

DINOSAUR, TRICERATOPS

This beast's armored head has three sharp horns decorating its face and a large round crest angling back over its neck from its skull.

TRICERATOPS

CR 8



XP 4,800

N Huge animal

Init -1; **Senses** low-light vision, scent; **Perception** +24

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 119 (14d8+56)

Fort +15, **Ref** +8, **Will** +5

OFFENSE

Speed 30 ft.

Melee gore +17 (2d10+12)

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

Special Attacks powerful charge (gore, 4d10+16), trample (1d8+12, DC 25)

STATISTICS

Str 26, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +10; **CMB** +20; **CMD** 29 (33 vs. trip)

Feats Great Fortitude, Improved Bull Rush, Improved Critical, Power Attack, Run, Skill Focus (Perception), Weapon Focus (gore)

Skills Perception +24

ECOLOGY

Environment warm plains

Organization solitary, pair, or herd (5-8)

Treasure none

The triceratops is a stubborn and short-tempered herbivore.

A typical triceratops is 30 feet long and weighs 20,000 pounds.

Triceratops Companions

Starting Statistics: **Size** Medium; **Speed** 30 ft.; **AC** +6 natural armor; **Attack** gore (1d8); **Ability Scores** Str 10, Dex 13, Con 11, Int 2, Wis 12, Cha 7.

7th-Level

Advancement: **Size** Large, **AC** +3 natural armor; **Attack** gore (2d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** powerful charge.

DINOSAUR, TYRANNOSAURUS

This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.

TYRANNOSAURUS

CR 9



XP 6,400

N Gargantuan animal

Init +5; **Senses** low-light vision, scent; **Perception** +37

DEFENSE

AC 21, touch 7, flat-footed 20 (+1 Dex, +14 natural, -4 size)

hp 153 (18d8+72)

Fort +15, **Ref** +12, **Will** +10

OFFENSE

Speed 40 ft.

Melee bite +20 (4d6+22/19-20 plus grab)

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

Special Attacks swallow whole (2d8+11, AC 17, hp 15)

STATISTICS

Str 32, **Dex** 13, **Con** 19, **Int** 2, **Wis** 15, **Cha** 10

Base Atk +13; **CMB** +28 (+32 grapple); **CMD** 39

Feats Bleeding Critical, Critical Focus, Diehard, Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Perception +37; **Racial Modifiers** +8 Perception

SQ powerful bite

ECOLOGY

Environment warm forest and plains

Organization solitary, pair, or pack (3-6)

Treasure none

SPECIAL ABILITIES

Powerful Bite (Ex) A

tyrannosaurus applies twice its Strength modifier to bite damage.

The tyrannosaurus is an apex predator that measures 40 feet long and weighs 14,000 pounds.

Tyrannosaurus Companions




Starting Statistics: **Size** Medium, **Speed** 30 ft.; **AC** +4 natural armor; **Attack** bite (1d8); **Ability Scores** Str 14, Dex 16, Con 10, Int 2, Wis 15, Cha 10; **Special Qualities** low-light vision, scent.

7th-Level Adv.: **Size** Large; **AC** +3 natural armor; **Attack** bite (2d6); **Ability Scores** Str +8, Dex -2, Con +4; **Special Qualities** grab, powerful bite.



DOG

This small dog has a rough coat and a hungry look in its dark brown eyes.

DOG	CR 1/3	  
XP 135		
N Small animal		
Init +1; Senses low-light vision, scent; Perception +8		
DEFENSE		
AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)		
hp 6 (1d8+2)		
Fort +4, Ref +3, Will +1		
OFFENSE		
Speed 40 ft.		
Melee bite +2 (1d4+1)		
STATISTICS		
Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6		
Base Atk +0; CMB +0; CMD 11 (15 vs. trip)		
Feats Skill Focus (Perception)		
Skills Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent		
ECOLOGY		
Environment any		
Organization solitary, pair, or pack (3–12)		
Treasure none		

The normal dog statistics presented here describe any small dog of about 20–50 pounds in weight. They can also be used for small wild canines such as coyotes, jackals, and feral dogs.

In the wild, dogs are vicious and territorial creatures. Yet even more harrowing than a pack of wild dogs is the rabid dog. Rabies often affects animals like bats, wolverines, and rats, but the transformation of a normally friendly family pet goes through when it becomes rabid makes the dog perhaps the most notorious of the disease's classic carriers.




A rabid creature can transmit rabies to a victim with a bite. Its CR increases by 1 (or up one step, in the case of a creature whose CR is less than 1).

RABIES

Type disease, injury; **Save** Fortitude DC 14
Onset 2d6 weeks; **Frequency** 1/day
Effect 1 Con damage plus 1d3 Wis damage (minimum reduction to 1 Wis); **Cure** 2 consecutive saves

DOG, RIDING

This burly dog is fitted with a small saddle. A low, menacing growl rumbles up from its chest.

RIDING DOG	CR 1	  
XP 400		
N Medium Animal		
Init +2; Senses low-light vision, scent; Perception +8		
DEFENSE		
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)		
hp 13 (2d8+4)		
Fort +5, Ref +5, Will +1		
OFFENSE		
Speed 40 ft.		
Melee bite +3 (1d6+3 plus trip)		
STATISTICS		
Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6		
Base Atk +1; CMB +3; CMD 15 (19 vs. trip)		
Feats Skill Focus (Perception)		
Skills Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 scent tracking); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent		
ECOLOGY		
Environment any		
Organization solitary, pair, or pack (3–12)		
Treasure none		

Larger dogs (known to Small races like halflings and gnomes as riding dogs) include hardier breeds such as huskies, mastiffs, and wolfhounds. A riding dog can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a DC 10 Ride check.



Illustration by Ben Wooten

DOLPHIN

This streamlined, fish-like mammal has sparkling eyes over a smiling mouth filled with hundreds of teeth.

DOLPHIN	CR 1/2			
XP 200				
N Medium animal				
Init +2; Senses blindsight 120 ft., low-light vision; Perception +9				
DEFENSE				
AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)				
hp 11 (2d8+2)				
Fort +4, Ref +5, Will +1				
OFFENSE				
Speed swim 80 ft.				
Melee slam +3 (1d4+1)				
STATISTICS				
Str 12, Dex 15, Con 13, Int 2, Wis 13, Cha 6				
Base Atk +1; CMB +2; CMD 14				
Feats Weapon Finesse				
Skills Perception +9, Swim +13; Racial Modifiers +4 Perception				
SQ hold breath				
ECOLOGY				
Environment any ocean				
Organization solitary, pair, or pod (3–18)				
Treasure none				
SPECIAL ABILITIES				
Hold Breath (Ex) A dolphin can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.				

Dolphins are social predators that hunt shallow seas and rivers in large family groups called pods. Sailors are fond of dolphins and frequently tell tales of dolphins saving drowning fishermen or killing sharks with blows from their powerful snouts.

Dolphin Companions

Starting Statistics: Size Medium; **Speed** swim 80 ft.; **AC** +1 natural armor; **Attack** slam (1d4); **Ability Scores** Str 12, Dex 15, Con 13, Int 2, Wis 12, Cha 6; **Special Qualities** low-light vision, hold breath.

4th-Level Advancement: **Ability Scores** Str +2, Dex +2, Con +2; **Special Qualities** blindsight 120 ft.

DOLPHIN, ORCA

This sleek black whale has a distinctive white patch near each eye and a mouth filled with sharp teeth.

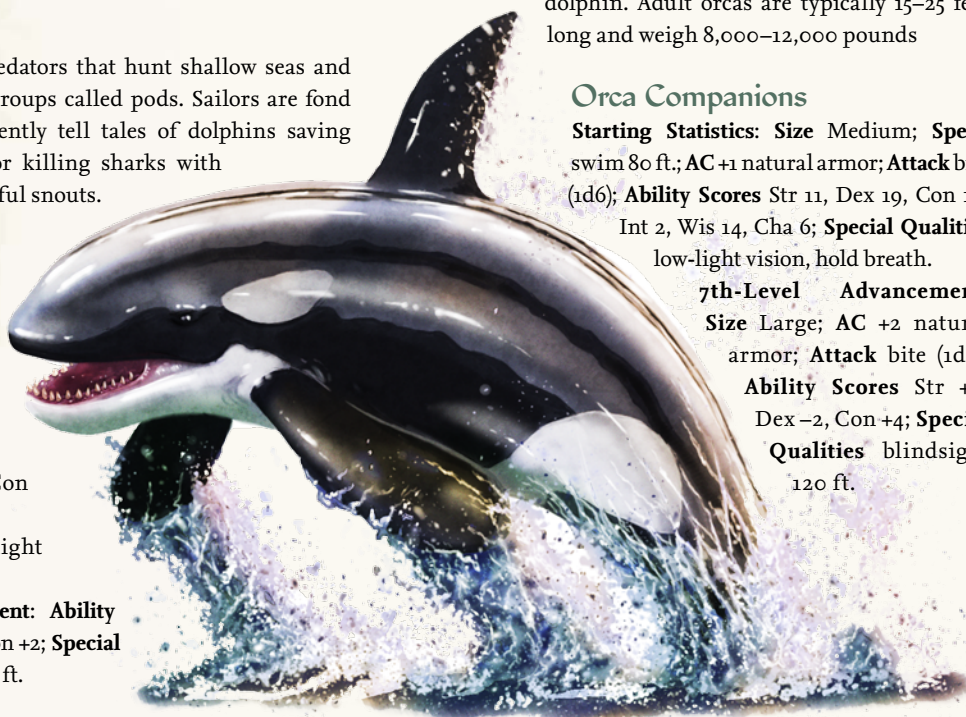
ORCA	CR 5			
XP 1,600				
N Huge animal				
Init +6; Senses blindsight 120 ft., low-light vision; Perception +19				
DEFENSE				
AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, –2 size)				
hp 67 (9d8+27)				
Fort +9, Ref +8, Will +5				
OFFENSE				
Speed swim 80 ft.				
Melee bite +13 (2d6+12)				
Space 15 ft.; Reach 10 ft.				
STATISTICS				
Str 27, Dex 15, Con 16, Int 2, Wis 15, Cha 6				
Base Atk +6; CMB +16; CMD 28				
Feats Endurance, Improved Initiative, Skill Focus (Perception, Swim), Weapon Focus (bite)				
Skills Perception +19, Swim +28; Racial Modifiers +8 Perception				
SQ hold breath (as dolphin)				
ECOLOGY				
Environment cold oceans				
Organization solitary, pair, or pod (3–20)				
Treasure none				

The orca, or “killer whale,” is actually the largest species of dolphin. Adult orcas are typically 15–25 feet long and weigh 8,000–12,000 pounds

Orca Companions




Starting Statistics: Size Medium; **Speed** swim 80 ft.; **AC** +1 natural armor; **Attack** bite (1d6); **Ability Scores** Str 11, Dex 19, Con 10, Int 2, Wis 14, Cha 6; **Special Qualities** low-light vision, hold breath.

7th-Level Advancement: Size Large; **AC** +2 natural armor; **Attack** bite (1d8); **Ability Scores** Str +8, Dex –2, Con +4; **Special Qualities** blindsight 120 ft.



DOPPELGANGER

This grayish humanoid creature seems almost unfinished, with a narrow head, gaunt limbs, and a sinister, noseless face.

DOPPELGANGER	CR 3	  
XP 800		
N Medium monstrous humanoid (shapechanger)		
Init +1; Senses darkvision 60 ft.; Perception +9		
DEFENSE		
AC 16, touch 12, flat-footed 14 (+1 Dex, +1 dodge, +4 natural)		
hp 26 (4d10+4)		
Fort +4, Ref +5, Will +6		
Immune charm, sleep		
OFFENSE		
Speed 30 ft.		
Melee 2 claws +8 (1d8+4)		
Spell-Like Abilities (CL 18th)		
At will— <i>detect thoughts</i> (DC 13)		
STATISTICS		
Str 18, Dex 13, Con 12, Int 13, Wis 14, Cha 13		
Base Atk +4; CMB +8; CMD 20		
Feats Dodge, Great Fortitude		
Skills Bluff +9 (+13 while using change shape ability), Diplomacy +4, Disguise +9 (+29 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; Racial Modifiers +4 Bluff, +4 Disguise		
Languages Common		
SQ change shape (<i>alter self</i>), mimicry, perfect copy		
ECOLOGY		
Environment any		
Organization solitary, pair, or gang (3–6)		
Treasure NPC Gear		
SPECIAL ABILITIES		
Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.		
Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.		

Doppelgangers are strange beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed facial

features. Its flesh is pale and hairless, and its eyes are vacant and white.

Doppelgangers prefer infiltrating societies where they can gather wealth and influence, and see little point in forming cities of their own kind. Younger doppelgangers practice their skills by taking over small orc or goblin tribes, then move to more complicated societies like dwarven, elven, and human communities. Rather than making themselves targets by taking positions of leadership, they prefer to be the power behind the throne, or use multiple identities to manipulate influential citizens or entire guilds.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. They are particularly fond of invading human societies in order to indulge in their desires—some enjoy the complex dance of politics while others seek constant change in the race and gender of both themselves and their romantic companions. While not standard, it is those doppelgangers use their gifts for cruel and sadistic purposes that are most notorious, and these shapeshifters are the primary cause of the race's sinister reputation. Certainly, a creature capable of changing its shape has a handy way to avoid capture for its crimes, and some particularly malicious doppelgangers enjoy disrupting relationships by posing as unfaithful lovers.

Rumors persist of even more powerful doppelgangers capable of not only shifting their appearance, but also skills, memories, and even the extraordinary and supernatural abilities of creatures whose forms they choose to mimic. These doppelgangers' change shape ability functions like the spell *polymorph* rather than *alter self*.

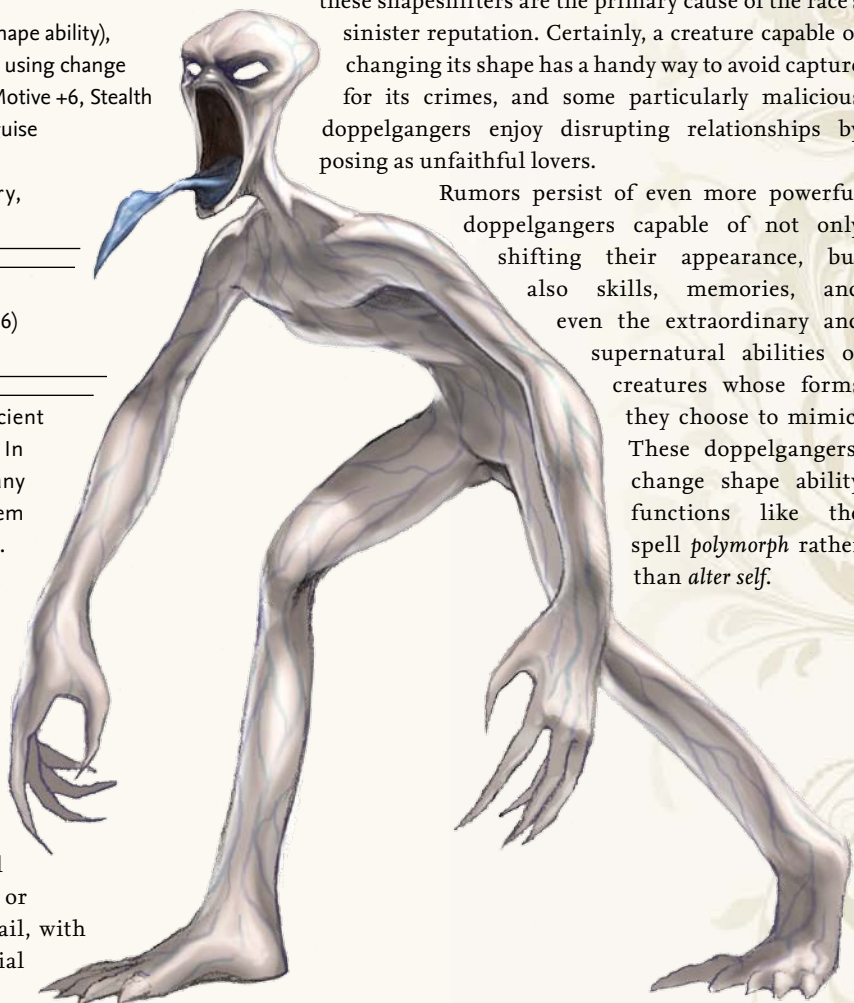


Illustration by Matt Cavotta



DRAGON

True dragons are divided into two broad categories: chromatic and metallic. Chromatic dragons are almost universally evil, seeking only to slake their endless lust for food, treasure, and bloodshed. Metallic dragons are generally good and often protect the lands under their care.

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 shows how many size categories by which to increase the dragon's base size, 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 increase 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 by what 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 that a dragon of that size does not possess that natural attack). Other abilities described here are gained by dragons 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 $1\frac{1}{2}$ 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 $\frac{1}{2}$ 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 $1\frac{1}{2}$ 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 $1\frac{1}{2}$ 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 $1\frac{1}{2}$ 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 $10 + \frac{1}{2}$ 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 ft. and blindsense 60 ft. 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)	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep	Breath Weapon 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 on page 300.

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 and paralysis. In addition, a dragon is immune to one or two additional forms of attack no matter what its age, as given in its description.

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

CHROMATIC DRAGON, BLACK

Hissing green acid drips from the fanged maw of this black-scaled, horned dragon.

BLACK DRAGON

CE dragon (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 11, **Dex** 16, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8

ECOLOGY

Environment warm marshes

Organization solitary

Treasure triple

SPECIAL ABILITIES

Acid Pool (Su) An ancient or older black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a radius of 5 feet per age category of the dragon. When an acid pool is created, anyone inside its area takes an amount of damage equal to the dragon's breath weapon (Reflex half). Any creature that starts its turn touching this pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.

Acidic Bite (Su) At old age, a black dragon's bite deals an additional 2d6 points of acid damage. An ancient dragon's damage increases to 4d6, and a great wrym's to 6d6.

Charm Reptiles (Sp) A great wrym black dragon can use this ability three times per day. It works as a *mass charm monster* spell that affects only reptilian animals. This ability is the equivalent of an 8th-level spell.

Corrupt Water (Sp) Once per day an adult or older black dragon can stagnate 10 cubic feet of still water, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to the dragon's frightful presence) or become ruined. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

Speak with Reptiles (Sp) A young or older black dragon gains the constant spell-like ability to speak with reptiles. This functions as *Speak with Animals*, but only with reptilian animals.

Spell-Like Abilities (Sp) A black dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Juvenile—*darkness* (radius 10 feet per age category); Old—*plant growth*; Ancient—*insect plague*.

Swamp Stride (Ex) A very young or older black dragon can move through bogs and quicksand without penalty at its normal speed.

Water Breathing (Ex) A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to acid, water breathing	—
Very young	Swamp stride	—
Young	Speak with reptiles	—
Juvenile	<i>Darkness</i>	—
Young adult	DR 5/magic, spell resistance	1st
Adult	Corrupt water, frightful presence	3rd
Mature adult	DR 10/magic	5th
Old	Acidic bite, <i>plant growth</i>	7th
Very old	DR 15/magic	9th
Ancient	Acid pool, <i>insect plague</i>	11th
Wyrmling	DR 20/magic	13th
Great wrym	Charm reptiles	15th

YOUNG BLACK DRAGON

CR 7

XP 3,200

CE Medium dragon (water)

Init +6; **Senses** dragon senses; Perception +14

DEFENSE

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

hp 76 (8d12+24)

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

Immune acid, paralysis, sleep

OFFENSE

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

Melee bite +13 (1d8+6), 2 claws +12 (1d6+4), 2 wings +7 (1d4+2)

Special Attacks breath weapon (60-ft. line, DC 17, 6d6 acid)

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +8; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Alertness, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Fly +13, Handle Animal +8, Intimidate +11, Perception +14, Stealth +16, Swim +23

Languages Draconic

SQ speak with reptiles, swamp stride, water breathing

ADULT BLACK DRAGON

CR 11

XP 12,800

CE Large dragon (water)

Init +5; **Senses** dragon senses; Perception +24

Aura frightful presence (180 ft., DC 19)

DEFENSE

AC 28, touch 10, flat-footed 27 (+1 Dex, +18 natural, –1 size)

hp 161 (14d12+70)

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

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

OFFENSE

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

DRAGON (CHROMATIC), BLACK

Melee bite +21 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail +15 (1d8+10)
Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)
Special Attacks breath weapon (80-ft. line, DC 22, 12d6 acid), corrupt water
Spell-Like Abilities (CL 14th)
 At will—*darkness* (60-ft. radius)
Spells Known (CL 3rd)
 1st (6/day)—*alarm*, *mage armor*, *obscuring mist*
 o (at will)—*dancing lights*, *detect magic*, *mending*, *message*, *read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 14, **Wis** 17, **Cha** 14
Base Atk +14; **CMB** +22; **CMD** 33 (37 vs. trip)
Feats Alertness, Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)
Skills Fly +12, Handle Animal +16, Intimidate +19, Knowledge (arcana) +19, Perception +24, Spellcraft +19, Stealth +20, Swim +32
Languages Common, Draconic, Giant
SQ speak with reptiles, swamp stride, water breathing

ANCIENT BLACK DRAGON

CR 16

XP 76,800

CE Huge dragon (water)

Init +4; **Senses** dragon senses; Perception +34

Aura frightful presence (300 ft., DC 25)

DEFENSE

AC 38, touch 8, flat-footed 38 (+30 natural, -2 size)

hp 297 (22d12+154)

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

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

OFFENSE

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

Melee bite +32 (2d8+16 plus 4d6 acid), 2 claws +31 (2d6+11), 2 wings +29 (1d8+5), tail +29 (2d6+16)

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

Special Attacks acid pool (50-ft. radius), acidic bite, breath weapon (100-ft. line, DC 28, 20d6 acid), corrupt water, crush

Spell-Like Abilities

(CL 22nd)

At will—*darkness* (100-ft. radius), *insect plague*, *plant growth*

Spells Known (CL 11th)

5th (4/day)—*cone of cold* (DC 19), *wall of force*

4th (7/day)—*arcane eye*, *black tentacles*, *dimension door*

3rd (7/day)—*dispel magic*, *heroism*, *hold person* (DC 17), *slow* (DC 17)

2nd (7/day)—*blur*, *glitterdust* (DC 16), *invisibility*, *summon swarm*, *whispering wind*

1st (7/day)—*alarm*, *mage armor*, *magic missile*, *obscuring mist*, *true strike*

o (at will)—*dancing lights*, *detect magic*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 18, **Wis** 21, **Cha** 18

Base Atk +22; **CMB** +35; **CMD** 45 (49 vs. trip)

Feats Alertness, Combat Expertise, Flyby Attack, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Fly +17, Handle Animal +26, Intimidate +29, Knowledge (arcana) +29, Knowledge (history) +29, Knowledge (geography) +29, Perception +34, Spellcraft +29, Stealth +23, Swim +44

Languages Common, Draconic, Giant, Goblin, Orc

SQ speak with reptiles, swamp stride, water breathing

Lording over the darkest swamps and marshes, black dragons are the undisputed masters of their domain, ruling through cruelty and intimidation. Those who dwell within a black dragon's reach live in fear. Black dragons tend to make their lairs in remote parts of the swamp, preferably in caves at the bottom of dark and fetid pools. Inside, they pile up their filthy treasure and sleep amid the roots and muck. Black dragons prefer their food a bit rotten and will often allow a meal to sit in a pool for days before consuming it. Black dragons prefer treasures that do not rot or decay, making their hoard, full of coins, gemstones, jewelry, and other objects made from stone or metal.



CHROMATIC DRAGON, BLUE

With scales the color of the desert sky, this large, serpentine dragon moves with an unsettling grace.

BLUE DRAGON

LE dragon (earth)

BASE STATISTICS

CR 5; **Size** Small; **Hit Dice** 6d12

Speed 40 ft., burrow 20 ft.

Natural Armor +5; **Breath Weapon** line, 2d8 electricity

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

SPECIAL ABILITIES

Desert Thirst (Su) A blue dragon can cast *create water* at will (CL equals its HD). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save or be destroyed. The save DC is Charisma-based.

Electricity Aura (Su) An adult blue dragon is surrounded by an aura of electricity. Creatures within 5 feet take 1d6 points of electricity damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

Mirage (Su) An old or older blue dragon can make itself appear to be in two places at once as a free action for a number of rounds per day equal to its Hit Dice. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

Sandstorm (Su) As a standard action, a great wyrm blue dragon can create a sandstorm centered on itself with a radius of 1,200 feet. Creatures other than the dragon inside the storm take 2d6 points of damage per round in addition to the normal sandstorm penalties (*Pathfinder RPG Core Rulebook* 431). This sandstorm lasts for up to 1 hour, but can be dismissed by the dragon as a free action.

Sound Imitation (Ex) A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

Spell-Like Abilities (Sp) A blue dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*ghost sound*; Juvenile—*minor image*; Adult—*ventriloquism*; Old—*hallucinatory terrain*; Ancient—*veil*; Great wyrm—*mirage arcana*.

Storm Breath (Su) An ancient or older blue dragon can use its breath weapon to create a storm of lightning. This functions as *call lightning storm*, but the damage is equal to the dragon's breath weapon. The dragon can call down 1 bolt

per round as a free action for 1d6 rounds. The save DC is equal to the dragon's breath weapon DC. Additional uses of this ability extend the duration by an additional 1d6 rounds.

Age Category	Special Abilities	Caster Level
Wyrmling	Desert thirst, immune to electricity	—
Very young	Sound imitation	—
Young	Ghost sound	—
Juvenile	Frightful presence, <i>minor image</i>	1st
Young adult	DR 5/magic, spell resistance	3rd
Adult	Electricity aura, <i>ventriloquism</i>	5th
Mature adult	DR 10/magic	7th
Old	Mirage, <i>hallucinatory terrain</i>	9th
Very old	DR 15/magic	11th
Ancient	Storm breath, <i>veil</i>	13th
Wyrmling	DR 20/magic	15th
Great wyrm	Sandstorm, <i>mirage arcana</i>	17th

YOUNG BLUE DRAGON

CR 9

XP 6,400

LE Large dragon (earth)

Init +5; **Senses** dragon senses; Perception +14

DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

hp 95 (10d12+30)

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

Immune electricity, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +15 (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 (80-ft. line, DC 18, 6d8 electricity), desert thirst (DC 16)

Spell-Like Abilities (CL 10th)

At will—*ghost sound* (DC 11)

STATISTICS

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

Base Atk +10; **CMB** +16; **CMD** 27 (31 vs. trip)

Feats Dazzling Display, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

Skills Bluff +14, Fly +8, Intimidate +14, Knowledge (local) +14, Perception +14, Stealth +10, Survival +14

Languages Common, Draconic

SQ sound imitation

ADULT BLUE DRAGON

CR 13

XP 25,600

LE Huge dragon (earth)

Init +4; **Senses** dragon senses; Perception +22

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

DEFENSE

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

DRAGON (CHROMATIC), BLUE

hp 184 (16d12+80)

Fort +15, **Ref** +10, **Will** +13

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

OFFENSE

Speed 40 ft., burrow 20 ft., fly 200 ft. (poor)

Melee bite +23 (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 (100-ft. line, DC 23, 12d8 electricity), crush, desert thirst (DC 21)

Spell-Like Abilities (CL 16th)

At will—*ghost sound* (DC 13), *minor image* (DC 15), *ventriloquism* (DC 14)

Spells Known (CL 5th)

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

1st (7/day)—*alarm*, *mage armor*, *shield*, *true strike*

o (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *read magic*, *resistance*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +16; **CMB** +26; **CMD** 36 (40 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

Skills Bluff +22, Fly +11, Intimidate +22, Knowledge (local) +22, Knowledge (geography) +22, Perception +22, Spellcraft +22, Stealth +11, Survival +22

Languages Auran, Common, Draconic, Giant

SQ sound imitation

ANCIENT BLUE DRAGON

CR 18

XP 153,600

LE Gargantuan dragon (earth)

Init +3; **Senses** dragon senses; Perception +32

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

DEFENSE

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

hp 324 (24d12+168)

Fort +21, **Ref** +13, **Will** +19

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

OFFENSE

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

Melee bite +33 (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 breath weapon (120-ft. line, DC 29, 20d8 electricity), crush, desert thirst (DC 27), mirage, storm breath (DC 29, 20d8 electricity), tail sweep

Spell-Like Abilities (CL 24th)

At will—*ghost sound* (DC 15), *hallucinatory terrain* (DC

19), *minor image* (DC 17), *veil*, *ventriloquism* (DC 16)

Spells Known (CL 13th)

6th (4/day)—*forceful hand*, *mislead*

5th (7/day)—*dream*, *persistent image*, *hold monster* (DC 20)

4th (7/day)—*dimension door*, *enervation*, *fire shield*, *stoneskin*

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

2nd (7/day)—*darkness*, *false life*, *invisibility*, *resist energy*, *shatter*

1st (7/day)—*alarm*, *mage armor*, *shield*, *true strike*, *unseen servant*

o (at will)—*arcane mark*, *bleed* (DC 15), *detect magic*, *light*, *mage hand*, *mending*, *message*, *read magic*, *resistance*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +24; **CMB** +40; **CMD** 49 (53 vs. trip)

Feats Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Quicken Spell, Silent Spell, Shatter Defenses, Weapon Focus (bite)

Skills Bluff +32, Fly +10, Intimidate +32, Knowledge (arcana) +32, Knowledge (history) +32, Knowledge (local) +32, Knowledge (geography) +32, Perception +32, Spellcraft +32, Stealth +14, Survival +32

Languages Auran, Common, Draconic, Giant, Ignan, Infernal

SQ sound imitation

Blue dragons are consummate schemers and obsessively orderly. In combat, blue dragons prefer to surprise foes if possible, and are not above retreating if the odds turn against them. They prefer to lair near those that they control, sometimes even within the confines of a city.



CHROMATIC DRAGON, GREEN

Scales the color of emeralds armor this ferocious dragon. A single sharp horn protrudes from the end of its toothy snout.

GREEN DRAGON



LE dragon (air)

BASE STATISTICS

CR 4; **Size** Small; **Hit Dice** 5d12

Speed 40 ft., swim 40 ft.

Natural Armor +4; **Breath Weapon** cone, 2d6 acid

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment temperate forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Awaken Treants (Su) A great wyrm dragon can call on the forest itself to aid it, animating a number of trees to serve as treants to protect it. These treants can be called from any Huge or larger living tree. A green dragon can create a single treant as a standard action, up to a total of 4 treants per day. These treants remain animated for up to 1 hour, at which time they revert to being ordinary trees.

Camouflage (Ex) An old or older green dragon can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Miasma (Su) An ancient or older green dragon can use its breath weapon to create a cloud of acid as a standard action that deals damage to any creature inside it. The cloud moves with the dragon and has a radius of 20 feet. When it's created, anyone inside this area takes an amount of damage equal to half the dragon's breath weapon, with a Reflex save for half damage. The number of damage dice rolled is halved each round until the result would be less than 1d6. Any creature that starts its turn inside the cloud takes damage, but can make a Reflex save for half. A strong wind, such as that created by a *gust of wind*, disperses the cloud in 1 round.

Spell-Like Abilities (Sp) A green dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*entangle*; Juvenile—*charm person*; Adult—*suggestion*; Old—*plant growth*; Ancient—*dominate person*; Great wyrm—*command plants*.

Trackless Step (Ex) An adult or older green dragon does not leave a trail in natural surroundings and cannot be tracked. A green dragon can choose to leave a trail, if it so desires.

Water Breathing (Ex) A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Woodland Stride (Ex) A very young or older green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to acid, water breathing	—
Very young	Woodland stride	—
Young	<i>Entangle</i>	—
Juvenile	Frightful presence, <i>charm person</i>	1st
Young adult	DR 5/magic, spell resistance	3rd
Adult	Trackless step, <i>suggestion</i>	5th
Mature adult	DR 10/magic	7th
Old	Camouflage, <i>plant growth</i>	9th
Very old	DR 15/magic	11th
Ancient	Miasma, <i>dominate person</i>	13th
Wyrmling	DR 20/magic	15th
Great wyrm	Awaken treants, <i>command plants</i>	17th

YOUNG GREEN DRAGON

CR 8

XP 4,800

LE Large dragon (air)

Init +1; **Senses** dragon senses; Perception +15

DEFENSE

AC 20, touch 10, flat-footed 19 (+1 Dex, +10 natural, –1 size)

hp 85 (9d12+27)

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

Immune acid, paralysis, sleep

OFFENSE

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

Melee bite +13 (2d6+7), 2 claws +13 (1d8+5), 2 wings +8 (1d6+2), tail slap +8 (1d8+7)

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

Special Attacks breath weapon (40-ft. cone, DC 17, 6d6 acid)

Spell-Like Abilities (CL 9th)

At will—*entangle* (DC 12)

STATISTICS

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

Base Atk +9; **CMB** +15; **CMD** 26 (30 vs. trip)

Feats Alertness, Cleave, Great Cleave, Iron Will, Power Attack
Skills Fly +7, Knowledge (nature) +13, Perception +15, Spellcraft +13, Stealth +9, Survival +13, Swim +25

Languages Common, Draconic

SQ water breathing, woodland stride

ADULT GREEN DRAGON

CR 12

XP 19,200

LE Huge dragon (air)

Init +0; **Senses** dragon senses; Perception +25

Aura frightful presence (180 ft., DC 20)

DEFENSE

AC 27, touch 8, flat-footed 27 (+19 natural, –2 size)

hp 172 (15d12+75)

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

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

OFFENSE

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

Melee bite +21 (2d8+12/19–20), 2 claws +21 (2d6+8/19–20),

DRAGON (CHROMATIC), GREEN

2 wings +16 (1d8+4), tail slap +16 (2d6+12)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 22, 12d6 acid), crush (Small creatures, DC 22, 2d8+12)
Spell-Like Abilities (CL 15th)
 At will—*charm person* (DC 14), *entangle* (DC 14), *suggestion* (DC 16)
Spells Known (CL 5th)
 2nd (5/day)—*alter self*, *mirror image*
 1st (7/day)—*shield*, *silent image* (DC 14), *summon monster I*, *ventriloquism* (DC 14)
 o (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16
Base Atk +15; **CMB** +25; **CMD** 35 (39 vs. trip)
Feats Alertness, Cleave, Flyby Attack, Great Cleave, Improved Critical (bite, claw), Iron Will, Power Attack
Skills Fly +10, Knowledge (arcane) +21, Knowledge (nature) +21, Perception +25, Spellcraft +21, Stealth +10, Survival +21, Swim +34, Use Magic Device +21
Languages Common, Draconic, Elven, Sylvan
SQ trackless step, water breathing, woodland stride

ANCIENT GREEN DRAGON

CR 17

XP 102,400

LE Gargantuan dragon (air)

Init -1; **Senses** dragon senses; Perception +35

Aura frightful presence (300 ft., DC 26)

DEFENSE

AC 36, touch 5, flat-footed 36 (-1 Dex, +31 natural, -4 size)

hp 310 (23d12+161)

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

DR 15/magic; **Immune** acid, paralysis, sleep;

SR 28

OFFENSE

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

Melee bite +31 (4d6+18/19-20), 2 claws +31 (2d8+12/19-20), 2 wings +29 (2d6+6), tail slap +29 (2d8+18)

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

Special Attacks breath weapon (60-ft. cone, DC 28, 20d6 acid), crush (Medium creatures, DC 28, 4d6+18), miasma, tail sweep

Spell-Like Abilities (CL 23rd)

At will—*charm person* (DC 16), *dominate person* (DC 20), *entangle* (DC 16), *plant growth*, *suggestion* (DC 18)

Spells Known (CL 13th)

6th (4/day)—*disintegrate* (DC 21), *true seeing*
 5th (7/day)—*polymorph*, *summon monster V*, *teleport*

4th (7/day)—*dimension door*, *ice storm*, *scrying* (DC 19), *stoneskin*
 3rd (7/day)—*dispel magic*, *displacement*, *fireball* (DC 18), *haste*
 2nd (7/day)—*alter self*, *detect thoughts* (DC 17), *locate object*, *mirror image*, *see invisibility*
 1st (7/day)—*magic missile*, *shield*, *silent image* (DC 16), *summon monster I*, *ventriloquism* (DC 16)
 o (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

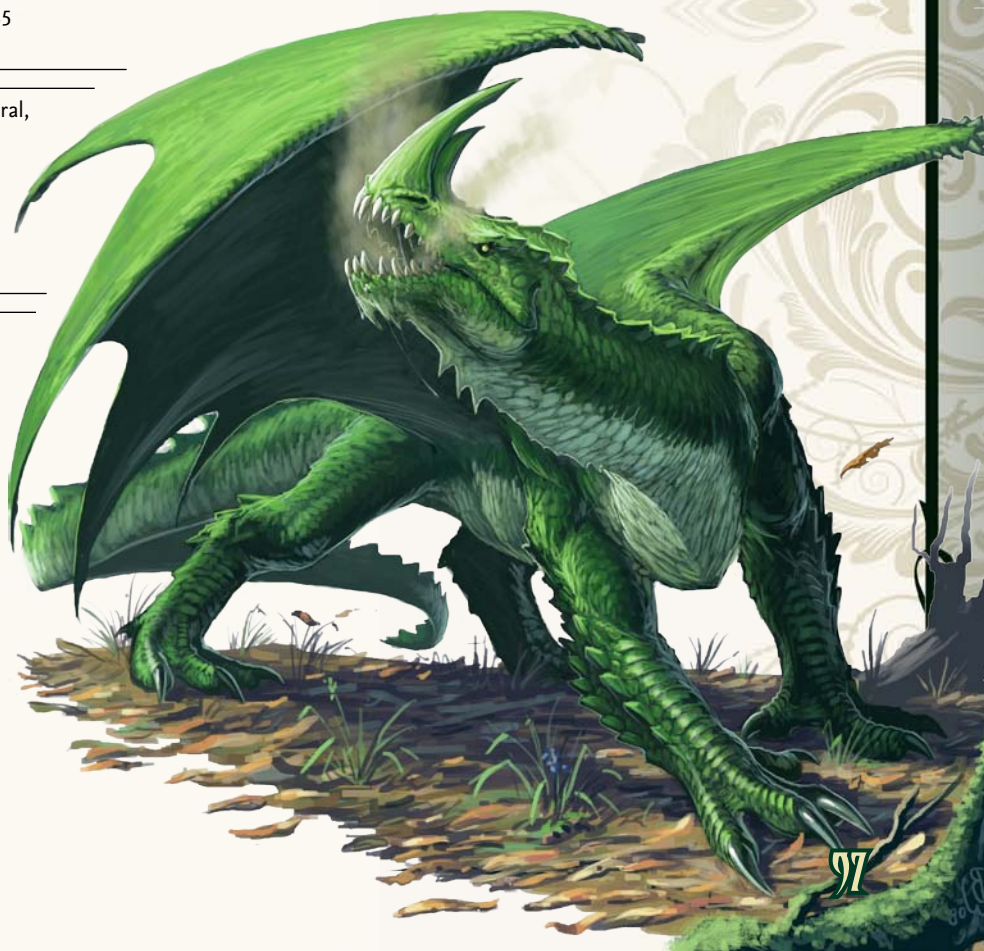
Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)

Feats Alertness, Bleeding Critical, Cleave, Critical Focus, Flyby Attack, Great Cleave, Improved Critical (bite, claw), Improved Sunder, Iron Will, Multiattack, Power Attack

Skills Fly +9, Knowledge (arcane) +31, Knowledge (local) +31, Knowledge (nature) +31, Knowledge (planes) +31, Perception +35, Spellcraft +31, Stealth +13, Survival +31, Swim +46, Use Magic Device +31

Languages Abyssal, Common, Draconic, Elven, Giant, Sylvan
SQ camouflage, trackless step, water breathing, woodland stride

Green dragons dwell in the ancient forests of the world, prowling under towering canopies in search of prey. Of all the chromatic dragons, green dragons are perhaps the easiest to deal with diplomatically.



CHROMATIC DRAGON, RED

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

RED DRAGON

CE dragon (fire)

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12

Speed 40 ft.

Natural Armor +6; **Breath Weapon** cone, 2d10 fire

Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment warm mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

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

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

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

Melt Stone (Su) An ancient or older red dragon can use its breath weapon to melt rock at a range of 100 feet, affecting a 5-foot-radius area per age category. The area becomes lava to a depth of 1 foot. Any creature in contact with the lava takes 2d6 points of fire damage on the first round, 1d6 on the second, and none thereafter as the lava hardens and cools. If used on a wall or ceiling, treat this ability as an avalanche that deals fire damage.

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

Spell-Like Abilities (Sp) A red dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Young—*detect magic*; Juvenile—*pyrotechnics*; Adult—*suggestion*; Old—*wall of fire*; Ancient—*find the path*; Great wyrm—*discern location*.



Age Category	Special Abilities	Caster Level
Wyrmling	Fire subtype	—
Very young	Smoke vision	—
Young	<i>Detect magic</i>	1st
Juvenile	Frightful presence, <i>pyrotechnics</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Fire aura, <i>suggestion</i>	7th
Mature adult	DR 10/magic	9th
Old	Manipulate flames, <i>wall of fire</i>	11th
Very old	DR 15/magic	13th
Ancient	Melt stone, <i>find the path</i>	15th
Wyrmling	DR 20/magic	17th
Great wyrm	Incinerate, <i>discern location</i>	19th

YOUNG RED DRAGON

CR 10

XP 9,600

CE Large dragon (fire)

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

DEFENSE

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

hp 115 (11d12+44)

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

Immune fire, paralysis, sleep

Weaknesses vulnerability to cold

OFFENSE

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

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

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

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

Spell-Like Abilities (CL 11th)

At will—*detect magic*

Spells Known (CL 1st)

1st (3/day)—*shield*, *true strike*

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

STATISTICS

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

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

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

Skills Appraise +15, Bluff +15, Fly +9, Intimidate +15, Perception +15, Sense Motive +15, Stealth +11

Languages Common, Draconic

ADULT RED DRAGON

CR 14

XP 38,400

CE Huge dragon (fire)

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

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

DEFENSE

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

hp 212 (17d12+102)

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

DRAGON (CHROMATIC), RED

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 25
Weaknesses vulnerability to cold

OFFENSE

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

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

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

Special Attacks breath weapon (50-ft. cone, DC 24, 12d10 fire), crush

Spell-Like Abilities (CL 17th)

At will—*detect magic*, *pyrotechnics* (DC 15), *suggestion* (DC 16)

Spells Known (CL 7th)

3rd (5/day)—*dispel magic*, *haste*

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

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

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

STATISTICS

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

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

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

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

Languages Common, Draconic, Dwarven, Orc

ANCIENT RED DRAGON

CR 19

XP 204,800

CE Gargantuan dragon (fire)

Init +3; **Senses** dragon senses, smoke vision; Perception +33

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

DEFENSE

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

hp 362 (25d12+200)

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

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 30

Weaknesses vulnerability to cold

OFFENSE

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

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

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

Special Attacks breath weapon (60-ft. cone, DC 30, 20d10 fire), crush, manipulate flames, melt stone, tail sweep

Spell-Like Abilities (CL 25th)

At will—*detect magic*, *find the path*,

pyrotechnics (DC 17), *suggestion* (DC 18), *wall of fire*

Spells Known (CL 15th)

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

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

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

4th (7/day)—*fear* (DC 19), *fire shield*, *greater invisibility*, *stoneskin*

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

2nd (7/day)—*alter self*, *detect thoughts* (DC 17), *misdirection* (DC 17), *resist energy*, *see invisibility*

1st (8/day)—*alarm*, *grease* (DC 16), *magic missile*, *shield*, *true strike*

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

STATISTICS

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

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

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

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

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

Few creatures are more cruel and fearsome than the mighty red dragon. King of the chromatics, this terrible beast brings ruin and death to the lands that fall under its shadow.



CHROMATIC DRAGON, WHITE

This dragon's scales are a frosty white. Its head is crowned with slender horns, with a thin membrane stretched between them.

WHITE DRAGON



CE dragon (cold)

BASE STATISTICS

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

Speed 60 ft., burrow 30 ft., swim 60 ft.

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

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

ECOLOGY

Environment cold mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

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

Cold Aura (Su) An adult white dragon radiates an aura of cold. All creatures within 5 feet of the dragon take 1d6 points of cold damage at the beginning of the dragon's turn. An old dragon's aura extends to 10 feet. An ancient dragon's damage increases to 2d6.

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

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

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

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

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

Spell-Like Abilities (Sp) A white dragon gains the following spell-like abilities usable at will upon reaching the listed age category. Juvenile—*fog cloud*; Young adult—*gust of wind*; Ancient—*wall of ice*; Great wyrm—*control weather*.

Age Category	Special Abilities	Caster Level
Wyrmling	Icewalking, cold subtype	—
Very young	Snow vision	—
Young	Ice shape	—
Juvenile	<i>Fog cloud</i>	—
Young adult	DR 5/magic, spell resistance, <i>gust of wind</i>	—
Adult	Cold aura, frightful presence	1st
Mature adult	DR 10/magic	3rd
Old	Freezing fog	5th
Very old	DR 15/magic	7th
Ancient	Blizzard, <i>wall of ice</i>	9th
Wyrm	DR 20/magic	11th
Great wyrm	Ice tomb, <i>control weather</i>	13th

YOUNG WHITE DRAGON

CR 6

XP 2,400

CE Medium dragon (cold)

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

DEFENSE

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

hp 66 (7d12+21)

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

Immune cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

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

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

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

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

STATISTICS

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

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

Feats Alertness, Flyby Attack, Improved Initiative, Power Attack

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

Swim +22

Languages Draconic

SQ icewalking, ice shape

ADULT WHITE DRAGON

CR 10

XP 9,600

CE Large dragon (cold)

Init +5; **Senses** dragon senses, snow vision; Perception +22

Aura cold (5 ft., 1d6 cold damage), frightful presence (180 ft., DC 17)

DEFENSE

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

hp 149 (13d12+65)

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

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

Weaknesses vulnerability to fire

OFFENSE

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

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

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

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

Spell-Like Abilities (CL 13th)

At will—*fog cloud*, *gust of wind*

Spells Known (CL 1st)

1st (4/day)—*shield*, *true strike*

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

STATISTICS

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

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

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

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

Languages Common, Draconic

SQ icewalking, ice shape

ANCIENT WHITE DRAGON

CR 15

XP 51,200

CE Huge dragon (cold)

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

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

DEFENSE

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

hp 283 (21d12+147)

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

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

SR 26

Weaknesses vulnerability to fire

OFFENSE

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

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

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

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

Spell-Like Abilities (CL 21st)

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

Spells Known (CL 9th)

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

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

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

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

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

STATISTICS

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

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

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

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

Languages Common, Draconic

SQ icewalking, ice shape

Although most consider it to be the weakest and most feral of the chromatic dragons, the white dragon makes up for its lack of cunning with sheer ferocity. White dragons dwell on remote, frozen mountaintops and in arctic lowlands, making their home in glittering caves full of ice and snow. They prefer their meals completely frozen.

