11 when tracking); **Racial Modifiers** +4 Perception, +4 Stealth, +4 Survival when tracking

Languages Common

SQ ice adapted, white dragon affinity

Special Abilities

Ice Adapted (Ex) A major white dragon bloodline mantichore can move across icy surfaces without penalty and does not need to make acrobatic checks to run or charge on ice.

Spikes (Ex) With a snap of its tail, a mantichore can loose a volley of four spikes as a standard action (with a separate attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. The creature can launch only 24 spikes in any 24-hour period.

White Dragon Affinity (Su) A major white dragon bloodline mantichore gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against white dragons.

When a white dragon's territorial claim clashes with another creature's, sometimes an unusual pairing results.

Creating a Minor White Dragon Bloodline Creature

"Minor white dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor white dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to cold 5.

Special Attacks: A minor white dragon bloodline creature gains the following.

Spell-Like Abilities: A minor white dragon bloodline creature with a Cha score of 8 or higher can cast *fog cloud* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor white dragon bloodline creature gains the following.

Ice Adapted (Ex): A minor white dragon bloodline creature can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

White Dragon Affinity (Su): A minor white dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against red dragons.

Ability Scores Dex +2, Con +2.

Skills Gain a +4 racial bonus on Perception checks, and always treat Perception as a class skill.

Feats Gain Power Attack as a bonus feat.

Creating a Major White Dragon Bloodline Creature

"Major white dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major white dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to cold 10.

Special Attacks: A major white dragon bloodline creature gains the following.

Breath Weapon (Su): A major white dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 40-foot cone of cold, deals 1d6 cold damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major white dragon bloodline creature with a Cha score of 8 or higher can cast *fog cloud* 3/day and *wall of ice* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major white dragon bloodline creature gains the following.

Ice Adapted (Ex): A major white dragon bloodline creature can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

White Dragon Affinity (Su): A major white dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against white dragons.

White Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to cold improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +4, Dex +4, Con +4.

Skills Gain a +4 racial bonus on Perception and Stealth checks, and always treat Perception and Stealth as class skills.

Feats Gain Improved Initiative and Power Attack as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or White Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

Brass Dragon Bloodline Creature

Major Brass Dragon Bloodline Fey Griffon CR 7

XP 3,200

N Large fey (magical beast)

Init +10; **Senses** darkvision 90 ft., low-light vision, blindsense 30 ft., scent; Perception +16

Defense

AC 21, touch 15, flat-footed 16 (+6 Dex, +7 natural, -1 size)

hp 52 (5d10+25)

Fort +9, **Ref** +10, **Will** +4 (+4 vs. mind-affecting effects)

Defensive Abilities evasion; **DR** 5/cold iron; **Resist** cold 10, electricity 10, fire 10

Offense

Speed 30 ft., fly 80 ft.

Melee bite +9 (1d6+4), 2 talons +8 (1d6+4)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (60-ft. line of fire, 5d6 fire, Reflex DC 17 half), pounce, rake (2 claws +8, 1d4+3)

Spell-Like Abilities (CL 5th; concentration +5)

3/day—*dancing lights*, *endure elements*

1/day—*control winds*, *deep slumber* (DC 12), *entangle* (DC 11), *faerie fire*, *glitterdust* (DC 12)

Statistics

Str 18, **Dex** 23, **Con** 20, **Int** 7, **Wis** 13, **Cha** 10

Base Atk +5; **CMB** +10; **CMD** 26 (30 vs. trip)

Feats Alertness^B, Breath of Dragons^B, Improved Initiative^B, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +18, Bluff +4, Fly +16, Perception +16, Stealth +14; **Racial Modifiers** +4 Acrobatics, +4 Bluff, +4 Perception, +4 Stealth

Languages Common, Sylvan (cannot speak)

SQ brass dragon affinity, camouflage

Special Abilities

Brass Dragon Affinity (Su): A major brass dragon bloodline griffon gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against brass dragons.

Camouflage (Ex) A fey griffon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment. It gains a +4 racial bonus on Stealth checks. This bonus does not stack with any racial Stealth bonus possessed by the base creature.

Brass dragon bloodlines appear in many creatures thanks to a brass dragon's gregarious nature. A creature carrying a brass dragon bloodline tends to be friendlier than others of its species.

Creating a Minor Brass Dragon Bloodline Creature

"Minor brass dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor brass dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to fire 5.

Special Attacks: A minor brass dragon bloodline creature gains the following.

Spell-Like Abilities: A minor brass dragon bloodline creature with a Cha score of 8 or higher can cast *endure elements* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor brass dragon bloodline creature gains the following.

Brass Dragon Affinity (Su): A minor brass dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against brass dragons.

Ability Scores Dex +2, Con +2.

Skills Gain a +4 racial bonus on Diplomacy checks, and always treat Diplomacy as a class skill.

Feats Gain Alertness as a bonus feat.

Creating a Major Brass Dragon Bloodline Creature

"Major brass dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major brass dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to fire 10.

Special Attacks: A major brass dragon bloodline creature gains the following.

Breath Weapon (Su): A major brass dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 60-foot line of fire, deals 1d6 fire damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major brass dragon bloodline creature with a Cha score of 8 or higher can cast *endure elements* 3/day and *control winds* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major brass dragon bloodline creature gains the following.

Brass Dragon Affinity (Su): A major brass dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against brass dragons.

Brass Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to fire improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +4, Dex +4, Con +4.

Skills Gain a +4 racial bonus on Bluff and Diplomacy checks, and always treat Bluff and Diplomacy as class skills.

Feats Gain Alertness and Improved Initiative as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Brass Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

Bronze Dragon Bloodline Creature

Minor Bronze Dragon Bloodline Centaur CR 4

XP 1,200

N Large monstrous humanoid

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

Defense

AC 21, touch 11, flat-footed 19 (+6 armor, +2 Dex, +2 natural, +2 shield, -1 size)

hp 34 (4d10+12)

Fort +4, **Ref** +6, **Will** +7

Resist electricity 5

Offense

Speed 50 ft. (35 ft. in armor)

Melee longsword +5 (1d8+2/19-20), 2 hooves +0 (1d6+1)

Ranged spear +5 (1d8+2/x3)

Space 10 ft.; **Reach** 5 ft.

Spell-Like Abilities (CL 4th; concentration +5)

1/day—*create food and water*

Statistics

Str 15, **Dex** 14, **Con** 17, **Int** 11, **Wis** 16, **Cha** 12

Base Atk +4; **CMB** +7; **CMD** 19 (23 vs. trip)

Feats Improved Initiative, Power Attack^B, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +8, Sense Motive +7, Survival +10;

Racial Modifiers +4 Sense Motive

Languages Common, Elven, Sylvan

SQ bronze dragon affinity, undersized weapons

Combat Gear breastplate, heavy steel shield, longsword, spear

Special Abilities

Bronze Dragon Affinity (Su) A minor bronze dragon bloodline centaur gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against bronze dragons.

Undersized Weapons (Ex) Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size.

A creature with a bronze dragon bloodline tends to be a wanderer that seeks out causes for which it can fight. A creature that does not travel instead becomes an advisor to others of its race.

Creating a Minor Bronze Dragon Bloodline Creature

"Minor bronze dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor bronze dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to electricity 5.

Special Attacks: A minor bronze dragon bloodline creature gains the following.

Spell-Like Abilities: A minor bronze dragon bloodline creature with a Cha score of 8 or higher can cast *create food and water* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor bronze dragon bloodline creature gains the following.

Bronze Dragon Affinity (Su): A minor bronze dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against bronze dragons.

Ability Scores Con +2, Wis +2.

Skills Gain a +4 racial bonus on Sense Motive checks, and always treat Sense Motive as a class skill.

Feats Gain Power Attack as a bonus feat.

Creating a Major Bronze Dragon Bloodline Creature

"Major bronze dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major bronze dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to electricity 10.

Special Attacks: A major bronze dragon bloodline creature gains the following.

Breath Weapon (Su): A major bronze dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 60-foot line of lightning, deals 1d6 electricity damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major bronze dragon bloodline creature with a Cha score of 8 or higher can cast *create food and water* 3/day and *detect thoughts* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major bronze dragon bloodline creature gains the following.

Bronze Dragon Affinity (Su): A major bronze dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against bronze dragons.

Bronze Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to electricity improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +4, Con +4, Wis +4.

Skills Gain a +4 racial bonus on Perception and Sense Motive checks, and always treat Perception and Sense Motive as class skills.

Feats Gain Power Attack and Vital Strike as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Bronze Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

Copper Dragon Bloodline Creature

Minor Copper Dragon Bloodline Satyr CR 5

XP 1,600

CN Medium fey

Init +2; Senses darkvision 60 ft., low-light vision; Perception +18

Defense

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 44 (8d6+16)

Fort +4, Ref +9, Will +8

DR 5/cold iron; Resist acid 5

Offense

Speed 40 ft.

Melee dagger +6 (1d4+2/19–20), horns +1 (1d6+1)

Ranged short bow +6 (1d6/x3)

Special Attacks pipes

Spell-Like Abilities (CL 8th; concentration +13)

At will—*charm person* (DC 16), *dancing lights*, *ghost sound* (DC 15), *sleep* (DC 16), *suggestion* (DC 17)
1/day—*fear* (DC 18), *hideous laughter* (DC 17), *summon nature's ally III*

Statistics

Str 14, **Dex** 17, **Con** 15, **Int** 12, **Wis** 14, **Cha** 21

Base Atk +4; **CMB** +6; **CMD** 20

Feats Combat Expertise^B, Dodge, Mobility, Skill Focus (Perception), Weapon Finesse

Skills Bluff +20, Diplomacy +16, Disguise +10, Intimidate +10, Knowledge (nature) +11, Perception +18, Perform (wind instruments) +20, Stealth +17, Survival +7; **Racial Modifiers** +4 Bluff, +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

SQ copper dragon affinity

Combat Gear dagger, short bow plus 20 arrows, masterwork panpipes

Special Abilities

Copper Dragon Affinity (Su) A minor copper dragon bloodline satyr gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against copper dragons.

Pipes (Su) A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 19 Will save or be affected by *charm person*, *fear*, *sleep*, or *suggestion*, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

A copper dragon enters into dalliances with other creatures that have a similar joie de vivre, and the resulting unions create enduring bloodlines.

Creating a Minor Copper Dragon Bloodline Creature

"Minor copper dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor copper dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to acid 5.

Special Attacks: A minor copper dragon bloodline creature gains the following.

Spell-Like Abilities: A minor copper dragon bloodline creature with a Cha score of 8 or higher can cast *hideous laughter* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor copper dragon bloodline creature gains the following.

Copper Dragon Affinity (Su): A minor copper dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against copper dragons.

Ability Scores Dex +2, Cha +2.

Skills Gain a +4 racial bonus on Bluff checks, and always treat Bluff as a class skill.

Feats Gain Combat Expertise as a bonus feat.

Creating a Major Copper Dragon Bloodline Creature

"Major copper dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major copper dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to acid 10.

Special Attacks: A major copper dragon bloodline creature gains the following.

Breath Weapon (Su): A major copper dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 60-foot line of acid, deals 1d6 acid damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major copper dragon bloodline creature with a Cha score of 8 or higher can cast *hideous laughter* 3/day and *stone shape* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major copper dragon bloodline creature gains the following.

Copper Dragon Affinity (Su): A major copper dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against copper dragons.

Copper Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to electricity improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +4, Dex +4, Con +4, Cha +2.

Skills Gain a +4 racial bonus on Bluff and Use Magic Device checks, and always treat Bluff and Use Magic Device as class skills.

Feats Gain Combat Expertise and Improved Trip as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Copper Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

Gold Dragon Bloodline Creature

Minor Gold Dragon Bloodline Cloud Giant CR 12

XP 19,200

NG Huge humanoid (giant)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +17

Defense

AC 26, touch 9, flat-footed 25 (+4 armor, +1 Dex, +13 natural, -2 size)

hp 184 (16d8+112)

Fort +17, **Ref** +6, **Will** +10

Defensive Abilities rock catching; **Resist** fire 5

Offense

Speed 50 ft.

Melee morningstar +23/+18/+13 (4d6+19) or 2 slams +23 (2d6+13)

Ranged rock +12 (2d6+19)

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

Special Attacks rock throwing (140 ft.)

Spell-Like Abilities (CL 16th; concentration +17)

At will—*levitate* (self plus 2,000 lbs.), *obscuring mist*
1/day—*bless*, *fog cloud*

Statistics

Str 37, **Dex** 13, **Con** 25, **Int** 12, **Wis** 16, **Cha** 12

Base Atk +12; **CMB** +27 (+29 bull rush, +29 overrun); **CMD** 38 (40 vs. bull rush, 40 vs. overrun)

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Iron Will, Power Attack

Skills Climb +20, Craft (weapons) +8, Diplomacy +9, Heal +7, Intimidate +26, Perception +17, Perform (string instruments) +8; **Racial Modifiers** +4 Heal

Languages Common, Giant

SQ gold dragon affinity, oversized weapon

Combat Gear chain shirt, morningstar

Special Abilities

Gold Dragon Affinity (Su) A minor gold dragon bloodline cloud giant gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against gold dragons.

Oversized Weapon (Ex) A cloud giant can wield Gargantuan weapons without penalty. Most favor the use of immense morningstars.

Gold dragons ally with other good creatures in the course of combatting a great evil, and, rarely, a gold dragon who mates with one of its new compatriots establishes a bloodline.

Creating a Minor Gold Dragon Bloodline Creature

"Minor gold dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor gold dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to fire 5.

Special Attacks: A minor gold dragon bloodline creature gains the following.

Spell-Like Abilities: A minor gold dragon bloodline creature with a Cha score of 8 or higher can cast *bleed* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor gold dragon bloodline creature gains the following.

Gold Dragon Affinity (Su): A minor gold dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against gold dragons.

Ability Scores Str +2, Con +2.

Skills Gain a +4 racial bonus on Heal checks, and always treat Heal as a class skill.

Feats Gain Power Attack as a bonus feat.

Creating a Major Gold Dragon Bloodline Creature

"Major gold dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major gold dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to fire 10.

Special Attacks: A major gold dragon bloodline creature gains the following.

Breath Weapon (Su): A major gold dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 40-foot cone of fire, deals 1d6 fire damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major gold dragon bloodline creature with a Cha score of 8 or higher can cast *bless* 3/day and *daylight* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major gold dragon bloodline creature gains the following.

Gold Dragon Affinity (Su): A major gold dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against gold dragons.

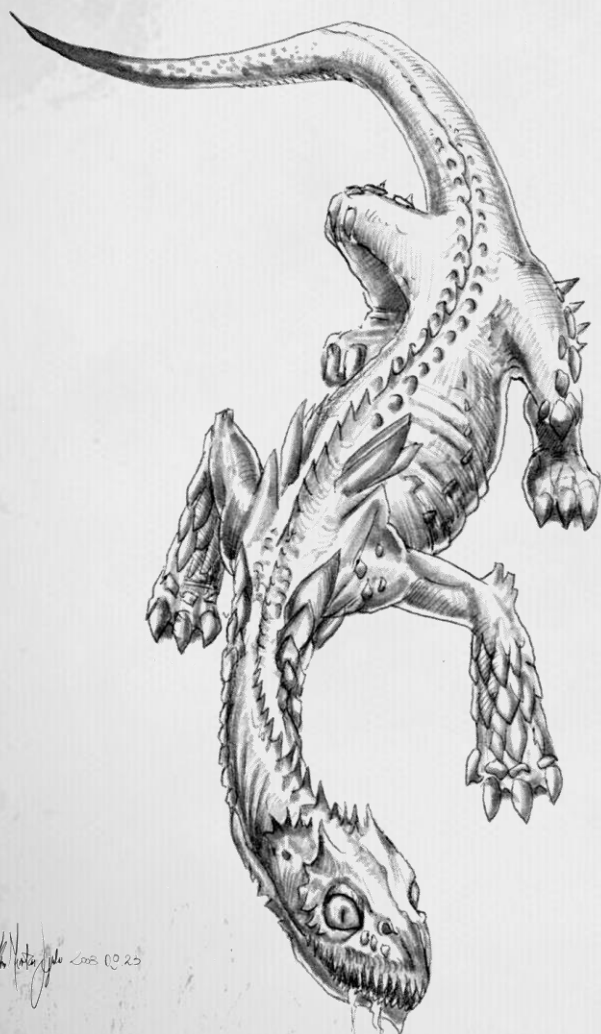
Gold Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to electricity improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +6, Con +4.

Skills Gain a +4 racial bonus on Heal and Sense Motive checks, and always treat Heal and Sense Motive as class skills.

Feats Gain Power Attack and Vital Strike as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Gold Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

Silver Dragon Bloodline Creature



Zyphyrus CR 8

XP 4,800

Major Silver Dragon Bloodline

Pseudodragon rogue 8

NG Tiny dragon

Init +7; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +14

Defense

AC 22, touch 16, flat-footed 19 (+1 deflection, +3 Dex, +6 natural, +2 size)

hp 93 (2d12+8d8+40)

Fort +9, **Ref** +12, **Will** +6

Defensive Abilities evasion, improved uncanny dodge, trap sense +2; **Immune** paralysis, sleep; **Resist** cold 20; **SR** 23

Offense

Speed 15 ft., fly 60 ft. (perfect)

Melee sting +17 (1d3+1 plus poison), bite +16 (1d2+1)

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

Special Attacks breath weapon (40-ft. cone of cold, 10d6 cold, Reflex DC 19 half), sneak attack +4d6

Spell-Like Abilities

3/day—*feather fall*

1/day—*control winds*

Statistics

Str 13, **Dex** 16, **Con** 18, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +9; **CMD** 17 (21 vs. trip)

Feats Graceful Flyer^B, Greater Breath of Dragons, Greater Draconic Resistance, Improved Initiative^B, Power Attack^B, Skill Focus (Use Magic Device), Stealthy,

Weapon Finesse, Weapon Focus (sting)

Skills Acrobatics +15 (+7 jump), Bluff +12, Diplomacy +5, Intimidate +4, Escape Artist +20, Fly +20, Perception +14, Sense Motive +6, Sleight of Hand +16, Spellcraft +8, Stealth +32 (+36 in forests), Survival +13, Use Magic Device +19; **Racial Modifiers** +4 Intimidate, +4 Spellcraft, +4 Stealth (+8 in forests)

Languages Draconic; telepathy (60 ft.)

SQ rogue talents (fast stealth, resiliency, surprise attacks, weapon training), silver dragon affinity, trapfinding +4

Combat Gear wand of magic missile; **Other Gear** ring of protection +1

Special Abilities

Poison (Ex) Sting—injury; save Fort DC 18; frequency 1/minute for 10 minutes; effect sleep for 1 minute; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Silver Dragon Affinity (Su) A major silver dragon bloodline pseudodragon gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against silver dragons.

Silver dragons mix with exemplars of courage and honor that help the weak and combat evil. Such unions beget a new silver dragon bloodline.

Creating a Minor Silver Dragon Bloodline Creature

"Minor silver dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A minor silver dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +1.

Senses: Gain darkvision 60 ft. and low-light vision.

Armor Class: Natural armor improves by +1.

Defensive Abilities: Gain resistance to cold 5.

Special Attacks: A minor silver dragon bloodline creature gains the following.

Spell-Like Abilities: A minor silver dragon bloodline creature with a Cha score of 8 or higher can cast *feather fall* as a spell-like ability 1/day. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A minor silver dragon bloodline creature gains the following.

Silver Dragon Affinity (Su): A minor silver dragon bloodline creature gains a +2 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against silver dragons.

Ability Scores Str +2, Con +2.

Skills Gain a +4 racial bonus on Intimidate checks, and always treat Intimidate as a class skill.

Feats Gain Power Attack as a bonus feat.

Creating a Major Silver Dragon Bloodline Creature

"Major silver dragon bloodline" is an inherited template that can be added to any living, corporeal creature (referred to hereafter as the base creature). A major silver dragon bloodline creature uses the base creature's stats and abilities, except as noted here.

CR: Same as the base creature +2.

Senses: Gain darkvision 90 ft., low-light vision, and blindsense 30 ft.

Armor Class: Natural armor improves by +2.

Defensive Abilities: Gain resistance to cold 10.

Special Attacks: A major silver dragon bloodline creature gains the following.

Breath Weapon (Su): A major silver dragon bloodline creature gains a breath weapon usable once per day. The breath weapon, a 40-foot cone of cold, deals 1d6 cold damage per racial HD possessed by the creature (Reflex half; DC 10 + 1/2 creature's racial HD + creature's Con modifier).

Spell-Like Abilities: A major silver dragon bloodline creature with a Cha score of 8 or higher can cast *feather fall* 3/day and *control winds* 1/day as spell-like abilities. CL equals the creature's HD (or the CL of the base creature's spell-like abilities, whichever is higher).

Special Qualities: A major silver dragon bloodline creature gains the following.

Silver Dragon Affinity (Su): A major silver dragon bloodline creature gains a +4 bonus to Bluff, Diplomacy, Intimidate, and Sense Motive checks against silver dragons.

Silver Dragon Bloodline (Su): For every bloodline feat the creature gains beyond the feat provided by this template, its resistance to electricity improves by 5 and it gains an additional +1 natural armor bonus.

Ability Scores Str +6, Con +4.

Skills Gain a +4 racial bonus on Intimidate and Spellcraft checks, and always treat Intimidate and Spellcraft as class skills.

Feats Gain Improved Initiative and Power Attack as bonus feats. Additionally, gain a bonus feat with Dragon Bloodline or Silver Dragon Bloodline as prerequisites (the creature must meet all other prerequisites).

CHAPTER 5: NEW MONSTERS

ANTABOGA

This immense, wingless serpentine dragon is covered with blunt, stony protrusions. Gleaming gem-like eyes sit above a flattened, canine muzzle, which houses a wide mouth filled with hundreds of blunt, grinding teeth. Its broad, spatulate tail, studded with bony knobs and dagger-like spikes, drags behind its slithering form, carving deep gouges in the earth.

Antaboga

CR 17

XP 102,400

NE Gargantuan Dragon (earth)

Init +4; **Senses** darkvision 120 ft., tremorsense 120 ft.; Perception +24

Aura crushing aura (15 ft., DC 28)

DEFENSE

AC 36, touch 16, flat-footed 36 (+10 deflection, +20 natural, -4 size)

hp 347 (21d12+210); fast healing 5

Fort +30, **Ref** +22, **Will** +20

Defensive Abilities crushing aura, divert missiles, reinforced physique

DR 15/magic and adamantine; **Immune** acid, electricity, force attacks, paralysis, precision damage, sleep, stunning effects; **Resist** cold 20, fire 20; **SR** 32

OFFENSE

Speed 50 ft., burrow 40 ft.

Melee bite +36/+30/+24/+18 (5d6+21), tail +35 (3d6+21 plus flatten)

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

Special Attacks breath weapon (120 ft. line, 18d6 plus trip and stun, DC 34, usable once every 1d4 rounds), crush (Medium creatures, DC 34, 2d6+21 plus crushing aura), mass-increasing gaze (60 ft., DC 18), tail attack mastery

STATISTICS

Str 38, **Dex** 10, **Con** 31, **Int** 6, **Wis** 17, **Cha** 11

Base Atk +21; **CMB** +39; **CMD** 49

Feats Awesome Blow, Breath Shield ^{RAWR}, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Vital Strike, Weapon Focus (bite)

^{RAWR} This is a new feat described in Chapter 2.

Skills Intimidate +35, Perception +24, Stealth –5 (+7 in rocky and subterranean environments), Survival +16, Swim +15

Languages Draconic, Terran

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, an antaboga can breathe a 120 ft. line of intensified gravitational force that deals 18d6 points of force damage (Reflex DC 34 for half). Creatures that fail the Reflex save are knocked prone and stunned for one round. Flying creatures targeted by the antaboga's breath weapon lose their ability to fly for 1d4 rounds, and are subject to additional falling damage if they are struck when flying. This is a force effect and the save DC is Constitution-based.

Crushing Aura (Su) An antaboga's body projects a coruscating field of intensified, bone-crushing gravity. Creatures that begin their turn within 15 feet of an antaboga take 2d6 points of force damage (Reflex DC 28 for half). This field also provides the antaboga with a constant deflection bonus to its AC equal to its Constitution modifier. This is a force effect and the save DC is Constitution-based.

Divert Missiles (Su) As an immediate action, an antaboga can manipulate the field of intensified gravity surrounding its body to deflect or snatch missiles as if the creature had the Deflect Arrows and Snatch Arrows feats. The antaboga does not have to use a limb to deflect or snatch a missile and can deflect projectiles of exceptional size (like thrown boulders and siege weapon projectiles).

Flatten (Ex) A creature standing on earthen ground (but not solid or worked stone) struck by an antaboga's tail attack must succeed on a DC 38 Reflex save to resist being driven into the ground like a tent peg. Creatures standing on soft earth or mud suffer a penalty of –4 to the save. A creature that fails the save becomes pinned by the earth. A pinned creature can escape the effect with a successful CMB check or Escape Artist check against a DC of 38. The DCs are Strength-based.

Mass-Increasing Gaze (Su) Once per round as a free action, an antaboga can focus its mass-increasing gaze on a single corporeal target within 60 feet. The target must succeed on a DC 18 Fortitude save or have their body's mass increase dramatically. Targets that fail the save are considered to be carrying one load heavier than normal—a light load increases to medium, medium increases to heavy—for one minute. Additional failed saves each increase the DC by +2 and the duration of the effect by an additional minute. This is a transmutation effect and the save DC is Charisma-based.

Reinforced Physique (Ex) An antaboga's thick, armored body renders it immune to precision damage and stunning effects. Additionally, an antaboga has a 25% chance to ignore additional damage from a critical hit.

Tail Attack Mastery (Ex) An antaboga's tail attack is not considered a secondary attack. It strikes at the creature's highest BAB.

ECOLOGY

Environment any underground

Organization solitary

Treasure double standard (rare gems and ores embedded in its stomach and scales)

Born in the crushing depths of the world's mantle, antabogas spend their long lives burrowing through the subterranean wilderness, ever hungry for the flesh of living creatures. Although selfish and capable of holding grudges for centuries, their physical formidability is offset by their simple, childish desires and intractable laziness. Alliances with antabogas are seldom of much use to anyone but the antaboga, as they

are capable of hibernating for decades at a time, and have much greater capacity for remembering enemies than allies. A typical antaboga is 35 ft. long and weighs 65,000 pounds.

Antabogas in the Real World

Antaboga is the world serpent of traditional pre-Islamic Javanese mythology. It is a derivative from Shiva-Hinduism and Javanese animism. In a wayang theater story, a snake god (Nāga) named Sanghyang Anantaboga—or Antaboga—is supposedly a guardian deity in the bowels of the earth. The Antaboga is usually described as a giant magical snake without legs, wearing a crown on his head.

LYUKANA

This thick-scaled, deep orange dragon is low-slung, its tailless body proportioned like an enormous frog with stubby, strong limbs. Its broad, wedge-shaped head sits on a thick, heavily muscled neck crowned with a set of imposing ram-like horns that seem to be composed of jagged dark metal. Its panting, shark-like mouth perpetually hangs open, affording it the misleading demeanor of exhaustion. The air about it wavers from intense heat and reeks of lingering chemical fumes.

Lyukana

CR 12

XP 19,200

NE Huge Dragon

Init +4; **Senses** darkvision 60 ft., Perception +20

Aura caustic sweat (10 ft. 1d6 acid), fever gaze 30 ft

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, –1 size)

hp 163 (15d12+60); fast healing 5

Fort +13, **Ref** +9, **Will** +12

Defensive Abilities caustic sweat, partial cold immunity

DR 5/- **Immune** fire, paralysis, sleep; **Resist** acid 10, cold 10 **SR** 17

OFFENSE

Speed 40 ft.

Melee bite +23 (1d8+9), 2 claws (+23 (1D6+9), gore +23 (2d6+9/19–20)

Space 10 ft.; **Reach** 5 ft.

Special Attacks breath weapon (60-foot cone of superheated air, 8d6 fire damage Reflex DC 21 half, usable 1/1d4 rounds)

STATISTICS

Str 29, **Dex** 10, **Con** 19, **Int** 5, **Wis** 17, **Cha** 12

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

Feats Ability Focus (Fever Gaze), Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (Gore), Improved Sunder, Improved Initiative

Skills Intimidate +16, Perception +21, Survival +21

Languages Draconic, Giant

SPECIAL ABILITIES

Breath Weapon (Su): A lyukana's breath weapon is a 60 ft. cone of superheated air, dealing 8d6 points of fire damage, usable once every 1d4 rounds (DC 21 Reflex save for half damage). The save DC is Constitution-based.

Caustic Sweat (Su): When a lyukana enters combat, its body begins seeping caustic chemicals from beneath its scales to aid in cooling its body. These chemicals react with the air, forming a cloud of acidic vapor, which deals 1d6 points of acid damage to all creatures that begin their turns within 10 ft. of the lyukana. The vapor cloud does not obstruct vision.

Fever Gaze (Su): A creature that meets a lyukana's gaze must succeed on a DC 20 Will save or have its body temperature spike dangerously. A creature that fails its save against this effect becomes vulnerable to fire damage for 1 minute, taking an additional 50% damage from fire effects. Additional failed saves increase the duration by one minute. This is a fire effect and the save DC is Charisma-based.

Demolish (Ex): A lyukana excels in destroying structures with its metallic, oversized horns. It can make one Strength check per round as a swift action to break an unattended object. For purposes of breaking unattended objects, a lyukana adds its Wisdom modifier as an insight bonus to the Strength check.

Partial Cold immunity (Su): A lyukana never takes damage from cold attacks. However, whenever a lyukana is affected by cold damage in excess of its resistance, it loses its Caustic Sweat and Breath Weapon abilities for 1d3 rounds.

ECOLOGY

Environment temperate or cold hills

Organization solitary or mated pair

Treasure standard (no flammable)

Lyukanas were originally bred by fire giants for use as guardians and beasts of war. However, their intractable nature and preference for cooler environments made them unsuitable to life in fire giant societies, and they were released into the wild, where their solitary natures and low fecundity have resulted in relative rarity. Their great strength, selfish nature, and sluggish intellect make them creatures best avoided, although some tribes of hill giants have made successful alliances with lyukanas, usually through opulent gifts of food and flattery. Lyukanas are 18 feet long and weigh 6,500 pounds. They can live for up to 200 years.

MOUND WORM

An enormous mass of muscle and iron-hard scales, this wingless serpentine dragon slides forth stealthily with an unnatural grace.

Mound Worm

CR 12

XP 19,200

CE Huge dragon (extraplanar, native)

Init +4; **Senses** darkvision 120 ft., low-light vision, tremorsense 30 ft.; **Perception** +24

Aura frightful presence (60 ft., DC 22)

DEFENSE

AC 29, touch 12, flat-footed 25 (+4 Dex, +17 natural, -2 size)

hp 161 (14d12+70); **dreadful exhilaration** (regeneration 5)

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

DR 10/cold iron and magic; **Immune** cold, disease, poison, paralysis, sleep, dragon traits; **SR** 25

OFFENSE

Speed 60 ft.

Melee bite +23/+17/+11 (3d6+12 plus poison)

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

Special Attacks breath weapon (30-ft. cone, poison, Fort DC 26, usable every 1d4 rounds), constrict (4d6+12), poison

Spell-Like Abilities (CL 14th; concentration +16)

At will—*darkness*, *ghost sound* (DC 12), *hypnotism* (DC 14), *mage hand*, *silence*

3/day—*crushing despair* (DC 15), *haste*, *quicken invisibility*

STATISTICS

Str 27, **Dex** 18, **Con** 21, **Int** 14, **Wis** 14, **Cha** 13

Base Atk +14; **CMB** +24 (+32 grapple); **CMD** 38 (can't be tripped)

Feats Alertness, Critical Focus, Final Embrace^B, Final Embrace Horror, Final Embrace Master, Power Attack, Quicken Spell-Like Ability (invisibility), Sow Terror^B, Stealthy, Weapon Focus (bite)

^B Bonus feat

Skills Appraise +9, Bluff +8, Intimidate +22, Knowledge (arcane) +9, Knowledge (nature) +9, Perception +24, Sense Motive +16, Stealth +26, Survival +16, Swim +22; **Racial Modifiers** +8 Perception, +16 Stealth

Languages Aklo, Draconic, Sylvan

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, a mound worm can breathe forth a 30 ft. cone of deadly contact poison. Creatures caught inside the effect are exposed to the mound worm's poison.

Dreadful Exhilaration (Su) A mound worm gains regeneration 5 while any creature within its frightful presence aura is suffering from a fear effect, including any fear effect created by the aura itself. Additionally, a mound worm receives a +4 circumstance bonus on all attack and damage rolls against creatures suffering from a fear effect.

Poison (Ex) Creatures bitten by a mound worm or targeted by its breath weapon are exposed to the mound worm's dreadful venom.

Mound Worm Poison: Bite—injury or Breath Weapon—contact; save Fort DC 26; frequency 1/round for 6 rounds; effect 1d6 Con; cure 2 consecutive saves.

Terrifying Bite (Su) If a mound worm successfully bites a target currently suffering from a fear effect (such as from the mound worm's frightful presence aura), that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 16 Will save negates this increase. Additionally, a critical hit from the mound worm's bite forces any target that has successfully saved against the creature's frightful presence aura to make another Will save against its effects, even if 24 hours have not yet passed. This is a mind-affecting fear effect. The DC is Charisma-based.

Also called hill worms, these serpentine horrors are bred by wicked fey creatures that bring them to the Material Plane to act as guardians for fey mounds, ancient cairns, and other sites sacred to the inscrutable fey. Once ensconced in its new lair, the mound worm never leaves. Immortal, and without the need to eat or drink, the mound worm maintains its silent vigil for millennia as it waits for foolish creatures to trespass into its sacred domain.

Masters of stealth, mound worms exult in the fear and horror they inflict on other creatures. Mound worms can sense the fear of other creatures, which has an invigorating, almost narcotic effect on the creatures. Addicted to this sensation, mound worms often enjoy prolonging their enjoyment by stalking their victims

for hours in the dark twisting catacombs of their lairs. Then, preferably after all of the trespassers have succumbed to its frightful presence, the mound worm attacks. Immediately after slaying its prey, mound worms often react poorly to being suddenly cut off from absorbing another creature's fear. This causes the mound worm to fall into a deep depression, which often leads the creature to slip into a state of torpor lasting decades.

A typical mound worm is 30 feet long and weighs 8,000 pounds. Most mound worms have solid black or solid white scales, though a few rare specimens have dark green scales. These green mound worms are sacred and highly prized by the fey for their strength and ferocity (treat as advanced mound worms).

URSASOR

Charging through the trees on all fours, this creature resembles an enormous shaggy bear with a draconic head full of dagger-sized teeth.

Ursasor	CR10
XP 9,600 N Huge Magical Beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +19	
DEFENSE	
AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size) hp 150 (13d10+78) Fort +19, Ref +14, Will +13 Defensive Abilities ferocity; DR 10/magic; Immune fear effects, poison	
OFFENSE	
Speed 40 ft. Melee bite +23/+17/+11 (4d6+15/17-20 plus grab) Space 15 ft.; Reach 10 ft. (15 ft. with bite) Special Attacks blood rage, powerful charge (bite, 8d6+15), vicious bite Spell-Like Abilities (CL 13th; concentration +15) At will—entangle (DC 14), plant growth	
STATISTICS	
Str 30, Dex 13, Con 22, Int 4, Wis 15, Cha 9 Base Atk +13; CMB +33 (+37 grapple); CMD 36 (+40 vs. trip) Feats Diehard, Endurance, Iron Will, Power Attack, Weapon Focus (bite) Skills Perception +19, Survival +13, Swim +11; Racial Modifiers +8 Perception, +8 Survival SQ trackless step, woodland stride	
ECOLOGY	
Environment cold or temperate forests Organization solitary, pair, or family (3-5) Treasure standard	
SPECIAL ABILITIES	
Trackless Step (Su) An ursasor does not leave a trail in natural surroundings unless it wants to.	

Vicious Bite (Ex) An ursasor's bite threatens a critical hit on a roll of 17–20 and gains a +4 bonus to the roll to confirm a critical hit.

Woodland Stride (Su) An ursasor can move through any natural or magically manipulated foliage at full speed without taking damage or suffering impairment.

Resembling a massive dire bear with the head of a green and red-scaled dragon, the ferocious ursasor is an apex predator of the deep forests. Legend holds that the first ursasor was born when a bolt of lightning destroyed a massive and ancient oak tree during a fierce storm. From the midst of the explosion emerged a fully formed ursasor, the merciless fury of nature made incarnate.

Voracious and extraordinarily ill-tempered, ursasors fiercely defend their hunting grounds from other creatures. An ursasor's territory covers a forested region of about 50 square miles, and the ursasor rarely travels far from the region's borders. Though more intelligent than most animals and possessing the supernatural ability to manipulate plant life, ursasors do not possess language nor do they seek to socialize with other living beings. An ursasor is 28 feet long (12 feet at the shoulder) and weighs 9,000 pounds.

WINGED VIPER

This brightly colored snake glides along on a pair of dark-feathered wings, its raptor-like mouth hissing angrily.

Winged Viper

CR 2

XP 600

N Small Animal

Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

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

hp 11 (3d8–3)

Fort +4, Ref +9, Will +2

OFFENSE

Speed 20 ft., climb 10 ft., fly 60 ft. (good)

Melee bite +6 (1 plus poison)

STATISTICS

Str 5, Dex 18, Con 8, Int 1, Wis 13, Cha 2

Base Atk +2; CMB –2; CMD 12 (can't be tripped)

Feats Weapon Finesse

Skills Climb +13, Fly +14, Perception +5, Stealth +12, Swim +5; Racial Modifiers +16 Climb, +8 Fly, +8 Stealth, +8 Swim

ECOLOGY


Environment temperate or warm forests and mountains

Organization solitary or nest (4–6 adults plus 3–12 eggs)

Treasure none

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/round for 6 rounds; effect 1d3 Dex damage; cure 1 save.



Bred in ancient times by a sect of wizard-druids, these reclusive winged vipers were once widespread. Now, however, they are only found in well-forested highland mountain valleys far from civilized lands.

Winged vipers typically attack from concealment, and then take to the air to escape retribution and allow time for their venom to weaken or incapacitate their prey. Winged vipers will only fight to the death if compelled or when protecting a clutch of eggs. Professional animal trainers charge up to 2,000 gp to train a winged viper to obey simple commands.

Winged Vipers as Familiars

Despite their reclusive nature and tendency to nip (and accidentally poison) anyone except their master who handles them, winged vipers are often taken as familiars. Spellcasters of 3rd level or higher with an alignment within one step of neutral can gain a winged viper as a familiar by taking the Improved Familiar feat. A spellcaster with a winged viper familiar gains a +3 bonus on all poison saves.

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