

MONSTER MENAGERIE

DRACONIS ARCANUS



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D&D
ROLEPLAYING GAME COMPATIBLE

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INTRODUCTION

All true dragons are creatures of magic, but that is never more true than for the *draconis arcanus*—also known as the spell dragons. A unique offshoot of true dragons, all universally rarer than chromatic and metallic dragons. Each type of spell dragon is naturally focused on one school of magic, growing to possess world-shaking power as they age. Spell dragons see themselves as above all non-divine life forms, and the eldest would question even that.

Seeing themselves beyond such concerns as law and chaos, and good and evil, the typical spell dragon is true neutral in alignment. Individuals may be of any alignment, although this is the exception, and fairly rare. The only spell dragons to have a stereotypical alignment are the necromancy dragons; their natural abilities make the few that are not devoted to evil almost invariably fall.

Despite their massive power, or perhaps because of it, spell dragons act as a check and balance system amid themselves. They support or undermine kingdoms, sponsor adventurers to act against each other, and use entire races as pawns to slow or stop others of their kind from rising to power. When they must, they will resort to physical clashes, and if the dragons involved are great wyrms, this can result in reality rending damage.

Dragons of the more common races fear spell dragons. Chromatic dragons tend to have a deep hatred of them, due to their massive power, and attempt to exterminate them when they are young. Metallic dragons fear for the impact of spell dragons on the world, and try to either turn their views to good, or at least stem the worst of the damage they inflict.

In many cases wizards who specialize in the same school of magic as the spell dragon's nature feel a strong sense of kinship with the spell dragon (as do other spellcasters with strong ties to that school), but this innate appreciation is not automatically reciprocated. On the other hand, spell dragons do seem to actively dislike any spellcaster unable to unwilling to access any spells of their associated school, be that a wizard who has it as an opposition school, or just those who have no spells of that school in their repertoire. However, this dislike does not extend to those with no access to spells. In fact, spell dragons are often impressed by non-spellcasters who show significant signs of success and competence without any magic abilities, though this appreciation can be short-lived if the creature opposes the spell dragon's goals.

Owen K.C. Stephens

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UNIVERSAL SPELL DRAGON RULES

All spell dragons have the following traits, in addition to standard dragon traits, in common:

Antimagic Vulnerability: Spell dragons require magic to survive. A *antimagic field* deals 6d6 points of damage to a spell dragon each round it is in the area, with a Fortitude save for half damage. A *dispel magic* that targets the dragon directly deals 1d6 points of damage per 2 caster levels to the dragon, with a Will save for half damage, while a *greater dispel magic* deal 1d6 points of damage points per caster level, with a save for half damage. *Mage's disjunction* deals 10 points of damage per caster level to a spell dragon, with a Fortitude save for half damage. In a magic dead area, a spell dragon suffers 1d4 points of Constitution damage per minute they remain within.

Counterspelling (Su): Spell dragons can attempt to counterspell a spell with any spell of the same school that is of the same spell level or higher, or my raw magic manipulation (see below).

Omnicaster (Ex): Spell dragons know and cast spells as a sorcerer of the level indicated in its specific description. It may freely learn spells from the cleric and sorcerer spell lists, and any spell from their associated school of magic. A spell dragon's caster level depends on its age, as shown for each type.

Power Channeling (Su): As an immediate action while casting a spell, a spell dragon can attempt a special Spellcraft check to increase the spells caster level. The DC is 20 to increase the caster level by +1, and a spell dragon can attempt to increase the

caster level by an additional +1 by increasing the Spellcraft check DC by +5. The maximum a spell dragon can increase the caster level is one-half the spell dragon's actual caster level. If this Spellcraft check is successful, the spell dragon is fatigued for one round per caster level increase.

Raw Magic Manipulation (Su): All spell dragons can attempt to harness the raw magic which sustains them, at great cost. As a full-round action, they can channel it into a blast of destructive energy in an area the size of their breath weapon, that deals 1d12 points of damage per age category, with a Reflex save for half damage. Harnessing raw magic in this way 2d6 points of Constitution damage to a spell dragon.

Alternatively, it may channel raw magic as a full-round action to heal 1d10 points of damage per age category to itself or another creature. Using this ability deals 1d8 points of Constitution damage to the dragon.

Lastly, as an immediate action, the dragon may attempt to counterspell any spell, dealing 1 point of Constitution damage per spell level to itself in the process.

Spell Focus: All spell dragons gain Spell Focus in their associate school of magic as a bonus feat. They gain Greater Spell Focus in their associated school of magic when they reach the Adult age category.

Spell Penetration (Su): Spell dragons always add their Charisma modifier and their age category to caster level checks when attempting to overcome a target's spell resistance.

Spell Resistance (Ex): All spell dragons have spell resistance equal to 11 + their CR. They add their age category to their SR against spells of their associated school of magic.

DRAGON, ABJURATION

This dragon has a bulky, muscular body, covered with shield-like scales the color of hammered steel. Its crest is a curving bulwark, the edges of which glimmer with magic. Its eyes are silvery, and seem to be permanently squinting with mistrust.

ABJURATION DRAGON

N dragon

BASE STATISTICS

CR 5; Size Small; Hit Dice 6d12

Speed 30 ft., fly 40 ft. (average)

Natural Armor +6; Breath Weapon cone, 2d6 force
Str 12, Dex 14, Con 18, Int 13, Wis 15, Cha 15

ECOLOGY

Environment any land

Organization solitary

Treasure triple

SPECIAL ABILITIES

Adaptive Resistance (Su): An adult or older abjuration dragon that is struck by an energy type gains resistance 10 to that energy type for one round. An ancient or older abjuration dragon instead gains resistance 20, and a great wyrm abjuration dragon becomes immune to that energy type. There is no limit to the number of energies that an abjuration dragon can be come resistant to in a round.

Absorb Enhancement (Su): An ancient or older abjuration dragon struck by a weapon with enhancement on it may make a Will save against a DC of 15 plus double the total enhancement bonus of the weapon. If successful the dragon absorbs the enhancement, adding the bonuses to its natural attacks for one round per point of its Charisma modifier. For example, an abjuration dragon absorbing a +2 *flaming burst* weapon's qualities adds both +2 to attack and damage rolls to its natural weapons, and the *flaming burst* weapon special ability. The weapon becomes nonmagical while its abilities are absorbed, and the qualities return to the weapon when the duration ends. An abjuration dragon may only have a single weapons qualities absorbed at a time, and may end the effect at any time, including to attempt to absorb another weapons qualities.

Control Abjuration (Su): An old or older abjuration dragon has complete control over abjuration spells within its line of sight. It may add any one metamagic feat to any abjuration spell being cast as a free action, even if the dragon doesn't know the feat. It may attempt to counterspell any abjuration spell or effect within range, adding its age category to its caster level check. It may reduce or extend the duration of an abjuration by a number of rounds equal to its Charisma modifier each round. It may "layer" metamagic feats on an active abjuration spell or effect as a move action, up to one feat per round, or remove such layers in the same manner. Such metamagic feats must be applicable to the spell or effect to be put in place. Lastly any abjurations cast within line of sight that require a specific target can have that target changed to any other legal target of the dragons choice, including itself.

Deflection (Su): Abjuration dragons add their Charisma bonus to their AC as a deflection bonus, and on all saving throws.

Detect Abjuration (Ex): An abjuration dragon can detect abjuration spells and effects automatically. This functions as *detect magic*, but only affecting abjurations.

Disjoining Pulse (Su): As a standard action once per day, a wyrm abjuration dragon can release a pulse of energy that acts like *mage's disjunction*, effecting a 500 foot radius burst around the dragon.

Dispelling Attack (Su): A young or older abjuration dragon can target victims of its natural attacks with *dispel magic*. An abjuration dragon can use this ability once per day per two age categories (minimum 3/day).

Prismatic Scales (Su): Once per day, a great wyrm abjuration dragon can cause its scales to flash in shimmering colors. Creatures with less than 10 HD that are within 30 feet of the dragon are blinded for 2d6 rounds if they can see the dragon. The colors act as a *prismatic wall*, affecting all creatures that attack the dragon. The color that affects the victim is determined as normal, and the individual colors may be destroyed as they cycle through as normal. The dragon may maintain its prismatic scales freely for seven rounds; it must concentrate on the effect to maintain them after that, and the dragon is fatigued when the effect ends if it maintains the effect past seven rounds.

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Age Category	Special Abilities	Caster Level
Wyrmling	Deflection, detect abjuration, <i>resistance</i>	—
Very young	Ward, <i>shield</i>	—
Young	Dispelling attack, <i>shield other</i>	1
Juvenile	Reduce enhancement, <i>nondetection</i>	3
Young adult	DR 5/magic, protection from abjurations, <i>dispel magic</i>	5
Adult	Adaptive resistance, frightful presence, <i>lesser globe of invulnerability</i>	7
Mature adult	DR 10/magic, <i>cast out</i>	9
Old	Control abjuration, <i>repulsion</i>	11
Very old	DR 15/magic, reality lock, <i>stoneskin</i>	13
Ancient	Absorb enhancement, <i>spell turning</i>	15
Wyrmling	DR 20/magic, disjoining pulse, <i>prismatic sphere</i>	17
Great wyrmling	Prismatic scales, <i>antimagic field</i>	19

Protection from Abjurations (Su): A young adult or older abjuration dragon can choose to not be the target of an abjuration spell or effect that requires a specific target. This requires no actual effort on the dragon's part, the abjuration effect simply has no effect on the dragon.

Reality Lock (Su): A very old or older abjuration dragon can extend a field around it to lock reality in place. This stops all forms of dimensional movement (as *dimensional anchor*) out to a radius of 20 feet per age category of the dragon in all directions.

Reduce Enhancement (Su): A juvenile or older abjuration dragon can take a move action to reduce the enhancement bonus on any weapons within 10 feet per age category for one round per two age categories. The weapon can negate this by making a successful Will save. The save DC is Charisma-based.

Ward: (Su): A very young abjuration dragon can erect any *protection from chaos/evil/good/law* spell around itself as a free action, and can change the type at the start of its action each round as a free action. An adult abjuration dragon can extend this into a *magic circle agaisnt chaos/evil/good/law* as a move action, and change the type of circle at the start of each round as a move action.

Spell-like Abilities (Sp): An abjuration dragon gains the following spell-like abilities, usable at will upon reaching the listed age category.

Wyrmling—*resistance*, Very Young—*shield*, Young—*shield other*, Juvenile—*nondetection*, Young Adult—*dispel magic*, Adult—*lesser globe of invulnerability*, Mature Adult—*cast out* (*Pathfinder Advanced Player's Guide*), Old—*repulsion*, Very Old—*stoneskin*, Ancient—*spell turning*, Wyrmling—*prismatic sphere*, Great Wyrmling—*antimagic field*

YOUNG ABJURATION DRAGON CR 9

XP 6,400

N Large dragon

Init +5; **Senses** *detect abjuration*, dragon senses; Perception +14

DEFENSE

AC 25, touch 13, flat-footed 24 (+3 deflection, +1 Dex, +12 natural, -1 size)

hp 125 (10d12+60)

Fort +16, **Ref** +11, **Will** +13

Defensive Abilities deflection, ward; **Immune** paralysis, sleep; **SR** 20

Weaknesses antimagic vulnerability

OFFENSE

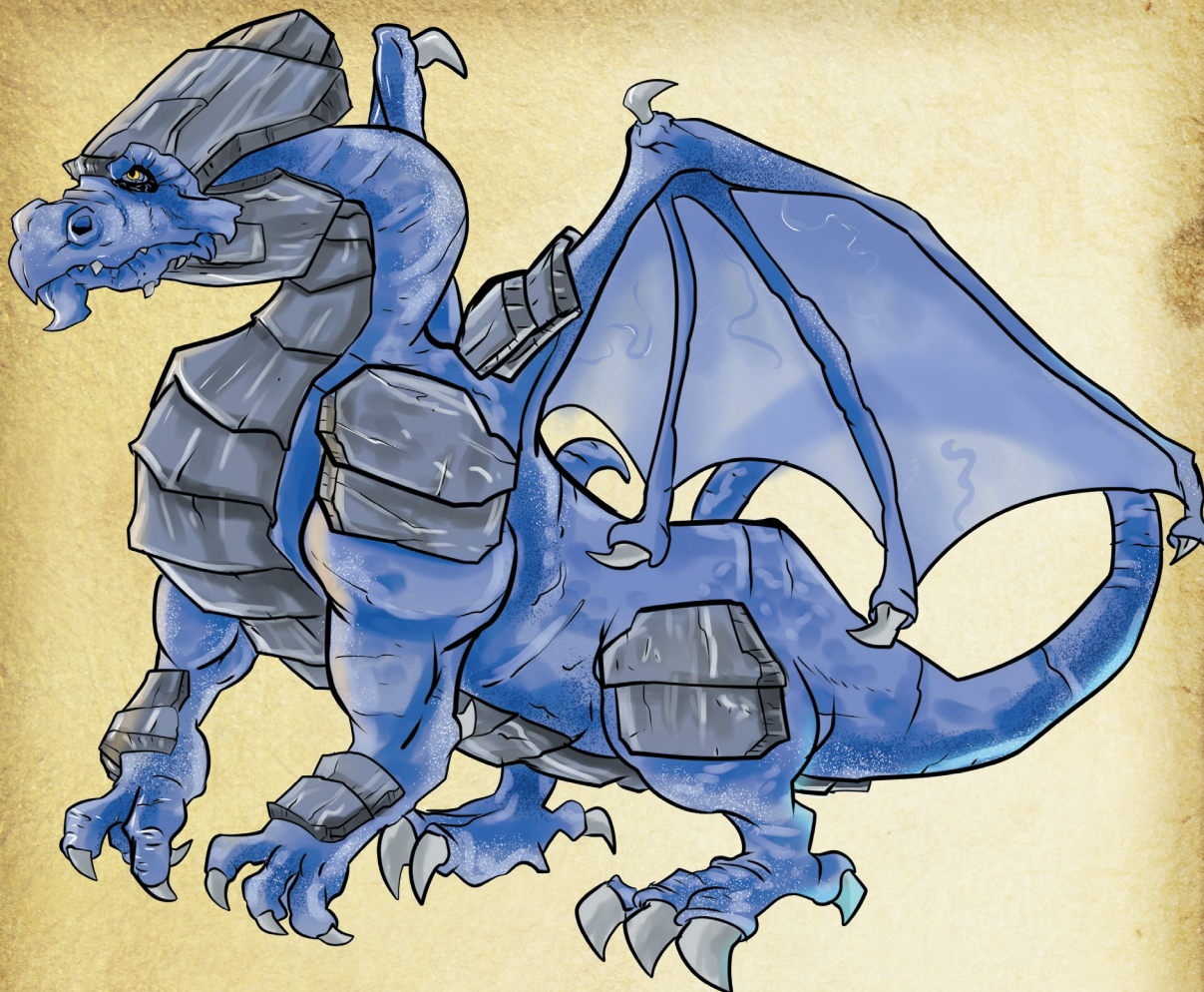
Speed 30 ft., fly 200 ft. (poor)

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

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

Special Attacks breath weapon (40 ft. cone, DC 21, 6d6 force), dispelling attack 3/day

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Spell-like Abilities (CL 10th; concentration +13)

At will—*resistance, shield, shield other*

Spells Known (CL 1st; concentration +4)

1st (4/day)—*alarm, magic missile*

0 (at will)—*dancing lights, detect magic, ghost sound* (DC 13), *read magic*

STATISTICS

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17

Base Atk +10; **CMB** +16; **CMD** 30

Feats Improved Counterspell, Improved Initiative, Multiattack, Power Attack, Spell Focus (abjuration)^B, Vital Strike

Skills Bluff +14, Diplomacy +14, Fly +6, Heal +14, Intimidate +14, Knowledge (arcana) +13, Perception +14, Sense Motive +14, Spellcraft +13, Use Magic Device +14

Languages Celestial, Common, Draconic

SQ counterspelling, omnicaster, power channeling, raw magic manipulation, spell penetration

ADULT ABJURATION DRAGON CR 13

XP 25,600

N Huge dragon

Init +4; **Senses** *detect abjuration*, dragon senses; Perception +20

Aura frightful presence (180 ft., DC 23)

DEFENSE

AC 34, touch 13, flat-footed 34 (+5 deflection, +21 natural, -2 size)

hp 232 (16d12+128)

Fort +23, **Ref** +15, **Will** +20

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Defensive Abilities adaptive resistance, deflection, protection from abjurations, ward; **DR** 5/magic; **Immune** paralysis, sleep; **SR** 24
Weaknesses antimagic vulnerability

OFFENSE

Speed 30 ft., fly 200 ft. (poor)
Melee bite +22 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50 ft. cone, DC 26, 12d6 force), crush, dispelling attack 3/day
Spell-like Abilities (CL 16th; concentration +21)

At will—*dispel magic*, *lesser globe of invulnerability*, *nondetection*, *resistance*, *shield*, *shield other*

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*deep slumber* (DC 18), *fireball* (DC 18)

2nd (7/day)—*cat's grace*, *defensive shock* (*Pathfinder Roleplaying Game Ultimate Magic*), *detect thoughts* (DC 17),

1st (8/day)—*alarm*, *charm person* (DC 16), *color spray* (DC 16), *magic missile*, *ray of enfeeblement* (DC 16)

0 (at will)—*dancing lights*, *daze* (DC 15), *detect magic*, *disrupt undead*, *ghost sound* (DC 15), *mage hand*, *read magic*

STATISTICS

Str 26, **Dex** 10, **Con** 26, **Int** 19, **Wis** 21, **Cha** 21

Base Atk +16; **CMB** +26; **CMD** 41

Feats Combat Casting, Greater Spell Focus (abjuration)^B, Hover, Improved Counterspell, Improved Initiative, Multiattack, Power Attack, Snatch, Spell Focus (abjuration)^B, Vital Strike

Skills Appraise +19, Bluff +20, Diplomacy +20, Fly +11, Heal +20, Intimidate +20, Knowledge (arcana, history) +23, Perception +20, Sense Motive +20, Spellcraft +23, Use Magic Device +20

Languages Aklo, Celestial, Common, Draconic, Giant
SQ counterspelling, omnicaster, power channeling, raw magic manipulation, reduce enhancement, spell penetration

ANCIENT ABJURATION DRAGON CR 18

XP 153,600

N Gargantuan dragon

Init +3; **Senses** *detect abjuration*, dragon senses; Perception +30

Aura frightful presence (300 ft., DC 29)

DEFENSE

AC 45, touch 12, flat-footed 45 (+ 7 deflection, -1 Dex, +33 natural, -4 size)

hp 396 (24d12+240)

Fort +31, **Ref** +20, **Will** +28

Defensive Abilities adaptive resistance, deflection, protection from abjurations, ward; **DR** 15/magic; **Immune** paralysis, sleep; **SR** 28

Weaknesses antimagic vulnerability

OFFENSE

Speed 30 ft., fly 250 ft. (clumsy)

Melee bite +32 (4d6+18), 2 claws +32 (2d8+12), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)

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

Special Attacks absorb enhancement, breath weapon (60 ft. cone, DC 32, 20d6 force), crush, dispelling attack 5/day, reality lock, tail sweep

Spell-like Abilities (CL 24th; concentration +31)

At will—*cast out* (DC 20; *Pathfinder Advanced Player's Guide*), *dispel magic*, *lesser globe of invulnerability*, *nondetection*, *repulsion* (DC 23), *resistance*, *shield*, *shield other*, *spell turning*, *stoneskin*

Spells Known (CL 15th; concentration +22)

7th (5/day)—*mass hold person* (DC 24), *waves of exhaustion* (DC 24)

6th (7/day)—*acid fog*, *contingency*, *disintegrate* (DC 23)

5th (7/day)—*baleful polymorph* (DC 22), *cone of cold* (DC 22), *feeblemind* (DC 22), *prying eyes*

4th (7/day)—*black tentacles*, *greater invisibility*, *stone shape*, *wall of fire*

3rd (8/day)—*beast shape I*, *deep slumber* (DC 20), *fireball* (DC 20), *lightning bolt* (DC 20)

2nd (8/day)—*cat's grace*, *defensive shock* (*Pathfinder Roleplaying Game Ultimate Magic*), *detect thoughts* (DC 19), *mirror image*, *web* (DC 19)

1st (8/day)—*alarm*, *charm person* (DC 18), *color spray* (DC 18), *magic missile*, *ray of enfeeblement* (DC 18)

0 (at will)—*dancing lights*, *daze* (DC 17), *detect magic*, *disrupt undead*, *ghost sound* (DC 17), *light*, *mage hand*, *prestidigitation*, *read magic*

STATISTICS

Str 34, **Dex** 8, **Con** 30, **Int** 23, **Wis** 25, **Cha** 25

Base Atk +24; **CMB** +40 (+44 overrun); **CMD** 56

DRACONIS ARCANUS

Feats Combat Casting, Greater Spell Focus (abjuration)^B, Greater Overrun, Hover, Improved Counterspell, Improved Initiative, Improved Overrun, Improved Vital Strike, Intimidating Prowess, Multiattack, Power Attack, Snatch, Spell Focus (abjuration)^B, Vital Strike

Skills Appraise +29, Bluff +30, Diplomacy +30, Fly +12, Heal +30, Intimidate +42, Knowledge (arcana, history, local) +29, Perception +30, Sense Motive +30, Spellcraft +33, Survival +30, Use Magic Device +30

Languages Abyssal, Aklo, Celestial, Common, Draconic, Giant, Infernal

SQ control abjuration, counterspelling, omnicaster, power channeling, raw magic manipulation, reduce enhancement, spell penetration

Abjuration dragons are highly suspicious of others, often to the point of paranoia. They approach every situation with a defensive mindset, and use magic to manipulate their lairs to hinder invaders. Despite this, they are often sought out for their depth of arcane knowledge, especially for breaking enchantments and curses. For a substantial fee, they may choose to assist those bringing them such mental challenges, as they enjoy unweaving epic works of magic. They still treat even those they have known for centuries as possible enemies, however, and never really grant their trust.

While not overly aggressive, abjuration dragons may attack first if they feel threatened; an annoyingly easy thing to do. They target melee opponents first, to allow spellcasters time to create abjurations that the dragon can manipulate to their advantage.

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DRAGON, CONJURATION

This dragon has a muscular and sleek feline-like body with swirling bands of gold and violet scales. A crest with glittering and vaguely runic shapes runs from atop its head to midway down its tail.

CONJURATION DRAGON

N dragon

BASE STATISTICS

CR 4; Size Small; Hit Dice 5d12

Speed 40 ft.

Natural Armor +4; Breath Weapon line, 2d4 piercing

Str 14, Dex 13, Con 12, Int 13, Wis 11, Cha 16

ECOLOGY

Environment any land

Organization solitary

Treasure triple

SPECIAL ABILITIES

Banishing Touch (Su): A very young or older conjuration dragon's touch banishes summoned creatures unless they make a Will save. It may use this ability once per round as a melee touch attack that replaces one of its normal melee attacks. This ability will not dismiss an eidolon, instead stunning it for 1d4 rounds if it fails its save. The save DC is Charisma-based.

Breath Weapon (Su): Conjuration dragons primary breath weapon that is a line of needles, which deal piercing damage. See Summoning Breath below.

Control Conjuration (Su): An old or older conjuration dragon has complete control over active conjuration spells and those cast within its line of sight. As a free action up to once per round, it may add any one metamagic feat to any such spell, even if the conjuration dragon doesn't know the feat. It may attempt to counterspell any conjuration spell or effect within line of sight, adding its age category to its caster level check. It may reduce or extend the duration of a conjuration by a number of rounds equal to its Charisma modifier each round. It may "layer" metamagic feats on an active conjuration spell or effect as a move action, up to one feat per round, or remove such layers in the same manner.

Such metamagic feats must be applicable to the spell or effect to be put in place. Lastly any conjurations cast within line of sight of the dragon that require a specific target can have that target changed to any other legal target of the dragons choice, including itself. This ability has no effect on eidolons.

Creation (Su): A very old or older conjuration dragon may create items as if using *major creation*, except there is no limit to how long the created items last. The dragon can undo its creations as a free action. The dragon uses its total hit dice as caster level to determine the amount of a substance created.

Demiplane (Su): An ancient or older conjuration dragon can create its own demiplane (as *create demiplane*; *Pathfinder Roleplaying Game Ultimate Magic*), save that the demiplane lasts until the dragon dismisses it as a standard action, or the dragon dies. A great wurm conjuration dragon upgrades its demiplane (as *greater create demiplane*; *Pathfinder Roleplaying Game Ultimate Magic*). The dragon can alter one feature of its created plane per hour of concentration.

Detect Conjuration (Ex): A conjuration dragon can detect conjuration spells and effects automatically. This functions as *detect magic*, but only affecting conjurations.

Eidolon (Su): A juvenile or older conjuration dragon may summon an eidolon as if it was an unchained summoner (*Pathfinder Roleplaying Game Pathfinder Unchained*) of its spellcaster level. It gains summoner abilities related to the eidolon, based on its caster level, and gains access to feats that are related to eidolons.

Empower Summons (Su): An ancient or older conjuration dragon can add either + 5 to any three ability scores of any creature it summons, or add up to +3 CR in templates to any single creature it summons. If that creature dies, it may add the templates to a different creature it newly summons. This ability stacks with enhanced summons. This ability has no effect on the dragon's eidolon.

Enhanced Summons (Su): An adult or older conjuration dragon adds +2 to the ability scores of all creatures it summons, and may choose to add a +1 CR template to one creature per age category it possesses. This ability has no effect on the dragon's eidolon.

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Age Category	Special Abilities	Caster Level
Wyrmling	Detect conjuration, healing focus, summoning breath I, <i>grease</i>	–
Very young	Banishing touch, <i>web</i>	–
Young	Portal creation, <i>cure moderate wounds</i>	1
Juvenile	Eidolon, misty aura, summoning breath II, <i>dimension door</i>	3
Young adult	DR 5/magic, protection from conjurations, <i>instant summons</i>	5
Adult	Enhanced summons, frightful presence, summoning breath III, <i>black tentacles</i>	7
Mature adult	DR 10/magic, healing aura, planar adaption, summoning breath IV, <i>cure serious wounds</i>	9
Old	Control conjuration, summoning breath V, <i>greater teleport</i>	11
Very old	Creation, DR 15/magic, summoning breath VI, <i>heal</i>	13
Ancient	Demiplane, empower summons, summoning breath VII, <i>plane shift</i>	15
Wurm	DR 20/magic, planar channeling, summoning breath VIII, <i>greater planar binding</i>	17
Great wurm	Gate breath, summoning breath IX, <i>trap the soul</i>	19

Gate Breath (Su): As a full-round action, once per day a great wurm conjuration dragon can breathe out a *gate*. This gate lasts for 12 rounds without concentration on the part of the dragon, although it may close the *gate* as a full round action. The dragon may call one creature or group of creatures through the gate per round as a standard action, as per the *gate* spell. Uncontrolled creatures generally follow the dragons commands out of fear of its wrath.

Healing Aura (Su): A mature adult or older conjuration dragon can transform its frightful presence into an aura of healing as a move action. All living creatures within the radius heal 1d4 hit points of damage per age category of the dragon. Undead creatures within the aura take the same amount as damage, and take a -3 to all d20 rolls they make while in the aura from the intense pain the aura inflicts on them. Undead are allowed a Will save to halve the damage. The dragon may end its healing aura as a move action. The save DC is Charisma-based.

Healing Focus (Su): A wyrmling or older conjuration dragon may take a full round action to call healing energies into itself, healing 1d6 points of damage per age category, or removing all ability damage, or removing any negative levels gained

by the dragon. An adult or older dragon using this ability may remove any type of fatigue or mental effects such as confusion or insanity.

Misty Aura (Su): A juvenile or older conjuration dragon may exude a fog from under its body, filling a space of 100 feet around it (as *obscuring mist*). When the dragon becomes an adult, the mist fills an area equal to its frightful presence, and it acts as a *fog cloud* or *stinking cloud* (dragon's choice). An old dragon may create a *solid fog* or *cloudkill*, and an ancient dragon may choose to create an *acid fog* or *incendiary cloud*. The dragon remains in a small pocket of clarity within the effect, and any creature sharing its space is protected from the effect. The dragon cannot see through the fog that it creates without some form of magical help.

Planar Adaption (Ex): A mature adult or older conjuration dragon instantly adapts to the forces and environment of whatever plane it travels to as if it was a native of the plane. It no longer gains the extraplanar subtype when on a plane other than the Material Plane. This ability also protects the dragon when it uses its planar channeling ability.

Planar Channeling (Su): A wurm or older conjuration dragon can pull parts of other planes to it, transforming up to 100 feet per age category

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into terrain from that plane. All creatures entering the area suffer the full effects of traveling on that plane, and creatures native to that plane can exist comfortably in the transformed area. The channeled area fades away in 24 hours, although any damage done to the natural environment remains.

Portal Creation (Su): A young or older conjuration dragon can create a pair of portals, up to one mile per age category apart. These portals are only visible to conjuration dragons, or those using *true seeing* or similar effects. The dragon must physically travel to each point that the portal opens at to set it, and can collapse a portal as a move action. The dragon may create an additional pair of portals per age category beyond young.

Protection from Conjurations (Su): A young adult or older conjuration dragon can choose to not be the target of a conjuration spell or effect that requires a

specific target. This requires no actual effort on the dragon's part, the conjuration effect simply has no effect on the dragon.

Summoning Breath (Su): As a full-round action, a conjuration dragon can breathe out a cone of milky energy that coalesces into summoned creatures. This ability acts as *summon monster* or *summon nature's ally* with a spell level as indicated, with the dragon choosing when it uses the ability. Creatures summoned in this manner last for 24 hours unless killed or the dragon dismisses them. This ability is usable once every 1d4 rounds. A conjuration dragon can have only one such use of this ability active at a time while it has its eidolon summoned, otherwise it can have a maximum number of active uses of its summoning breath equal to its age category. Any feats or abilities that modify the dragons summoned creatures affect this ability.

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Spell-like Abilities (Sp): A conjuration dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Wyrmling—*grease*, Very Young—*web*, Young—*cure moderate wounds*, Juvenile—*dimension door*, Young Adult—*instant summons*, Adult—*black tentacles*, Mature Adult—*cure serious wounds*, Old—*greater teleport*, Very Old—*heal* 3/day, Ancient—*plane shift*, Wyrmling—*greater planar binding*, Great Wyrmling—*trap the soul*

YOUNG CONJURATION DRAGON CR 8

XP 4,800

N Large dragon

Init +4; **Senses** *detect conjuration*, dragon senses; Perception +12

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 85 (9d12+27)

Fort +9, **Ref** +6, **Will** +7

Immune paralysis, sleep; **SR** 19

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +14 (2d6+9), 2 claws +14 (1d8+6), 2 wings +12 (1d6+3), tail slap +12 (1d8+9)

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

Special Attacks banishing touch (DC 18), breath weapon (80 ft. line, DC 17, 6d4 piecing), summoning breath I

Spell-like Abilities (CL 9th; concentration +13)

At will—*cure moderate wounds*, *grease* (DC 16), *web* (DC 17)

Spells Known (CL 1st; concentration +5)

1st (4/day)—*charm person* (DC 15), *cure light wounds*
0 (at will)—*acid splash*, *detect magic*, *read magic*, *stabilize*

STATISTICS

Str 22, **Dex** 11, **Con** 16, **Int** 15, **Wis** 13, **Cha** 18

Base Atk +9; **CMB** +16; **CMD** 26

Feats Augment Summoning, Improved Initiative, Multiattack, Power Attack, Spell Focus (conjuration)^B, Summoner's Call (*Pathfinder Advanced Player's Guide*)

Skills Bluff +13, Diplomacy +13, Fly -1, Heal +10, Intimidate +13, Knowledge (arcana, planes) +13, Perception +12, Sense Motive +12, Spellcraft +13, Use Magic Device +13

Languages Celestial, Common, Draconic
SQ counterspelling, healing focus (3d6), omnicafter, portal creation, power channeling, raw magic manipulation, spell penetration

ADULT CONJURATION DRAGON CR 12

XP 19,200

N Huge dragon

Init +3; **Senses** *detect conjuration*, dragon senses; Perception +18

Aura frightful presence (180 ft., DC 23), misty aura

DEFENSE

AC 26, touch 7, flat-footed 26 (-1 Dex, +19 natural, -2 size)

hp 202 (15d12+105)

Fort +14, **Ref** +8, **Will** +12

Defensive Abilities protection from conjurations;

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

Weaknesses antimagic vulnerability

OFFENSE

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

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

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

Special Attacks banishing touch (DC 23), breath weapon (100 ft. line, DC 22, 12d4 piecing), crush, summoning breath III

Spell-like Abilities (CL 15th; concentration +21)

At will—*black tentacles*, *cure moderate wounds*, *dimension door*, *grease* (DC 19), *instant summons*, *web* (DC 20)

Spells Known (CL 7th; concentration +13)

3rd (5/day)—*dispel magic*, *heroism*

2nd (8/day)—*invisibility*, *rope trick*, *shield other*

1st (8/day)—*bless*, *charm person* (DC 18), *cure light wounds*, *enlarge person*, *magic missile*

0 (at will)—*acid splash*, *detect magic*, *dancing lights*, *disrupt undead*, *ghost sounds* (DC 16), *read magic*, *stabilize*

STATISTICS

Str 28, **Dex** 9, **Con** 20, **Int** 19, **Wis** 17, **Cha** 22

Base Atk +15; **CMB** +26; **CMD** 35

Feats Augment Summoning, Greater Spell Focus (conjuration)^B, Improved Initiative, Multiattack, Power Attack, Resilient Eidolon*, Spell Focus (conjuration)^B, Starlight Summons*, Summoner's

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Call (*Pathfinder Advanced Player's Guide*), Superior Summoning*

* These feats are from *Pathfinder Roleplaying Game Ultimate Magic*.

Skills Appraise +19, Bluff +21, Diplomacy +21, Fly +3, Heal +18, Intimidate +21, Knowledge (arcana, planes) +19, Perception +18, Sense Motive +18, Spellcraft +19, Stealth +3, Use Magic Device +21

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ counterspelling, eidolon, enhanced summons, healing focus (6d6), omnicafter, portal creation, power channeling, raw magic manipulation, spell penetration

ANCIENT CONJURATION DRAGON CR 17

XP 102,400

N Gargantuan dragon

Init +2; **Senses** detect conjuration, dragon senses; Perception +28

Aura frightful presence (300 ft., DC 30), healing aura (10d4, DC 29), misty aura

DEFENSE

AC 35, touch 4, flat-footed 35 (-2 Dex, +31 natural, -4 size)

hp 310 (23d12+161)

Fort +20, **Ref** +11, **Will** +19

Defensive Abilities planar adaption, protection from conjurations; **DR** 15/magic; **Immune** paralysis, sleep; **SR** 28

Weaknesses antimagic vulnerability

OFFENSE

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

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

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

Special Attacks banishing touch (DC 29), breath weapon (120 ft. line, DC 32, 20d4 piecing), crush, summoning breath VII, tail sweep

Spell-like Abilities (CL 23rd; concentration +31)

At will—*black tentacles*, *cure moderate wounds*, *cure serious wounds*, *dimension door*, *grease* (DC 21), *greater teleport*, *instant summons*, *plane shift* (DC 27), *web* (DC 22)

3/day—*heal* (DC 26)

Spells Known (CL 15th; concentration +23)

7th (5/day)—*firebrand** (DC 25), *greater polymorph* (DC 25))

6th (7/day)—*mass bear's endurance*, *mass bull's strength*, *mass cat's grace*

5th (7/day)—*animal growth*, *greater rejuvenate eidolon**, *ice crystal teleport* (DC 25; *Pathfinder Roleplaying Game Ultimate Magic*), *sending*

4th (8/day)—*mass enlarge person*, *mass reduce person* (DC 22), *stoneskin*, *transmogrify**

3rd (8/day)—*dispel magic*, *fireball* (DC 21), *heroism*, *invisibility sphere*

2nd (8/day)—*acid arrow*, *blur*, *invisibility*, *rope trick*, *shield other*

1st (8/day)—*bless*, *charm person* (DC 19), *cure light wounds*, *enlarge person*, *magic missile*

0 (at will)—*acid splash*, *bleed* (DC 18), *detect magic*, *dancing lights*, *disrupt undead*, *ghost sound* (DC 18), *mage hand*, *read magic*, *stabilize*

* These spells are from the *Pathfinder Advanced Player's Guide*.

STATISTICS

Str 36, **Dex** 7, **Con** 24, **Int** 23, **Wis** 21, **Cha** 26

Base Atk +23; **CMB** +40; **CMD** 48

Feats Augment Summoning, Greater Spell Focus (conjuration)^B, Hover, Improved Initiative, Moonlight Summons*, Multiattack, Power Attack, Resilient Eidolon*, Spell Focus (conjuration)^B, Starlight Summons*, Summoner's Call (*Pathfinder Advanced Player's Guide*), Superior Summoning*, Vigilant Eidolon*, Vital Strike

* These feats are from *Pathfinder Roleplaying Game Ultimate Magic*.

Skills Appraise +29, Bluff +31, Craft (sculpture) +29, Diplomacy +31, Fly +5, Heal +28, Intimidate +31, Knowledge (arcana, planes) +29, Perception +28, Sense Motive +28, Spellcraft +29, Stealth +7, Use Magic Device +31

Languages Abyssal, Celestial, Common, Draconic, Ignan, Infernal, Terran

SQ control conjuration, counterspelling, creation, demiplane, eidolon, empower summons, enhanced summons, healing focus (10d6), omnicafter, portal creation, power channeling, protection from conjurations, raw magic from conjurations, raw magic manipulation, spell penetration

DRACONIS ARCANUS

Conjuration dragons are highly social creatures, and depending on the disposition of the individual dragon, they could be anywhere from a jovial and talkative host, or a megalomaniacal tyrant. They get depressed when alone, and see their eidolon as their most trusted companion, major dorno, and adviser. Harming their eidolon ensures a conjuration dragon's eternal hatred.

Conjuration dragons create their own armies when in need labor, or in battle. They bog down foes in a sea of summoned minions, and are willing to sacrifice their summoned allies if they must to

damage a dangerous foe. As they age, they often gain friends and make alliances with ever more powerful extraplanar creatures, that may be called upon to help shore up the dragon's defenses.

A conjuration dragon old enough to create its own demiplane moves its entire lair there, and may only actually enter the real world once a century. Few dragon slayers care to battle an elder conjuration dragon within its own plane, both for the absolute control of the plane, and for the fact that if they slay the dragon, both they and its horde are dumped into the nearest plane.

MONSTER MENAGERIE

DRAGON, DIVINATION

This dragon is twisted and hunchbacked, with a massive eyeless head that has horns curling on either side which are tipped with milky orbs. Its scales are round and glassy, with mists swirling within them. Four dragonfly-like wings sprout from its body.

DIVINATION DRAGON

N dragon

BASE STATISTICS

CR 3; Size Tiny; Hit Dice 4d12

Speed 60 ft.

Natural Armor +3; Breath Weapon line, 2d4 plasma
Str 10, Dex 17, Con 13, Int 19, Wis 14, Cha 12

ECOLOGY

Environment any land

Organization solitary

Treasure triple

SPECIAL ABILITIES

Awareness (Su): A very young or older divination dragon adds its Intelligence modifier to initiative checks, and on all saving throws. Once it reaches the juvenile age category, it also adds its Intelligence modifier to its AC as a dodge bonus, and it gains evasion. Once it reaches the young adult age category it gains uncanny dodge. Once it reaches the adult age category it can never be surprised, flanked, or be flat-footed unless it is denied its Dexterity bonus, and it gains improved uncanny dodge.

Breath of Fate (Su): Once every 1d4 rounds, an old or older divination dragon can breath out a cone of swirling pearly mist in place of its normal breath weapon. Anyone caught within the cone must make a Will save or be trapped in a whirlwind of images from their past, present, and future. To others they seem to stand helplessly, glowing with a soft white light. Victims so trapped may make a new Will save each round to free themselves from the visions. Targeting the victim with a *greater restoration*, *heal*, *limited wish*, or *wish* will break the effect. A victim that spends a number of rounds trapped that is greater than their Wisdom modifier is confused for 1d4 rounds when they break free, and at the end of that time they must make a final Will save

or behave as if targeted by *insanity*. Any divination dragon can see the visions tormenting those under the effects of breath of fate, without suffering any ill effects. The save DC is Charisma-based.

Breath Weapon (Su): Divination dragons primary breath weapon is a line of plasma that deals one-half fire damage and one-half electricity damage.

Control Divination (Su): An old or older divination dragon has complete control over active divination spells and those cast within its line of sight. As a free action once per round, it may add any one metamagic feat to any such spell, even if the divination dragon doesn't know the feat. It may attempt to counterspell any divination spell or effect within line of sight, adding its age category to its caster level check. It may reduce or extend the duration of a divination by a number of rounds equal to its Charisma modifier each round. It may "layer" metamagic feats on an active divination spell or effect as a move action, up to one feat per round, or remove such layers in the same manner. Such metamagic feats must be applicable to the spell or effect to be put in place. Lastly any divinations cast within line of sight of the dragon that require a specific target can have that target changed to any other legal target of the dragons choice, including itself.

Detection (Sp): A young adult or older divination dragon may use any detection spell, one spell per round, at will, as well as *greater arcane sight*.

Detect Divination (Ex): A divination dragon can detect divination spells and effects automatically. This functions as *detect magic*, but only affecting divinations.

Eyespies (Su): An adult or older divination dragon can create tiny floating eyes, similar to the *prying eyes* spell. The dragon can see through the eyes, one at a time, with concentration or they can record what they see and return to show the dragon that created them. They are considered to have the same visual abilities as the dragon that created them, and the dragon can use any of its visual or detection abilities through an eye that it gazes through. The eyes are tougher than those created by the spell, each possessing 5 hp per age category of the dragon. The eyes exist until the dragon dispels them, or they are destroyed, and can be recreated 24 hours later.

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Age Category	Special Abilities	Caster Level
Wyrmling	Detect divination, forewarning, scrying instinct, <i>read magic</i>	–
Very young	Awareness, <i>deathwatch</i>	–
Young	Scrying mastery, <i>identify</i>	1
Juvenile	Telepathy, <i>locate object</i>	3
Young adult	DR 5/magic, detection, <i>clairaudience/clairvoyance</i>	5
Adult	Eyespies, oracle scales, <i>contact other plane</i>	7
Mature adult	DR 10/magic, twist fate, <i>telepathic bond, true seeing</i> (constant)	9
Old	Breath of fate, control divination, <i>analyze dweomer</i>	11
Very old	DR 15/magic, touch of possibility, <i>legend lore</i>	13
Ancient	True focus, <i>foresight</i>	15
Wyrm	DR 20/magic, knowing glance, <i>limited wish</i>	17
Great wyrm	Word of revelation, <i>wish</i>	19

Forewarning (Su): A wyrmling or older divination dragon receives constant flashes of events to be. As a free action once per round, it may add its Intelligence bonus to any one d20 roll it is about to make.

Knowing Glance (Su): A wyrm or older divination dragon that spends a full-round action studying a target learns the targets nature, history, fears, and tactics. The dragon adds its Intelligence modifier to the DC of all saves against mind-affecting effects that it uses on the victim, as well as to any social skill rolls made against the target. It adds the modifier to its AC against attacks from the target, and to saves against spells and effects used against it by the target. In addition it may make a pronouncement regarding the target's past or future traumas, causing the target to make a Will save or be confused or panicked for 2d6 rounds (dragon's choice). The dragon cannot use its forewarning bonus against the target of its knowing glance ability. The save DC is Charisma-based.

Oracle Scales (Su): An adult or older divination dragon's scales become rounded and clear, as if its body was studded with *crystal balls*. The dragon can scry on a number of targets equal to its Intelligence modifier at any time. If the dragon allows, other creatures may use its scales as a normal *crystal ball*. An old or older dragon's scales add *see invisibility* to their scrying, while a very old or older dragon's scales add *detect thoughts*. An ancient or older dragon's scales allow for *telepathy*, while a wyrm or older scrys with *true seeing*. 2D4 *crystal balls* may be retrieved from the corpse of a divination dragon.

Protection from Divinations (Su): A young adult or older divination dragon can choose to not be the target of a divination spell or effect that requires a specific target. This requires no actual effort on the dragon's part, the divination effect simply has no effect on the dragon.

Scrying Instinct (Su): A wyrmling or older divination dragon automatically knows if they are being scryed upon, and may end the effect at any time.

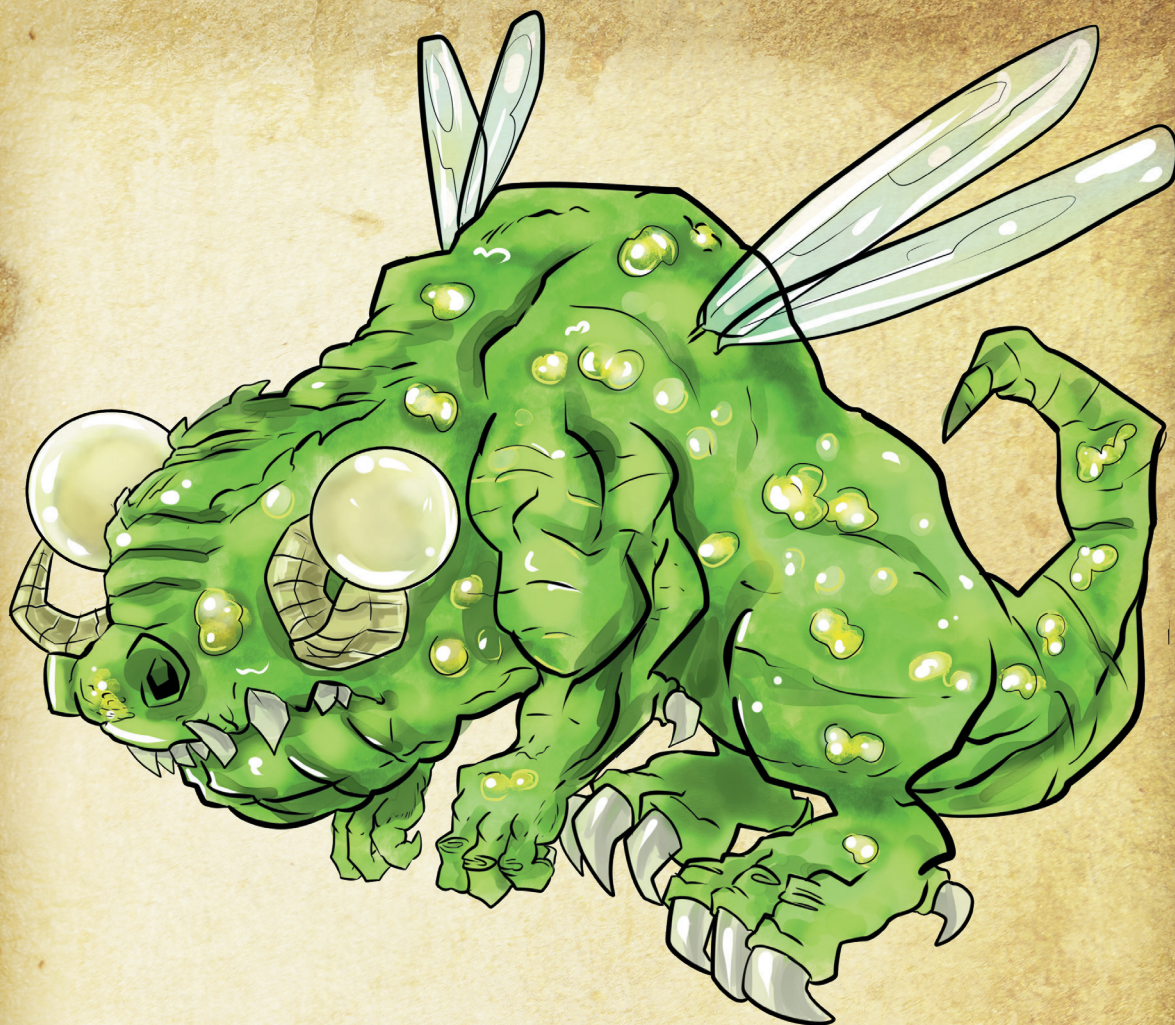
Scrying Mastery (Su): A young or older divination dragon treats any target they try to scry upon as familiar. In addition, if they are scryed upon, they may concentrate to show the viewer whatever images the dragon wants them to see.

Telepathy (Su): A juvenile or older divination dragon gains telepathy with a 100 ft. range.

Touch of Possibility (Su): A very old or older divination dragon may use a standard action to make a melee touch attack against a single target. If successful, the victim is flooded with images of every possibility available for them to make, requiring them to make a Will save for every action they wish to make, with failure preventing the target from taking any actions that turn. This ability lasts until the victim makes 3 consecutive successful Will saves. The save DC is Charisma-based.

True Focus (Su): An ancient or older divination dragon may choose to forgo its forewarning ability to gain a +20 insight bonus to one attack roll as

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a full round action. Alternatively, it may grant a +20 bonus to attack rolls, divided up however it chooses, to up to 20 creatures. It must have line of sight to any creatures other than itself. For example it may give 20 creatures a +1 bonus, 4 creatures a +5 bonus, or a single one a +20 bonus. This bonus ends when the target makes a successful attack, or the dragon ends it.

Twist Fate (Su): A mature adult or older divination dragon can create a field of multiple probabilities around it, reaching out to a range of 10 ft. per age category. A divination dragon can use this ability for a number of consecutive rounds equal to twice its age category, and can't use this ability if fatigued or exhausted. Opponents within this field roll all dice twice, and take the worst result. The dragon may

internalize the field instead, taking the better of the two rolls. Using the field for itself is taxing on the dragon, and while under the effect it is unable to use any other supernatural ability or cast spells, and is fatigued for one hour per two rounds of use afterwards.

Word of Revelation (Su): A great wyrm divination dragon that has observed an intelligent target for at least one round may whisper an existence altering secret about the targets true nature into their minds. The exact effect this has varies based on the target, but always creates a vast change: fiends and celestials change their alignment, arch-priests lose their faith, warlords beat their swords into plows, and kings become hermits. At the very least, a victim of this power suffer under the effects of *insanity*, removable only by direct divine intervention. The

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victim is allowed a single Will save to “forget” what the dragon speaks to them. Regardless of if a victim makes the save or suffers the effects of the ability, they are immune to further uses of this ability for one year. The save DC is Intelligence-based.

Spell-like Abilities (Sp): A divination dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Wyrmling—*read magic*, Very Young—*deathwatch*, Young—*identify*, Juvenile—*locate object*, Young Adult—*clairaudience/clairvoyance*, Adult—*contact other plane*, Mature Adult—*telepathic bond*, *true seeing* (constant), Old—*analyze dweomer*, Very Old—*legend lore*, Ancient—*foresight*, Wyrmling—*limited wish*, Great Wyrmling—*wish*

YOUNG DIVINATION DRAGON CR 7

XP 3,200

N Medium dragon

Init +11; **Senses** *detect divination*, dragon senses; Perception +19

DEFENSE

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

hp 76 (8d12+24)

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

Immune paralysis, sleep; **SR** 18

Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 150 ft. (average)

Melee bite +12 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

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

Special Attacks breath weapon (60 ft. line, DC 17, 6d4 fire)

Spell-like Abilities (CL 8th; concentration +10)

At will—*deathwatch*, *identify*, *read magic*

Spells Known (CL 1st; concentration +3)

1st (4/day)—*color spray* (DC 13), *magic missile*

0 (at will)—*acid splash*, *arcane mark*, *detect magic*, *mage hand*

STATISTICS

Str 18, **Dex** 15, **Con** 17, **Int** 21, **Wis** 16, **Cha** 14

Base Atk +8; **CMB** +12; **CMD** 24

Feats Alertness, Blind-Fight, Combat Expertise, Improved Initiative, Spell Focus (divination)^B

Skills Bluff +13, Diplomacy +13, Fly +13, Intimidate +13, Knowledge (arcana, history, local) +16, Perception +16, Sense Motive +16, Spellcraft +16, Use Magic Device +13

Languages Aklo, Common, Draconic, Elven, Sylvan, Undercommon

SQ awareness, counterspelling, forewarning, omniscaster, power channeling, raw magic manipulation, scrying instinct, scrying mastery, spell penetration

ADULT DIVINATION DRAGON CR 11

XP 12,800

N Large dragon

Init +12; **Senses** *detect divination*, dragon senses; Perception +25

Aura frightful presence (180 ft., DC 21)

DEFENSE

AC 35, touch 17, flat-footed 35 (+1 Dex, +7 dodge, +18 natural, -1 size)

hp 161 (14d12+70)

Fort +21, **Ref** +17, **Will** +21

Defensive Abilities evasion, improved uncanny dodge; **DR** 5/magic; **Immune** paralysis, sleep; **SR** 22

Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +20 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d8+10)

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

Special Attacks breath weapon (80 ft. line, DC 22, 12d4 fire), crush

Spell-like Abilities (CL 14th; concentration +18)

At will—*clairaudience/clairvoyance*, *contact other plane*, *deathwatch*, *identify*, *locate object*, *read magic*

Spells Known (CL 7th; concentration +11)

3rd (5/day)—*bestow curse* (DC 17), *fireball* (DC 17)

2nd (7/day)—*mirror image*, *scorching ray*, *touch of idiocy* (DC 16)

1st (7/day)—*color spray* (DC 15), *entropic shield*, *magic missile*, *shield*, *silent image*

0 (at will)—*acid splash*, *detect magic*, *flare* (DC 14), *ghost sounds* (DC 14), *prestidigitation*, *ray of frost*, *read magic*

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STATISTICS

Str 24, **Dex** 13, **Con** 21, **Int** 25, **Wis** 20, **Cha** 18

Base Atk +14; **CMB** +22; **CMD** 40

Feats Alertness, Antagonize (*Pathfinder Roleplaying Game Ultimate Magic*), Blind-Fight, Combat Expertise, Greater Spell Focus (divination)^B, Improved Blind-Fight*, Improved Feint, Improved Initiative, Spell Focus (divination)^B

* This is from *Pathfinder Advanced Player's Guide*.

Skills Appraise +23, Bluff +20, Diplomacy +20, Fly +11, Intimidate +20, Knowledge (arcana, history, local, nobility) +23, Perception +25, Sense Motive +25, Spellcraft +23, Stealth +13, Use Magic Device +20

Languages Aklo, Celestial, Common, Draconic, Elven, Infernal, Sylvan, Undercommon; telepathy 100 ft.

SQ awareness, counterspelling, detection, eyespies, forewarning, omnicaster, oracle scales, power channeling, raw magic manipulation, scrying instinct, scrying mastery, spell penetration

ANCIENT DIVINATION DRAGON CR 16

XP 76,800

N Huge dragon

Init +13; **Senses** detect divination, dragon senses true seeing; Perception +34

Aura frightful presence (300 ft., DC 27)

DEFENSE

AC 47, touch 17, flat-footed 478 (+9 dodge, +30 natural, -2 size)

hp 297 (22d12+154)

Fort +29, **Ref** +22, **Will** +29

Defensive Abilities evasion, improved uncanny dodge;

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

Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +29 (2d8+16), 2 claws +29 (2d6+11), 2 wings +24 (1d8+5), tail slap +29 (2d6+16)

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

Special Attacks breath of fate, breath weapon (100 ft. line, DC 28, 20d4 fire), crush, tail sweep, touch of possibility, true focus, twist fate

Spell-like Abilities (CL 22th; concentration +28)

Constant—true seeing

At will—analyze dweomer, clairaudience/clairvoyance, contact other plane, deathwatch, foresight, identify, legend lore, locate object, read magic, telepathic bond

Spells Known (CL 15th; concentration +21)

7th (4/day)—insanity (DC 23), spell turning

6th (7/day)—eyebite (DC 22), forceful hand, wall of iron

5th (7/day)—feeblemind (DC 21), interposing hand, telekinesis (DC 21), wall of stone

4th (7/day)—crushing despair (DC 20), greater invisibility, inflict critical wounds (DC 20), phantasmal killer (DC 20)

3rd (7/day)—bestow curse (DC 19), deep slumber (DC 19), fireball (DC 19), major image

2nd (8/day)—acid arrow, eagle's splendor, mirror image, scorching ray, touch of idiocy (DC 18)

1st (8/day)—color spray (DC 17), entropic shield, magic missile, shield, silent image

0 (at will)—acid splash, dancing lights, detect magic, disrupt undead, flare (DC 16), ghost sounds (DC 16), prestidigitation, ray of frost, read magic

STATISTICS

Str 32, **Dex** 11, **Con** 25, **Int** 29, **Wis** 24, **Cha** 22

Base Atk +22; **CMB** +35; **CMD** 54

Feats Alertness, Antagonize (*Pathfinder Roleplaying Game Ultimate Magic*), Blind-Fight, Combat Expertise, Critical Focus, Greater Blind-Fight*, Greater Feint, Greater Spell Focus (divination)^B, Improved Blind-Fight*, Improved Feint, Improved Initiative, Spell Focus (divination)^B, Vital Strike

* These are from *Pathfinder Advanced Player's Guide*.

Skills Appraise +32, Bluff +29, Diplomacy +29, Fly +15, Intimidate +29, Knowledge (arcana, history, local, nobility, planes, religion) +32, Perception +34, Sense Motive +34, Spellcraft +32, Stealth +15, Survival +20, Use Magic Device +29

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Infernal, Sylvan, Undercommon; telepathy 100 ft.

SQ awareness, control divination, counterspelling, detection, eyespies, forewarning, omnicaster, oracle scales, power channeling, raw magic manipulation, scrying instinct, scrying mastery, spell penetration

DRACONIS ARCANUS

Divination dragons are strange creatures, steeped in superstition, and feared even by those whose step shakes the world. Their habit of answering questions before asked, and general attitude of knowing everything about anyone that comes before them makes them unpleasant companions, and few creatures can tolerate their cryptic ways and lack of patience for long. On the rare occasion that two of their kind meet, they speak little, and end their business rapidly.

While far from the most powerful of dragon kind, the knowledge divination dragons have of their foes tactics and actions makes them frustrating foes. They brush aside attacks without looking up from

their research, and avoid spell effects before they are cast. As they age, they use their enemies pasts and futures against them, trapping them in their own existence. They find combat distasteful, yet are almost always prepared when it arrives.

Elder divination dragons only leave their lair in response to events that most beings would consider apocalyptic. Legends tell of demon lords poised to devastate the land being confronted with the whispered words of a great wyrm divination dragon, and fleeing, screaming, back to the Abyss. When pressed on if they are changing the future when they intervene, a divination dragon only answers that they “do what they must for the balance of reality itself.”

MONSTER MENAGERIE

DRAGON, ENCHANTMENT

This dragon is long and slender to an almost unnaturally degree. Its mouth sports the toothy grin of utter self confidence. The horns set on its head resemble a grand crown, and its scales swirl with colors and patterns enthralling to the eye.

ENCHANTMENT DRAGON

N dragon

BASE STATISTICS

CR 3; Size Tiny; Hit Dice 4d12

Speed 60 ft.

Natural Armor +3; Breath Weapon cone, 2d6 sonic
Str 8, Dex 15, Con 13, Int 16, Wis 14, Cha 19

ECOLOGY

Environment any land

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su): Enchantment dragons primary breath weapon is a cone of syllabant whispering that deals sonic damage. Targets taking damage must also make a Will save or be *confused* for 1d4 rounds. The save DC against the confused effect is Charisma-based.

Calling (Su): A very young or older enchantment dragon can call current and former creatures it has charmed or dominated. The target must make a Will save each 24 hours or be compelled to move in the dragon's direction in the most expedient way possible. Targets on other planes cannot be affected by this ability. The save DC is Charisma-based.

Control Enchantment (Su): An old or older enchantment dragon has complete control over active enchantment spells and those existing or being cast within its line of sight. As a free action once per round, it may add any one metamagic feat to any such spell being cast, even if the dragon doesn't know the feat. It may attempt to counterspell any enchantment spell or effect within line of sight, adding its age category to its caster level check. It may reduce or extend the duration of an enchantment by a number of rounds equal to its Charisma modifier each round. It may "layer" metamagic feats on an active enchantment

spell or effect as a move action, up to one feat per round, or remove such layers in the same manner. Such metamagic feats must be applicable to the spell or effect to be put in place. Lastly any enchantments cast within line of sight of the dragon that require a specific target can have that target changed to any other legal target of the dragons choice, including itself.

Dazing Breath (Su): A adult or older enchantment dragon may, once every 1d4 rounds, breathe out a cone of energy that acts a *daze monster* on any intelligent creature it hits, regardless of HD or if it is living or undead. A successful Will save negates this dazing effect. The save DC is Charisma-based.

Detect Enchantment (Ex): An enchantment dragon can detect enchantment spells and effects automatically. This functions as *detect magic*, but only affecting enchantments.

Dominating Breath (Su): An ancient or older enchantment dragon may breathe out a line of dark energy three times a day. Any living creature struck by the line must make a Will save or be dominated (as *dominate monster*). The save DC is Charisma-based.

Emotional Aura (Su): A mature adult or older enchantment dragon may, as a free action, alter its frightful presence to trigger other emotions just by being within range. Apathetic presence causes targets within its range to take a -4 morale penalty to all d20 rolls, as well as moving at half their normal speed. Calming presence acts as a *calm emotions* spell. Hateful presence causes all targets affected to act as if under the effect of a *rage* spell, attacking the nearest target to the best of its ability. Loving presence causes those under the effect to be filled with a desire to protect all others affected, as well as giving them a -2 penalty to any mind affecting effects.

Hypnotic Scales (Su): The scales of a juvenile or older enchantment dragon swirl with colors whenever it is not actively moving. Living creatures with less than half the dragon's HD that see the dragon's scales must make a Will save or be fascinated for as long as the dragon remains motionless. A target that makes their save is immune to the hypnotic effect for 24 hours. The save DC is Charisma-based.

Holding Glare (Su): A mature adult or older enchantment dragon may attempt to fix one creature within 30 feet for one round per age category of the

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Age Category	Special Abilities	Caster Level
Wyrmling	Silver tongue, <i>daze</i>	–
Very young	Calling, <i>sleep</i>	–
Young	Weaken will, <i>hideous laughter</i>	1
Juvenile	Hypnotic scales, <i>touch of idiocy</i>	3
Young adult	DR 5/magic, suggestive voice, <i>deep slumber</i>	5
Adult	Dazing breath, pulse, subliminal command, <i>hold person</i>	7
Mature adult	DR 10/magic, Emotional aura, holding glare, <i>geas/quest</i>	9
Old	Control enchantment, inspiring presence, <i>feeblemind</i>	11
Very old	DR 15/magic, invasive thoughts, <i>mind fog</i>	13
Ancient	Dominating breath, <i>insanity</i>	15
Wurm	DR 20/magic, infectious suggestion, <i>binding</i>	17
Great wurm	Majesty, <i>power word</i>	19

dragon with its gaze. Targets that fail to avoid its gaze must make a Will save or be paralyzed (as *hold monster*). Held targets may make a new save each round to break the effect. The save DC is Charisma-based.

Infectious Suggestion (Su): Wurm or older enchantment dragons that use any *suggestion* spell or effect can make it infectious. The victim can be instructed to repeat the *suggestion* to any targets the dragon chooses, including “everyone you meet.” Victims that hear and understand the *suggestion* must make a Will save (same DC as the *suggestion* effect) or be affected by both the *suggestion*, and the urge to pass it on. The dragon can have its *suggestion* passed on to a number of targets equal to double its Charisma modifier before the effect is too diluted to infect others.

Inspiring Presence (Su): An old or older enchantment dragon inspires those it has under its mental sway. Victims it has charmed or dominated receive a +4 morale bonus to attack rolls and saving throws (except against the enchantment dragon controlling them), and gain the ferocity universal monster ability, for as long as the mental control remains.

Invasive Thoughts (Su): Very old or older enchantment dragons can attempt to renew any enchantment spell or effect that it had previously had in effect on one target per round. The victim must make a Will save to resist (same DC as the normal effect), and if successful, that previous effect can never be reestablished on that victim again. A creature can still be subjected to a new instance of the effect.

Majesty (Su): A great wurm enchantment dragon has such an overwhelming presence that creatures with an Intelligence score that possess a Charisma score lower than the dragon’s must make a Will save each round to act against the dragon. Victims are not under the control of the dragon, although those of weak will simply follow the creatures commands out of awe and fear. Other victims may grovel before the dragon, while stronger foes simply freeze in place, attempting to muster the will to strike. Victims may take any action that will not directly harm the enchantment dragon, and suffer no defensive penalties. The save DC is Charisma-based.

Protection from Enchantments (Su): A young adult or older enchantment dragon can choose to not be the target of an enchantment spell or effect that requires a specific target.

Pulse (Su): An adult or older dragon that rests in a place for a full 24 hours may create either an *antipathy* or *sympathy* effect covering up to 20 square feet per age category. The dragon can change the effect by concentrating for one hour.

Silver Tongue (Su): A wyrmling or older enchantment dragon gains a +1 bonus per age category to all Bluff, Diplomacy, Intimidate, Perform, and Sense Motive skill checks, as well as all other skill checks relevant to the social situation (subject to GM discretion).

Subliminal Command (Su): An adult or older enchantment dragon may add a second subliminal

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command to any *suggestion* spell or effect it uses, regardless of the effects success. The second *suggestion* takes effect when a preset condition is met (“You should attack the prince when you next meet”), and the victim receives a Will save to resist the effect (same DC as the original *suggestion*). The subliminal suggestion remains in effect for a number of days equal to the dragon’s Charisma score.

Suggestive Voice (Su): A young adult or older enchantment dragon may make a *suggestion* or *command* to any creature it is able to communicate with as a move action. An adult enchantment dragon can chose to affect all listeners as per *mass*

suggestion, or *greater command* instead. Regardless of age category, the save DC is Charisma-based.

Weaken Will (Su): A young or older enchantment dragon imposes a -5 penalty to saves against any charm or dominate effect it casts against targets it is attacking, as well as to opposed Charisma checks or saves against its orders if they are against its nature.

Spell-like Abilities (Sp): An enchantment dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Wyrmling—*daze*, Very Young—*sleep*, Young—*hideous laughter*, Juvenile—*touch of idiocy*, Young Adult—*deep slumber*, Adult—*hold person*, Mature Adult—*geas*/

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quest, Old—*feeblemind*, Very Old—*mind fog*, Ancient—*insanity*, Wyrn—*binding*, Great Wyrn—*power word* any (selects power word at time of casting)

YOUNG ENCHANTMENT DRAGON CR 7

XP 3,200

N Medium dragon

Int +5; **Senses** *detect enchantment*, dragon senses; Perception +14

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)
hp 76 (8d12+24)

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

Immune paralysis, sleep; **SR** 18

Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 150 ft. (average)

Melee bite +11 (1d8+4), 2 claws +11 (1d6+3), 2 wings +6 (1d4+1)

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

Special Attacks breath weapon (30 ft. cone, DC 17, 6d6 sonic plus DC 19 or confused 1d4 rounds), calling (DC 19), weaken will

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

At will—*daze* (DC 16), *hideous laughter* (DC 18), *sleep* (DC 17)

Spells Known (CL 1st; concentration +6)

1st (5/day)—*bane* (DC 17), *charm person* (DC 17)
0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 16, **Dex** 13, **Con** 17, **Int** 18, **Wis** 16, **Cha** 21

Base Atk +8; **CMB** +11; **CMD** 22

Feats Combat Casting, Improved Initiative, Leadership, Persuasive, Spell Focus (enchantment)^B

Skills Bluff +19, Diplomacy +21, Fly +12, Intimidate +21, Knowledge (arcana, local) +15, Perception +14, Sense Motive +17, Spellcraft +15, Use Magic Device +16

Languages Aklo, Common, Draconic, Giant, Goblin
SQ counterspelling, omnicaster, power channeling, raw magic manipulation, silver tongue +3, spell penetration

ADULT ENCHANTMENT DRAGON CR 11

XP 12,800

N Large dragon

Int +4; **Senses** *detect enchantment*, dragon senses; Perception +22

Aura frightful presence (180 ft., DC 25)

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)
hp 161 (14d12+70)

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

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

Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +19 (2d6+9), 2 claws +19 (1d8+6), 2 wings +14 (1d6+3), tail slap +14 (1d8+9)

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

Special Attacks breath weapon (40 ft. cone, DC 22, 12d6 sonic plus DC 24 or confused 1d4 rounds), calling (DC 24), crush, dazing breath (DC 24), hypnotic scales (DC 24), subliminal command, suggestive voice (DC 24), weaken will

Spell-like Abilities (CL 14th; concentration +21)

At will—*daze* (DC 19), *deep slumber* (DC 22), *hideous laughter* (DC 21), *hold person* (DC 22), *sleep* (DC 20), *touch of idiocy*

Spells Known (CL 7th; concentration +14)

3rd (6/day)—*dispel magic*, *protection from energy*

2nd (8/day)—*command undead* (DC 19), *enthrall* (DC 21), *shatter* (DC 19)

1st (8/day)—*bane* (DC 20), *detect undead*, *mage armor*, *magic missile*, *sanctuary* (DC 18)

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 17), *mage hand*, *message*, *read magic*

STATISTICS

Str 22, **Dex** 11, **Con** 21, **Int** 22, **Wis** 20, **Cha** 25

Base Atk +14; **CMB** +21; **CMD** 31

Feats Combat Casting, Critical Focus, Greater Spell Focus (enchantment)^B, Improved Initiative, Leadership, Persuasive, Skill Focus (Bluff), Spell Focus (enchantment)^B, Spell Penetration

Skills Appraise +23, Bluff +36, Diplomacy +34, Fly +11, Intimidate +34, Knowledge (arcana, local) +23, Perception +22, Sense Motive +28, Spellcraft +23, Stealth +13, Use Magic Device +24

Languages Aklo, Common, Draconic, Dwarven, Elven, Giant, Goblin

SQ counterspelling, omnicaster, power channeling, raw magic manipulation, silver tongue +6, spell penetration

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ANCIENT ENCHANTMENT DRAGON CR 16

XP 76,800

N Huge dragon

Int +3; **Senses** *detect enchantment*, dragon senses; Perception +32

Aura frightful presence (300 ft., DC 30), emotional aura

DEFENSE

AC 37, touch 7, flat-footed 37 (-1 Dex, +30 natural, -2 size)

hp 297 (22d12+154)

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

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

Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 200 ft. (poor)

Melee bite +30 (2d8+15), 2 claws +30 (2d6+10), 2 wings +25 (1d8+5), tail slap +25 (2d6+15)

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

Special Attacks breath weapon (50 ft. cone, DC 28, 20d6 sonic plus DC 30 or confused 1d4 rounds), calling (DC 30), crush, dazing breath (DC 30), dominating breath (DC 30), holding glare (DC 30), hypnotic scales (DC 30), invasive thoughts, subliminal command, suggestive voice (DC 30), tail sweep, weaken will

Spell-like Abilities (CL 22nd; concentration +31)

At will—*daze* (DC 21), *deep slumber* (DC 24), *feeblemind* (DC 26), *geas/quest*, *hideous laughter* (DC 23), *hold person* (DC 24), *insanity* (DC 28), *mind fog* (DC 26), *sleep* (DC 22), *touch of idiocy*

Spells Known (CL 15th; concentration +24)

7th (5/day)—*destruction* (DC 26), *spell turning*

6th (7/day)—*contingency*, *eyebite* (DC 25), *forceful hand*

5th (8/day)—*dream*, *interposing hand*, *sending*, *telekinesis* (DC 24)

4th (8/day)—*beast shape II*, *fire shield*, *greater invisibility*, *lesser globe of invulnerability*

3rd (8/day)—*dispel magic*, *invisibility sphere*, *meld into stone*, *protection from energy*

2nd (8/day)—*command undead* (DC 21), *enthrall* (DC 23), *glitterdust* (DC 21), *shatter* (DC 21), *web* (DC 21)

1st (9/day)—*bane* (DC 22), *detect undead*, *mage armor*, *magic missile*, *sanctuary* (DC 20)

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound* (DC 19), *mage hand*, *message*, *read magic*

STATISTICS

Str 30, **Dex** 9, **Con** 25, **Int** 26, **Wis** 24, **Cha** 29

Base Atk +22; **CMB** +34; **CMD** 43

Feats Combat Casting, Critical Focus, Greater Spell Focus (enchantment)^B, Greater Spell Penetration, Hover, Improved Initiative, Leadership, Persuasive, Power Attack, Skill Focus (Bluff), Spell Focus (enchantment)^B, Spell Penetration, Vital Strike

Skills Appraise +33, Bluff +50, Diplomacy +48, Fly +16, Heal +32 Intimidate +48, Knowledge (arcana, history, local) +33, Perception +32, Sense Motive +42, Spellcraft +33, Stealth +16, Use Magic Device +34

Languages Abyssal, Aklo, Common, Draconic, Dwarven, Elven, Giant, Goblin, Infernal

SQ control enchantment, counterspelling, inspiring presence, omnicaster, power channeling, pulse, raw magic manipulation, silver tongue +10, spell penetration

Enchantment dragons are charismatic creatures that run the gauntlet from lovable rogues to vile tyrants. They are almost always surrounded by a horde of worshipers, and it becomes hard to tell which are magically controlled, and which are simply drawn to the dragon's cult of personality. They enjoy both being the center of attention, and being seen as divine. Even the most friendly of them rapidly grow to resent those immune to their charms.

Enchantment dragons believe that entering physical combat means they have failed, and take every opportunity to distract and control their foes. They only fear mindless beings, as these things are typically beyond their control, and often strike against those that craft constructs before they are used against them. A great wyrm can bring entire armies to a halt, simply by landing in their midst, and then send them back against their commanders with a few words.

Many enchantment dragons grow bored as they age, and find fewer beings able to resist their will. They often control a kingdom from the shadows, and maneuver their forces against other nations that are also so controlled, treating "lesser beings" as pieces on a gameboard. They breed only rarely, as even short meetings between these dragons ends up as a battle of wills; hatchlings are abandoned as soon as they can fend for themselves.

DRAGON, EVOCATION

A massively muscular reptilian creature fills your vision, its hide made of plate-like barbed scales. Its head is crowned with twisting horns and holds a pair of eyes, and both horns and eyes crackle with multi-hued energies.

EVOCATION DRAGON

N dragon

BASE STATISTICS

CR 6; Size Small; Hit Dice 8d12

Speed 40 ft.

Natural Armor +6; Breath Weapon line, 2d10 force
Str 18, Dex 14, Con 17, Int 10, Wis 11, Cha 11

ECOLOGY

Environment any land

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alter Breath (Su): As a free action once per turn, a young or older evocation dragon may change the energy type that its breath weapon will be it uses it.

Alter Energy (Su): As a free action once per turn, a young adult or older evocation dragon may change the energy type of any spell or spell-like ability it uses at the time of casting.

Battery (Ex): A wyrmling or older evocation dragon absorbs energy based attacks (acid, cold, electricity, fire, force, or sonic), using them to either recharge its breath weapon on the following round or heal. If used to recharge its breath weapon, the dragon can use its breath weapon on its next turn. If used to heal, the dragon is healed an amount equal to the damage the energy effect would have normally dealt, or half this amount for force and sonic effects). Any hit points above its max are added as temporary hit points (maximum double normal full hit points), that fade after an hour. This is an automatic effect of an evocation dragon's metabolism, and it cannot chose to not absorb energy.

Chain of Spells (Su): A very old or older evocation dragon can cast one spell per age category, setting each to go off on a preexisting condition. Any spell slots used in the chain remain unavailable until the

chain resolves, and any material costs must be paid as the chain is being created. All spells within the chain must have a specific target designated when cast, such as an area or the dragon itself, that are in place when the chain is created. The dragon determines if all the spells in a chain go off at the same time, in order of casting, or one a round in order of casting, and this cannot be changed until the dragon creates another chain. Chaining spells takes one hour of casting per spell in the chain, and leaves the dragon fatigued for an equal amount of time after the chain is created.

Charge Object (Su): An ancient or older evocation dragon can charge an object it touches with energy, causing it to explode when next touched or moved. An object may be quickly charged as a standard action, requiring only a light touch to set it off; dealing 1d6 points of force damage per age category of the dragon when triggered to everything directly adjacent to the object. Alternately the dragon may infuse a deep charge on an object that takes 1 minute. This longer charge requires more effort to trigger, and the charged object must be violently struck or moved. Once triggered, everything within 10 ft. of the charged object takes 1d10 points of force damage per age category of the dragon.

Either effect allows a Reflex save for half damage, and deals the damage rolled to the object with no save.

Combine Energies (Su): A young adult or older evocation dragon may change any spell, spell-like ability, or supernatural ability that deals energy damage so that it deals more than one kind of damage, up to four types of energy. A *fireball* subject to this ability, for example, may deal half its damage as fire, and half as cold, a third fire, a third sonic, and a third acid, or a fourth fire, a fourth cold, a fourth sonic, and a fourth force. It may apply these changes as a free action as it uses the ability. An ancient or older dragon can apply this ability to energy damage dealt by magic items.

Control Evocation (Su): An old or older evocation dragon has complete control over active evocation spells and those existing or being cast within its line of sight. As a free action once per round it may add any one metamagic feat to any such spell, even if the dragon doesn't know the feat. It may attempt to counterspell any evocation spell or effect within line

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Age Category	Special Abilities	Caster Level
Wyrmling	Battery, detect evocation, thorns, <i>flare</i>	–
Very young	Light control, <i>floating disk</i>	–
Young	Alter breath, <i>magic missile</i>	1
Juvenile	Force craft: defense, <i>wind wall</i>	3
Young adult	Alter spell energy, combine energy, DR 5/magic, protection from evocations, <i>resilient sphere</i>	5
Adult	Energy field, frightful presence, intensify energy, <i>sending</i>	7
Mature adult	DR 10/magic, force craft: weapon, sundering breath, <i>mage's sword</i>	9
Old	Control evocation, lash, wall breath, <i>forcecage</i>	11
Very old	Chain of spells, DR 15/magic, <i>sunburst</i>	13
Ancient	Charge object, force craft: objects, <i>implosion</i>	15
Wyrm	DR 20/magic, storm of scales, <i>meteor swarm</i>	17
Great wyrm	Devastation, <i>miracle</i>	19

of sight, adding its age category to its caster level check. It may reduce or extend the duration of a non-instantaneous evocation by a number of rounds equal to its Charisma modifier each round. It may “layer” metamagic feats on an active evocation spell or effect as a move action, up to one feat per round, or remove such layers in the same manner. Such metamagic feats must be applicable to the spell or effect to be put in place. Lastly any evocations cast within line of sight of the dragon that require a specific target can have that target changed to any other legal target of the dragons choice, including itself.

Detect Evocation (Ex): An evocation dragon can detect evocation spells and effects automatically. This functions as *detect magic*, but only affecting evocations.

Devastation (Su): Once per day as a standard action, a great wyrm evocation dragon may transform its body into pure energy of its choice for one round per point of its Charisma modifier. It gains the incorporeal subtype while in energy form, deals damage equal to 1d6 per point of its Charisma modifier in a 50 ft. radius to everything at the start of each round, and triples all of its movement speed. Its physical attacks deal energy damage, while it is in this form. In place of its breath weapon, once every 1d4 rounds it can spout four 200 ft. lines in any direction that split the dragon's breath weapon damage equally between them. The evocation

dragon may change the energy type of its energy form as a move action.

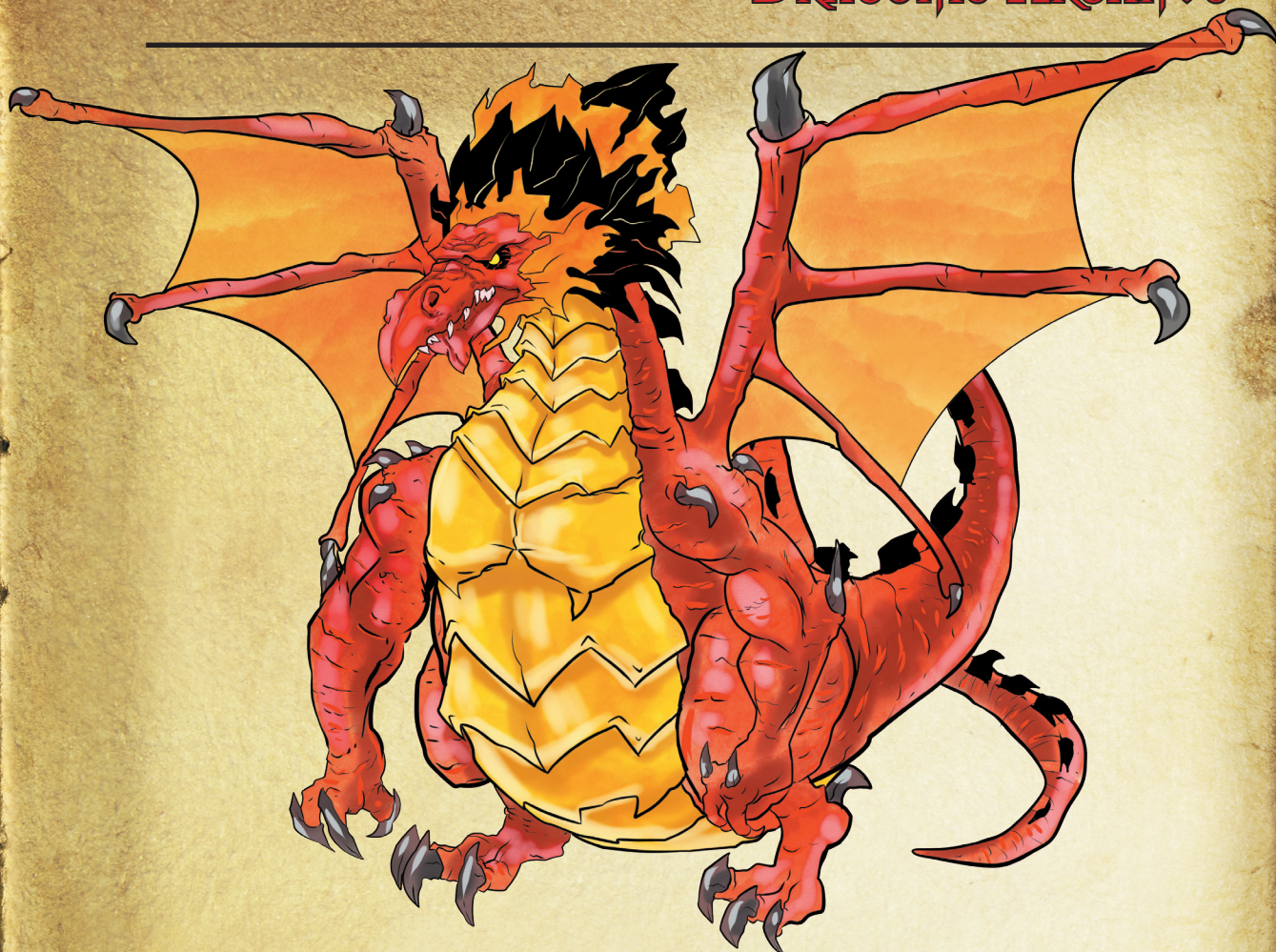
While in its energy form, the dragon gains vulnerability to the opposing type of energy, such as a fire form being vulnerable to cold damage.

Energy Field (Su): An adult or older evocation dragon is surrounded by a field of the same energy that its breath weapon that round. Everything within 10 ft. take 2d6 points of damage of that type at the beginning of the dragon's turn. An old dragon's field extends to 20 ft. An ancient dragon's damage increases to 4d6.

Force Craft (Su): A juvenile or older evocation dragon can create shielding disks of force which float around it (one disk per age category). Each disk adds a +1 shield bonus to the dragons AC, and is a force effect. Creating a disk takes one move action each.

A mature adult can create a weapon of force that floats at its side, making one attack a round at the dragon's direction. The size of the weapon is equal to the size of the dragon, and deals the damage as the dragon's bite, but adds double the dragon's Charisma modifier instead of Strength modifier to damage. The weapon moves with a speed of 10 ft. per age category of the dragon, but must remain within line of sight of the dragon.

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An ancient evocation dragon may create complex structures of pure force, with a size of up to 50 square feet per age category. Each 50 square feet requires a full-round action to form, and cannot contain moving parts more complicated than a hinge or doorknob. Bridges, small buildings, ladders, even reproductions of the dragon itself are all easily created.

A dragon's force crafts are translucent, and are treated as a *wall of force* in regards to damaging or dispelling them. They remain until destroyed, or the dragon dismisses them as a standard action.

Intensify Energy (Su): An adult or older evocation dragon causes all damage dealing evocation spells and spell-like abilities to be Empowered and Maximized. This is an involuntary effect which the dragon can't prevent. In addition, each energy type the evocation dragon uses in its spells, spell-like abilities, and supernatural abilities have the following added effects (save DC based on the ability used):

Acid: Targets taking acid damage from an evocation dragon must make a Fortitude save or take a penalty of Perception checks, concentration checks, and ranged attack rolls due to the acidic fumes of the dragon's assault. This penalty equals one-half the dragon's age category, and persists for one round per age category.

Cold: Targets taking cold damage from an evocation dragon must make a Fortitude save or have all of their movement speeds reduced by half due to the clinging cold of the dragon's assault. This speed reduction lasts for one round per age category of the dragon.

Electricity: Targets taking electricity damage from an evocation dragon must make a Reflex save or take a penalty on all Dexterity and Strength-based ability and skill checks as the electricity causes uncontrollable spasms in the targets body. The penalty equals the dragon's age category, and persists for one round per age category of the dragon.

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Fire: Targets taking fire damage from an evocation dragon must make a Reflex save or catch fire and burn. While burning, the target takes 1d6 points of fire damage per two age categories of the dragon, and this fire persists until extinguished. To extinguish this fire requires a number of consecutive successful Reflex saves (same DC as initial effect) equal to one-half the dragon's age category.

Force: Targets taking force damage from an evocation dragon are subject to a bull rush combat maneuver. For this maneuver, the dragon's CMB is equal to its base attack bonus, plus double its age category, plus its Charisma modifier.

Sonic: Targets taking sonic damage from an evocation dragon must make a Fortitude save or be deafened for a number of rounds equal to double the dragon's age category. If a target rolls a natural 1 on their save, they are instead permanently deafened, requiring a *regenerate* spell (or similar) to regain their hearing.

Lash (Su): An old or older evocation dragon can expend a use of its breath weapon to create a tentacle of energy with a 30 ft. reach. The lash attacks once per round, striking at a random target other than the dragon. This tentacle deals half as many dice of damage as the dragon's breath weapon, and has the grab quality (using the dragon's CMB for grapple checks). Creatures grappled take the energy damage automatically each round, and must make a successful grapple check to break free. An evocation dragon can have any number of lashes equal to its age category, and each lash lasts one hour, or until the dragon banishes them.

Light Control (Su): A very young or older evocation dragon may control the degree of light within 100 ft. of them, changing the degree of illumination by up to one step per age category each round as a free action at the beginning of its turn. A dragon can reduce darkness to supernatural darkness as a move action.

Protection from Evocations (Su): A young adult or older evocation dragon can choose to not be the target of an evocation spell or effect that requires a specific target.

Storm of Scales (Su): A wyrm or older evocation dragon can create a moving whirlwind of its own scales as a standard action, that is considered in all ways as a number of elder air elementals equal to one-half the dragon's Constitution modifier (minimum 1 elemental), all continuously in whirlwind form and under mental control of the dragon. The storm of scales lasts as long as the dragon concentrates on it, and 1d4 rounds after. After an evocation dragon uses this ability, its natural armor bonus to AC is reduced by half for one hour per point its natural armor bonus is reduced.

Sundering Breath (Su): A mature adult or older evocation dragon may use its breath weapon to breathe out a cone of iron gray force that deals half the normal number of dice to items held or carried by its targets. Items are allowed a Fortitude save to reduce the damage by half, using the normal breath weapon save DC.

Thorns (Ex): All evocation dragons are covered in barbed spines that deal damage equal to its bite damage dice to any creature that swallows, grapples, or constricts it, and creatures attacking it with a natural attack, unarmed strike, or non-reach melee weapon.

Wall Breath (Su): An old or older evocation dragon can use its breath weapon to create a wall of energy, instead of targeting creatures. Such a wall is 30 ft. long per age category, or a ring with a radius of 10 ft. per age category. Either shape is 30 ft. tall. The wall deals 2d6 points of energy damage to any creatures within 10 feet, and deals half the dragon's breath weapon damage to any that pass through it. If the dragon is using force energy, it puts out pulses of force, and cannot be crossed, and is treated in all ways as a *wall of force*. A breath wall lasts for 1 round per point of Charisma modifier the dragon possesses.

Spell-like Abilities (Sp): An evocation dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Wyrmling—*flare*, Very Young—*floating disk*, Young—*magic missile*, Juvenile—*wind wall*, Young Adult—*resilient sphere*, Adult—*sending*, Mature Adult—*mage's sword*, Old—*forcecage*, Very Old—*sunburst*, Ancient—*implosion*, Wyrm—*meteor swarm*, Great Wyrm—*miracle*

DRACONIS ARCANUS

YOUNG EVOCATION DRAGON CR 10

XP 9,600

N Large dragon

Int +5; **Senses** *detect evocation*, dragon senses; Perception +13

DEFENSE

AC 22, touch 9, flat-footed 21 (+1 Dex, +12 natural, -1 size)

hp 138 (12d12+60)

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

Defensive Abilities thorns (2d6); **Immune** paralysis, sleep; **SR** 21

Weaknesses antimagic vulnerability

OFFENSE

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

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

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

Special Attacks alter breath, breath weapon (80 ft. line, DC 21, 6d10 force), light control

Spell-like Abilities (CL 12th; concentration +13)

At will—*flare* (DC 13), *floating disk*, *magic missile*

Spells Known (CL 1st; concentration +2)

1st (4/day)—*doom* (DC 12), *ray of enfeeblement* (DC 12)

0 (at will)—*bleed* (DC 11), *dancing lights*, *detect magic*, *read magic*

STATISTICS

Str 26, **Dex** 12, **Con** 21, **Int** 12, **Wis** 13, **Cha** 13

Base Atk +12; **CMB** +21; **CMD** 32

Feats Cleave, Improved Initiative, Multiattack, Power Attack, Spell Focus (evocation)^B, Vital Strike, Weapon Focus (bite)

Skills Bluff +13, Fly +7, Intimidate +13, Perception +13, Sense Motive +13, Spellcraft +13, Stealth +12, Swim +20, Use Magic Device +13

Languages Common, Draconic

SQ battery, counterspelling, omnicaster, power channeling, raw magic manipulation, spell penetration

ADULT EVOCATION DRAGON CR 14

XP 38,400

N Huge dragon

Int +4; **Senses** *detect evocation*, dragon senses; Perception +20

Aura energy field (10 feet, 2d6 damage), frightful presence (180 ft., DC 22)

DEFENSE

AC 35, touch 8, flat-footed 35 (+21 natural, +6 shield, -2 size)

hp 243 (18d12+126)

Fort +18, **Ref** +11, **Will** +14

Defensive Abilities protection from evocations, thorns (2d8); **DR** 5/magic; **Immune** paralysis, sleep; **SR** 25

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +28 (2d8+16), 2 claws +27 (2d6+11), 2 wings +25 (1d8+5), tail slap +25 (2d6+16)

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

Special Attacks alter breath, alter spell energy, breath weapon (100 ft. line, DC 26, 12d10 force), combine energy, crush, intensify energy, light control

Spell-like Abilities (CL 18th; concentration +21)

At will—*flare* (DC 15), *floating disk*, *magic missile*, *resilient sphere* (DC 19), *sending*, *wind wall*

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*dispel magic*, *haste*

2nd (7/day)—*acid arrow*, *invisibility*, *silence* (DC 15)

1st (7/day)—*cause fear* (DC 14), *color spray* (DC 14), *doom* (DC 14), *entropic shield*, *ray of enfeeblement* (DC 14)

0 (at will)—*acid splash*, *bleed* (DC 13), *dancing lights*, *detect magic*, *disrupt undead*, *ray of frost*, *read magic*

STATISTICS

Str 32, **Dex** 10, **Con** 25, **Int** 16, **Wis** 17, **Cha** 17

Base Atk +18; **CMB** +31; **CMD** 41

Feats Cleave, Greater Spell Focus (evocation)^B, Improved Initiative, Improved Vital Strike, Intimidating Prowess, Multiattack, Power Attack, Snatch, Spell Focus (evocation)^B, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +17, Appraise +20, Bluff +20, Fly +11, Intimidate +31, Perception +20, Sense Motive +20, Spellcraft +20, Stealth +12, Swim +28, Use Magic Device +20

Languages Aklo, Common, Draconic, Giant

SQ battery, counterspelling, force craft (6 shields), omnicaster, power channeling, raw magic manipulation, spell penetration

MONSTER MENAGERIE

ANCIENT EVOCATION DRAGON CR 19

XP 204,800

N Gargantuan dragon

Int +3; **Senses** *detect evocation*, dragon senses; Perception +34

Aura energy field (20 feet, 4d6 damage), frightful presence (300 ft., DC 28)

DEFENSE

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

hp 403 (26d12+234)

Fort +24, **Ref** +14, **Will** +20

Defensive Abilities protection from evocations, thorns (4d6); **DR** 15/magic; **Immune** paralysis, sleep; **SR** 30

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +38 (4d6+22), 2 claws +37 (2d8+15), 2 wings +35 (2d6+13), tail slap +35 (2d8+22)

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

Special Attacks alter breath, alter spell energy, breath weapon (120 ft. line, DC 32, 20d10 force), chain of spells, charge object, combine energy, crush, intensify energy, lash, light control, sundering breath, wall breath

Spell-like Abilities (CL 26th; concentration +31)

At will—*flare* (DC 17), *floating disk*, *forcecage* (DC 24), *implosion* (DC 26), *mage's sword*, *magic missile*, *resilient sphere* (DC 21), *sending*, *sunburst* (DC 25), *wind wall*

Spells Known (CL 15th; concentration +20)

7th (4/day)—*deflection*, *prismatic spray* (DC 24)

6th (6/day)—*antimagic field*, *enemy hammer* (DC 21), *unwilling shield* (DC 21)

5th (7/day)—*icy prison* (DC 22), *mass pain strike* (DC 22), *slay living* (DC 20), *teleport*

4th (7/day)—*black tentacles*, *confusion* (DC 19), *greater invisibility*, *monstrous physique II*

3rd (7/day)—*dispel magic*, *enter image*, *fireball* (DC 20), *haste*

2nd (7/day)—*acid arrow*, *haunting mists* (DC 17), *invisibility*, *silence* (DC 17), *stone call*

1st (8/day)—*cause fear* (DC 16), *color spray* (DC 16), *doom* (DC 16), *entropic shield*, *ray of enfeeblement* (DC 16)

0 (at will)—*acid splash*, *bleed* (DC 15), *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound* (DC 15), *ray of frost*, *read magic*, *spark*

STATISTICS

Str 40, **Dex** 8, **Con** 29, **Int** 20, **Wis** 21, **Cha** 21

Base Atk +26; **CMB** +45 (+47 bull rush); **CMD** 54 (56 vs. bull rush)

Feats Awesome Blow, Bleeding Critical, Critical Focus, Cleave, Greater Spell Focus (evocation)^B, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Intimidating Prowess, Multiattack, Power Attack, Snatch, Spell Focus (evocation)^B, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +25, Appraise +34, Bluff +34, Fly +14, Intimidate +49, Perception +34, Sense Motive +34, Spellcraft +34, Stealth +16, Swim +44, Use Magic Device +34

Languages Abyssal, Aklo, Common, Draconic, Giant, Undercommon

SQ battery, control evocation, counterspelling, force craft (10 shields, weapon 4d6+10), omnicaster, power channeling, raw magic manipulation, spell penetration

Evocation dragons are massive creatures, and even the most beneficent of them sizzle with barely controlled rage. Violence is generally their first reaction to anything seen as a threat, and while they are not the most intelligent of dragonkind, most foes only underestimate their highly tactical minds once. They do come to grudgingly respect foes able to outfight or outwit them, and often enjoy spending time reminiscing with old enemies.

Evocation dragons tend to dismiss most spellcasters, flatly ignoring them in battle until they do something capable of damaging them. They reserve great hatred for those who manage to control them mentally, and will hunt them to edge of creation for revenge. Great wurm can destroy cities in moments, moving as living energy.

Encounters between evocation dragons and abjuration dragons are rare to the point of legend, but when they occur they are world shaking events. The powers of the two creatures cancel each other out, making it a contest of massive bulk and flashing fangs.

DRAGON, ILLUSION

This snake-like creature has a pair of fore legs and swims through the air, despite having no wings. With each glance the details of the creature shift in subtle, slightly disturbing ways, its scales sliding from color to color.

ILLUSION DRAGON

N dragon

BASE STATISTICS

CR 3; Size Tiny; Hit Dice 4d12

Speed 60 ft.

Natural Armor +3; Breath Weapon line, 2d4 special

Str 8, Dex 15, Con 11, Int 18, Wis 14, Cha 19

ECOLOGY

Environment any land

Organization solitary

Treasure triple

SPECIAL ABILITIES

Altered Reality (Su): A great wyrm illusion dragon can alter reality within its line of sight. It can do nearly anything it desires, short of outright killing those around it; changing weather, terrain, others bodies, and recreating any spell effect it desires. Regardless of the effect, creatures and living objects get a Will save to resist transformation, or to take half damage, even if the effect wouldn't normally receive a save. Any being can try to convince the dragon that its view of reality is not real by making a Bluff or Diplomacy against the dragon, opposed by the dragon's Sense Motive. If successful, reality returns to normal, and the dragon can't use this ability again for 24 hours. The save DC is Charisma-based.

Breath Weapon (Su): Illusion dragons primary breath weapon is a line of quasi-real energy. It deals whatever energy type targets struck are vulnerable to or a type of energy the target has no resistance to, or a random energy type, if a particular target has no specific vulnerabilities. A target immune to illusion or phantasm effects takes one-quarter damage or no damage with a successful Will save as the energy still damages their vital energy. The save DC is Charisma-based.

Build Terrain (Su): A juvenile or older illusion dragon can alter the terrain for one mile per age category into any other terrain it chooses (as *mirage arcana*). An adult or older dragon can include directly damaging features, where in polar terrain creates cold damage, lava will burn targets, and creatures can drown in water features. Targets damaged can make a Will save to disbelieve the effect each time they are damaged, rendering them immune to this use of the dragon's ability. This disbelief does not dispel the illusion over the terrain itself. The save DC is Charisma-based.

Colorful Aura (Su): A juvenile or older illusion dragon is surrounded by an aura of swirling colors that act as *hypnotic pattern* to all that see it, regardless of HD. An old dragon's aura acts as *scintillating pattern* instead. An illusion dragon can suppress this aura for 1d4 rounds as a free action, and automatically fails all Stealth rolls while it is active.

Control Illusion (Su): An old or older illusion dragon has complete control over active illusion spells existing and those being cast within its line of sight. As a free action once per round, it may add any one metamagic feat to any such spell, even if the dragon doesn't know the feat. It may attempt to counterspell any illusion spell or effect within line of sight, adding its age category to its caster level check. It may reduce or extend the duration of an illusion by a number of rounds equal to its Charisma modifier each round. It may "layer" metamagic feats on an active illusion spell or effect as a move action, up to one feat per round, or remove such layers in the same manner. Such metamagic feats must be applicable to the spell or effect to be put in place. Any illusions cast within line of sight that require a specific target can have that target changed to any other legal target of the dragons choice, including itself. Lastly the dragon can take control over any ongoing illusion effect it can sense, treating it as if it was the original caster, and reprogramming it to act as the dragon chooses.

False Flight (Su): All illusion dragons possess the ability to fly as a normal dragon of their size, but always have perfect maneuverability.

False Vision (Su): A young adult or older illusion dragon's illusions detect as real to forms of *scrying*, magical sight, and detection spells. A creature with

MONSTER MENAGERIE

Age Category	Special Abilities	Caster Level
Wyrmling	Detect illusion, false flight, instinctive concentration, <i>ghost sound</i>	–
Very young	Missed opportunity, protection from illusions, <i>color spray</i>	–
Young	Natural invisibility, <i>mirror image</i>	1
Juvenile	Build terrain, colorful aura, <i>major image</i>	3
Young adult	DR 5/magic, false vision, <i>shadow conjuration</i>	5
Adult	Imaginary friends, infuse with reality, <i>nightmare</i>	7
Mature adult	DR 10/magic, utopia breath, <i>shadow walk</i>	9
Old	Control illusion, phantasmal aura, <i>permanent image</i>	11
Very old	DR 15/magic, shadow breath, <i>programmed image</i>	13
Ancient	Inhabit projections, <i>greater shadow conjuration</i>	15
Wyrm	DR 20/magic, shadow duplicate, <i>greater shadow evocation</i>	17
Great wyrm	Alter reality, <i>shades</i>	19

true seeing may make a Will save for each illusion interacted with to see through it. Any *scrying* that the dragon is aware of sees only what the dragon creates. The save DC is Charisma-based.

Detect Illusion (Ex): An illusion dragon can detect illusion spells and effects automatically. This functions as *detect magic*, but only affecting illusions.

Imaginary Friends (Su): An adult or older illusion dragon can create phantasmal creatures as per *summon monster* of a level equal to what it could cast based on its spellcaster level. “Summoning” phantasms in this way is a move action. Alternatively, as a full round action, the dragon can create a phantasmal duplicate of a particular creature. Such a creature carries whatever equipment the dragon is aware of, will possess whatever skills and abilities that the dragon has witnessed or is aware of, and follows the dragons commands to the letter. The dragon can control a total number of phantasmal creatures equal to its Charisma modifier. The creatures appear with exaggerated features unless the dragon makes a DC 25 Craft sculpture check as it creates the creature. Those damaged by either type of phantasam may make a Will save to halve the damage. The save DC is Charisma-based.

Infuse with Reality (Su): An adult or older illusion dragon can infuse figments and glamers that are normally incapable of doing physical damage the ability to harm, allowing for a Will save for half damage. The save DC is Charisma-based.

Inhabit Projection (Su): A ancient or older illusion dragon can create a quasi-real image of itself out of shadowstuff within any location it knows well. It can project its consciousness into the image, and use spells, spell-like abilities, and supernatural abilities normally. The image can’t physically harm anything, and is not subject to the dragon’s infuse with reality ability. The image has an AC of 10 + one-half the dragon’s natural armor + its Charisma modifier, and one-quarter the dragons current hit points. Creating or dismissing an image is a full round action, that can be done a number of times a day equal to the dragon’s Wisdom modifier. Controlling a projection takes the dragon’s full concentration, and if it has to turn its attention elsewhere, the projection freezes until the concentration is resumed.

Instinctive Concentration (Su): All illusion dragons may maintain any illusion spell without having to concentrate on the effect.

Missed Opportunity (Su): A very young or older illusion dragon has a base 25% chance plus its Charisma modifier for any attack that must be targeted to miss it, while appearing to the attacker to hit, with illusionry damage being done to the dragon. *True seeing* prevents this effect until the dragon gains false vision.

Natural Invisibility (Su): Young or older illusion dragons may turn invisible at will (as the spell). Adult or older dragons replace this ability with

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greater invisibility. Visual abilities, such as colorful aura and missed opportunity do not function while the dragon is not visible.

Phantasmal Aura (Su): An old or older illusion dragon can create a hazy mist in the air around itself to a range or 30 ft. at will. Any targets with an Intelligence score, except other illusion dragons, that enter the mist are subject to a *phantasmal killer* effect. A target that makes its Will save or survives the assault is immune to the aura for 24 hours. *Phantasmal killers* created by this effect can never be turned back against the dragon. The save DC is Charisma-based.

Protection from Illusions (Su): A young adult or older illusion dragon can choose to not be the target of an illusion spell or effect that requires a specific target.

Shadow Breath (Su): Very old or older illusion dragons can breathe out a cone of absolute shadow in place of its normal breath weapon. Targets struck by the cone must make a Reflex save or be trapped within a 50 ft. x 50 ft. x 30 ft. pocket of the Plane of Shadow. Targets trapped within the shadow that possess any magic or items that allow planar travel can escape via using them normally. Those without access to such powers can make a Will save each round to find a

MONSTER MENAGERIE

fluctuation that will allow them to escape. The pocket remains for 24 hours, before fading away, leaving anything nonnative to the Plane of Shadow behind. Creatures outside the pocket cannot enter without the aid of planar magic. Each round creatures are within the pocket there is a percentile chance (1% per points of the dragon's Charisma modifier) that a creature native to the Plane of Shadow will be attracted to or stumble into the pocket. Such creatures are generally hostile to beings within the pocket, and have the same chance to escape the pocket as those trapped within. When the pocket is empty, the check for natives arriving within the pocket is once every 10 minutes. The save DC is Charisma-based.

Shadow Duplicate (Su): A wyrm illusion dragon can create a shadow clone of itself to fight along side it. The clone possesses all the physical stats of the dragon, possesses half the dragons current hit points, and deals 80% of the damage a dragon can with its attacks. It possesses no actual intelligence, spells, spell-like abilities, or supernatural abilities, is immune to cold damage and mental effects, and takes double damage from any light based attacks. Non-damaging light spells or abilities used on the clone deal 1d6 points of damage per caster level. The clone is treated as an outsider native to the Plane of Shadow for the purpose of any spells or effects, including *dismissal*.

Utopia Breath (Su): A mature adult or older illusion dragon may breathe out a line of shimmering energy in place of its normal breath weapon. Creatures struck by the line must make a Will save or be trapped in a vision of their perfect world. They stand fascinated, lost in fantasy, and are helpless. Victims can make a Will save every round to break free of the fantasy. The dragon can spend a full-round action to peer into a victim's fantasy. The save DC is Charisma-based.

Spell-like Abilities (Sp): An illusion dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Wyrmling—*ghost sound*, Very Young—*color spray*, Young—*mirror image*, Juvenile—*major image*, Young Adult—*shadow conjuration*, Adult—*nightmare*, Mature Adult—*shadow walk*, Old—*permanent image*, Very Old—*programmed image*, Ancient—*greater shadow conjuration*, Wyrmling—*greater shadow evocation*, Great Wyrmling—*shades*

YOUNG ILLUSION DRAGON

CR 7

XP 3,200

N Medium dragon

Int +5; **Senses** *detect illusion*, dragon senses; Perception +14

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)
hp 68 (8d12+16)

Fort +8, **Ref** +7, **Will** +9

Defensive Abilities missed opportunity 30%, natural invisibility, protection from illusions;

Immune paralysis, sleep; **SR** 18

Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 150 ft. (perfect)

Melee bite +11 (1d8+4), 2 claws +11 (1d6+3)

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

Special Attacks breath weapon (60 ft. line, DC 16, 6d4 special)

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

At will—*color spray* (DC 17), *ghost sound* (DC 16), *mirror image*

Spells Known (CL 1st; concentration +6)

1st (5/day)—*magic missile*, *sleep* (DC 16)

0 (at will)—*acid splash*, *detect magic*, *mage hand*, *read magic*

STATISTICS

Str 16, **Dex** 13, **Con** 15, **Int** 20, **Wis** 16, **Cha** 21

Base Atk +8; **CMB** +11; **CMD** 23

Feats Combat Casting, Combat Expertise, Improved Initiative, Skill Focus (Bluff), Spell Focus (illusion)^B

Skills Bluff +19, Diplomacy +16, Fly +20, Intimidate +16, Knowledge (arcana, nature) +16, Perception +14, Sense Motive +14, Spellcraft +16, Stealth +12, Use Magic Device +16

Languages Aklo, Common, Draconic, Giant, Goblin, Undercommon

SQ false flight, instinctive concentration

ADULT ILLUSION DRAGON

CR 11

XP 12,800

N Large dragon

Int +4; **Senses** *detect illusion*, dragon senses; Perception +22

Aura colorful aura, frightful presence (180 ft., DC 24)

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DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)
hp 147 (14d12+70)
Fort +13, **Ref** +9, **Will** +14
Defensive Abilities missed opportunity 32%, natural invisibility, protection from illusions; **DR** 5/magic; **Immune** paralysis, sleep; **SR** 22
Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 200 ft. (perfect)
Melee bite +19 (2d6+9), 2 claws +19 (1d8+6), tail slap +14 (1d8+9)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80 ft. cone, DC 21, 12d4 special), crush, imaginary friends (DC 24), infuse with reality (DC 24)
Spell-like Abilities (CL 14th; concentration +21)
 At will—*color spray* (DC 20), *ghost sound* (DC 19), *major image* (DC 22), *mirror image*, *nightmare* (DC 24), *shadow conjuration* (DC 23)
Spells Known (CL 7th; concentration +14)
 3rd (6/day)—*dispel magic*, *summon monster III*
 2nd (8/day)—*detect thoughts* (DC 19), *spider climb*, *summon monster II*
 1st (8/day)—*grease*, *mage armor*, *magic missile*, *sleep* (DC 18), *summon monster I*
 0 (at will)—*acid splash*, *dancing lights*, *detect magic*, *mage hand*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 22, **Dex** 11, **Con** 19, **Int** 24, **Wis** 20, **Cha** 25
Base Atk +14; **CMB** +21 (+25 dirty trick); **CMD** 31 (33 vs. dirty trick)
Feats Combat Casting, Combat Expertise, Greater Dirty Trick, Greater Spell Focus (illusion)^B, Improved Dirty Trick, Improved Feint, Improved Initiative, Skill Focus (Bluff), Spell Focus (illusion)^B
Skills Appraise +24, Bluff +30, Diplomacy +24, Fly +23, Intimidate +24, Knowledge (arcana, history, nature) +24, Perception +22, Sense Motive +22, Spellcraft +24, Stealth +13, Use Magic Device +24
Languages Aklo, Common, Draconic, Dwarven, Elven, Giant, Goblin, Undercommon
SQ build terrain (DC 24), false flight, false vision (DC 24), instinctive concentration

ANCIENT ILLUSION DRAGON

CR 16

XP 76,800
 N Huge dragon
Int +3; **Senses** *detect illusion*, dragon senses; Perception +34
Aura colorful aura, frightful presence (300 ft., DC 30), phantasmal aura (30 ft., DC 30)

DEFENSE

AC 37, touch 7, flat-footed 37 (-1 Dex, +30 natural, -2 size)
hp 253 (22d12+110)
Fort +18, **Ref** +12, **Will** +20
Defensive Abilities missed opportunity 34%, natural invisibility, protection from illusions; **DR** 15/magic; **Immune** paralysis, sleep; **SR** 27
Weaknesses antimagic vulnerability

OFFENSE

Speed 60 ft., fly 200 ft. (perfect)
Melee bite +30 (2d8+15), 2 claws +30 (2d6+10), tail slap +25 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (100 ft. line, DC 26, 20d4 special), crush, imaginary friends (DC 30), infuse with reality (DC 30), shadow breath (DC 30), tail sweep, utopia breath (DC 30)
Spell-like Abilities (CL 16th; concentration +26)
 At will—*color spray* (DC 22), *ghost sound* (DC 21), *greater shadow conjuration* (DC 28), *major image* (DC 24), *mirror image*, *nightmare* (DC 26), *permanent image* (DC 27), *programmed image* (DC 27), *shadow conjuration* (DC 25), *shadow walk* (DC 27)
Spells Known (CL 15th; concentration +25)
 7th (7/day)—*delayed blast fireball* (DC 26), *spell turning*
 6th (7/day)—*animate objects*, *guards and wards* (DC 25), *summon monster VI*
 5th (8/day)—*cloudkill* (DC 24), *magic jar* (DC 24), *scrying* (DC 24), *teleport* (DC 24)
 4th (8/day)—*black tentacles*, *giant vermin*, *stoneskin* (DC 23), *summon monster IV*
 3rd (8/day)—*dispel magic*, *haste*, *summon monster III*, *vampiric touch*
 2nd (8/day)—*blindness/deafness* (DC 21), *detect thoughts* (DC 21), *shatter* (DC 21), *spider climb*, *summon monster II*

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1st (9/day)—*grease* (DC 20), *mage armor*, *magic missile*, *sleep* (DC 20), *summon monster I*

0 (at will)—*acid splash*, *bleed* (DC 19), *dancing lights*, *detect magic*, *ghost sound* (DC 21), *mage hand*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 30, **Dex** 9, **Con** 23, **Int** 28, **Wis** 24, **Cha** 29

Base Atk +22; **CMB** +34 (+38 dirty trick); **CMD** 43 (45 vs. dirty trick)

Feats Alertness, Combat Casting, Combat Expertise, Critical Focus, Greater Dirty Trick, Greater Feint, Greater Spell Focus (illusion)^B, Improved Dirty Trick, Improved Feint, Improved Initiative, Skill Focus (Bluff), Spell Focus (illusion)^B, Vital Strike

Skills Appraise +34, Bluff +40, Craft (traps) +34, Diplomacy +34, Fly +28, Heal +32, Intimidate +34, Knowledge (arcana, history, nature) +34, Perception +36, Sense Motive +36, Spellcraft +34, Stealth +16, Use Magic Device +34

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Goblin, Undercommon

SQ build terrain (DC 30), control illusions, false flight, false vision (DC 30), inhabit projections, instinctive concentration

Illusion dragons are tricksters, and even the most good-natured of them has a mocking and cruel

edge. It is impossible to tell what is real and what is fake when dealing with them, and attempts to negotiate with them are constantly sidetracked by their tricks and jokes. They are far smarter than their apparently random ways make them seem, and it is rare for them not to have the upper hand in every situation.

Illusion dragons enjoy forcing foes to wander through mazes and landscapes that they make up on a whim, where half the traps are phantasms, and opponents can never tell if a lurking monster is real or false. Illusion dragons dislike the risks of actual physical combat, and have no problem fleeing to plot revenge. They do respect foes that can out think them, and a defeat in a combat made up of illusions and tricks is generally a sure way to gain the dragon's respect. Gifts of riddles, rare monsters and traps, and the like are also ways to gain the dragon's favor.

Some illusion dragons gain a megalomaniacal madness as they age, causing them to want to rework the entire world into their fantasy. If someone can convince the dragon that its own illusions are not real, they flee, often locking themselves away into their lair to die, or fleeing to the lands of the fey. Illusion dragons not suffering from this unique brand of madness often work against those that do, although they rarely act directly against them.

DRAGON, NECROMANCY

The dull, yellow, green, and purple bruised scales of this reptilian creature appears cracked and loose fitting. Beneath the scales is rotting flesh. Within the gaunt head are two sunken eyes glittering with sparks of malevolent energy.

NECROMANCY DRAGON

NE dragon

BASE STATISTICS

CR 5; Size Small; Hit Dice 6d12

Speed 40 ft.

Natural Armor +5; Breath Weapon cone, 2d8 acid
Str 13, Dex 14, Con 19, Int 14, Wis 11, Cha 14

ECOLOGY

Environment any land

Organization solitary

Treasure triple

SPECIAL ABILITIES

Animating Aura (Su): A juvenile or older necromancy dragon's frightful presence automatically animates corpses within its area. For 1d4 rounds, non-humanoids are affected as if targeted by *animate dead*, humanoids and dragons are treated as if targeted by *create undead* and *create greater undead*. In all cases the spells caster level is equal to the dragons HD. As a full round action, the dragon can specify what undead is created, otherwise it animates up to the dragon's HD in undead per round, with the most powerful undead created first. For example an 18 HD necromancy dragon will animate 1 mohrg or devourer, and 4 ghaists per round, or, if it chooses to concentrate, 1 wraith, 1 spectre, and 2 ghaists, or any similar combination. The dragon cannot turn off this aura.

Astral Travel (Su): As a move action, a very old or older necromancy dragon can use *astral projection* at will. While astral, if the dragon scores a successful critical hit with its bite, it can sever the silver cord of its target unless they make a successful Reflex save. If the dragon's physical body is destroyed, or its silver cord is severed, it is not slain, but instead remains in astral form until it makes a DC 35 Knowledge (planes) check to find a corpse or group of corpses that make up roughly the same amount

of mass as its old body. It then inhabits the flesh, transforming it into a new body over the course of 1d4 days. If the mass of rotting flesh is destroyed before the new body is formed, the dragon is cast back to the astral plane, able to search out a new body in 24 hours. The save DC is Charisma-based.

Blood Drain (Ex): A very young or older necromancy dragon that successfully pins a creature it has previously grappled with its bite can suck the blood of the pinned creature as a move action. This deals 1d4 points of Constitution damage (1d6 for adult or older necromancy dragons, 1d8 for ancient or older necromancy dragons, 2d6 for great wurm necromancy dragons). A necromancy dragon heals 1d6 points of damage per point of Constitution damage it inflicts, with hit points in excess of its normal maximum being gained as temporary hit points which remain for up to 1 hour.

Breath Weapon (Su): Necromancy dragons hatch with a single breath weapon, a cone of acid that leaves deep oozing sores on a target. Creatures taking acid damage from a necromancy dragon's breath weapon have a 50% chance of contracting a random disease of the GM's choice.

Consumptive Tongue (Su): As a standard action, an adult or older necromancy dragon may flick its tongue out to lick a living or undead creature within reach. The ichor that clings to the tongue absorbs into the flesh of the victim, and for the next 24 hours the dragon can, as a move action, drain 1d4 points of Strength, Dexterity, or Constitution from the victim, with the dragon gaining double the number drained in temporary hit points. If the target is undead, it drains 1d4 Charisma instead. In either case the victim must make a Fortitude save or be stunned for 1 round per two age categories of the dragon. *Remove curse* or similar magic removes the effect. The save DC is Charisma-based.

Control Necromancy (Su): An old or older necromancy dragon has complete control over active necromancy spells existing and those being cast within its line of sight. As a free action once per round, it may add any one metamagic feat to any such spell, even if the dragon doesn't know the feat. It may attempt to counterspell any necromancy spell or effect within line of sight, adding its age category to its caster level check. It may reduce or extend the duration of a necromancy effect by a number of rounds equal to its Charisma modifier each round. It

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Age Category	Special Abilities	Caster Level
Wyrmling	Detect necromancy, doom gaze, grabbing bite, undead traits, <i>deathwatch</i>	—
Very young	Blood drain, ghost touch, <i>inflict light wounds</i>	—
Young	Pestilent blood, stench, <i>death knell</i>	1
Juvenile	Animating aura, <i>inflict moderate wounds</i>	3
Young adult	Fatiguing touch, DR 5/magic, protection from necromancy, <i>vampiric touch</i>	5
Adult	Consumptive tongue, frightful presence, possession, undead specialization, <i>inflict serious wounds</i>	7
Mature adult	DR 10/magic, enfeebling strike, skin shower, <i>inflict critical wounds</i>	9
Old	Control necromancy, lycanthropic breath, soul bite, <i>enervation</i>	11
Very old	Astral travel, DR 15/magic, <i>slay living</i>	13
Ancient	Howl, <i>mass inflict critical wounds</i>	15
Wyrm	DR 20/magic, wraith breath, <i>symbol of death</i>	17
Great wyrm	Kingdom of death, <i>energy drain</i>	19

may “layer” metamagic feats on an active necromancy spell or effect as a move action, up to one feat per round, or remove such layers in the same manner. Such metamagic feats must be applicable to the spell or effect to be put in place. Lastly any necromancys cast within line of sight that require a specific target can have that target changed to any other legal target of the dragons choice, including itself.

Detect Necromancy (Ex): A necromancy dragon can detect necromancy spells and effects automatically. This functions as *detect magic*, but only affecting necromancy spells and effects.

Doom Gaze (Su): All necromancy dragons may cause any creature that meets its gaze to make a Will save or be shaken for 1 minute per age category of the dragon. As a standard action, a necromancy dragon may focus its gaze on an already shaken creature to make the target creature frightened (Will negates) for 1 hour per age category of the dragon. A target that saves against any form of the dragon’s doom gaze is immune to the effect for 24 hours. The save DC is Charisma-based.

Enfeebling Strike (Su): A mature adult or older necromancy dragon can make a melee touch attack with as many of its natural attacks as it desires, a number of times per day equal to its Charisma modifier. This attack deals 1 point of Strength damage

in place of normal damage, with a Fortitude save for half damage. The save DC is Charisma-based.

Fatiguing Touch (Su): A young adult or older necromancy dragon may take a standard action to make a melee touch attack against a single target. If successful, the victim must make a Fortitude save or be fatigued. A second use of this ability leaves the victim exhausted. The save DC is Charisma-based.

Ghost Touch (Su): A very young or older necromancy dragon can freely interact with incorporeal creatures and objects.

Grabbing Bite (Ex): A necromancy dragon’s bite has the grab universal monster ability.

Howl (Su): An ancient or older necromancy dragon can release a deep echoing howl once per minute. All living creatures within 100 ft. take 10 points of damage per HD of the dragon, with targets allowed a Fortitude save for half damage. All living creatures within one mile that have less HD than the dragon must make a Will save or panic for 1d4 minutes. Undead within 100 ft. of the dragon when it howls burn with black flames for one minute per age category of the dragon, taking 1d8 points of damage per round, but act as if hasted (as the *haste* spell), and dealing an additional 1d6 points of negative energy on each successful attack. In addition, undead with

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energy drain drain one additional level while burning. Burning undead can make a Will save each round to cause the flames to gutter out. Undead within one mile of the dragon must make a Will save or move at their highest speed in the direction of the howl. The save DC is Charisma-based.

Kingdom of Death (Su): A great wyrm necromancy dragon has a devastating effect on the environment around it. They corrupt nature for 1 mile per point of Charisma modifier around them, corrupting the earth in the area with gray and acidic soil, and natural plant life dying in minutes. Creatures buried in the soil takes 2d4 points of damage per round, and any dead creatures entombed within the earth rise as a random undead horror within one hour. The air is transformed to a toxic miasma, that deals 1d2 points of Constitution damage to all breathing things per day. Nonmagical fires in the area gutter, dealing half damage, and reducing the light they give off by one step. Any smoke they give

off deals 1 point of Constitution damage. Water in the region becomes a toxic soup, with all aquatic life dying, and any creature drinking or immersed within the liquid taking 2d6 points of acid damage. Any metal ores in the ground, or metals forged in the effect become toxic, dealing 1 Constitution damage to anyone handling them unprotected, and any wounds they deal have a 25% chance of not healing by non-magical means. Any creature subject to the Constitution damage may make a Fortitude save to negate the damage.

Sunlight within the radius is all but nonexistent, allowing creatures harmed by it to walk freely. Undead within this unnatural darkness gain the benefits of *desecrate*.

Lastly a great wyrm necromancy dragon may pronounce the name of any creature on the same plane of existence and inflict it with any curse (as *bestow curse*) of its choice, with a Will save to resist.

The save DCs are Charisma-based.

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Lycanthropic Breath (Su): An old or older necromancy dragon may breathe out a cone of dark energy once every hour. Targets struck by the cone must make a Fortitude save or be infected with a random form of lycanthropy for 24 hours. Each round infected characters must make a Will save or succumb to the curse, transforming into their hybrid form and acting according to their animal nature. Once transformed, a character may make a Will save each round to act normally instead of like a beast. A *remove curse* or similar magic will remove the condition from a character. When the duration of the effect ends, infected characters must make a second Fortitude save, or become a natural lycanthrope. The save DC is Charisma-based.

Pestilent Blood (Su): A young or older necromancy dragon's blood is swimming with every disease the dragon has come in contact with. Targets making a successful natural attack or unarmed strike against the dragon is automatically exposed to 1d4 random diseases, and any target making a successful critical hit against the dragon with a non-reach slashing melee weapon must make a Reflex save (DC 10 + the damage dealt) or be splashed with blood, exposing them to 1d3 random diseases. The save DC against the disease is Constitution-based.

Possession (Su): A adult or older necromancy dragon can attempt to possess any target that meets its gaze if the target fails a Will save). This possession functions similar to the *magic jar* spell, but the dragon has full access to the victims memories, including any spells memorized by the victim. *Protection from evil* or similar magic blocks the possession, and targeting a victim with *remove curse*, *dispel magic*, or similar effects will drive the dragon out of the body. The dragon may also end the effect at any time, returning to its body. While possessing a victim, the dragon's body stands helpless, and the dragon can sense any damage done to its body while its away. The save DC is Charisma-based.

Protection from Necromancy (Su): A young adult or older necromancy dragon can choose to not be the target of a necromancy spell or effect that requires a specific target.

Skin Shower (Su): A mature adult or older necromancy dragon can make a full round action every 1d4 rounds to shake itself, creating a cloud of rotting skin flakes in a 30 foot radius. Creatures that

breathe must make a Fortitude save or be paralyzed for 1d4 rounds. Those that succeed are nauseated for 1d4 rounds instead. Undead creatures within the cloud gain a ghouls touch attack for 1d4 rounds, and ghouls or ghosts in the cloud gain a +2 to the DC of their ghoul touch ability.

The area of effect of the skin shower is considered to be under the effects of *grease* for one hour after the effect is used. The save DC is Charisma-based.

Soul Bite (Su): A old or older necromancy dragon that kills a creature with its bite attack, and the creature has a soul, draws the soul into one of the dragon's many gleaming fangs. A victim may make a Will save resist being trapped in a dragon's fang, instead fading away to whatever afterlife that they have earned instead. Bodies of victims of the dragons bite cannot be raised, resurrected, or reincarnated until freed. To free a victim requires a *wish* or *miracle* spell cast while touching the dragon, or by killing the dragon and performing a specific, rare ritual over its teeth. The save DC is Charisma-based.

A necromancy dragon with trapped souls can draw upon their knowledge as a standard action to add +5 to a skill the dragon is trained in, gain the ability to use an untrained skill as trained, or use a single feat the dragon doesn't have. One or more trapped souls must possess the ability used for the dragon to use it.

Stench (Ex): As a move action, a young or older necromancy dragon can release a rancid stench. Living and breathing creatures within 10 ft. per age category must make a Fortitude save or be sickened for 1d6 minutes. Creatures rolling a natural 1 on their Fortitude save are instead nauseated for 1d6 minutes, then sickened for an additional 1 hour per age category of the dragon. The save DC is Charisma or Constitution-based, whichever is higher for the dragon.

Undead Specialization (Su): An adult necromancy dragon's body transforms into one of several undead bloodlines, each with its own strengths and weaknesses. Necromancy dragons can use mind-affecting effects against undead associated with their undead bloodline, and ancient necromancy dragons impose a -5 penalty on saves against such effects. The following bloodlines are the most common, although others are possible.

Flesh Eater—A necromancy dragon of the flesh eater bloodline is gaunt and feral, and tends to think without acting. They replace their enfeebling touch ability with *ghoul touch* (as the spell), and increase the DC of their stench ability by +5. In addition the reach of their consumptive tongue attack increases by 10 ft. Associated undead: ghast, ghoul.

Lich—Necromancy dragons of the lich bloodline are thin to the point of being skeletal. They gain a natural touch attack that deals 1d8 points of negative energy + their Charisma modifier in damage to living things, or healing to undead. In addition, they may choose a single object that their astral form can enter, and reform from, as opposed to finding a large number of corpses. If this object is destroyed, they must make a DC 30 Fortitude save or lose the astral form ability forever. Associated undead: lich.

Life Drainer—A life drainer necromancy dragon rarely associates with the living, and never has living allies, as their hunger is too great. They lose the enfeebling touch and fatiguing touch abilities, and their physical attacks gain energy drain (1 level). The dragon gains 5 temporary hit points per level drained. The life drainer bloodline is the rarest of bloodlines, due to the animalistic nature of the dragon, leading many to die violent deaths. Associated undead: wight, wraith.

Mummified—Necromancy dragons of the mummified bloodline are always dried and desiccated, be it by acidic bog waters, dry arctic winds, or intense desert heat. Their forms give them vulnerability to fire, but all their physical attacks inflict their foes with mummy rot (*Pathfinder Roleplaying Game Bestiary*). The save DC is Charisma-based. Associated undead: mummy.

Spectral—Necromancy dragons with the spectral bloodline appear transparent at random times, and often seem distracted by things only they can see and hear. They may go incorporeal for a number of rounds per day equal to their age category times their Charisma modifier. The DC of their howl ability increases by +5. Necromancy dragons of this bloodline take double damage from *ghost touch* weapons. Associated undead: spectre.

Vampiric—A vampiric necromancy dragon generally appears sleek and charming, although

they can appear feral as well. Their blood drain damage increases by one step, they lose their doom gaze, and gain the dominating gaze and children of the night abilities of vampires (*Pathfinder Roleplaying Game Bestiary*). They may assume gaseous form 3 times per day. However they gain all a vampires weaknesses as well, including being destroyed by sunlight. The save DC is dominating gaze is Charisma-based. Associated undead: vampire

Undead Traits: All necromancy dragons are immune to death effects, disease, stunning, poisons, nonlethal damage, fatigue effects and energy drains. They take half damage from ability damage and drain. Negative energy heals them, while positive energy causes them damage. They take 1d6/caster level from a *raise dead* spell, and 1d10/caster level from *resurrection* or more powerful spell.

Wraith Breath (Su): Once per day, a wyrm or older necromancy dragon may breath out a cone of icy black matter which deals 1d4 permanent negative levels to all creatures in the area of its normal breath weapon. At the start of the next round one wraith is spawned for every two levels drained from targets struck by the blast. Any targets reduced to 0 levels by this breath rise instantly as a wraith. The necromancy dragon controls wraith created by this ability. A Charisma-based Will save reduces the number of negative levels gained by half.

Spell-like Abilities (Sp): A necromancy dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Wyrmling—*death watch*, Very Young—*inflict light wounds*, Young—*death knell*, Juvenile—*inflict moderate wounds*, Young Adult—*vampiric touch*, Adult—*inflict serious wounds*, Mature Adult—*inflict critical wounds*, Old—*enervation*, Very Old—*slay living*, Ancient—*mass inflict critical wounds*, Wyrm—*symbol of death*, Great Wyrm—*energy drain*

YOUNG NECROMANCY DRAGON CR 9

XP 6,400

N Large dragon

Int +5; **Senses** *detect necromancy*, dragon senses; Perception +14

Aura stench (30 ft., DC 21)

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DEFENSE

AC 21, touch 9, flat-footed 21 (+1 Dex, +11 natural, -1 size)

hp 125 (10d12+60)

Fort +13, Ref +8, Will +8

Defensive Abilities undead traits; **Immune** paralysis, sleep; **SR** 20

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +14 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

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

Special Attacks blood drain (1d4 Con), breath weapon (40 ft. cone, DC 21, 6d8 acid), doom gaze (DC 18)

Spell-like Abilities (CL 10th; concentration +13)

At will—*death knell* (DC 16), *deathwatch*, *inflict light wounds* (DC 15)

Spells Known (CL 1st; concentration +4)

1st (4/day)—*protection from good* (DC 14), *shield*

0 (at will)—*bleed* (DC 14), *detect magic*, *ghost sounds* (DC 13), *read magic*

STATISTICS

Str 21, Dex 12, Con 23, Int 16, Wis 13, Cha 16

Base Atk +10; **CMB** +16; **CMD** 27

Feats Blind-Fight, Critical Focus, Improved Initiative, Multiattack, Spell Focus (necromancy)^B, Vital Strike
Skills Bluff +16, Fly +8, Intimidate +16, Knowledge (arcana, religion) +16, Perception +14, Sense Motive +14, Stealth +10, Use Magic Device +16

Languages Aklo, Common, Draconic, Undercommon
SQ counterspelling, ghost touch, omnicaster, pestilent blood (DC 21), power channeling, raw magic manipulation, spell penetration

ADULT NECROMANCY DRAGON CR 13

XP 25,600

N Huge dragon

Int +4; **Senses** *detect necromancy*, dragon senses; Perception +21

Aura animating aura, frightful presence (180 ft., DC 23), stench (60 ft., DC 26)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 232 (16d12+128)

Fort +18, Ref +10, Will +13

Defensive Abilities protection from necromancy, undead traits; **DR** 5/magic; **Immune** paralysis, sleep; **SR** 24

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +22 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)

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

Special Attacks blood drain (1d6 Con), breath weapon (50 ft. cone, DC 26, 12d8 acid), consumptive tongue (DC 23), doom gaze (DC 23), fatiguing touch (DC 23), possession (DC 23)

Spell-like Abilities (CL 16th; concentration +22)

At will—*death knell* (DC 19), *deathwatch*, *inflict light wounds* (DC 18), *inflict moderate wounds* (DC 19), *inflict serious wounds* (DC 20), *vampiric touch*

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *fireball* (DC 18)

2nd (7/day)—*detect thoughts* (DC 17), *invisibility*, *mirror image*

1st (8/day)—*mage armor*, *magic missile*, *protection from good* (DC 16), *shield*, *sleep* (DC 16)

0 (at will)—*acid splash*, *bleed* (DC 17), *dancing lights*, *detect magic*, *ghost sound* (DC 15), *mage hand*, *read magic*

STATISTICS

Str 27, Dex 10, Con 27, Int 20, Wis 17, Cha 20

Base Atk +16; **CMB** +26; **CMD** 36

Feats Blind-Fight, Critical Focus, Greater Spell Focus (necromancy)^B, Improved Initiative, Improved Vital Strike, Intimidating Prowess, Multiattack, Power Attack, Spell Focus (necromancy)^B, Vital Strike

Skills Acrobatics +9 (+13 to jump), Appraise +21, Bluff +23, Fly +10, Intimidate +30, Knowledge (arcana, religion) +21, Perception +21, Sense Motive +19, Spellcraft +21, Stealth +11, Swim +24, Use Magic Device +22

Languages Abyssal, Aklo, Common, Draconic, Infernal, Undercommon

SQ counterspelling, ghost touch, omnicaster, pestilent blood (DC 26), power channeling, raw magic manipulation, spell penetration, undead specialization

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ANCIENT NECROMANCY DRAGON CR 18

XP 153,600

N Gargantuan dragon

Int +3; **Senses** *detect necromancy*, dragon senses; Perception +32

Aura animating aura, frightful presence (300 ft., DC 29), stench (100 ft., DC 32)

DEFENSE

AC 37, touch 5, flat-footed 37 (-1 Dex, +32 natural, -4 size)

hp 396 (24d12+240)

Fort +24, **Ref** +13, **Will** +19

Defensive Abilities protection from necromancy, undead traits; **DR** 15/magic; **Immune** paralysis, sleep; **SR** 29

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +32 (4d6+18/19-20), 2 claws +32 (2d8+12), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)

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

Special Attacks blood drain (1d8 Con), breath weapon (60 ft. cone, DC 32, 20d8 acid), consumptive tongue, doom gaze (DC 29), enfeebling strike (DC 29), fatiguing touch (DC 29), howl (DC 29), lycanthropic breath (DC 29), possession (DC 29), skin shower (DC 29), soul bite (DC 29)

Spell-like Abilities (CL 24th; concentration +31)

At will—*death knell* (DC 21), *deathwatch*, *enervation*, *inflict critical wounds* (DC 23), *inflict light wounds* (DC 20), *inflict moderate wounds* (DC 21), *inflict serious wounds* (DC 22), *mass inflict critical wounds* (DC 27), *slay living* (DC 24), *vampiric touch*

Spells Known (CL 15th; concentration +22)

7th (5/day)—*insanity* (DC 24), *limited wish*

6th (7/day)—*eyebite* (DC 25), *greater dispel magic*, *undead anatomy III*

5th (7/day)—*cloudkill* (DC 22), *nightmare* (DC 22), *teleport* (DC 22), *undead anatomy II*

4th (7/day)—*contagion* (DC 23), *crushing despair* (DC 21), *poison* (DC 24), *wall of ice*

3rd (8/day)—*dispel magic*, *fireball* (DC 20), *lightning bolt* (DC 20), *protection from energy*

2nd (8/day)—*command undead* (DC 21), *detect thoughts* (DC 19), *invisibility*, *mirror image*, *summon swarm*

1st (8/day)—*mage armor*, *magic missile*, *protection from good* (DC 18), *shield*, *sleep* (DC 18)
0 (at will)—*acid splash*, *arcane mark*, *bleed* (DC 19), *dancing lights*, *detect magic*, *ghost sound* (DC 17), *guidance*, *mage hand*, *read magic*

STATISTICS

Str 35, **Dex** 8, **Con** 31, **Int** 24, **Wis** 21, **Cha** 24

Base Atk +24; **CMB** +40; **CMD** 49

Feats Bleeding Critical, Blind-Fight, Critical Focus, Greater Spell Focus (necromancy)^B, Greater Vital Strike, Hover, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Intimidating Prowess, Multiattack, Power Attack, Spell Focus (necromancy)^B, Vital Strike

Skills Acrobatics +23, Appraise +34, Bluff +34, Fly +12, Intimidate +46, Knowledge (arcana, religion) +34, Perception +32, Sense Motive +32, Spellcraft +34, Stealth +14, Swim +39, Use Magic Device +34

Languages Abyssal, Aklo, Common, Draconic, Giant, Infernal, Orc, Undercommon

SQ astral travel, control necromancy, counterspelling, ghost touch, omnicaster, pestilent blood (DC 32), power channeling, raw magic manipulation, spell penetration, undead specialization

Due to the corrupting nature of their very existence, necromancy dragons are the only spell dragon that are inherently any alignment other than neutral from hatching. They straddle the line between life and death, and view all living creatures as prey, and all undead as their vassals. Necromancy dragons by and large hate others of their king more than any others, despite usually having similar end goals.

Necromancy dragons prefer to weaken foes through disease, fatigue, and the sapping of their life energy before devouring them, body and soul. They are consistently torn between wanting to crush the living, and playing it safe, as they covet the powers they get as they age. Some young dragons act as sniveling underlings to powerful beings, biding their time before they become the true masters.

Some necromancy dragons begin to lose their sanity after gaining their soul bite ability, as the constant stream of voices, screams, and pleas haunt them day and night. Others seem to view the trapped souls as something akin to pets, holding conversations that appear one sided to outsiders, and rewarding cooperation by looking in on a souls loved ones, sometimes even defending them from harm, and gifting them with wealth.

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DRAGON, TRANSMUTATION

This dragon has pale brown and gray scales, bull-like hooked horns, and golden eyes. Its overall appearance is that of a vast snake. It studies you in an uncomfortable, unhurried manner and yawns, showing off great hinged fangs.

TRANSMUTATION DRAGON

N dragon (shapechanger)

BASE STATISTICS

CR 3; Size Small; Hit Dice 4d12

Speed 40 ft.

Natural Armor +4; Breath Weapon line, 2d6 electricity

Str 11, Dex 16, Con 13, Int 10, Wis 11, Cha 12

ECOLOGY

Environment any land

Organization solitary

Treasure triple

SPECIAL ABILITIES

Blink (Su): A juvenile or older transmutation dragon can *blink* as the spell once per day per point of its Charisma modifier. Each use of this ability lasts for 1d4 rounds, and requires a move action to activate.

Control Transmutation (Su): An old or older transmutation dragon has complete control over active transmutation spells existing and those cast within its line of sight. As a free action once per round, it may add any one metamagic feat to any such spell, even if the dragon doesn't know the feat. It may attempt to counterspell any transmutation spell or effect within line of sight, adding its age category to its caster level check. It may reduce or extend the duration of a transmutation by a number of rounds equal to its Charisma modifier each round. It may "layer" metamagic feats on an active transmutation spell or effect as a move action, up to one feat per round, or remove such layers in the same manner. Such metamagic feats must be applicable to the spell or effect to be put in place. Lastly any transmutations cast within line of sight that require a specific target can have that target changed to any other legal target of the dragons choice, including itself.

Detect Transmutation (Ex): A transmutation dragon can detect transmutation spells and effects automatically. This functions as *detect magic*, but only affecting transmutations.

Disintegration Venom (Su): An old or older transmutation dragon may spend a standard action to transform its venom to a magical cocktail that tears apart the very being of a victim. A target bitten takes 2d6 points of damage per age category, with a Fortitude save for half damage. Victims that are reduced to 0 or less hp by this effect are *disintegrated* as the spell. Immunity to poison does not effect this magical ability. The save DC is Charisma-based.

Etherealness (Su): A mature adult or older transmutation dragon can shift from the Material Plane to the Ethereal Plane as a move action, or from the Ethereal Plane to the Material Plane as a free action. It can shift either way only once per round. It can take additional willing creatures in physical contact with it, up to one per point of its Charisma bonus (minimum 1 creature). A transmutation dragon can remain on either plane as long as it desires, and it doesn't gain the extraplanar subtype on either plane.

Fabrications (Su): An old or older transmutation dragon can use *fabricate* as a full round action on any nonmagical material it is touching at its caster level.

Horological Mist (Su): A juvenile or older transmutation dragon can release a glowing mist that surrounds it in a 30 foot radius, that has one of two effects. If the dragon inhales the mist it acts as if hasted (as *haste*) for as long as it holds its breath. If it speaks, uses its breath weapon, or casts a spell with verbal components, it releases the mist back into the air around it. While it is in the air, the mist acts as *slow* on all creatures within it except for the dragon. Each use of the mist lasts 2d6 rounds, and cannot be used again for an equal amount of time. The slow DC is Charisma-based.

Lord of Time and Shapes (Su): A great wyrm transmutation dragon possesses tremendous control over nearby temporal continuity. It can target one creature per point of Charisma modifier with *time stop* for as long as it concentrates. To capture a new creature within time, it must release all its targets, and start over. It is a standard action to invoke this ability, and a free action to end it.

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Age Category	Special Abilities	Caster Level
Wyrm	Detect transmutation, physical enhancement, poison, <i>mage hand</i>	–
Very young	Size alteration, <i>spider climb</i>	–
Young	Shed shape, <i>pyrotechnics</i>	1
Juvenile	Blink, Horological mist, <i>shrink item</i>	3
Young adult	DR 5/magic, mindtheft, protection from transmutations, transformation aura, <i>stone shape</i>	5
Adult	Frightful presence, telekinetic breath, twist flesh, <i>telekinesis</i>	7
Mature adult	DR 10/magic, etherealness, supernatural aspect, <i>transmute rock to mud</i>	9
Old	Control transmutation, disintegration venom, fabrications, <i>flesh to stone</i>	11
Very old	DR 15/magic, reverse gravity well, venom of the past life, <i>control weather</i>	13
Ancient	Polymorphic breath, uplift beast, <i>greater polymorph</i>	15
Wurm	DR 20/magic, transform body, <i>temporal stasis</i>	17
Great wurm	Lord of time and shapes, <i>wish</i>	19

In addition, as a full round action it can *polymorph any object* within line of sight as a full round action. As a move action once per turn, it can end any polymorph spells or effects from non-divine beings, or it can force any creature with the shapechanger subtype known to it that it can see to change to a form of the dragon's choosing.

Mindtheft (Su): A young adult or older transmutation dragon that successfully bites a target can choose not to use its normal damage, but instead steal a feat or skill from the victim, until the victim makes two successful fortitude saves, at which times the dragon instantly loses the stolen ability. If the dragon already possesses the skill, it adds one quarter of the victim's ranks to its total. The target can make a Will save to negate this ability. The save DC is Charisma-based.

Physical Enhancements (Su): All transmutation dragons may take a full round action to alter their own physical form, gaining up to one modification per point of Charisma modifier. A transmutation dragon returns to its normal form after 8 hours of rest. This can have numerous effects, including, but not limited to the following:

- Increase one ability score by reducing one or more ability scores. You reduce ability

scores by 2 for each +1 increase. A dragon can increase an ability score by up to its base Charisma modifier (minimum +1/-2).

- Grow sharp, barbed spikes along its body that automatically deal its Constitution modifier in damage to creatures grappling the dragon, and those that strike it with natural weapons or unarmed strikes.
- Gain a climb speed, swim speed, or burrow speed at one-quarter the dragon's land speed.
- The dragon gains the amphibious universal monster ability.
- The dragon gains the scent universal monster ability.
- Increase the dragon's natural reach by 50% (minimum +5 ft.).
- Increase the dragon's natural armor bonus to AC by +1 per 5 ft. the dragon's land speed is reduced.
- Naturally glow, as continual flame with a spell level equal to the dragon's age category (minimum 1st-level).
- Increase the damage dice of a single natural attack by one damage step, and reduce the dragon's natural armor bonus by 3.

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- The dragon's blood deals acid damage equal to its Constitution modifier to creatures that bite it, or those that deal slashing or piercing damage to it with non-reach melee weapons.
- Assume a bipedal, humanoid form and the ability to use weapons and gear as a humanoid of your size can. The damage dice of all natural attacks is reduced by one step.

Poison (Ex): Bite—injury; *save:* Fort DC varies; *frequency:* 1/round for 6 rounds; *effect:* 1d6 Dex per 3 age categories (1d4 Dex as wyrmling); *cure:* 2 consecutive saves. The save DC is Constitution-based.

Polymorphic Breath (Su): An ancient or older transmutation dragon may exhale a cone of swirling green energy that targets all creatures in the normal area with a baleful polymorph effect (as the spell).

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All creatures within the cone transform into the same kind of creature, chosen by the dragon at the time of use. The save DCs are Charisma-based.

Protection from Transmutations (Su): A young adult or older transmutation dragon can choose to not be the target of a transmutation spell or effect that requires a specific target.

Reverse Gravity Well (Su): A very old or older transmutation dragon can, as a full round action, create an area roughly the same size as its own body, that is invisible to the eye, yet detectable with *detect magic* or similar abilities. Anything entering the area is subjected to *reverse gravity*. The effect lasts for 24 hours, or until the dragon ends the effect. The dragon is not immune to its own effect, and sometimes they use it for a quick escape, or a surprise attack. The save DC is Charisma-based.

Shed Shape (Su): Once per round, a young or older transmutation dragon can use *shapechange* as a move action, limited only by changing to creatures of its size or smaller. An adult can change forms as a free action. A great wyrm can change forms up to three times per round as free actions, even between attacks.

Size Alteration (Su): A very young or older transmutation dragon that successfully bites a target can choose not to use its normal poison, but instead affect the target with either *enlarge person* or *reduce person*, chosen at the time the dragon bites the target. The effect lasts for 1 minute per point of the dragon's Constitution modifier. The save DC to resist this ability is Charisma-based.

Supernatural Aspect (Su): A mature adult or older transmutation dragon can make a DC 30 Knowledge (planes) check to gain the traits of any subtype that can be found in extraplanar races, such as Chaotic, or Demon. The effect lasts for one round per point of Charisma modifier the dragon possess, but requires a DC 25 Will save each round or the dragon begins to act in the mannerisms of the beings it is copying. This side effect lasts for a week, and can make the dragon seem mentally unstable, helpful and noble on one encounter, and destructive and hateful the next.

Telekinetic Breath (Su): An adult or older transmutation dragon can exhale a glittering line of energy that expends its breath weapon to encase all targets struck by it in an envelope of telekinetic

energy. Victims may make a Reflex save to avoid the effect; failing the save means the target is launched at 100 ft per age category each round directly away from the dragon for as long as it concentrates, or until it strikes a solid object, which deals 1d6 points of damage per 100 ft. traveled to the victims. The save DC is Constitution-based.

Transform Body (Su): A wyrm or older transmutation dragon can take the traits of whatever physical objects it is in contact with as a move action. A dragon touching stone gains +1d6 damage to its physical attacks, and the effects of *stoneskin*. One touching ice gains DR 10/bludgeoning, and deals +1d6 cold damage, as well as vulnerability to fire. One touching metal gains the effects of *ironbody*. The dragon may hold one of these forms for up to an hour. As a full round action, a dragon can take on *gaseous form* for as long as it concentrates, or a flame form with the traits of *fiery body*, or *fluid form* for a liquid body.

Transformation Aura (Su): As a standard action, a young adult or older transmutation dragon can grant the effects of *transformation* to one willing ally per point of the dragon's Charisma modifier. Allies must be within 10 ft. per age category of the dragon. This ability persists for 1 minute per age category of the dragon, or until the dragon uses any of its spells, spell-like abilities, or supernatural abilities that require activation to use.

Twist Flesh (Su): An adult or older transmutation dragon can make a touch attack as a standard action that deals 1d6 points of nonlethal damage, 1d2 points of Strength and Dexterity damage, and subtracts 10 feet from its movement rate per 3 age categories the dragon possesses as the victims flesh and joints twist and warp. The victim may make a Fortitude save to avoid the effect, and a Fortitude save each round to end the effect. The save DC is Charisma-based.

Uplift Beast (Su): With a 10 minute ritual, an ancient or older transmutation dragon can alter one animal to grant it the permanent benefits of *anthropomorphic animal*. Rumors persist of elder transformation dragons that can extend this effects to magical beasts. The save DC is Charisma-based.

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Venom of the Past Life (Su): A very old or older transmutation dragon that successfully bites a target can trigger a transformation in the target creature instead of dealing poison damage. The target creature is reincarnated (as reincarnate) into a form the dragon claims the target was in a previous life. Failure results in the target creature being changed for 7 days, while success reduces the duration to only 1d4 rounds per age category of the dragon. The save DC is Charisma-based.

Spell-like Abilities (Sp): A transmutation dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Wyrmling—*mage hand*, Very Young—*spider climb*, Young—*pyrotechnics*, Juvenile—*shrink item*, Young Adult—*stone shape*, Adult—*telekinesis*, Mature Adult—*transmute rock to mud*, Old—*flesh to stone*, Very Old—*control weather*, Ancient—*greater polymorph*, Wyrmling—*temporal stasis*, Great Wyrmling—*wish*

YOUNG TRANSMUTATION DRAGON CR 7

XP 3,200

N Large dragon (shapechanger)

Int +6; **Senses** *detect transmutation*, dragon senses; Perception +12

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 76 (8d12+24)

Fort +9, **Ref** +8, **Will** +7

Immune paralysis, sleep; **SR** 18

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +11 (2d6+6), 2 claws +11 (1d8+4), 2 wings +9 (1d6+2), tail slap +9 (1d8+6)

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

Special Attacks breath weapon (80 ft. line, DC 17, 6d6 electricity), poison (1d6 Dex, DC 17), size alteration (DC 16)

Spell-like Abilities (CL 8th; concentration +10)

At will—*mage hand*, *pyrotechnics* (DC 15), *spider climb* (DC 15)

Spells Known (CL 1st; concentration +3)

1st (4/day)—*magic missile*, *shield*

0 (at will)—*arcane mark*, *detect magic*, *mending*, *read magic*

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +8; **CMB** +13; **CMD** 25

Feats Alertness, Improved Initiative, Multiattack, Spell Focus (transmutation)^B, Vital Strike

Skills Bluff +11, Diplomacy +11, Fly +7, Intimidate +11, Knowledge (arcana) +10, Perception +12, Sense Motive +12, Spellcraft +10, Use Magic Device +11

Languages Common, Draconic

SQ counterspelling, omniscaster, physical enhancement, power channeling, raw magic manipulation, shed shape, spell penetration

ADULT TRANSMUTATION DRAGON CR 11

XP 12,800

N Huge dragon (shapechanger)

Int +5; **Senses** *detect transmutation*, dragon senses; Perception +17

Aura frightful presence (180 ft., DC 21), transformation aura (60 ft.)

DEFENSE

AC 28, touch 9, flat-footed 27 (+1 Dex, +19 natural, -2 size)

hp 161 (14d12+70)

Fort +14, **Ref** +10, **Will** +12

Defensive Abilities protection from transmutations;

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

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +19 (2d8+10), 2 claws +19 (2d6+7), 2 wings +17 (1d8+3), tail slap +17 (2d6+10)

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

Special Attacks breath weapon (100 ft. line, DC 22, 12d6 electricity), crush, mindtheft (DC 21), poison (2d6 Dex, DC 22), size alteration (DC 21), telekinetic breath (DC 22), twist flesh (DC 21)

Spell-like Abilities (CL 14th; concentration +18)

At will—*mage hand*, *pyrotechnics* (DC 18), *shrink item* (DC 19), *spider climb* (DC 18), *stone shape*, *telekinesis* (DC 21)

Spells Known (CL 7th; concentration +11)

3rd (5/day)—*fireball* (DC 17), *protection from energy*

2nd (7/day)—*command undead* (DC 16), *detect thoughts* (DC 16), *mirror image*

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1st (7/day)—*chill touch* (DC 15), *command* (DC 15), *magic missile*, *protection from evil* (DC 15), *shield*

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound* (DC 14), *mending*, *read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 18
Base Atk +14; **CMB** +23; **CMD** 34

Feats Alertness, Cleave, Greater Spell Focus (transmutation)^B, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Spell Focus (transmutation)^B, Vital Strike

Skills Appraise +15, Bluff +16, Craft (any one) +15, Diplomacy +16, Fly +10, Intimidate +16, Knowledge (arcana, planes) +15, Perception +17, Sense Motive +17, Spellcraft +15, Stealth +9, Use Magic Device +16

Languages Aklo, Common, Draconic, Dwarven
SQ blink, counterspelling, horological mist (DC 21), omnicafter, physical enhancement, power channeling, raw magic manipulation, shed shape, spell penetration

ANCIENT TRANSMUTATION DRAGON

CR 16

XP 76,800

N Gargantuan dragon (shapechanger)

Int +4; **Senses** *detect transmutation*, dragon senses; Perception +28

Aura frightful presence (300 ft., DC 27), transformation aura (100 ft.)

DEFENSE

AC 37, touch 6, flat-footed 37 (+31 natural, -4 size)
hp 297 (22d12+154)

Fort +20, **Ref** +13, **Will** +18

Defensive Abilities protection from transmutations; **DR** 15/magic; **Immune** paralysis, sleep; **SR** 27

Weaknesses antimagic vulnerability

OFFENSE

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

Melee bite +29 (4d6+16), 2 claws +29 (2d8+11), 2 wings +27 (2d6+5), tail slap +27 (2d8+16)

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

Special Attacks breath weapon (120 ft. line, DC 28, 20d6 electricity), crush, disintegration venom

(DC 27), mindtheft (DC 27), poison (3d6 Dex, DC 28), polymorphic breath (DC 30), reverse gravity well (DC 27), size alteration (DC 27), tail sweep, telekinetic breath (DC 28), twist flesh (DC 27), venom of the past life (DC 27)

Spell-like Abilities (CL 22nd; concentration +28)

At will—*control weather*, *flesh to stone* (DC 24), *greater polymorph* (DC 25), *mage hand*, *pyrotechnics* (DC 20), *shrink item* (DC 21), *spider climb* (DC 20), *stone shape*, *telekinesis* (DC 23), *transmute rock to mud* (DC 23)

Spells Known (CL 15th; concentration +21)

7th (4/day)—*greater teleport*, *prismatic spray* (DC 23)

6th (7/day)—*chain lightning* (DC 22), *eyebite* (DC 22), *transformation*

5th (7/day)—*cloudkill* (DC 21), *dominate person* (DC 21), *symbol of pain* (DC 21), *true seeing*

4th (7/day)—*dimension door*, *stoneskin*, *wall of fire*, *wall of ice*

3rd (7/day)—*bestow curse* (DC 19), *dispel magic*, *fireball* (DC 19), *protection from energy*

2nd (8/day)—*command undead* (DC 18), *detect thoughts* (DC 18), *mirror image*, *silence* (DC 18), *touch of idiocy* (DC 18)

1st (8/day)—*chill touch* (DC 17), *command* (DC 17), *magic missile*, *protection from evil* (DC 17), *shield*

0 (at will)—*arcane mark*, *bleed* (DC 16), *dancing lights*, *detect magic*, *disrupt undead*, *ghost sound* (DC 16), *mending*, *read magic*, *stabilize*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 20, **Wis** 21, **Cha** 22

Base Atk +22; **CMB** +37; **CMD** 47

Feats Ability Focus (polymorphic breath), Alertness, Cleave, Critical Focus, Great Cleave, Greater Spell Focus (transmutation)^B, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Spell Focus (transmutation)^B, Vital Strike

Skills Appraise +24, Bluff +25, Craft (any two) +24, Diplomacy +25, Fly +7, Heal +24, Intimidate +25, Knowledge (arcana, planes) +24, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +7, Use Magic Device +25

Languages Abyssal, Aklo, Common, Draconic, Dwarven, Infernal

SQ blink, control transmutation, counterspelling, etherealness, fabrications, horological mists (DC 27),

MONSTER MENAGERIE

onmicaster, physical enhancement, power channeling, raw magic manipulation, shed shape, spell penetration, supernatural aspect, uplift beast (DC 27)

Permanency is anathema to transmutation dragons, both the concept and the spell, and these creature often foster change for changes sake alone. They have a poor understanding of why other creatures are so attached to their forms, and have a habit of transforming others without consent, thinking they are helping them evolve.

Transmutation dragons alter themselves freely to better do battle, leaving foes off balance and unprepared. They often alter their forms to use

massive weapons in addition to their draconic abilities. They often trade for items or spells that allow them to alter their breath weapon and other native abilities.

Transmutation dragons study other living things, taking their form and infiltrating their culture. Often times they simply study these lesser beings, in the same detached manner a sage studies insects. Other times they actively pit different races or communities against each other, taking a different role in each one, as a game, or simply to see which proves the strongest. Truly altruistic or malicious transmutation dragons are rare.

SPELL DRAGON TEMPLATES:

Spell dragons frequently hatch with a strong inclination to an energy type, overarching ethos, or innate specialization with the magic that infuses their very being. These mutations are reflected by simple templates. Any given clutch of dragons will be a mixture of templated and nontemplated hatchlings.

TEMPLATE DESCRIPTIONS

The following are the most common spell dragon templates.

CHAOS INFUSED (CR +1)

Chaos infused spell dragons are touched by primal chaos.

Rebuild Rules: **Alignment** Must be chaotic. **Defensive Abilities** Gain immunity to any spell with the chaotic descriptor. **Special Attacks** All the dragon's attacks are considered chaotic-aligned. Once it reaches 6 HD it gains *chaos hammer* as an at will spell-like ability. **Weaknesses** Gain vulnerability to attacks that are lawfully aligned.

DARKNESS INFUSED (CR +1)

Darkness infused spell dragons seem eternally in shadow, and have darker hued scales than their kin.

Rebuild Rules: **Senses** Gains see in darkness special ability. **Special Attacks** Adds *deeper darkness* to its spell-like ability list. **Weaknesses** Gains light sensitivity. **Ability Scores** +4 Dex. **Skills** Gain +10 racial bonus on Stealth checks in dim light or darker conditions.

DRUIDIC SPIRIT (CR +1)

The spell dragon has an instinctive spiritual bond with the natural world.

Rebuild Rules: **Alignment** Must be neutral. **Special Attacks** May use the druid spell list for any school. They gain an animal companion with the half-dragon template as a druid of one-half their racial Hit Dice. **Weaknesses** Reduce all caster levels by one-half age category if wearing metal armor. **Ability Scores** +4 Wis.

ENERGY INFUSED (CR +1)

Pick one type of energy (acid, cold, electricity, fire, or sonic). Energy infused spell dragons are born crackling with the power of the chosen type of energy.

Rebuild Rules: **Defensive Abilities** Gain immunity to their selected energy type. **Special Attacks** Gain +1d6 points of energy damage of the selected type to all natural melee attacks. **Weaknesses** Gain vulnerability to another energy type. **Special Attacks** Increase the save DC of any fire effects the dragon uses by +2.

EVIL INFUSED (CR +1)

Evil infused spell dragons are born with a corrupt heart, and malicious mind.

Rebuild Rules: **Alignment** Must be evil. **Defensive Abilities** Gain immunity to any spell with the evil descriptor. **Special Attacks** All the dragon's attacks are considered evil-aligned. Once it reaches 6 HD it gains *magic circle against good* as an at will spell-like ability. **Weaknesses** Gain vulnerability to attacks that are good aligned.

GOOD INFUSED (CR +1)

Good infused spell dragons are born with noble and just.

Rebuild Rules: **Alignment** Must be good. **Defensive Abilities** Gain immunity to any spell with the good descriptor. **Special Attacks** All the dragon's attacks are considered good-aligned. Once it reaches 6 HD it gains *magic circle against evil* as an at will spell-like ability. **Weaknesses** Gain vulnerability to attacks that are evil aligned.

LAW INFUSED (CR +1)

Lawfully infused spell dragons strive to set all things into perfect order.

Rebuild Rules: **Alignment** Must be lawful. **Defensive Abilities** Gain immunity to any spell with the lawful descriptor. **Special Attacks** All the dragon's attacks are considered lawful-aligned. Once it reaches 6 HD it gains *order's wrath* as an at will spell-like ability. **Weaknesses** Gain vulnerability to attacks that are chaotically aligned.

LIGHT INFUSED (CR +1)

Light infused spell dragons seem to give off a gentle illumination of their own.

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Rebuild Rules: Defensive Abilities Gain immunity to light based spells. **Special Attacks** Once it reaches 6 HD it gains *searing light* as an at will spell-like ability.

ORACLE'S SPIRIT (CR +2)

The spell dragon is a direct conduit for some divine power. Select one oracle mystery.

Rebuild Rules: Special Qualities It gains one revelation from the selected mystery as a wyrmling, plus one additional revelation for every three age categories it has. Upon becoming it great wyrm, it also gains the mystery's grand revelation. The dragon also gains the mystery spells as additional know spells for its sorcerer spellcasting, and the

associate skills as class skills. The dragon gains an oracle's curse upon hatching.

WITCH'S SPIRIT (CR +2)

The spell dragon's hatching attracted the attention of an otherworldly power. Select one witches patron.

Rebuild Rules: Special Attacks The dragon may select witch spells in addition to cleric and sorcerer spells for its spellcasting, as well as gaining the patron spells for their selected patron. Additionally, the dragon gains one hex as a wyrmling, plus one additional hex for every three age categories it has. It may select a normal or major hex upon becoming very old. It gains a grand hex upon becoming a great wyrm. **Ability Scores** +4 Int.

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