

METALLIC DRAGON, BRASS

A crest of horns sweeps back from the head of this dragon, leading to a long neck and serpentine brass body.

BRASS DRAGON



CG dragon (fire)

BASE STATISTICS

CR 3; **Size** Tiny; **Hit Dice** 4d12

Speed 60 ft., burrow 30 ft.

Natural Armor +3; **Breath Weapon** line, 2d4 fire

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

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

SPECIAL ABILITIES

Desert Wind (Su) A juvenile or older brass dragon can call up the desert wind to serve him. This functions as *gust of wind*, but any creature in its path must make a Fortitude save or be blinded for 1d4 rounds by the sand. The save DC for this effect is equal to the dragon's breath weapon DC.

Fire Aura (Su) An old or older brass dragon is surrounded by an aura of intense heat. All creatures within 5 feet of the dragon take 1d6 points of fire damage at the beginning of the dragon's turn. An ancient brass dragon's aura extends to 10 feet. A great wyrm's damage increases to 2d6. A brass dragon can suppress or activate this aura at will as a free action.

Move Sand (Sp) A young or older brass dragon can move sand to excavate ruins or hide treasures. This functions as *move earth*, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

Sandstorm (Su) An ancient or older brass dragon can create a powerful sandstorm once per day as a full-round action. This storm has a radius of 1 mile and lasts for 1 minute per age category of the dragon. This functions as a sandstorm (*Pathfinder RPG Core Rulebook* 431), except that it is also accompanied by windstorm-level winds.

Sleep Breath (Su) Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a Will save or fall asleep for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities (Sp) A brass dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*speaking with animals*; Juvenile—*endure elements*; Adult—*suggestion*; Old—*control winds*; Ancient—*control weather*; Great wyrm—*whirlwind*.

Summon Djinni (Sp) This ability, usable by a great wyrm brass dragon once per day, works like a *summon monster* spell, except that it summons one noble djinni. This ability is the equivalent of a 9th-level spell.

Age Category	Special Abilities	Caster Level
Wyrmling	Fire subtype, sleep breath	—
Very young	<i>speaking with animals</i>	—
Young	Move sand	1st
Juvenile	Desert wind, <i>endure elements</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	frightful presence, <i>suggestion</i>	7th
Mature adult	DR 10/magic	9th
Old	Fire aura, <i>control winds</i>	11th
Very old	DR 15/magic	13th
Ancient	Sandstorm, <i>control weather</i>	15th
Wyrmling	DR 20/magic	17th
Great wyrm	Summon djinni, <i>whirlwind</i>	19th

YOUNG BRASS DRAGON

CR 7

XP 3,200

CG Medium dragon (fire)

Init +6; **Senses** blindsense 60 ft., 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 fire, paralysis, sleep

Weaknesses vulnerability to cold

OFFENSE

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

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

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

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

Spell-Like Abilities (CL 8th)

At will—*speaking with animals*

Spells Known (CL 1st)

1st (4/day)—*charm person* (DC 13), *comprehend languages*

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *message*

STATISTICS

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

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

Feats Alertness, Hover, Improved Initiative, Spell Focus (enchant)

Skills Bluff +12, Diplomacy +12, Fly +13, Heal +12, Linguistics +12, Perception +14, Sense Motive +14

Languages Common, Draconic, plus any 8 others

SQ move sand

ADULT BRASS DRAGON

CR 11

XP 12,800

CG Large dragon (fire)

Init +5; **Senses** blindsense 60 ft., dragon senses; Perception +24

Aura frightful presence (180 ft., DC 20)

DEFENSE

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

hp 161 (14d12+70)

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

DRAGON (METALLIC), BRASS

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 22
Weaknesses vulnerability to cold

OFFENSE

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

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

Special Attacks breath weapon (80-ft. line, DC 22, 12d4 fire), desert wind, sleep breath

Spell-Like Abilities (CL 14th)

At will—*endure elements*, *speaking with animals*, *suggestion* (DC 18)

Spells Known (CL 7th)

3rd (5/day)—*hold person* (DC 18), *tongues*

2nd (7/day)—*alter self*, *detect thoughts* (DC 15), *see invisibility*

1st (7/day)—*alarm*, *charm person* (DC 16), *protection from evil*, *shield*, *ventriloquism*

o (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *message*, *prestidigitation*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +14; **CMB** +22; **CMD** 33 (37 vs. trip)

Feats Alertness, Flyby Attack, Hover, Greater Spell Focus (enchant), Improved Initiative, Power Attack, Spell Focus (enchant)

Skills Bluff +20, Dip. +20, Fly +12, Heal +20, Ling. +20, Per. +24, S. Motive +24, Spellcraft +20, Survival +20

Languages Common, Draconic, plus any 14 others
SQ move sand

ANCIENT BRASS DRAGON

CR 16

XP 76,800

CG Huge dragon (fire)

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

Aura fire (10 ft., 1d6 fire), frightful presence (300 ft., DC 26)

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** fire, paralysis, sleep; **SR** 27

Weaknesses vulnerability to cold

OFFENSE

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

Melee bite +31 (2d8+16), 2 claws +31 (2d6+11), 2 wings +29 (1d8+5), tail slap +29 (2d6+16)

Special Attacks breath weapon (100-ft. line, DC 28, 20d4 fire), crush, desert wind, sandstorm, sleep breath

Spell-Like Abilities (CL 22th)

At will—*control weather*, *control winds*, *endure elements*, *speaking with animals*, *suggestion* (DC 18)

Spells Known (CL 15th)

7th (4/day)—*g. teleport*, *power word blind*

6th (6/day)—*forceful hand*, *geas*, *greater dispel magic*

5th (7/day)—*contact other plane*, *dominate person* (DC 22), *mirage arcana*, *prying eyes*

4th (7/day)—*charm monster* (DC 21), *confusion* (DC 21), *dimensional anchor*, *locate creature*

3rd (7/day)—*displacement*, *heroism*, *hold person* (DC 20), *tongues*

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

1st (8/day)—*alarm*, *charm person* (DC 18), *protection from evil*, *shield*, *ventriloquism*

o (at will)—*arcane mark*, *dancing lights*, *d. magic*, *d. poison*, *ghost sound* (DC 15), *mage hand*, *message*, *prestidigitation*, *r. magic*

STATISTICS

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

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

Feats Alertness, Flyby Attack, Greater Spell Focus (enchant), Hover, Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Quicken Spell, Spell Focus (enchant), Vital Strike

Skills Bluff +30, Diplomacy +30, Fly +17, Heal +30, Knowledge (local, history) +30, Linguistics +30, Perception +34, Sense Motive +34, Spellcraft +30, Survival +30

Languages Common, Draconic, plus any 22 others
SQ move sand

Consummate conversationalists, brass dragons prefer to talk instead of fight. Brass dragons lair near humanoid settlements, where they can hear the most recent news and gossip.



METALLIC DRAGON, BRONZE

This sleek dragon is covered in dull metallic scales that range in color from shining bronze to mottled blue.

BRONZE DRAGON



LG dragon (water)

BASE STATISTICS

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

Speed 40 ft., swim 60 ft.

Natural Armor +5; **Breath Weapon** line, 2d6 electricity

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

ECOLOGY

Environment temperate coastlines

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A young or older bronze dragon can take any animal or humanoid form 3/day as if using *polymorph*.

Electricity Aura (Su) An old or older bronze dragon has an aura of electricity. All creatures within 5 feet take 1d6 points of electricity damage at the start of the dragon's turn. An ancient dragon's aura is 10 feet. A great wyrm's damage increases to 2d6. A bronze dragon can suppress this aura at will.

Repulsion Breath (Su) Instead of a line of electricity, a bronze dragon can breathe a cone of *repulsion* gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6 rounds plus 1 round per age category. This is a mind-affecting compulsion effect.

Spell-Like Abilities (Sp) A bronze dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*Speak with animals*; Juvenile—*create food and water*; Adult—*fog cloud*; Old—*detect thoughts*; Ancient—*control water*; Great wyrm—*control weather*.

Tidal Wave (Su) A great wyrm bronze dragon can cause the sea to rise up and crush his enemies once per day as a standard action. This affects an area of coastline 120 feet in length and targets all creatures within 40 feet of the shore—treat the targets as if struck by an avalanche (*Pathfinder RPG Core Rulebook* 429). Treat all creatures as if they were in the bury zone. The save DC to halve this damage is equal to the dragon's breath weapon DC. Those who fail their saves take full damage and are drawn 60 feet off shore and deposited 20 feet under the surface on the round after the wave hits.

Vortex (Ex) Once per day, an ancient or older bronze dragon can create a vortex as a standard action, just like an elder water elemental (see page 127). A bronze dragon can maintain this vortex for 1 round per age category.

Water Breathing (Ex) A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Wave Mastery (Su) For up to 10 minutes per age category per day, a juvenile bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to electricity, repulsion breath, water breathing	—
Very young	<i>Speak with animals</i>	—
Young	Change shape	1st
Juvenile	Wave mastery, <i>create food and water</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	frightful presence, <i>fog cloud</i>	7th
Mature adult	DR 10/magic	9th
Old	Electricity aura, <i>detect thoughts</i>	11th
Very old	DR 15/magic	13th
Ancient	Vortex, <i>control water</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	Tidal wave, <i>control weather</i>	19th

YOUNG BRONZE DRAGON

CR 9

XP 6,400

LG Large dragon (water)

Init +1; **Senses** dragon senses; Perception +20

DEFENSE

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

hp 95 (10d12+30)

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

Immune electricity, paralysis, sleep

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 60 ft.

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

Special Attacks breath weapon (80-ft. line, DC 18, 6d6 electricity), repulsion breath

Spell-Like Abilities (CL 10th)

At will—*Speak with animals*

Spells Known (CL 1st)

1st (4/day)—*alarm*, *obscuring mist*

0 (at will)—*detect magic*, *light*, *message*, *resistance*

STATISTICS

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

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

Feats Alertness, Flyby Attack, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +16, Fly +8, Intimidate +16, Knowl. (arcana) +16,

Percep. +20, S. Motive +20, Spellcraft +16, Stealth +10, Swim +26

Languages Aquan, Common, Draconic, Elven

SQ change shape, water breathing

ADULT BRONZE DRAGON

CR 13

XP 25,600

LG Huge dragon (water)

Init +0; **Senses** dragon senses; Perception +28

Aura frightful presence (180 ft., DC 23)

DEFENSE

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

hp 184 (16d12+80)

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

DRAGON (METALLIC), BRONZE

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

OFFENSE

Speed 40 ft., fly 200 ft. (poor), swim 60 ft.

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

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

Special Attacks breath weapon (100-ft. line, DC 23, 12d6 electricity), crush, repulsion breath

Spell-Like Abilities (CL 16th)

At will—*create food and water, fog cloud, speak with animals*

Spells Known (CL 7th)

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

2nd (7/day)—*blur, gust of wind, mirror image*

1st (8/day)—*alarm, mage armor, obscuring mist, shield, true strike*
o (at will)—*detect magic, light, message, resistance, 2 more*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20

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

Feats Alertness, Cleave, Flyby Attack, Hover, Improved Vital Strike, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +24, Fly +11, Handle Animals +21, Intimidate +24, Knowledge (arcana, geography) +24, Perception +28, Sense Motive +28, Spellcraft +24, Stealth +11, Swim +35

Languages Aquan, Common, Draconic, Elven, Gnome, 2 more

SQ change shape, water breathing, wave mastery

cloud, speak with animals

Spells Known (CL 15th)

7th (5/day)—*spell turning, statue*

6th (7/day)—*greater dispel magic, mass suggestion* (DC 23), *mislead*

5th (7/day)—*dismissal, interposing hand, mind fog, teleport*

4th (7/day)—*dimension door, ice storm, solid fog, stoneskin*

3rd (7/day)—*dispel magic, heroism, slow* (DC 20), *suggestion*

2nd (8/day)—*blur, gust of wind, invisibility, mirror image, web*

1st (8/day)—*alarm, mage armor, obscuring mist, shield, true strike*

o (at will)—*detect magic, light, message, resistance, 2 more*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25, **Cha** 24

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

Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (bite, claw), Improved Initiative, Improved Vital Strike, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +34, Fly +10, Handle Animals +31, Heal +34,

Intimidate +34, Knowledge (arcana, geography, history) +34,

Percep. +38, S. Motive +38, Spellcraft +34, Stealth +14, Swim +47

Languages Aquan, Common, Draconic, Elven, Gnome, 3 more

SQ change shape, water breathing, wave mastery

Bronze dragons have been known to ally with travelers and adventurers if the cause and reward is right and just.

ANCIENT BRONZE DRAGON

CR 18

XP 153,600

LG Gargantuan dragon (water)

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

Perception +38

Aura electricity aura, frightful

presence (300 ft., DC 29)

DEFENSE

AC 37, touch 5, flat-footed 37;

(−1 Dex, +32 natural, −4 size)

hp 324 (24d12+168)

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

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

OFFENSE

Speed 40 ft., fly 250 ft. (clum.), sw. 60 ft.

Melee bite +32 (4d6+18/19–20), 2

claws +32 (2d8+12/19–20), 2 wings

+30 (2d6+6), tail slap +30 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. w/bite)

Special Attacks br. weapon (120-ft. line, DC 29, 20d6 elect.), crush, repul. breath, tail sweep, vortex

Spell-Like Abilities (CL 24th)

At will—*control water, create food and water, detect thoughts* (DC 19), *fog*



METALLIC DRAGON, COPPER

Bright, shining copper scales run from the horn-crowned head to the ridged tail of this long-winged dragon.

COPPER DRAGON

CG dragon (earth)

BASE STATISTICS

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

Speed 40 ft.

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

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

ECOLOGY

Environment warm hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

Climb Stone (Ex) A copper dragon can climb on stone surfaces as though using the *spider climb* spell.

Deadly Joke (Sp) Once per day, as a standard action, a great wyrm copper dragon can tell a joke that kills. This affects one target, and functions as *power word kill*. This is a language-dependent sonic effect.

Mass Laughter (Sp) An ancient copper dragon can tell a fantastic joke once per day as a standard action. All creatures within 10 feet per age category must make a Will save or laugh for 1 round per age category, as if affected by *hideous laughter*. The save DC is Charisma-based. This is equal to a 6th-level spell.

Slow Aura (Su) An old or older copper dragon is surrounded by an aura of slowness. All creatures within 5 feet of the dragon must make a Will save or be affected as per *slow* for 1 round. An ancient dragon's aura extends to 10 feet. For great wyrm copper dragons, those opponents that fail their saves are slowed for 1d4 rounds. The DC of this save is equal to the dragon's breath weapon. A copper dragon can suppress or activate this aura at will as a free action.

Slow Breath (Su) Instead of a line of acid, a copper dragon can breathe a cone of slowing gas. Those in the cone must make a Fortitude save or be slowed (as per the spell *slow*) for 1d6 rounds plus 1 round per age category of the dragon.

Spell-Like Abilities (Sp) A copper dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*grease*; Juvenile—*hideous laughter*; Adult—*stone shape*; Old—*transmute rock to mud/mud to rock*; Ancient—*wall of stone*; Great wyrm—*move earth*.

Trap Master (Ex) A juvenile or older copper dragon receives a +1 bonus per age category on Craft (traps) and Perception checks made to locate a trap. Upon becoming a mature adult, he can also use Disable Device to disarm magic traps as if he had the rogue's Trapfinding class feature.

Uncanny Dodge (Ex) A young or older copper dragon is always looking out for an ambush. He can never be caught flat-footed. This ability functions like the rogue ability of the same name.

Age Category	Special Abilities	Caster Level
Wyrmling	Immunity to acid, climb stone, slow breath	—
Very young	<i>Grease</i>	—
Young	Uncanny dodge	1st
Juvenile	Trap master, <i>hideous laughter</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, <i>stone shape</i>	7th
Mature adult	DR 10/magic	9th
Old	Slow aura, <i>transmute rock/mud</i>	11th
Very old	DR 15/magic	13th
Ancient	Mass laughter, <i>wall of stone</i>	15th
Wyrmling	DR 20/magic	17th
Great wyrm	Deadly joke, <i>move earth</i>	19th

YOUNG COPPER DRAGON

CR 8

XP 4,800

CG Medium dragon (earth)

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

DEFENSE

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

hp 85 (9d12+27)

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

Defensive Abilities uncanny dodge; **Immune** acid, paralysis, sleep

OFFENSE

Speed 40 ft., fly 150 ft. (average); climb stone

Melee bite +13 (1d8+6/19–20), 2 claws +13 (1d6+4), 2 wings +8 (1d4+2)

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

Special Attacks breath weapon (60-ft. line, DC 17, 6d6 acid), slow breath (30-ft. cone, DC 17, *slowed* for 1d6+3 rounds)

Spell-Like Abilities (CL 9th)

At will—*grease* (DC 13)

Spells Known (CL 1st)

1st (4/day)—*alarm*, *silent image* (DC 13)

o (at will)—*detect magic*, *ghost sound* (DC 12), *light*, *message*

STATISTICS

Str 19, **Dex** 14, **Con** 17, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +9; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Combat Expertise, Improved Critical (bite), Improved Initiative, Improved Trip, Power Attack

Skills Bluff +14, Craft (trap) +14, Fly +14, Perception +14, Perform (comedy) +11, S. Motive +14, Stealth +14, Use Magic Device +14

Languages Common, Draconic, Gnome

ADULT COPPER DRAGON

CR 12

XP 19,200

CG Large dragon (earth)

Init +5; **Senses** Perception +22

Aura frightful presence (180 ft., DC 21)

DEFENSE

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

hp 172 (15d12+75)

Fort +14, **Ref** +10, **Will** +13

DRAGON (METALLIC), COPPER

Defensive Abilities uncanny dodge; **DR** 5/magic; **Immune** acid, paralysis, sleep; **SR** 23

OFFENSE

Speed 40 ft., fly 200 ft. (poor); climb stone

Melee bite +21 (2d6+10/19–20), 2 claws +21 (1d8+7/19–20), 2 wings +16 (1d6+3), tail +16 (1d8+10)

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

Special Attacks b. weapon (80-ft. line, DC 22, 12d6 acid), slow breath

Spell-Like Abilities (CL 15th)

At will—*grease* (DC 15), *hideous laughter* (DC 16), *stone shape*

Spells Known (CL 7th)

3rd (5/day)—*dispel magic*, *major image* (DC 17)

2nd (7/day)—*glitterdust* (DC 16), *invisibility*, *phantom trap*

1st (7/day)—*alarm*, *identify*, *magic missile*, *shield*, *silent image* (DC 15)

o (at will)—*detect magic*, *ghost sound* (DC 14), *light*, *message*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 18, **Wis** 19, **Cha** 18

Base Atk +15; **CMB** +23; **CMD** 34 (38 vs. trip)

Feats Combat Expertise, Greater Trip, Improved Critical (bite, claw), Improved Initiative, Improved Trip, Power Attack, Vital Strike

Skills Bluff +22, Craft (traps) +28, Diplomacy +22, Fly +13, Perception +22, Perform (comedy) +19, Sense Motive +22, Spellcraft +22, Stealth +15, Use Magic Device +22

Languages Common, Draconic, Elven, Gnome, Halfling

SQ trap master

3rd (7/day)—*dispel magic*, *haste*, *suggestion* (DC 19), *tongues*
2nd (7/day)—*glitterdust* (DC 18), *invisibility*, *phantom trap*,
pyrotechnics, see *invisibility*

1st (8/day)—*expeditious retreat*, *magic aura*, *obscuring mist*,
shield, *silent image* (DC 18)

o (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 17), *light*,
mage hand, *message*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 33, **Dex** 10, **Con** 25, **Int** 22, **Wis** 23, **Cha** 22

Base Atk +23; **CMB** +36; **CMD** 46 (50 vs. trip)

Feats Combat Expertise, Greater Trip, Imp. Critical (bite, claw),
Imp. Disarm, Imp. Initiative, Imp. Trip, Improved Vital Strike,
Power Attack, Quicken Spell, Spell Focus (illusion), Vital Strike

Skills Bluff +32, Craft (traps) +42, Diplomacy +32, Fly +18,
Knowledge (geography) +32, Knowledge (history) +32,
Perception +32, Perform (comedy) +29, Sense Motive +32,
Spellcraft +32, Stealth +18, Use Magic Device +32

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

SQ trap master

This whimsical dragon spends most of its time in combat trying to annoy and frustrate its enemies.

ANCIENT COPPER DRAGON

CR 17

XP 102,400

CG Huge dragon (earth)

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

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

DEFENSE

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

hp 310 (23d12+161)

Fort +20, **Ref** +13, **Will** +19

Defensive Abilities uncanny dodge; **DR** 15/magic; **Immune** acid, paralysis, sleep; **SR** 28

OFFENSE

Speed 40 ft., fly 200 ft. (poor); climb stone

Melee bite +32 (2d8+16/19–20), 2 claws +32 (2d6+11/19–20), 2 wings +27 (1d8+5), tail slap +27 (2d6+16)

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

Special Attacks breath weapon (100-ft. line, DC 28, 20d6 acid), crush, mass laughter, slow breath

Spell-Like Abilities (CL 23rd)

At will—*grease* (DC 17), *hideous laughter* (DC 18), *stone shape*,
transmute mud to rock, *transmute rock to mud*, *wall of stone*

Spells Known (CL 15th)

7th (4/day)—*reverse gravity*, *teleport object* (DC 23)

6th (7/day)—*antimagic field*, *mislead*, *programmed image* (DC 23)

5th (7/day)—*mind fog* (DC 21), *polymorph*, *sending*, *teleport*

4th (7/day)—*confusion*, *rainbow pattern*, *stone shape*, *stoneskin*



107

METALLIC DRAGON, GOLD

Golden scales cover the body of this majestic dragon, and a regal crest of horns arches backward above wise and piercing eyes.

GOLD DRAGON

LG dragon (fire)

BASE STATISTICS

CR 7; **Size** Small; **Hit Dice** 8d12

Speed 60 ft., swim 60 ft.

Natural Armor +7; **Breath Weapon** cone, 2d10 fire

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

ECOLOGY

Environment warm plains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A very young or older gold dragon can assume any animal or humanoid form three times per day as if using *polymorph*.

Detect Gems (Sp) A young or older gold dragon can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones.

Divine Aid (Sp) Once a week, a great wyrm gold dragon can call upon celestial powers for aid. This functions as a *miracle*.

Fast Flight (Ex) A young or older gold dragon is treated as one size category larger when determining his fly speed.

Fire Aura (Su) An old or older gold dragon is surrounded by an aura of fire. All creatures within 5 feet of the dragon take 1d6 points of fire damage at the beginning of the dragon's turn. An ancient gold dragon's aura extends to 10 feet. A great wyrm's damage increases to 2d6. The dragon can activate or suppress this aura as a free action.

Luck (Sp) Once per day an adult or older gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a given radius of it (10 ft. per age category) receives a +1 luck bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3 hours plus 3 hours per age category of the dragon. This ability is the equivalent of a 2nd-level spell.

Spell-Like Abilities (Sp) A gold dragon gains the following spell-like abilities upon reaching the listed age category. Its caster level for these effects is equal to its Hit Dice, and any save DCs are Charisma-based. A gold dragon can use these abilities at will. Very young—*detect evil*; Juvenile—*bless*; Adult—*daylight*; Old—*geas/quest*; Ancient—*sunburst*; Great wyrm—*foresight*.

Weakening Breath (Su) Instead of a cone of fire, a gold dragon can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 1 point of Strength damage per age category (Will save half).



Age Category	Special Abilities	Caster Level*
Wyrmling	Fire subtype, weakening breath	—
Very young	Change shape, <i>detect evil</i>	—
Young	Fast flight, detect gems	1st
Juvenile	<i>Bless</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, luck, <i>daylight</i>	7th
Mature adult	DR 10/magic	9th
Old	Fire aura, <i>geas/quest</i>	11th
Very old	DR 15/magic	13th
Ancient	<i>Sunburst</i>	15th
Wyrmling	DR 20/magic	17th
Great wyrm	Divine aid, <i>foresight</i>	19th

* A gold dragon can cast cleric spells as arcane spells.

YOUNG GOLD DRAGON

CR 11

XP 12,800

LG Large dragon (fire)

Init +1; **Senses** dragon senses Perception +22

DEFENSE

AC 23, touch 10, flat-footed 22; (+1 Dex, +13 natural, –1 size)

hp 126 (12d12+48)

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

Immune fire, paralysis, sleep; **Weaknesses** vulnerability to cold

OFFENSE

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

Melee bite +18 (2d6+10), 2 claws +18 (1d8+7/19–20), 2 wings +16 (1d6+3), tail +16 (1d8+10)

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

Special Attacks breath weapon (40-ft. cone, DC 20, 6d10 fire), weakening breath

Spell-Like Abilities (CL 12th)

At will—*detect evil*

Spells Known (CL 1st)

1st (4/day)—*mage armor*, *shield*

0 (at will)—*detect magic*, *light*, *mending*, *stabilize*

STATISTICS

Str 25, **Dex** 12, **Con** 19, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +12; **CMB** +20; **CMD** 31 (35 vs. trip)

Feats Alertness, Improved Critical (claw), Iron Will, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +18, Fly +10, Heal +18, Knowledge (local, religion) +18, Perception +22, Sense Motive +22, Spellcraft +18, Swim +30

Languages Common, Draconic, Elven, Halfling

SQ change shape, detect gems, fast flight

ADULT GOLD DRAGON

CR 15

XP 51,200

LG Huge dragon (fire)

Init +0; **Senses** dragon senses; Perception +30

Aura frightful presence (180 ft., DC 24)

DEFENSE

AC 30, touch 8, flat-footed 30 (+22 natural, –2 size)

DRAGON (METALLIC), GOLD

hp 225 (18d12+108)

Fort +17, **Ref** +11, **Will** +18

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 26

Weaknesses vulnerability to cold

OFFENSE

Speed 60 ft., fly 250 ft. (poor), swim 60 ft.

Melee bite +26 (2d8+15/19–20), 2 claws +26 (2d6+10/19–20), 2 wings +24 (1d8+5), tail +24 (2d6+15)

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

Special Attacks breath weapon (50-ft. cone, DC 25, 12d10 fire), crush, weakening breath

Spell-Like Abilities (CL 18th)

At will—*bless*, *daylight*, *detect evil*

Spells Known (CL 7th)

3rd (5/day)—*dispel magic*, *prayer*

2nd (7/day)—*aid*, *cure moderate wounds* (DC 17), *resist energy*

1st (7/day)—*alarm*, *divine favor*, *mage armor*, *shield*, *shield of faith*

o (at will)—*detect magic*, *light*, *mending*, *stabilize*, 3 more

STATISTICS

Str 31, **Dex** 10, **Con** 23, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +18; **CMB** +30; **CMD** 40 (44 vs. trip)

Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite, claw), Iron Will, Multiattack, Power Attack, Vital Strike

Skills Diplomacy +26, Fly +13, Heal +26, Knowledge (arcana, local, nobility, religion) +26, Perception +30, Sense Motive +30, Spellcraft +26, Swim +39

Languages Celestial, Common, Draconic, 3 more

SQ change shape, detect gems, fast flight, luck

ANCIENT GOLD DRAGON

CR 20

XP 307,200

LG Gargantuan dragon (fire)

Init –1; **Senses** dragon senses; Perception +40

Aura fire, frightful presence (300 ft., DC 30)

DEFENSE

AC 39, touch 5, flat-footed 39 (–1 Dex, +34 natural, –4 size)

hp 377 (26d12+208)

Fort +23, **Ref** +14, **Will** +24

DR 15/magic; **Immune** fire, paralysis, sleep; **SR** 31

Weaknesses vulnerability to cold

OFFENSE

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

Melee bite +36 (4d6+21/19–20), 2 claws +36 (2d8+14/19–20), 2 wings +34 (2d6+7/19–20), tail +34 (2d8+21/19–20)

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

Special Attacks breath weapon (60-ft. cone, DC 31, 20d10 fire), crush, tail sweep, weaken breath

Spell-Like Abilities (CL 26th)

At will—*bless*, *daylight*, *detect evil*, *geas/quest*, *sunburst* (DC 25)

Spells Known (CL 15th)

7th (5/day)—*greater teleport*, *resurrection*

6th (7/day)—*antimagic field*, *greater dispel magic*, *heal*

5th (7/day)—*dispel evil*, *plane shift*, *teleport*, *true seeing*

4th (7/day)—*divination*, *restoration*, *spell immunity*, *stoneskin*

3rd (7/day)—*dispel magic*, *haste*, *invisibility purge*, *prayer*

2nd (8/day)—*aid*, *cure moderate wounds*, *lesser restoration*, *resist energy*, *silence*

1st (8/day)—*alarm*, *divine favor*, *mage armor*, *shield*, *shield of faith*

o (at will)—*detect magic*, *light*, *mending*, *stabilize*, 6 more

STATISTICS

Str 39, **Dex** 8, **Con** 27, **Int** 24, **Wis** 25, **Cha** 24

Base Atk +26; **CMB** +44; **CMD** 53 (57 vs. trip)

Feats Alertness, Critical Focus, Extend Spell, Improved Critical (bite, claw, wing, tail), Iron Will, Multiattack, Power Attack, Quicken Spell, Staggering Critical, Vital Strike

Skills Diplomacy +36, Fly +13, Heal +36, Knowledge (arcana, history, local, nobility, planes, religion) +36, Perception +40, Sense Motive +40, Spellcraft +36, Swim +51

Languages Celestial, Common, Draconic, 5 more

SQ change shape, detect gems, fast flight, luck

Gold dragons are the epitome of virtue. Other metallic dragons revere their gold cousins as the agents of divine forces and the paragons of dragonkind, and often seek them for advice or aid.



METALLIC DRAGON, SILVER

The scales of this tall, elegant dragon shine like polished silver, and its tail has a feathered appearance.

SILVER DRAGON

LG dragon (cold)

BASE STATISTICS

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

Speed 40 ft.

Natural Armor +6; **Breath Weapon** cone, 2d8 cold

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

ECOLOGY

Environment temperate mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Change Shape (Su) A silver dragon can assume any animal or humanoid form three times per day as if using *polymorph*.

Cloudwalking (Su) A very young or older silver dragon can tread on clouds or fog as though on solid ground.

Cold Aura (Su) An old or older silver dragon is surrounded by 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 ancient dragon's aura extends to 10 feet. A great wyrm's aura damage increases to 2d6. A silver dragon can suppress or activate this aura at will as a free action.

Fog Vision (Ex) A juvenile or older silver dragon can see perfectly well in fog and clouds.

Graceful Flight (Ex) A young or older silver dragon's aerial maneuverability is one step better than normal.

Paralyzing Breath (Su) Instead of a cone of cold, a silver dragon can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus 1 round per age category of the dragon.

Reflective Scales (Su) Any spell that targets an ancient or older silver dragon but fails to penetrate the silver dragon's spell resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as *spell turning*.

Spell-Like Abilities (Sp) A silver dragon gains the following spell-like abilities, usable at will upon reaching the listed age category. Very young—*detect evil*; Juvenile—*feather fall*; Adult—*fog cloud*; Old—*control winds*; Ancient—*control weather*; Great wyrm—*reverse gravity*.

True Courage (Ex) A great wyrm silver dragon can fight on through pain and death. When reduced to below 0 hit points, it remains conscious, automatically stabilizes, and can continue to act (although it is staggered). If it takes damage or is the target of a spell that causes its death, it remains alive for 1 round and can act normally (it is not staggered for this final round).



Age Category	Special Abilities	Caster Level*
Wyrmling	Change shape, cold subtype, immune to acid, paralyzing breath	—
Very young	Cloudwalking, <i>detect evil</i>	—
Young	Graceful flight	1st
Juvenile	Fog vision, <i>feather fall</i>	3rd
Young adult	DR 5/magic, spell resistance	5th
Adult	Frightful presence, <i>fog cloud</i>	7th
Mature adult	DR 10/magic	9th
Old	Cold aura, <i>control winds</i>	11th
Very old	DR 15/magic	13th
Ancient	Reflective scales, <i>control weather</i>	15th
Wyrm	DR 20/magic	17th
Great wyrm	True courage, <i>reverse gravity</i>	19th

* A silver dragon can cast cleric spells as arcane spells.

YOUNG SILVER DRAGON

CR 10

XP 9,600

LG Large dragon (cold)

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** +12

Immune acid, cold, paralysis, sleep

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 200 ft. (average); cloudwalking, graceful flight

Melee bite +16 (2d6+7), 2 claws +15 (1d8+5), 2 wings +13 (1d6+2), tail +13 (1d8+7)

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

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

Spell-Like Abilities (CL 11th)

At will—*detect evil*

Spells Known (CL 1st)

1st (4/day)—*alarm*, *true strike*

0 (at will)—*detect magic*, *light*, *message*, *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 Initiative, Iron Will, Multiattack, Power Attack, Weapon Focus (bite)

Skills Acrobatics +12, Diplomacy +17, Fly +13, Heal +17, Intimidate +17, Know. (local) +17, Perception +17, S. Motive +17, Spellcraft +17

Languages Auran, Common, Draconic, Giant

SQ change shape

ADULT SILVER DRAGON

CR 14

XP 38,400

LG Huge dragon (cold)

Init +4; **Senses** dragon senses, fog vision; Perception +25

DRAGON (METALLIC), SILVER

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** +12, **Will** +17

DR 5/magic; **Immune** acid, cold, paralysis, sleep; **SR** 25

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 200 ft. (average); cloudwalking, graceful flight

Melee bite +24 (2d8+12), 2 claws +23 (2d6+8), 2 wings +21 (1d8+4), tail slap +21 (2d6+12)

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

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

Spell-Like Abilities (CL 17th)

At will—*detect evil, feather fall, fog cloud*

Spells Known (CL 7th)

3rd (5/day)—*dispel magic, wind wall*

2nd (7/day)—*augury, cure moderate wounds, web* (DC 17)

1st (7/day)—*alarm, bless, divine favor, shield, true strike*

o (at will)—*detect magic, flare, light, message, prestidigitation, read magic, stabilize*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +17; **CMB** +27; **CMD** 37 (41

vs. trip)

Feats Flyby Attack, Hover, Improved

Initiative, Iron Will, Lighting Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +17, Diplomacy +25,

Fly +16, Heal +25, Intimidate +25, Knowledge (arcana, local, nobility) +25, Perception +25, Sense Motive +25, Spellcraft +25

Languages Auran, Common,

Draconic, Dwarven, Giant, Terran

SQ change shape

ANCIENT SILVER DRAGON CR 19

XP 204,800

LG Gargantuan dragon (cold)

Init +3; **Senses** dragon senses, fog vision; Perception +35

Aura cold, 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** +15, **Will** +23

Defensive Abilities reflective scales; **DR** 15/magic; **Immune** acid, cold, paralysis, sleep; **SR** 30

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., fly 250 ft. (poor); cloudwalking, graceful flight

Melee bite +34 (4d6+18/19–20), 2 claws +33 (2d8+12), 2 wings +31 (2d6+6), tail slap +31 (2d8+18)

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

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

Spell-Like Abilities (CL 25th)

At will—*control weather, control winds, detect evil, feather fall, fog cloud*

Spells Known (CL 15th)

7th (5/day)—*holy word* (DC 24), *repulsion* (DC 24)

6th (7/day)—*banishment* (DC 23), *greater dispel magic, heal* 5th (7/day)—*break enchantment, flame strike* (DC 22),

plane shift, wall of force

4th (7/day)—*dimension door, freedom of movement, restoration, solid fog*

3rd (7/day)—*cure serious wounds, dispel magic, hold person* (DC 20), *wind wall*

2nd (8/day)—*augury, calm emotions* (DC 19), *cure moderate wounds, invisibility, web*

1st (8/day)—*bless, divine favor, protection from evil, shield, true strike*

o (at will)—*detect magic, flare* (DC 17), *light, message, prestidigitation, read magic, stabilize, resistance, virtue*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 24, **Wis** 25,

Cha 24

Base Atk +25; **CMB** +41; **CMD** 50 (54 vs. trip)

Feats Critical Focus, Flyby Attack, Hover,

Improved Critical (bite), Improved Initiative, Iron Will, Lighting Reflexes, Multiattack, Power Attack, Quicken Spell, Skill Focus (Fly), Vital Strike, Weapon Focus (bite)

Skills Acrobatics +24, Diplomacy +35, Fly +21, Heal +35, Intimidate +35, Knowledge (arcana, history, local, nobility, planes) +35, Perception +35, Sense Motive +35, Spellcraft +35

Languages Auran, Common,

Draconic, Dwarven, Elven, Halfling, Giant, Terran

SQ change shape

Of all the dragons, silvers are the most courageous, holding themselves to a chivalrous code to help the weak, defeat evil, and behave in an honorable manner.



DRAGON TURTLE

This long-tailed aquatic beast resembles a massive snapping turtle with draconic features.

DRAGON TURTLE CR 9

XP 6,400

N Huge dragon (aquatic)

Init +4; **Senses** low-light vision, darkvision 60 ft., scent; Perception +16

DEFENSE

AC 23, touch 8, flat-footed 23 (+15 natural, –2 size)

hp 126 (12d12+48)

Fort +12, **Ref** +8, **Will** +9

Immune fire, sleep, paralysis

OFFENSE

Speed 20 ft., swim 30 ft.

Melee bite +18 (3d6+8), 2 claws +18 (2d6+8)

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

Special Attacks breath weapon, capsize

STATISTICS

Str 27, **Dex** 10, **Con** 19, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +12; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush, Improved Initiative, Power Attack

Skills Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +7 (+15 in water), Survival +16, Swim +31;

Racial Modifiers +8 Stealth in water

Languages Aquan, Common, Draconic

ECOLOGY

Environment temperate aquatic

Organization solitary

Treasure double

SPECIAL ABILITIES

Breath Weapon (Su) Cloud of steam 20 feet high, 25 feet wide, and 50 feet long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 20 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex) A dragon turtle 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 than the dragon turtle's size, it takes a cumulative –10 penalty on this CMB check.

Dragon turtles make their homes in both salt and fresh water, where they rank among the biggest threats to sailors and those who travel by

ship through the waterways of the world. Skilled mariners know the territory dragon turtles claim and frequently make offerings of gold and magic for safe passage or avoid the area entirely. For its part, a dragon turtle quickly grows to appreciate and even expect such tithes and gifts, and a dragon turtle that expects gifts but is ignored is a dangerous foe indeed.

A dragon turtle's shell varies in color between individuals. Some have dull shells of brown and rust red, while others have carapaces of a deep green-blue color with silver highlights across the rocky ridges. The coloration of the head, tail, and legs is slightly paler than the shell and contains golden streaks along the crest and spines.

Dragon turtles claim vast territories in the open seas, encompassing regions often in excess of 50 square miles. Here, these dangerous beasts capsize ships that fail to respect their territories, adding the sunken wrecks and their valuable cargoes to their lairs. Dragon turtles generally make their homes in deep caves only accessible through the water, and often decorate their lairs not only with the wealth seized from ships they've sunk, but the wrecks of these unfortunate ships themselves. Their territorial natures and fondness for these types of lairs put them in direct conflict with other undersea races such as merfolk and sahuagin.

Large fish, such as tuna, sturgeons, and even sharks, rank among dragon turtles' favorite foods, but being omnivores, they also sometimes feed on large undersea fields of seaweed. They certainly aren't above supplementing their diets with the passengers of ships they sink, although such feeding is not borne of any intrinsic evil or cruelty. Dragon turtles possess shells 15 feet in diameter, with their appendages stretching a few feet further, and measure over 25 feet long from the tip of their noses to the ends of their powerful tails.



DRIDER

The dry rasping of spidery legs brings this hideous monstrosity into view—a nightmarish, centaurian fusion of drow and spider.

DRIDER

CR 7



XP 3,200

CE Large aberration

Init +2; **Senses** darkvision 120 ft., *detect good*, *detect law*, *detect magic*; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 17; (+2 Dex, +1 dodge, +8 natural, –1 size)

hp 76 (9d8+36)

Fort +7, **Ref** +5, **Will** +9

Immune sleep; **SR** 18

OFFENSE

Speed 30 ft., climb 20 ft.

Melee mwk heavy mace +9/+4 (1d8+3), bite +3 (1d4+1 plus poison)

Ranged mwk composite longbow +8/+3 (1d8+2/x3)

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

Special Attacks web (+7 ranged, DC 18, hp 9)

Spell-Like Abilities (CL 9th)

Constant—*detect good*, *detect law*, *detect magic*

At will—*dancing lights*, *darkness*, *faerie fire*

1/day—*clairaudience/clairvoyance*, *deeper darkness*, *dispel magic*, *levitate*, *suggestion* (DC 16)

Spells Known (CL 6th)

3rd (4/day)—*lightning bolt* (DC 16)

2nd (6/day)—*invisibility*, *web* (DC 15)

1st (7/day)—*mage armor*, *magic missile*, *ray of enfeeblement* (DC 14), *silent image* (DC 14)

o (at will)—*bleed* (DC 13), *daze* (DC 13), *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*

STATISTICS

Str 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 16, **Cha** 16

Base Atk +6; **CMB** +9; **CMD** 21 (33 vs. trip)

Feats Blind-Fight, Dodge, Combat Casting, Weapon Focus (bite, mace)

Skills Climb +22, Intimidate +15, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; **Racial Modifiers** +4 Stealth

Languages Common, Elven, Undercommon

SQ undersized weapons

ECOLOGY

Environment any underground

Organization solitary, pair, or group (3–8)

Treasure double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.

Spells A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

Undersized Weapons (Ex) Although a drider is Large, its upper torso is the same size as that of a Medium humanoid's upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

Created from the body of a drow, warped and mutated through special poisons and elixirs to take on the characteristics of a giant spider, the drider is a dangerous creature.

Driders are sexually dimorphic. A female drider's lower spider body is sleek and graceful, often similar to a black widow's body, while its upper drow torso retains its alluring curves and beautiful face (with the exception of sharp, poisonous fangs). A male drider's lower body is bulky like a tarantula, while its upper body is wiry and bears a hideous face more spider than drow, complete with fanged mandibles.

Illustration by Ben Wootten



DROW

This dark-skinned elf stands in a battle-ready pose, her hair silver and eyes white and pupilless.

DROW

CR 1/3



XP 135

Drow warrior 1

CE Medium humanoid (elf)

Init +2; **Senses** darkvision 120 ft.; Perception +2

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 shield)

hp 5 (1d10)

Fort +2, **Ref** +2, **Will** -1; +2 vs. enchantment

Immune sleep; **SR** 7

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6/18–20)

Ranged hand crossbow +3 (1d4/19–20 plus poison)

Spell-Like Abilities (CL 1st)

1/day—*dancing lights*, *darkness*, *faerie fire*

STATISTICS

Str 11, **Dex** 15, **Con** 10, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +1; **CMD** 13

Feats Weapon Finesse

Skills Perception +2, Stealth +2; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

SQ poison use

ECOLOGY

Environment underground

Organization pair, squad (3–4), patrol (5–8), or war party (10–40)

Treasure NPC Gear (leather armor, light steel shield, rapier, hand crossbow with 20 bolts, drow poison [2 doses], 3d6 gp, other treasure)

SPECIAL ABILITIES

Poison Use (Ex) Drow are skilled in the use of poison and never risk accidentally poisoning themselves. Drow favor an insidious toxin that causes its victims to lapse into unconsciousness—this poison allows drow to capture slaves with great ease.

Drow Poison—injury; *save* Fort DC 13; *frequency* 1/minute for 2 minutes; *initial effect* unconsciousness for 1 minute; *secondary effect* unconsciousness for 2d4 hours; *cure* 1 save.

Although related to the elves, the drow are a vile and evil cousin at best. Sometimes called dark elves, these cunning creatures prowl the caves and tunnels of the world below, ruling vast subterranean cities through fear and might. Worshiping demons and enslaving most races they encounter, the drow are among the underworld's most feared and hated denizens.

Drow are shorter and a bit more slender than their surface-dwelling kin, but they are otherwise physically

similar. Drow have dark skin, ranging from black to a hazy purple hue. Most drow have white or silver hair and white or red eyes, but other colors are not unheard of.

Drow society is ruled over by powerful nobility, themselves governed by sadistic and dangerous matriarchs who constantly plot and scheme against rival houses and lesser kin within their own families. The majority of drow are the common soldiers and decadent citizenry, with base stats as presented here—drow nobles are more powerful and dangerous, and are detailed on the facing page.

In combat, drow are thoroughly ruthless, with little regard for fairness or mercy. They prefer to attack from ambush or to lure enemies into situations where they clearly have the upper hand. If things turn against them, drow are quick to flee, leaving slaves and minions to cover their escape.

Drow Characters

Drow are defined by their class levels—they do not possess racial Hit Dice. All drow have the following racial traits.

+2 Dexterity, +2 Charisma, -2 Constitution: Drow are nimble and manipulative.

Medium: Drow are Medium creatures, and have no bonuses or penalties due to their size.

Normal Speed: Drow have a base speed of 30 feet.

Darkvision: Drow can see in the dark up to 120 feet.

Drow Immunities: Drow are immune to magic sleep effects and get a +2 racial bonus to saves against enchantment spells.

Keen Senses: Drow receive a +2 racial bonus on Perception checks.

Spell Resistance: Drow possess spell resistance equal to 6 plus their class levels.

Spell-Like Abilities: A drow can cast *dancing lights*, *darkness*, and *faerie fire* each once per day, using his total character level as his caster level.

Light Blindness: Abrupt exposure to bright light blinds drow for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area.

Poison Use: See Special Abilities, above.

Weapon Familiarity: Drow are proficient with the hand crossbow, rapier, and short sword.

Languages: Drow begin play speaking Elven and Undercommon. Drow with high Intelligence can choose bonus languages from the following: Abyssal, Aklo, Aquan, Common, Draconic, Drow Sign Language, Gnome, or Goblin.

Drow Nobility

About one out of every 20 drow is gifted with special powers from birth—the overwhelming majority of these exceptional drow are female, and as a result, drow society tends to be matriarchal in nature. These special births are engineered and encouraged among the ruling caste, and are

far more likely to occur when the mother is of noble heritage. Strangely, the status of the father seems not to increase or decrease the chances of a child being born a drow noble. Common drow children born to nobles are usually put to death—sacrificed to one of the many demon gods to whom the drow offer worship. It is rare for a drow noble to be born to common parents, but those who are usually murder their parents or family before they come of age in order to hide the truth of their base upbringing and to ease the processes of joining one of their society's noble houses. Drow nobles are more powerful than the majority of their kin, and as such they quickly rise to power within their houses. Advancement through the hierarchy of a drow noble house is usually accomplished through a combination of assassination, seduction, and treachery, leading most drow in power to be overly paranoid.

Drow Noble Characters

Drow nobles are defined by their class levels—they do not possess racial Hit Dice. A drow noble's challenge rating is equal to her class level. Drow nobles possess all of the racial traits listed above for drow characters, plus the following.

+4 Dexterity, +2 Intelligence, +2 Wisdom, +2 Charisma, –2 Constitution. Noble drow are very agile, observant, and regal. These ability score modifiers replace the standard drow ability score modifiers.

Spell Resistance: Drow nobles have spell resistance equal to 11 + their character level.

Spell-Like Abilities: Drow nobles can cast *dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, and *levitate* each at will, and have *detect magic* as a constant spell-like ability. A drow noble can also cast *divine favor*, *dispel magic*, and *suggestion* once per day each. In some cases, a drow noble's spell-like abilities might vary, although the level of a particular spell-like ability does not. A drow noble's

caster level for her spell-like abilities is equal to her character level.

DROW NOBLE

CR 3



XP 800

Female drow noble cleric 3

CE Medium humanoid (elf)

Init +3; **Senses** darkvision 120 ft.; Perception +5

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield)

hp 20 (3d8+3)

Fort +4, **Ref** +4, **Will** +6; +2 vs. enchantment

Immune sleep; **SR** 14

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee mwk rapier +4 (1d6+1/18–20)

Ranged hand crossbow +5 (1d4/19–20 plus poison)

Special Attacks bleeding touch (6/day), channel negative energy (4/day, 2d6, DC 12), touch of chaos (6/day)

Spell-Like Abilities (CL 3rd)

Constant—*detect magic*

At will—*dancing lights*, *deeper darkness*, *faerie fire*, *feather fall*, *levitate*

1/day—*divine favor*, *dispel magic*, *suggestion* (DC 14)

Spells Prepared (CL 3rd)

2nd—*death knell*^P (DC 15), *hold person* (DC 15), *silence* (DC 15)

1st—*bleed* (DC 13), *cause fear* (DC 14), *cure light wounds*, *protection from law*^P
0—*detect poison*, *read magic*, *resistance*

D domain spell; **Domains** Chaos, Death

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 17, **Cha** 12

Base Atk +2; **CMB** +3; **CMD** 16

Feats Channel Smite, Weapon Finesse

Skills Knowledge (religion) +6, Sense Motive +9, Spellcraft +6; **Racial Modifiers** +2 Perception

Languages Elven, Undercommon

SQ poison use

Gear masterwork breastplate, heavy steel shield, masterwork rapier, drow poison (4), *potion of invisibility*, *scroll of dispel magic*, *wand of cure light wounds* (CL 1st, 20 charges), 400 gp



DRYAD

This strange, beautiful woman has flesh that seems made of wood and vibrant hair that resembles leaves and blossoms.

DRYAD

CR 3



XP 800

CG Medium fey

Init +4; **Senses** low-light vision; Perception +11

DEFENSE

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

hp 27 (6d6+6)

Fort +5, **Ref** +9, **Will** +7

DR 5/cold iron

Weaknesses tree dependent

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d4)

Ranged masterwork longbow +8 (1d8)

Spell-Like Abilities (CL 6th)

Constant—*speak with plants*

At will—*entangle* (DC 15), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 15), *deep slumber* (DC 17), *tree stride*

1/day—*suggestion* (DC 17)

STATISTICS

Str 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 17

Feats Great Fortitude, Stealthy, Weapon Finesse

Skills Climb +9, Craft (sculpture) +11, Escape Artist +15, Handle

Animal +10, Knowledge (nature) +11, Perception +11, Stealth

+15, Survival +8; **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan; *speak with plants*

SQ tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

Organization solitary, pair, or grove (3–8)

Treasure standard (dagger, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—

eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the dryad has a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when making such checks.




Dryads are tree-fey who prefer secluded woodlands far from humanoids in need of lumber. Dryads' main interests are their own survival and that of their beloved forests, and they have been known to magically coerce passersby into aiding them in tasks they cannot complete. They are more likely to be friendly to non-evil druids and rangers, as they recognize a mutual respect for or empathy with nature.

Dryads are benign guardians of trees, and though they can do little in the way of direct violence, they can trap and disable threats to their homes or turn enemies into allies. Some keep one or more charmed humanoids in their territory to fend off or lead away attackers. Incapacitated foes are typically dragged to the edge of the forest by the dryad's allies and left there, but evil or overtly hostile ones are killed once combat is over.



DUERGAR

This bald, long-bearded dwarf has dull gray skin, low arching brows, and eyes that seem to absorb rather than reflect the light.

DUERGAR	CR 1/3	  
XP 135		
Duergar warrior 1		
LE Medium humanoid (dwarf)		
Init -1; Senses darkvision 120 ft; Perception +1		
DEFENSE		
AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield)		
hp 8 (1d10+2)		
Fort +4, Ref -1, Will +1; +2 vs. spells		
Immune paralysis, phantasms, poison		
Weaknesses light sensitivity		
OFFENSE		
Speed 20 ft.		
Melee warhammer +3 (1d8+1/x3)		
Ranged light crossbow +0 (1d8/19-20)		
Spell-Like Abilities (CL 3rd)		
1/day— <i>enlarge person</i> (self only), <i>invisibility</i> (self only)		
STATISTICS		
Str 12, Dex 9, Con 15, Int 10, Wis 13, Cha 4		
Base Atk +1; CMB +2; CMD 11		
Feats Weapon Focus (warhammer)		
Skills Intimidate +1, Stealth -3; Racial Modifiers +2 Perception relating to stonework, +4 Stealth		
Languages Common, Dwarven, Undercommon		
SQ slow and steady, stability		
ECOLOGY		
Environment any underground		
Organization solitary, team (2-5), squad (6-12 plus 3 sergeants of 3rd level and 1 leader of 3rd-8th level), or clan (13-80 plus 25% noncombatant children plus 1 sergeant of 3rd level per 5 adults, 3-6 lieutenants of 3rd-6th level, and 1-4 captains of 9th level)		
Treasure NPC Gear (chainmail, heavy steel shield, warhammer, light crossbow [20 bolts], 3d6 gp, other treasure)		

Cousins to dwarves, duergar are foul-tempered creatures that loathe intruders to their underground realms—but not nearly as much as they do their kinfolk closer to the surface.

Duergar dwell in communities deep underground, and appear as darker, more twisted versions of their kinder kin. Their skin is a dull gray, as though rubbed with dust or ash, but this is a natural coloration that better allows them to blend with their underground surroundings. They are a race of slavers, but while non-dwarven prisoners are usually put to backbreaking work, dwarven prisoners are generally slain on the spot.

In combat, duergar fire crossbows from a distance, then shift to the warhammer after a few rounds. If

outnumbered, or given sufficient threat (and space), a duergar will use its *enlarge person* ability and begin lashing out at its enemies.

Duergar Characters

Duergar are defined by their class levels—they do not possess racial Hit Dice. All duergar have the following racial traits.

+2 Constitution, +2 Wisdom, -4 Charisma: Duergar are hearty and observant, but also stubborn and belligerent.

Slow and Steady: Duergar have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Darkvision: Duergar can see in the dark up to 120 feet.

Duergar Immunities: Duergar are immune to paralysis, phantasms, and poison. They also gain a +2 racial bonus on saving throws against spells and spell-like abilities.

Stability: Duergar receive a +4 racial bonus to their CMD against bull rush or trip attempts while on solid ground.

Spell-Like Abilities: Duergar can cast *enlarge person* and *invisibility* each once per day, using their character level as their caster level. Both of these spell-like abilities affect the duergar only.

Light Sensitivity: Duergar are dazzled as long as they remain in an area of bright light.

Languages: Duergar begin play speaking Common, Dwarven, and Undercommon. Duergar with high Intelligence can choose bonus languages from the following: Aklo, Draconic, Giant, Goblin, Orc, Terran.



Illustration by Eric Lofgren