

DEVILFISH

This purple, seven-armed octopoid monstrosity is the size of a horse, with hook-lined tentacles and cold, blue eyes.

DEVILFISH

CR 4



XP 1,200

NE Large magical beast (aquatic)

Init +3; **Senses** low-light vision, see in darkness; Perception +5

DEFENSE

AC 17, touch 12, flat-footed 14 (+3 Dex, +5 natural, –1 size)

hp 42 (5d10+15)

Fort +7, **Ref** +7, **Will** +2

Resist cold 10

OFFENSE

Speed 10 ft., swim 40 ft.; jet (240 ft.)

Melee tentacles +7 (3d6+4 plus grab)

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

Special Attacks savage bite (+7 melee, 2d6+4/18–20 plus poison), unholy blood

STATISTICS

Str 17, **Dex** 17, **Con** 16, **Int** 3, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +9 (+13 grapple); **CMD** 22 (can't be tripped)

Feats Cleave, Combat Reflexes, Power Attack

Skills Escape Artist +5, Perception +5, Stealth +3, Swim +15

Languages Abyssal, Aquan, Common

SQ water dependency

ECOLOGY

Environment any aquatic

Organization solitary

Treasure none

SPECIAL ABILITIES

Poison (Ex) Savage bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

Savage Bite (Ex) A devilfish can attack with its savage bite whenever it makes a successful grapple check. This attack is in place of any other action made with a successful grapple check. The bite threatens a critical hit on a roll of 18–20, and injects the target with poison as well.

Unholy Blood (Su) A devilfish's blood is infused with fiendish magic. Once per day, as a swift action, a devilfish can emit a night-black cloud of this foul liquid, filling a 20-foot-radius cloud if underwater, or a 20-foot-radius burst on land. In water, the blood provides total concealment for everything but a devilfish (which can see through the blood with ease); on land the slippery blood coats the ground, making the area difficult terrain. The blood persists for 1 minute before fading. Anyone who enters a cloud of the blood in the water or who is within the area of a

burst of blood on land must make a DC 15 Fortitude save or be nauseated for 1d4 rounds—this save need be made only once per cloud. The save DC is Constitution-based.

Water Dependency (Ex) A devilfish can survive out of the water for 1 hour, after which it becomes fatigued. After 2 hours, the devilfish becomes exhausted and begins to suffocate (*Pathfinder RPG Core Rulebook* 445).

Although the devilfish superficially resembles a seven-armed octopus, it is an altogether different creature. Possessing a rudimentary intellect, a devilfish can understand and even speak a few words and phrases in various languages, although when it speaks, it has a tendency to mix languages together, making it somewhat difficult to understand for anyone who doesn't speak all the languages known by the devilfish.

More than those of a mere animal, the devilfish's intelligence and several of its abilities are gifts from a fiendish legacy—most sages believe that the original devilfish were once outsiders from the Abyss, and that over the course of thousands of years they became true natives of the Material Plane's oceans. Rumors of far more intelligent devilfish dwelling in the deepest ocean trenches persist, although if these rumors are true, these deep-dwelling devilfish do not often come to the surface.

A devilfish is 10 feet long and weighs 500 pounds.



DHAMPIR

This unnaturally graceful man moves without a sound, his gaze just as piercing as the needle-sharp blade he effortlessly wields.

DHAMPIR

CR 1/2



XP 200

Dhampir fighter 1

CE Medium humanoid (dhampir)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 13 (1d10+3)

Fort +2, **Ref** +3, **Will** -1 (+2 vs. disease and mind-affecting effects)

Defensive Abilities negative energy affinity, resist level drain

Weakness light sensitivity

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6+1/18-20)

Spell-Like Abilities (CL 1st)

3/day—*detect undead*

STATISTICS

Str 13, **Dex** 17, **Con** 10, **Int** 10, **Wis** 8, **Cha** 16

Base Atk +1; **CMB** +2; **CMD** 15

Feats Toughness, Weapon Finesse

Skills Bluff +5, Intimidate +7, Perception +1, Ride +5,

Survival +3; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Common

ECOLOGY

Environment any land

Organization solitary, pair, or court (3-8 and 1 vampire)

Treasure NPC gear (chain shirt, rapier, other treasure)

SPECIAL ABILITIES

Resist Level Drain (Ex) A dhampir takes no penalties

from energy draining effects, though he can still be

killed if he accrues more negative levels than he has Hit

Dice. After 24 hours, any negative levels a dhampir takes are

removed without the need for an additional saving throw.

Cursed from birth, dhampirs result from the rare and unnatural union of vampires and humans. Although not driven to consume blood for survival as their undead progenitors are, dhampirs nonetheless know a lifelong desire for blood that nothing else can truly sate. Those who survive their early years face a life of fear and mistrust, their unnatural beauty and incredible reflexes marking them as scions of the night just as surely as their sensitivity to light. Although polluted by undeath, dhampirs do grow old and die, aging at a rate similar to elves.

DHAMPIR CHARACTERS

Dhampirs are defined by class levels—they don't possess racial Hit Dice. All dhampirs have the following racial traits.

+2 Dexterity, +2 Charisma, -2 Constitution: Dhampirs are fast and seductive, but closer to death than most mortals.

Senses: Low-light vision and darkvision 60 feet.

Manipulative: +2 racial bonus on Bluff and Perception.

Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Light Sensitivity, Negative Energy Affinity: See universal monster rules.

Spell-Like Ability: A dhampir can use *detect undead* three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.

Resist Level Drain: See above.

Languages: Dhampirs begin play speaking Common. Those with high Intelligence can choose any language as a bonus language (except druidic and other secret languages).



Illustration by Kekai Kotaki



DINOSAUR, ALLOSAURUS

This bipedal dinosaur has a mouth filled with sharp teeth and short, powerful arms that end in sharp claws.

ALLOSAURUS	CR 7			
XP 3,200				
N Huge animal				
Init +5; Senses low-light vision, scent; Perception +28				
DEFENSE				
AC 19, touch 9, flat-footed 18 (+1 Dex, +10 natural, –2 size)				
hp 93 (1d8+44)				
Fort +11, Ref +8, Will +7				
OFFENSE				
Speed 50 ft.				
Melee bite +14 (2d6+8/19–20 plus grab), 2 claws +4 (1d8+8)				
Space 15 ft.; Reach 15 ft.				
Special Attacks pounce, rake (2 talons +14, 1d8+8)				
STATISTICS				
Str 26, Dex 13, Con 19, Int 2, Wis 15, Cha 10				
Base Atk +8; CMB +18; CMD 29				
Feats Alertness, Improved Critical (bite), Improved Initiative, Iron Will, Nimble Moves, Run				
Skills Perception +30; Racial Modifiers +8 Perception				
ECOLOGY				
Environment temperate or warm forests or plains				
Organization solitary, pair, or pack (3–6)				
Treasure None				

A huge, swift hunter, the allosaurus measures 30 feet in length and weighs 10,000 pounds.

DINOSAUR, COMPSOGNATHUS

This small reptile has a snake-like neck and head, a bird-like body with strong legs for running, and a whip-like tail.

COMPSOGNATHUS	CR 1/2			
XP 200				
N Tiny animal				
Init +6; Senses low-light vision, scent; Perception +4				
DEFENSE				
AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)				
hp 6 (1d8+2)				
Fort +4, Ref +4, Will +0				
OFFENSE				
Speed 40 ft., swim 20 ft.				
Melee bite +1 (1d3–1 plus poison)				
Space 2-1/2 ft.; Reach 0 ft.				
STATISTICS				
Str 8, Dex 15, Con 14, Int 2, Wis 11, Cha 5				
Base Atk +0; CMB +0; CMD 9				
Feats Improved Initiative				
Skills Perception +4, Swim +10				
ECOLOGY				
Environment temperate or warm forests or plains				
Organization solitary, pair, or pack (5–20)				
Treasure none				
SPECIAL ABILITIES				
Poison (Ex) Bite—injury; save Fort DC 12; frequency 1/round for 4 rounds; effect 1d2 Str; cure 1 save.				

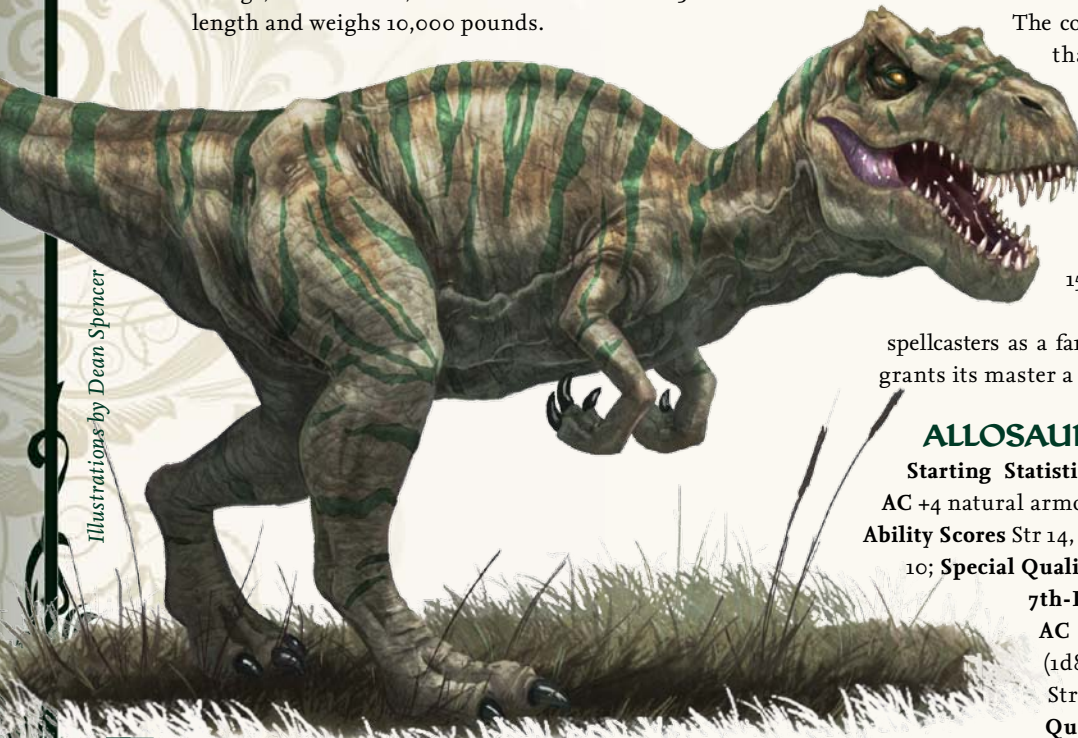
The compsognathus is a small dinosaur that moves in swift, darting motions. Its bite injects a venom that causes numbness and weakness, a trait that the animal uses to bring down larger prey. A compsognathus measures 3 feet long and weighs 15 pounds.

These dinosaurs can serve spellcasters as a familiar. A compsognathus familiar grants its master a +4 bonus on Initiative checks.

ALLOSAURUS COMPANIONS

Starting Statistics: Size Medium, Speed 40 ft.; AC +4 natural armor; Attack bite (1d6), 2 claws (1d4); Ability Scores Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; Special Qualities low-light vision, scent.

7th-Level Advancement: Size Large; AC +2 natural armor; Attack bite (1d8), 2 claws (1d6); Ability Scores Str +8, Dex –2, Con +4; Special Qualities grab, pounce.



Illustrations by Dean Spencer

DINOSAUR, ALLOSAAURUS-DINOSAUR, TYLOSAURUS

DINOSAUR, PARASAUROLOPHUS

This thick-bodied dinosaur has a whip-like tail and a long neck, its head topped by the crest of a backward-curving horn.

PARASAUROLOPHUS	CR 4			
XP 1,200				
N Huge animal				
Init +2; Senses low-light vision, scent; Perception +13				
DEFENSE				
AC 17, touch 10, flat-footed 15 (+2 Dex, +7 natural, -1 size)				
hp 45 (6d8+18)				
Fort +8, Ref +7, Will +3				
OFFENSE				
Speed 30 ft.				
Melee tail slap +8 (2d6+9)				
Space 15 ft.; Reach 15 ft.				
Special Attack trample (2d6+9; DC 19)				
STATISTICS				
Str 23, Dex 14, Con 17, Int 2, Wis 13, Cha 10				
Base Atk +4; CMB +12; CMD 24 (28 vs. trip)				
Feats Improved Bull Rush, Power Attack, Skill Focus (Perception)				
Skills Perception +13				
ECOLOGY				
Environment warm forests or plains				
Organization solitary, pair, or herd (3-12)				
Treasure none				

This herbivore is 30 feet long and weighs 10,500 pounds. It is notable for the long, curved crest atop its skull.

PARASAUROLOPHUS COMPANIONS

Starting Stats: Size Medium; Speed 30 ft.; AC +2 natural armor; Attack tail (1d6); Ability Scores Str 11, Dex 18, Con 9, Int 2, Wis 13, Cha 10; SQ low-light vision, scent.

7th-level Advancement: Size Large; AC +2 natural armor; Attack tail (1d8); Ability Scores Str +8, Dex -2, Con +4; SQ trample (1d8).

TYLOSAURUS COMPANIONS

Starting Stats: Size Medium; Speed 20 ft., swim 50 ft.; AC +3 natural armor; Attack bite (1d6); Ability Scores Str 10, Dex 17, Con 10, Int 2, Wis 13, Cha 9; SQ low-light vision, scent.

7th-level Adv.: Size Large; AC +2 natural armor; Attack bite (1d8); Ability Scores Str +8, Dex -2, Con +4; SQ grab.

DINOSAUR, TYLOSAURUS

Surging out of the water, this massive lizard is shaped like a giant fish with a powerful, toothed maw.

TYLOSAURUS	CR 8			
XP 4,800				
N Gargantuan animal				
Init +1; Senses low-light vision, darkvision 60 ft.; Perception +14				
DEFENSE				
AC 20, touch 8, flat-footed 18 (+1 Dex, +1 dodge, +12 natural, -4 size)				
hp 105 (10d8+60)				
Fort +15, Ref +8, Will +4				
OFFENSE				
Speed 20 ft., swim 50 ft.				
Melee bite +15 (2d8+18 plus grab)				
Space 15 ft.; Reach 15 ft.				
Special Attacks swallow whole (2d6+12 bludgeoning, AC 16, hp 10)				
STATISTICS				
Str 34, Dex 13, Con 22, Int 2, Wis 13, Cha 9				
Base Atk +7; CMB +23 (+27 grapple); CMD 35 (39 vs. trip)				
Feats Cleave, Dodge, Great Fortitude, Mobility, Power Attack				
Skills Perception +14, Swim +20				
ECOLOGY				
Environment warm aquatic				
Organization solitary, pair, or school (3-6)				
Treasure None				

This predatory marine lizard swims with four flippered limbs and a powerful, fluke-like tail. Its extended snout is filled with sharp teeth, and it feeds on both aquatic and surface prey. They are known to attack ships, mistaking them for basking whales or other creatures. A tylosaurus grows up to 50 feet in length and weighs 30,000 pounds.



DRAGON, PRIMAL

Though chromatic and metallic dragons are the most widely known, other categories of true dragon exist. Presented on the following pages are the five primal dragons—powerful creatures that hail from the elemental planes and the Plane of Shadows.

AGE CATEGORIES

Many of a true dragon's abilities, attacks, and other statistics improve as a dragon grows older. These increases are divided into 12 age categories—as a dragon ages, its base statistics change as noted on the Dragon Age Categories table.

Age Category: This is the age category's name.

Age in Years: This is the dragon's actual age.

CR: This column modifies the dragon's base CR.

Size: This column shows the number of size categories to increase the dragon's base size by, depending on its age (from Tiny to Small, Small to Medium, and so on). A true dragon does not gain the standard increases to ability scores when it achieves a larger size—instead, true dragons gain ability score increases according to their age category, as indicated on the Dragon Ability Scores table.

Hit Dice: This shows how many additional Hit Dice a dragon gains over its base Hit Dice as it grows. Increases to Hit Dice grant extra hit points, feats, and skill ranks as well as increasing the dragon's base attack bonus and base save bonuses. Dragons have skill ranks equal to 6 + their Intelligence modifier per Hit Die. A dragon's increases to ability scores for gaining Hit Dice are included in the total ability score increases (see the Dragon Ability Scores table).

Natural Armor: This shows the amount the dragon's base natural armor bonus increases with each age category.

Breath Weapon: Each dragon has a breath weapon (see Combat) that deals a base amount of damage. This multiplier increases the number of dice of damage dealt by the dragon's breath weapon. For example, a mature adult dragon with a base breath weapon that deals 2d6 acid damage would deal 14d6 acid damage (due to the $\times 7$ multiplier).

COMBAT

The Dragon Attacks and Speeds table lists the attacks a dragon can employ and the damage it deals (a dash indicates a dragon of that size does not possess that natural attack). Dragons gain other abilities described here when they reach a specific age category.

Fly Speed: A dragon's fly speed increases as indicated, according to its size.

Bite: This is a primary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (even though it has more than one attack). A dragon's bite attack has reach as if the creature were one size category larger (+10 feet for Colossal dragons).

Claws: These primary attacks deal the indicated damage plus the dragon's Strength bonus.

Wings: The dragon can slam foes with its wings, even when flying. Wing attacks are secondary attacks that deal the indicated damage plus 1/2 the dragon's Strength bonus.

Tail Slap: The dragon can slap one foe each round with its tail. A tail slap is a secondary attack that deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (this is an exception to the normal secondary attack rules).

Crush (Ex) A flying or jumping Huge or larger dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon. A crush attack affects as many creatures as fit in the dragon's space. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus.

Tail Sweep (Ex) This allows a Gargantuan or larger dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet (or 40 feet for a Colossal dragon), extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (DC equal to that of the dragon's breath weapon).

Breath Weapon (Su) Using a breath weapon is a standard action. A dragon can use its breath weapon once every 1d4 rounds, even if it possesses more than one breath weapon. A breath weapon always starts at an intersection adjacent to the dragon and extends in a direction of the dragon's choice. Breath weapons come in two shapes, lines and cones, whose areas vary with the dragon's size. If a breath weapon deals damage, those caught in the area can attempt Reflex saves to take half damage. The save DC against a breath weapon is 10 + 1/2 dragon's HD + dragon's Con modifier. Saves against various breath weapons use the same DC; the type of saving throw is noted in the variety descriptions. A dragon can use its breath weapon when it is grappling or being grappled.

Additional Dragon Rules

Dragon Senses (Ex) Dragons have darkvision 120 feet and blindsense 60 feet. They see four times as well as a human in dim light and twice as well in normal light.

DRAGON AGE CATEGORIES

Age Category	Age in Years	CR	Size	Hit Dice	Natural Armor	Breath Weapon
1 Wyrmling	0–5	Base	Base	Base	Base	Base
2 Very young	6–15	Base + 2	Base + 1	Base + 2	Base + 3	Base × 2
3 Young	16–25	Base + 4	Base + 2	Base + 4	Base + 6	Base × 3
4 Juvenile	26–50	Base + 5	Base + 2	Base + 6	Base + 9	Base × 4
5 Young adult	51–100	Base + 7	Base + 3	Base + 8	Base + 12	Base × 5
6 Adult	101–200	Base + 8	Base + 3	Base + 10	Base + 15	Base × 6
7 Mature adult	201–400	Base + 9	Base + 3	Base + 12	Base + 18	Base × 7
8 Old	401–600	Base + 11	Base + 4	Base + 14	Base + 21	Base × 8
9 Very old	601–800	Base + 12	Base + 4	Base + 16	Base + 24	Base × 9
10 Ancient	801–1,000	Base + 13	Base + 4	Base + 18	Base + 27	Base × 10
11 Wyrmling	1,001–1,200	Base + 14	Base + 4	Base + 20	Base + 30	Base × 11
12 Great wyrmling	1,201+	Base + 16	Base + 5	Base + 22	Base + 33	Base × 12

DRAGON ABILITY SCORES

Age Category	Str	Dex	Con	Int	Wis	Cha
1 Wyrmling	Base	Base	Base	Base	Base	Base
2 Very young	Base + 4	Base – 2	Base + 2	Base + 2	Base + 2	Base + 2
3 Young	Base + 8	Base – 2	Base + 4	Base + 2	Base + 2	Base + 2
4 Juvenile	Base + 10	Base – 2	Base + 6	Base + 4	Base + 4	Base + 4
5 Young adult	Base + 12	Base – 4	Base + 6	Base + 4	Base + 4	Base + 4
6 Adult	Base + 14	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
7 Mature adult	Base + 16	Base – 4	Base + 8	Base + 6	Base + 6	Base + 6
8 Old	Base + 18	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
9 Very old	Base + 20	Base – 6	Base + 10	Base + 8	Base + 8	Base + 8
10 Ancient	Base + 22	Base – 6	Base + 12	Base + 10	Base + 10	Base + 10
11 Wyrmling	Base + 24	Base – 8	Base + 12	Base + 10	Base + 10	Base + 10
12 Great wyrmling	Base + 26	Base – 8	Base + 14	Base + 12	Base + 12	Base + 12

DRAGON ATTACKS AND SPEEDS

Size	Fly Speed (maneuverability)							Breath Weapon	
		1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Line	Cone
Tiny	100 ft. (average)	1d4	1d3	—	—	—	—	30 ft.	15 ft.
Small	150 ft. (average)	1d6	1d4	—	—	—	—	40 ft.	20 ft.
Medium	150 ft. (average)	1d8	1d6	1d4	—	—	—	60 ft.	30 ft.
Large	200 ft. (poor)	2d6	1d8	1d6	1d8	—	—	80 ft.	40 ft.
Huge	200 ft. (poor)	2d8	2d6	1d8	2d6	2d8	—	100 ft.	50 ft.
Gargantuan	250 ft. (clumsy)	4d6	2d8	2d6	2d8	4d6	2d6	120 ft.	60 ft.
Colossal	250 ft. (clumsy)	4d8	4d6	2d8	4d6	4d8	2d8	140 ft.	70 ft.

Frightful Presence (Ex) A dragon's frightful presence has a range equal to 30 feet × the dragon's age category, but otherwise functions as detailed in the universal monster rules in the appendix.

Spells: A dragon knows and casts arcane spells as a sorcerer of the level indicated in its specific description. Its caster level depends on its age, as shown for each type.

Spell-Like Abilities: A dragon's caster level for its spell-like abilities is equal to its total Hit Dice.

Damage Reduction: Dragons gain damage reduction as they age, as indicated on each dragon's specific entry.

Their natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex) Every dragon is immune to sleep effects and paralysis effects. In addition, a dragon is immune to one or more additional forms of attack or energy damage no matter what its age, as given in its specific description.

Spell Resistance (Ex) As dragons grow older, they become more resistant to spells and spell-like abilities, as indicated in the specific dragon descriptions. A dragon's SR is equal to 11 + its CR.

PRIMAL DRAGON, BRINE

A blue-green neck frill sweeps back from the head of this dragon, leading to a body of shiny scales and fin-like crests.

BRINE DRAGON



LN dragon (extraplanar, water)

BASE STATISTICS

CR 3; Size Tiny; Hit Dice 4d12

Speed 60 ft., swim 60 ft.

Natural Armor +3; Breath Weapon line, 2d6 acid

Str 16, Dex 15, Con 11, Int 13, Wis 10, Cha 11

ECOLOGY

Environment any aquatic (Plane of Water)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Capsize (Ex) An old or older brine dragon can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher. For each size category larger the ship is than the brine dragon's size, the dragon takes a cumulative –10 penalty on the check.

Desiccating Bite (Su) An ancient brine dragon's bite causes weakness, dealing 1d2 points of Strength drain in addition to its normal damage. A great wyrm's bite deals 1d4 points of Strength drain. A Fortitude save (DC equals the dragon's breath weapon save DC) negates the Strength drain.

Painful Strikes (Su) A great wyrm brine dragon's natural attacks are so laden with salt and acidic crystals that every time it strikes a creature with one of these attacks, the target must make a Fortitude save (DC equals the dragon's breath weapon save DC) or be stunned for a round from the pain.

Spell-like Abilities (Sp) A brine dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) at the listed age. Very young—*speaking with animals* (fish only); Young—*obscuring mist*; Juvenile—*water breathing*; Adult—*control water*; Ancient—*horrid wilting* (3/day); Great wyrm—*tsunami** (3/day).

* This spell is from the *Pathfinder RPG Advanced Player's Guide*.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to acid, water breathing	—
Very young	<i>Speak with animals</i> (fish only)	—
Young	<i>Obscuring mist</i>	1st
Juvenile	<i>Water breathing</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, <i>control water</i>	7th
Mature adult	DR 10/magic	9th
Old	Capsize	11th
Very old	DR 15/magic	13th
Ancient	Desiccating bite, <i>horrid wilting</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	Painful strikes, <i>tsunami</i> *	19th

YOUNG BRINE DRAGON

CR 7

XP 3,200

LN Medium dragon (extraplanar, water)

Init +5; Senses dragon senses; Perception +12

DEFENSE

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

hp 68 (8d12+16)

Fort +8, Ref +7, Will +7

Immune acid, paralysis, sleep

OFFENSE

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

Melee bite +15 (1d8+10), 2 claws +15 (1d6+7), 2 wings +10 (1d4+3)

Special Attacks breath weapon (60-ft. line, 6d6 acid, DC 16)

Spell-Like Abilities (CL 8th; concentration +9)

At will—*obscuring mist*, *speaking with animals* (fish only)

Spells Known (CL 1st; concentration +2)

1st (4/day)—*color spray* (DC 12), *touch of the sea**

o (at will)—*detect magic*, *mage hand*, *open/close*, *prestidigitation*

STATISTICS

Str 24, Dex 13, Con 15, Int 15, Wis 12, Cha 13

Base Atk +8; CMB +15; CMD 26 (30 vs. trip)

Feats Hover, Improved Initiative, Power Attack, Skill Focus (Swim)

Skills Diplomacy +12, Fly +12, Heal +12, Knowledge (nature) +13,

Perception +12, Sense Motive +12, Survival +12, Swim +29

Languages Aquan, Common, Draconic

SQ water breathing

ADULT BRINE DRAGON

CR 11

XP 12,800

LN Large dragon (extraplanar, water)

Init +4; Senses dragon senses; Perception +20

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural, –1 size)

hp 147 (14d12+56)

Fort +13, Ref +11, Will +12

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

OFFENSE

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

Melee bite +23 (2d6+15), 2 claws +23 (1d8+10), tail slap +18

(1d8+15), 2 wings +18 (1d6+5)

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

Special Attacks breath weapon (80-ft. line, 12d6 acid, DC 21)

Spell-Like Abilities (CL 14th; concentration +17)

At will—*control water*, *obscuring mist*, *speaking with animals*

(fish only), *water breathing*

Spells Known (CL 7th; concentration +10)

3rd (5/day)—*aqueous orb** (DC 16), *sleet storm* (DC 16)

2nd (7/day)—*alter self*, *invisibility*, *slipstream**

1st (7/day)—*color spray* (DC 14), *feather fall*, *flare burst**

(DC 14), *ray of enfeeblement* (DC 14), *touch of the sea**

o (at will)—*detect magic*, *detect poison*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *resistance*

DRAGON (PRIMAL), BRINE

STATISTICS

Str 30, **Dex** 11, **Con** 19, **Int** 19, **Wis** 16, **Cha** 17
Base Atk +14; **CMB** +25; **CMD** 35 (39 vs. trip)
Feats Hover, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Swim), Vital Strike
Skills Bluff +20, Diplomacy +20, Fly +11, Heal +20, Knowledge (arcana and nature) +21, Perception +20, Sense Motive +20, Survival +20, Swim +41
Languages Aquan, Common, Draconic, Elven, Halfling
SQ water breathing

ANCIENT BRINE DRAGON

CR 16

XP 76,800

LN Huge dragon (extraplanar, water)
Init +3; **Senses** dragon senses; Perception +30
Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 37, touch 7, flat-footed 37 (–1 Dex, +30 natural, –2 size)
hp 275 (22d12+132)
Fort +19, **Ref** +14, **Will** +18
DR 15/magic; **Immune** acid, paralysis, sleep; **SR** 27

OFFENSE

Speed 60 ft., fly 200 ft. (poor), swim 60 ft.
Melee bite +34 (2d8+21 plus 1d2 Str), 2 claws +34 (2d6+14), tail slap +29 (2d6+21), 2 wings +29 (1d8+7)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (100-ft. line, 20d6 acid, DC 27), capsize, crush, desiccating bite
Spell-Like Abilities (CL 22nd; concentration +27)
 At will—*control water*, *obscuring mist*, *speak with animals* (fish only), *water breathing*
 3/day—*horrid wilting* (DC 23)
Spells Known (CL 15th; concentration +20)
 7th (4/day)—*control weather*, *mass fly**
 6th (6/day)—*fluid form**, *true seeing*, *transformation*
 5th (7/day)—*break enchantment*, *dismissal*, *teleport*, *wall of force*
 4th (7/day)—*ball lightning** (DC 19), *ice storm*, *greater invisibility*, *solid fog*
 3rd (7/day)—*aqueous orb** (DC 18), *deep slumber* (DC 18), *dispel magic*, *sleet storm* (DC 18)
 2nd (7/day)—*alter self*, *detect thoughts* (DC 17), *invisibility*, *make whole*, *slipstream**
 1st (8/day)—*color spray* (DC 16), *feather fall*, *flare burst** (DC 16), *ray of enfeeblement*, *touch of the sea**
 o (at will)—*arcane mark*, *detect magic*, *detect poison*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*, *resistance*

STATISTICS

Str 38, **Dex** 9, **Con** 23, **Int** 23, **Wis** 20, **Cha** 21
Base Atk +22; **CMB** +38; **CMD** 47 (51 vs. trip)
Feats Awesome Blow, Greater Vital Strike, Hover, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Swim), Vital Strike, Wingover
Skills Bluff +30, Diplomacy +30, Fly +16, Heal +30, Knowledge (arcana, geography, nature) +31, Perception +30, Sense Motive +30, Survival +30, Swim +53, Use Magic Device +30
Languages Aquan, Common, Draconic, Dwarven, Elven, Gnome, Halfling
SQ water breathing

Although not inherently evil, brine dragons have little patience for kindness and philanthropy. As they age, they grow more and more opinionated and obsessed with power—by adult age, a brine dragon counts itself a failure if it doesn't rule over a collection of "lesser beings" such as humans, merfolk, locathah, or even sahuagin.



PRIMAL DRAGON, CLOUD

The blue-white scales of this four-horned dragon exude wisps of fog. The dragon's snout is short but filled with sharp teeth.

CLOUD DRAGON



CN dragon (air, extraplanar)

BASE STATISTICS

CR 5; Size Small; Hit Dice 6d12

Speed 40 ft., swim 40 ft.

Natural Armor +5; Breath Weapon cone, 2d8 electricity

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

ECOLOGY

Environment any sky (Plane of Air)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Cloud Form (Su) An adult or older cloud dragon can change itself into a cloudy vapor as a swift action for a number of rounds per day equal to its Hit Dice. This ability functions as *gaseous form* but the dragon's fly speed is unchanged.

Cloud Breath (Su) A great wyrm cloud dragon's breath weapon creates a cloud that persists in its cone shape for 1d4 rounds. Treat this cloud as a *fog cloud* that deals electricity damage equal to half the dragon's breath weapon damage to any creature that ends its turn still within the cloud (Reflex save halves the damage—DC equals the dragon's breath weapon save DC).

Mist Vision (Su) A cloud dragon can see through fog, clouds, and similar obscuring effects with perfect clarity.

Spell-Like Abilities (Sp) A cloud dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) on reaching the listed age category. Very young—*obscuring mist*; Young—*fog cloud*; Adult—*solid fog*; Old—*cloudkill* (3/day); Ancient—*wind walk*; Great wyrm—*storm of vengeance* (1/day).

Thundering Bite (Su) An ancient or older cloud dragon's bite makes a thundering crash whenever it attacks, dealing an additional 2d6 points of sonic damage. A great wyrm's thundering bite deals an additional 4d6 sonic damage.

Age Category	Special Abilities	Caster Level
Wyrmling	Immune to electricity, mist vision	—
Very young	<i>Obscuring mist</i>	—
Young	<i>Fog cloud</i>	—
Juvenile	Frightful presence	1st
Young adult	DR 5/magic, spell resistance	3rd
Adult	Cloud form, <i>solid fog</i>	5th
Mature adult	DR 10/magic	7th
Old	<i>Cloudkill</i>	9th
Very old	DR 15/magic	11th
Ancient	Thundering bite, <i>wind walk</i>	13th
Wyrm	DR 20/magic	15th
Great wyrm	Cloud breath, <i>storm of vengeance</i>	17th

YOUNG CLOUD DRAGON

CR 9

XP 6,400

CN Large dragon (air, extraplanar)

Init +0; Senses dragon senses, mist vision; Perception +16

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 natural, –1 size)

hp 95 (10d12+30)

Fort +10, Ref +7, Will +10

Immune electricity, paralysis, sleep

OFFENSE

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

Melee bite +13 (2d6+6), 2 claws +14 (1d8+4), 2 wings +11 (1d6+2), tail slap +11 (1d8+6)

Special Attacks breath weapon (40-ft. cone, 6d8 electricity, DC 18)

Spell-Like Abilities (CL 10th; concentration +12)

At will—*fog cloud*, *obscuring mist*

STATISTICS

Str 18, Dex 11, Con 17, Int 12, Wis 16, Cha 15

Base Atk +10; CMB +15; CMD 25 (29 vs. trip)

Feats Dazzling Display, Multiattack, Power Attack, Skill Focus (Diplomacy), Weapon Focus (claws)

Skills Appraise +14, Diplomacy +21, Fly +7, Intimidate +15,

Knowledge (planes) +14, Perception +16, Stealth +9, Swim +12

Languages Auran, Draconic

ADULT CLOUD DRAGON

CR 13

XP 25,600

CN Huge dragon (air, extraplanar)

Init +3; Senses dragon senses, mist vision; Perception +24

Aura frightful presence (180 ft., DC 22)

DEFENSE

AC 29, touch 7, flat-footed 29 (–1 Dex, +22 natural, –2 size)

hp 184 (16d12+80)

Fort +15, Ref +9, Will +15

DR 5/magic; Immune electricity, paralysis, sleep; SR 24

OFFENSE

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

Melee bite +22 (2d8+10/19–20), 2 claws +22 (2d6+7), tail slap +19 (2d6+10), 2 wings +19 (1d8+3)

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

Special Attacks breath weapon (50-ft. cone, 12d8 electricity, DC 23), crush

Spell-Like Abilities (CL 16th; concentration +20)

At will—*fog cloud*, *obscuring mist*, *solid fog*

Spells Known (CL 5th; concentration +9)

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

1st (7/day)—*charm person* (DC 15), *detect secret doors*, *shield*, *true strike*

o (at will)—*dancing lights*, *detect poison*, *light*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 24, Dex 9, Con 21, Int 16, Wis 20, Cha 19

Base Atk +16; CMB +25; CMD 34 (38 vs. trip)

DRAGON (PRIMAL), CLOUD

Feats Critical Focus, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Skill Focus (Diplomacy), Weapon Focus (bite, claws)

Skills Appraise +22, Diplomacy +29, Fly +10, Intimidate +23, Knowledge (planes) +22, Perception +24, Sense Motive +24, Stealth +10, Survival +24, Swim +15

Languages Auran, Common, Draconic, Elven
SQ cloud form (16 rounds/day)

ANCIENT CLOUD DRAGON

CR 18

XP 153,600

CN Gargantuan dragon (air, extraplanar)

Init +2; **Senses** dragon senses, mist vision; Perception +34

Aura frightful presence (300 ft., DC 28)

DEFENSE

AC 36, touch 4, flat-footed 36 (−2 Dex, +32 natural, −4 size)

hp 324 (24d12+168)

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

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

OFFENSE

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

Melee bite +32 (4d6+16/19–20 plus 2d6 sonic), 2 claws +32 (2d8+11), tail slap +29 (2d8+16), 2 wings +29 (2d6+5)

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

Special Attacks breath weapon (60-ft. cone, 20d8 electricity, DC 29), crush, tail sweep

Spell-Like Abilities (CL 24th; concentration +30)
At will—fog cloud, obscuring mist, solid fog, wind walk
3/day—cloudkill (DC 21)

Spells Known (CL 13th; concentration +19)
6th (5/day)—chain lightning (DC 22), greater dispel magic
5th (7/day)—cone of cold (DC 21), dismissal (DC 21), teleport
4th (7/day)—elemental body I, ice storm, lesser geas (DC 20), river of wind*
3rd (7/day)—arcane sight, cloak of winds*, stinking cloud (DC 19), suggestion (DC 19)
2nd (8/day)—eagle's splendor, glitterdust (DC 18), gust of wind, locate object, see invisibility
1st (8/day)—alter winds*, charm person (DC 17), detect secret doors, erase, true strike
o (at will)—dancing lights, detect poison, light, mage

hand, message, prestidigitation, read magic, resistance, touch of fatigue

* This spell is from the *Pathfinder RPG Advanced Player's Guide*.

STATISTICS

Str 32, **Dex** 7, **Con** 25, **Int** 20, **Wis** 24, **Cha** 23

Base Atk +24; **CMB** +39; **CMD** 47 (51 vs. trip)

Feats Critical Focus, Dazzling Display, Flyby Attack, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Skill Focus (Diplomacy), Snatch, Staggering Critical, Weapon Focus (bite, claws)

Skills Appraise +32, Diplomacy +39, Fly +11, Intimidate +33, Knowledge (local) +32, Knowledge (planes) +32, Perception +34, Sense Motive +34, Stealth +13, Survival +34, Swim +46

Languages Auran, Common, Draconic, Elven

SQ cloud form (24 rounds/day)

Cloud dragons stay out of the complicated political schemes and obsessions of other dragons (especially the chromatic dragons), preferring to live their lives freely and as the whim to travel strikes them. Exploration and viewing new lands from far above are the cloud dragon's greatest joy, rivaled only by speaking with new creatures and gaining exotic treasures from them. They keep lairs on high mountain peaks, but are often away on journeys of discovery, returning home only when they've claimed a new treasure that needs to be placed in safekeeping back home.



PRIMAL DRAGON, CRYSTAL

This brilliantly colored dragon has scales, teeth, and claws made of multicolored crystal, and its wings are sheets of flexible glass.

CRYSTAL DRAGON



CG dragon (earth, extraplanar)

BASE STATISTICS

CR 2; **Size** Tiny; **Hit Dice** 3d12

Speed 60 ft., burrow 30 ft., climb 30 ft.

Natural Armor +2; **Breath Weapon** cone, 2d4 sonic

Str 9, **Dex** 16, **Con** 13, **Int** 10, **Wis** 11, **Cha** 16

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Razor Sharp (Sp) All of a crystal dragon's natural attacks deal slashing damage.

Ray Reflection (Ex) An ancient crystal dragon's scales reflect ray spells back upon the ray's source if the ray fails to overcome the dragon's spell resistance.

Scintillating Aura (Su) A great wyrm crystal dragon radiates an aura of scintillating color from its jeweled scales to a radius of 60 feet. All within this area must make a Will save each round to avoid being stunned (if the victim has 15 or fewer Hit Dice) or confused (if the victim has more than 15 Hit Dice) for 1 round. The save DC is equal to the dragon's breath weapon save DC. This is a mind-affecting effect. The dragon can activate or suppress this aura as a free action.

Spell-Like Abilities (Sp) A crystal dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) upon reaching the listed age category. Very young—*color spray*; Juvenile—*glitterdust*; Adult—*rainbow pattern*; Old—*stone to flesh* (3/day); Ancient—*prismatic spray* (3/day); Great wyrm—*imprisonment* (1/day).

Tremorsense (Ex) Crystal dragons do not gain tremorsense until juvenile age (30 ft.), improving at adult (60 ft.) and old (120 ft.).

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to sonic, razor sharp	—
Very young	<i>Color spray</i>	—
Young	Tremorsense	—
Juvenile	<i>Glitterdust</i>	—
Young adult	DR 5/magic, spell resistance	—
Adult	Frightful presence, <i>rainbow pattern</i>	1st
Mature adult	DR 10/magic	3rd
Old	<i>Stone to flesh</i>	5th
Very old	DR 15/magic	7th
Ancient	Ray reflection, <i>prismatic spray</i>	9th
Wyrmling	DR 20/magic	11th
Great wyrm	<i>Imprisonment</i> , scintillating aura	13th

YOUNG CRYSTAL DRAGON

CR 6

XP 2,400

CG Medium dragon (earth, extraplanar)

Init +2; **Senses** dragon senses, tremorsense 30 ft.;

Perception +11

DEFENSE

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

hp 66 (7d12+21)

Fort +10, **Ref** +9, **Will** +6

Immune paralysis, sleep, sonic

OFFENSE

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

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

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

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

Spell-Like Abilities (CL 7th; concentration +11)

At will—*color spray* (DC 15)

STATISTICS

Str 17, **Dex** 14, **Con** 17, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +7; **CMB** +10; **CMD** 22 (26 vs. trip)

Feats Deceitful, Great Fortitude, Lightning Reflexes, Power Attack

Skills Bluff +16, Climb +21, Disguise +6, Fly +12, Intimidate +14,

Knowledge (dungeoneering) +11, Perception +11, Stealth +12

Languages Draconic, Undercommon

SQ razor sharp

ADULT CRYSTAL DRAGON

CR 10

XP 9,600

CG Large dragon (earth, extraplanar)

Init +1; **Senses** dragon senses, tremorsense 60 ft.;

Perception +19

Aura frightful presence (180 ft., DC 22)

DEFENSE

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

hp 149 (13d12+65)

Fort +15, **Ref** +11, **Will** +11

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

OFFENSE

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

Melee bite +19 (2d6+9/19–20), 2 claws +18 (1d8+6), tail slap +16 (1d8+9), 2 wings +16 (1d6+3)

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

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

Spell-Like Abilities (CL 13th; concentration +18)

At will—*color spray* (DC 17), *glitterdust* (DC 18), *rainbow pattern* (DC 20)

Spells Known (CL 1st; concentration +7)

1st (5/day)—*shield*, *unseen servant*

o (at will)—*acid splash*, *detect magic*, *ghost sound*, *read magic*

STATISTICS

Str 23, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 22

Base Atk +13; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Deceitful, Great Fortitude, Improved Critical (bite),

DRAGON (PRIMAL), CRYSTAL

Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (bite)

Skills Bluff +26, Climb +30, Disguise +23, Fly +11, Intimidate +22, Knowledge (dungeoneering) +19, Perception +19, Sense Motive +19, Stealth +13

Languages Common, Draconic, Terran, Undercommon
SQ razor sharp

ANCIENT CRYSTAL DRAGON

CR 15

XP 51,200

CG Huge dragon (earth, extraplanar)

Init +4; **Senses** dragon senses, tremorsense 120 ft.; Perception +29

Aura frightful presence (300 ft., DC 28)

DEFENSE

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

hp 283 (21d12+147)

Fort +21, **Ref** +14, **Will** +17

Defensive Abilities ray reflection; **DR** 15/magic; **Immune** paralysis, sleep, sonic; **SR** 26

OFFENSE

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

Melee bite +30 (2d8+15/19-20), 2 claws +29 (2d6+10), tail slap +27 (2d6+15), 2 wings +27 (1d8+5)

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

Special Attacks breath weapon (50-ft. cone, DC 27, 20d4 sonic, DC 27), crush

Spell-Like

Abilities

(CL 21st;

concentration +29)

At will—*color spray*

(DC 19), *glitterdust*

(DC 20), *rainbow pattern* (DC 22)

3/day—*prismatic spray* (DC 25),

stone to flesh (DC 24)

Spells Known (CL 9th;

concentration +17)

4th (6/day)—*dimension door*,

phantasmal killer (DC 22)

3rd (8/day)—*displacement*, *lightning*

bolt (DC 21), *major image* (DC 21)

2nd (8/day)—*blindness/deafness* (DC 20),

invisibility, *minor image* (DC 20),

mirror image

1st (8/day)—*alarm*, *feather fall*,

magic aura, *silent image*

(DC 19), *unseen*

servant

o (at will)—*acid splash*, *detect magic*, *detect poison*, *ghost sound*, *mage hand*, *message*, *read magic*, *touch of fatigue*

STATISTICS

Str 31, **Dex** 10, **Con** 25, **Int** 20, **Wis** 21, **Cha** 26

Base Atk +21; **CMB** +33; **CMD** 43 (47 vs. trip)

Feats Deceitful, Great Fortitude, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Bluff +36, Climb +42, Disguise +33, Fly +16, Intimidate +32, Knowledge (dungeoneering, geography) +29, Perception +29, Sense Motive +29, Stealth +16, Survival +29

Languages Common, Draconic, Dwarven, Elven, Terran, Undercommon

SQ razor sharp

Crystal dragons are generally good-natured, though their incredible vanity sometimes causes them to seem aloof and cocky. Any perceived insult against its appearance is all but assured to send a crystal dragon into a rage—which is a problem, as most crystal dragons are prone to seeing insults even where none are intended. Crystal dragons prefer underground lairs, and often go for decades or even centuries without emerging from their extensive cavern lairs onto the surface world above.

Crystal dragons tend to be exacting and even obsessive-compulsive, their personalities mirroring the precise and ordered nature of the facets of their scales. A crystal dragon's lair is a well-ordered place—these dragons find the very idea of the classic sprawl of a dragon's hoard to be shameful.



PRIMAL DRAGON, MAGMA

Between this dragon's jet-black scales run glowing rivulets of lava, and veins aglow with heat shine in the membranes of its wings.

MAGMA DRAGON

CN dragon (extraplanar, fire)

BASE STATISTICS

CR 4; Size Tiny; Hit Dice 5d12

Speed 40 ft.

Natural Armor +4; Breath Weapon cone, 2d6 fire

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

ECOLOGY

Environment any mountains or underground (Plane of Fire)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Magma Tomb (Su) Once per day, a great wyrm magma dragon can spit lava onto a target within 120 feet, dealing damage normally for its breath weapon. This magma cools instantly—it does not continue doing damage at this point but does entrap the victim (see universal monster rules in appendix; DC equals the dragon's breath weapon save DC, 3d6 minutes, hardness 8, hp 45).

Magma Breath (Su) Three times per day, an ancient or older magma dragon can breathe a cone of lava instead of fire. The damage is unchanged, but the magma clings to those it damages, dealing half damage each round thereafter for 1d3 rounds. After this magma cools, it crumbles to dust.

Spell-Like Abilities (Sp) A magma dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) on reaching the listed age category. Very young—*burning hands*; Juvenile—*scorching ray*; Adult—*wall of fire*; Old—*fire shield* (warm shield, constant); Ancient—*delayed blast fireball* (3/day); Great wyrm—*wall of lava**.

* This spell is from the *Pathfinder RPG Advanced Player's Guide*.

Superheated (Su) At young age and older, a magma dragon's bite attack deals additional fire damage equal to its age category.

Age Category	Special Abilities	Caster Level
Wyrmling	Immune to fire, vulnerable to cold	—
Very young	<i>Burning hands</i>	—
Young	Superheated	1st
Juvenile	<i>Scorching ray</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, <i>wall of fire</i>	7th
Mature adult	DR 10/magic	9th
Old	<i>Fire shield</i>	11th
Very old	DR 15/magic	13th
Ancient	Magma breath, <i>delayed blast fireball</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	Magma tomb, <i>wall of lava</i> *	19th

YOUNG MAGMA DRAGON

CR 8

XP 4,800

CN Medium dragon (extraplanar, fire)

Init +6; Senses dragon senses; Perception +14

DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 85 (9d12+27)

Fort +11, Ref +8, Will +10

Immune fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +17 (1d8+12 plus 3 fire), 2 claws +17 (1d6+8), 2 wings +12 (1d4+4)

Special Attacks breath weapon (30-ft. cone, 6d6 fire, DC 17)

Spell-Like Abilities (CL 9th; concentration +10)

At will—*burning hands* (DC 12)

Spells Known (CL 1st; concentration +2)

1st (4/day)—*flare burst** (DC 12), *grease* (DC 12)

o (at will)—*bleed* (DC 11), *detect magic*, *open/close*, *spark**

STATISTICS

Str 21, Dex 14, Con 17, Int 14, Wis 14, Cha 13

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

Feats Great Fortitude, Improved Initiative, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +11 (+15 jump), Climb +17, Fly +14, Intimidate +13, Perception +14, Sense Motive +14, Stealth +14, Swim +17

Languages Common, Draconic, Ignan

SQ superheated

ADULT MAGMA DRAGON

CR 12

XP 19,200

CN Large dragon (extraplanar, fire)

Init +5; Senses dragon senses; Perception +22

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, -1 size)

hp 172 (15d12+75)

Fort +16, Ref +10, Will +15

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

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +22 (2d6+12/19-20 plus 6 fire), 2 claws +22 (1d8+8/19-20), tail slap +17 (1d8+12), 2 wings +17 (1d6+4)

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

Special Attacks breath weapon (40-ft. cone, 12d6 fire, DC 22)

Spell-Like Abilities (CL 15th; concentration +18)

At will—*burning hands* (DC 14), *scorching ray*, *wall of fire*

Spells Known (CL 7th; concentration +10)

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

2nd (7/day)—*dust of twilight**, *flaming sphere* (DC 15),

glitterdust (DC 15), *pyrotechnics* (DC 15)

DRAGON (PRIMAL), MAGMA

1st (7/day)—*feather fall*, *flare burst** (DC 14), *grease* (DC 14), *shield*, *true strike*
 o (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *open/close*, *read magic*, *spark**, *touch of fatigue*

STATISTICS

Str 27, **Dex** 12, **Con** 21, **Int** 18, **Wis** 18, **Cha** 17

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

Feats Great Fortitude, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +16 (+20 jump), Climb +26, Escape Artist +16, Fly +13, Intimidate +21, Perception +22, Sense Motive +22, Sleight of Hand +16, Stealth +15, Swim +26

Languages Common, Draconic, Dwarven, Elven, Ignan
SQ superheated

ANCIENT MAGMA DRAGON

CR 17

XP 102,400

CN Huge dragon (extraplanar, fire)

Init +4; **Senses** dragon senses; Perception +32

Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 39, touch 8, flat-footed 39 (+31 natural, –2 size)

hp 310 (23d12+161)

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

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

Weaknesses vulnerable to cold

OFFENSE

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

Melee bite +33 (2d8+18/19–20 plus 10 fire),
 2 claws +33 (2d6+12/19–20), tail slap +31
 (2d6+18), 2 wings +31 (1d8+6)

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

Special Attacks breath weapon (50-ft. cone, DC 28, 20d6 fire plus special), crush, magma breath

Spell-Like Abilities (CL 23rd; concentration +28)

Constant—*fire shield* (warm)

At will—*burning hands* (DC 16), *scorching ray*, *wall of fire*
 3/day—*delayed blast fireball* (DC 22)

Spells Known (CL 15th; concentration +20)

7th (4/day)—*greater polymorph*, *prismatic spray* (DC 22)

6th (6/day)—*chain lightning* (DC 21), *contagious flame** (DC 21), *eyebite* (DC 21)

5th (7/day)—*hungry pit** (DC 20),
polymorph, *teleport*, *wall of force*

4th (7/day)—*acid pit** (DC 19),
confusion (DC 19),
dimensional anchor,
fire shield

3rd (7/day)—
displacement, *dispel magic*, *fireball* (DC 18),
wind wall

2nd (7/day)—*darkness*, *dust of twilight**, *flaming sphere* (DC 17),
glitterdust (DC 17), *pyrotechnics* (DC 17)

1st (8/day)—*feather fall*, *flare burst** (DC 16), *grease* (DC 16),
shield, *true strike*

o (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *ghost sound*, *light*, *open/close*, *read magic*, *spark**, *touch of fatigue*

STATISTICS

Str 35, **Dex** 10, **Con** 25, **Int** 22, **Wis** 22, **Cha** 21

Base Atk +23; **CMB** +37; **CMD** 47 (51 vs. trip)

Feats Flyby Attack, Great Fortitude, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Critical (claws), Improved Initiative, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike

Skills Acrobatics +23 (+27 jump), Climb +38, Escape Artist +23, Fly +18, Intimidate +31, Knowledge (planes) +32, Perception +32, Sense Motive +32, Sleight of Hand +23, Stealth +18, Survival +32, Swim +38

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling, Ignan

SQ superheated

Temperamental and prone to violent outbursts, magma dragons are regarded by most other dragons as dangerously insane—an assumption that, more often than not, proves correct. One can rarely predict a magma dragon's state of mind until it either attacks or attempts to engage in conversation. For their part, magma dragons can justify all of their actions—they just rarely feel the need to do so.



PRIMAL DRAGON, UMBRAL

This sleek, dark dragon moves with a disturbing, serpentine grace, its eyes glowing as if lit from within by crimson embers.

UMBRAL DRAGON

CE dragon (extraplanar)

BASE STATISTICS

CR 6; Size Small; Hit Dice 7d12

Speed 40 ft.

Natural Armor +6; Breath Weapon cone, 2d8 negative energy

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

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

Create Shadows (Su) Any creature slain by an ancient or older umbral dragon rises as a shadow (if 8 HD or less) or greater shadow (if above 8 HD) under the umbral dragon's control 1d4 rounds later.

Energy Drain (Su) A great wyrm umbral dragon deals 1 negative level with each successful bite or claw attack (1 level, DC 32).

Ghost Bane (Su) A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Umbral Scion (Ex) Umbral dragons have negative energy affinity and are immune to energy drain and death effects.

Shadow Breath (Su) Three times per day, an adult or older umbral dragon can breathe a cone of shadows. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Str drain per age category possessed by the dragon. A successful save negates the blindness and reduces Str drain to 1d4 points.

Spell-Like Abilities (Sp) An umbral dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) on reaching the listed age category. Young—*darkness*; Juvenile—*vampiric touch*; Adult—*shadow walk*; Old—*project image*; Ancient—*finger of death* (3/day), Great wyrm—*shades*.

Age Category	Special Abilities	Caster Level*
Wyrmling	Umbral scion, immune to cold	—
Very young	<i>Darkness</i>	—
Young	Ghost bane	1st
Juvenile	Frightful presence, <i>vampiric touch</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Shadow breath, <i>shadow walk</i>	7th
Mature adult	DR 10/magic	9th
Old	<i>Project image</i>	11th
Very old	DR 15/magic	13th
Ancient	Create shadows, <i>finger of death</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	Energy drain, <i>shades</i>	19th

* An umbral dragon can cast cleric spells as arcane spells.

YOUNG UMBRAL DRAGON

CR 10

XP 9,600

CE Large dragon (extraplanar)

Init +5; Senses dragon senses; Perception +17

DEFENSE

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

hp 104 (11d12+33)

Fort +10, Ref +8, Will +10

Immune cold, death effects, energy drain, paralysis, sleep

OFFENSE

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

Melee bite +15 (2d6+7/19–20), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail slap +13 (1d8+7)

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

Special Attacks breath weapon (40-ft. cone, 6d8 neg. energy, DC 18)

Spell-Like Abilities (CL 11th; concentration +14)

At will—*darkness*

Spells Known (CL 1st; concentration +4)

1st (4/day)—*inflict light wounds* (DC 14), *shield*

o (at will)—*bleed* (DC 13), *detect magic*, *detect poison*, *read magic*

STATISTICS

Str 21, Dex 12, Con 17, Int 16, Wis 17, Cha 16

Base Atk +11; CMB +17; CMD 28 (32 vs. trip)

Feats Hover, Improved Critical (bite), Improved Initiative, Multiattack, Power Attack, Vital Strike

Skills Bluff +17, Diplomacy +17, Fly +9, Knowledge (arcana, local, planes) +17, Perception +17, Sense Motive +17, Stealth +11

Languages Abyssal, Common, Draconic, Undercommon

SQ ghost bane, umbral scion

ADULT UMBRAL DRAGON

CR 14

XP 38,400

CE Huge dragon (extraplanar)

Init +4; Senses dragon senses; Perception +25

Aura frightful presence (180 ft., DC 23)

DEFENSE

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

hp 195 (17d12+85)

Fort +15, Ref +10, Will +15

DR 5/magic; Immune cold, death effects, energy drain, paralysis, sleep; SR 25

OFFENSE

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

Melee bite +23 (2d8+12/19–20), 2 claws +23 (2d6+8), tail slap +21 (2d6+12), 2 wings +21 (1d8+4)

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

Special Attacks breath weapon (50-ft. cone, DC 23, 12d8 negative energy, DC 23), crush, shadow breath (6 Str)

Spell-Like Abilities (CL 17th; concentration +22)

At will—*darkness*, *shadow walk*, *vampiric touch*

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*dispel magic*, *inflict serious wounds* (DC 18)

2nd (7/day)—*command undead* (DC 17), *invisibility*, *web* (DC 17)

1st (8/day)—*grease* (DC 16), *inflict light wounds* (DC 16),
magic missile, *reduce person* (DC 16), *shield*
 o (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *disrupt*
undead (DC 15), *mage hand*, *ray of frost*, *read magic*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20
Base Atk +17; **CMB** +27; **CMD** 37 (41 vs. trip)
Feats Hover, Imp. Critical (bite), Imp. Initiative, Imp. Vital Strike,
 Multiattack, Power Attack, Skill Focus (Stealth), Snatch, Vital Strike
Skills Bluff +25, Diplomacy +25, Fly +16, Knowledge (arcana,
 local, planes) +25, Perception +25, Sense Motive +25,
 Spellcraft +25, Stealth +18, Survival +25
Languages Abyssal, Common, Draconic, Undercommon, 2 more
SQ ghost bane, umbral scion

ANCIENT UMBRAL DRAGON

CR 19

XP 204,800

CE Gargantuan dragon (extraplanar)
Init +3; **Senses** dragon senses; Perception +35
Aura frightful presence (300 ft., DC 29)

DEFENSE

AC 38, touch 5, flat-footed 38 (−1 Dex, +33 natural, −4 size)
hp 337 (25d12+175)
Fort +21, **Ref** +13, **Will** +21
DR 15/magic; **Immune** death effects, energy drain, paralysis,
 sleep; **SR** 30

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)
Melee bite +33 (4d6+18/19–20), 2 claws +33 (2d8+12), tail slap
 +31 (2d8+18), 2 wings +31 (2d6+6)
Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)
Special Attacks breath weapon (60-ft. cone, 20d8 neg. energy, DC
 29), create shadows, crush, shadow breath (10 Str), tail sweep
Spell-Like Abilities (CL 25th; concentration +32)
 At will—*darkness*, *project image*, *shadow walk*, *vampiric touch*
 3/day—*finger of death* (DC 24)
Spells Known (CL 15th; concentration +22)
 7th (5/day)—*destruction* (DC 24), *limited wish*
 6th (7/day)—*harm* (DC 23), *mislead*, *veil* (DC 23)
 5th (7/day)—*greater command* (DC 22), *slay living*
 (DC 22), *teleport*, *unhallow*
 4th (7/day)—*enervation*, *inflict critical wounds*
 (DC 21), *phantasmal killer* (DC 21), *unholy*
blight (DC 21)
 3rd (8/day)—*dispel magic*, *haste*, *inflict serious*
wounds (DC 20), *lightning bolt* (DC 20)
 2nd (8/day)—*alter self*, *blur*, *command*
undead (DC 19), *invisibility*, *web* (DC 17)
 1st (8/day)—*inflict light wounds* (DC 18),
grease (DC 18), *magic missile*, *reduce person*
 (DC 18), *shield*
 o (at will)—*acid splash*, *bleed* (DC 17), *detect magic*,
detect poison, *disrupt undead* (DC 17), *ghost sound*,

mage hand, *ray of frost*, *read magic*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24
Base Atk +25; **CMB** +41; **CMD** 50 (54 vs. trip)
Feats Bleeding Critical, Critical Focus, Flyby Attack, Greater Vital
 Strike, Hover, Imp. Critical (bite), Imp. Initiative, Imp. Vital Strike,
 Multiattack, Power Attack, Skill Focus (Stealth), Snatch, Vital Strike
Skills Appraise +35, Bluff +35, Diplomacy +35, Fly +13,
 Knowledge (arcana, local, planes, religion) +35, Perception +35,
 Sense Motive +35, Spellcraft +35, Stealth +21, Survival +35
Languages Abyssal, Common, Draconic, Undercommon, 4 more
SQ ghost bane, umbral scion

Cruel and sadistic, umbral dragons prefer the taste of
 undead flesh or ghostly ectoplasm, yet never turn down
 opportunities to consume living flesh.

