



THE GENIUS GUIDE TO

GRUESOME DRAGONS



Written
by

The Four Horsemen



The Rogue Genius “Gruesome” line seeks to expand Pathfinder campaigns by exploring either iconic tropes or terrifying new ideas for monstrous encounters. The *Guide to Gruesome Dragons* presents new templates, true dragons, and spells a GM can add to any adventure to create novel and memorable encounters. A GM can use these new rules, creatures, and templates as threats that are less familiar to experienced players, clues or elements for a specific background story, or to just have a powerful new dragon as the focus of a climactic final battle. With GM approval, players may wish to take on a young gruesome dragon as a cohort or mount, or use the spells in the final section.

All the gruesome templates are designed to play into a specific fearsome idea and provide an extra dose of horror for encounters with dragons. Some of the gruesome templates are inspired by classic fiction, while others are intended to tie into specific background or environmental themes. Each template includes all the game rules needed to run it (including a new mechanic, shock value, explained in detail below) and enough descriptive material and suggestions for use to make it easy for a GM to add them to an ongoing adventure, or build whole new encounters around them.

GRUESOME DRAGONS?

While dragons are a quintessential staple in fantasy stories, they are not particularly horrific. They are incredibly dangerous threats, but the dragon’s very popularity robs them of suspense. Players know what to expect when facing dragons. They fly, they have breath weapons, and you don’t want to get caught next to one when it full attacks.

The idea behind gruesome dragons is to “spice up” these monsters, to make them more interesting (and more frightening) for players and GMs. Rather than face yet another color-coded dragon encounter, the players find themselves facing a plague dog dragon capable of ending civilizations, or skittering draconic ambush predators obsessed with building the perfect adventurer trap. Creatures that have more wrong with them than just being a run-of-the-mill dragon, gruesome dragons have uncanny appearances, smells, and sounds that makes them more frightening to even veteran characters (represented by each gruesome dragon’s shock value – see below). The difficulty in identifying them makes them even more mysterious.

CREATING GRUESOME DRAGONS

Creating a gruesome dragon is just a matter of adding one of the gruesome templates presented below to an existing dragon.

DESCRIPTIVE TEXT

Each gruesome template begins with a short section of italicized descriptive text based off of the example creature, offering the GM some idea how to convey the sights, sounds, and smells of dragons with the template to players. Since these templates can be added to a wide range of creatures, these descriptions are all necessarily a bit vague, but GMs should easily be able to add details from the description of the base dragon a template is added to.

EXAMPLE CREATURE

All gruesome dragon templates include an example dragon with the template applied for ready use in any game.

BACKGROUND

This section includes a short outline of the concept behind the gruesome template with suggestions for how dragons of this kind come to be, what kinds of roles they take in combat, and where they might be found.

SHOCK VALUE

All gruesome dragons have a “shock value”, which represents a supernatural, disturbing quality that even the most frightening dragons don’t possess. The shock aura ability means the dragon has the frightful presence universal monster rule with a range of 30 feet, if they do not normally possess it. The template’s shock value increases both the DC of the ability and the effective hit dice of the dragon for the purpose of affecting other creatures with frightening presence. Once a creature encounters a dragon with the shock aura, it gains some resistance to the awful visage of similar monstrosities. A character is only subject to this save once per day from the same type of gruesome creature, regardless of how many times the character runs into that kind of gruesome creature. This is a mind-affecting fear effect that requires line of sight.

There's a limit to how shocking even the most gruesome creature can be. If a dragon has multiple gruesome templates, its shock value is equal to the highest shock value of any of the templates +1, regardless of how many templates it has.

Format: shock (8 HD, DC 15); *Location:* aura

CR

Each gruesome template adjusts the CR of the dragon it is applied to.

AC

Some gruesome dragon templates add to the AC of the dragon they are applied to.

DEFENSIVE ABILITIES/ SPECIAL ATTACKS

Some gruesome dragons gain defensive abilities, special attacks, or other abilities that build off of their gruesome features, either extending unusual powers, or giving a dragon abilities that match its thematic elements.

ABILITIES

Gruesome dragons gain increases or incur penalties to ability scores as indicated.

FEATS

Some gruesome dragons gain bonus feats as indicated.

WEAKNESSES

Gruesome dragons are designed to have weaknesses (although in some cases these are fairly minor) to help make them more interesting and memorable.

KNOWLEDGE CHECKS

Since each template adds new powers and weaknesses to the base dragon they are applied to, this section adds entries a GM can use to allow PCs to get some idea of what they are up against. The DCs of these checks are based on the base DC of Knowledge (Arcana) checks used to gain information about any type of dragon – DC 10 + CR for typical monsters. Succeeding on a roll against this base DC allows a player to identify a creature as “something similar to” the base dragon but with odd differences, while checks hitting higher DCs gain information outlined in this entry (in addition to whatever information they gain about the base creature's abilities and weaknesses).

OTHER USES

All gruesome dragon templates are designed for application to creatures with the dragon type, but that doesn't mean that they can't be applied to a wider variety of creature types. This section offers suggestions on varying creature types that could also fit well with the template.

GRUESOME DRAGON TEMPLATES

The following templates can be used to create special dragons with gruesome and fearful themes and abilities.

ACRID DRAGON

The air shimmers with power as the sharp smell of acid hangs over the room. The dragon snarls and drools, its pocked scales billowing forth a corrosive cloud.

ACRID CAIRN LINNORM

CR 19

XP 204,800

CE Gargantuan dragon

Init +11; **Senses** darkvision, low-light vision, scent, *true seeing*; Perception +24

Aura acrid aura (4d6 acid, DC 30), shock (22 HD, DC 30)

DEFENSE

AC 33, touch 13, flat-footed 26 (+7 Dex, +20 natural, -4 size)

hp 330 (20d12+200); regeneration 10 (cold iron)

Fort +22, **Ref** +21, **Will** +17

Defensive Abilities amorphous, freedom of movement*, radiant defense (2d6+8); **DR** 15/cold iron; **Immune** acid, curse effects, energy drain, mind-affecting effects, negative energy, paralysis, poison, sleep; **SR** 29

OFFENSE

Speed 40 ft., climb 40 ft., fly 100 ft. (average)

Melee bite +29 (3d8+13/19-20 plus 1d10 acid and poison), 2 claws +29 (2d6+13 plus 1d10 acid), tail +24 (3d6+6 plus 1d10 acid and grab)

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

Special Attacks constrict (tail, 2d6+19), death curse*, dying detonation (10d8 acid, DC 30)

STATISTICS

Str 37, **Dex** 24, **Con** 30, **Int** 5, **Wis** 20, **Cha** 27

Base Atk +20; **CMB** +37 (+41 grapple); **CMD** 54 (can't be tripped)

Feats Blind-Fight, Cleave, Great Cleave, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike

Skills Climb +33, Fly +13, Perception +24, Stealth +26, Swim +36; **Racial Modifiers** Acrobatics (+4 when jumping), +8 Stealth

Languages Aklo, Draconian, Sylvan

SQ despoiler

ECOLOGY

Environment cold hills

Organization solitary

Treasure triple

*cairn linnorm ability

Some dragons crawl from their jeweled eggs without the gift of acid, flame, or lightning, even if their species is known for it. Such creatures may be teased or thought cursed by their kin, but an acrid dragon still retains her connection to the elements. Her flesh constantly radiates the energy she might have produced as a breath weapon. Sparks dance across her hide, releasing ozone; or scales might split and flake as they absorb corrosive body fluids from beneath her skin. Acrid dragons are so named because the very air around them is changed by waves of roiling elemental miasma.

CREATING AN ACRID DRAGON

“Acrid” is an inherited template that can be added to any corporeal dragon that has a breath weapon. One or more of the base creature’s breath weapons must deal hit point damage with an energy subtype, or other identifiable type (such as negative energy or piercing damage). The abilities listed below use the same type of damage or energy for its abilities as the base creature’s breath weapon.



Shock Value: 2

CR: +1 to base dragon's CR

AC: -2 to base dragon's natural armor

Defensive Abilities: An acrid dragon retains all of the special defenses of the base creature. The acrid dragon's internal structure is softened by consistent exposure to elemental energy. She gains the amorphous universal monster rule in addition to the following:

Radiant Defense (Su) The intensified energy inside an acrid dragon's body bursts out whenever her skin is broken. Whenever a creature strikes an acrid dragon with any piercing or slashing weapon, all creatures within the dragon's reach take energy damage equal to 1d6 + the acrid dragon's Charisma modifier. The damage die increases to 1d8 if the dragon is Large, and 2d6 if the dragon is Gargantuan.

Special Attacks and Abilities: The acrid dragon retains all of the base creature's special attacks and abilities, except for its breath weapon (see below), in addition to the following:

Acrid Attacks (Su) An acrid dragon's bite and claw attacks deal an additional 1d6 points of damage. The additional damage is the same type as the base creature's breath weapon. This additional damage increases to 1d10 for a Huge or larger dragon. This damage is cumulative with any bonus energy or hit point damage dealt by the base creature's attacks. If the acrid dragon scores a critical hit with a bite or claw attack, the additional damage is doubled.

Acrid Aura (Su) The acrid dragon's energy aura fills the space around it with vaporized acid, frigid dry air, spontaneous embers, stinging ozone, or similarly charged impurities. Any creature that begins its turn inside the radius of the dragon's aura takes 1d6 points of energy damage per size category of the dragon beyond Small. A successful Fortitude save (DC 10 + half the acrid dragon's HD + dragon's Con modifier) halves the damage.

Dying Detonation (Su) An acrid dragon's death results in an immediate explosion. Treat this as a *detonate* spell (*Pathfinder Roleplaying Game: Advanced Player's Guide*) with a caster level equal to the acrid dragon's hit dice, except that the detonation deals the same type of damage as the base creature's breath weapon and there is no maximum to the number of dice of damage for the effect. The save DC is equal to 10 + half the acrid dragon's HD + dragon's Con modifier.

Greater Special Attacks and Abilities: An acrid dragon of at least Gargantuan size has the following additional ability:

Despoiler (Su) The acrid dragon fills the air around her with crackling or stinging energy, destroying potion stoppers, scroll tubes, and alchemical items if they become exposed. Unattended potions, alchemical items, food, and water within the area affected by the dragon's frightful presence aura are automatically ruined or rendered inedible. Carried items are ruined if the creature possessing them fails any Reflex save while within the affected area. The acrid dragon may cease or resume this ability as a free action.

Abilities +4 Con

WEAKNESSES

No Breath Weapon (Su) An acrid dragon lives her life being slowly consumed by the magical energy she generates. She has no control over this energy, and loses any breath weapons possessed by the base creature. Instead, the energy suffuses the acrid dragon's body with the effects described in the template.

KNOWLEDGE CHECKS

Base +5: Some dragons have a stronger connection to elemental energy, possessing shining auras of electricity or releasing a cloud of acid where the air meets their skin. Whether an illness or a singularity, a dragon with this connection unleashes this energy simply by existing. It is surrounded and infused by this energy, but cannot control it as other dragons do.

Base +10: Creatures which are consumed by the energy that makes up their essence may explode in a violent release when slain.

Base +15: Artificers use dragon scales to craft magical armor or forge other durable items. The skin of acrid dragons is typically unsuitable for these purposes, but ideal for other magical protections, such as resistance to the relevant energy type.

OTHER USES

Other creatures with elemental damage built into their stat block might gain the acrid template. Perhaps an energy aura is focused inward and many of the template's abilities remain the same, or the base creature's makeup is perfect for exploding on death. In these cases, the creature must give up a breath weapon or some elemental ability that normally defines its approach to combat, gaining the template in exchange.

BONE DRAGON

Flying bones of every size circle the temple with deadly velocity. They come to rest in the form an immense skeletal dragon, and the bones of its wings stretch high overhead. Though it lacks visible lungs, it roars with draconic majesty.

BONE ADULT BLUE DRAGON

CR 15

XP 76,800

LE Huge undead (augmented undead, earth)

Init +6; **Senses** dragon senses; Perception +30

Aura electricity* (5 ft., 1d6 elec.), shock (180 ft., 19 HD, DC 26)

DEFENSE

AC 34, touch 10, flat-footed 32 (+2 Dex, +24 natural, -2 size)

hp 200 (16d12+96)

Fort +15, **Ref** +12, **Will** +13

DR 5/bludgeoning and magic; **Immune** paralysis, scattered, sleep, undead traits; **SR** 24

Defensive Abilities channel resistance +4

OFFENSE

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

Melee bite +24 (2d8+15), 2 claws +24 (2d6+10), 2 wings +22 (1d8+5), tail slap +22 (2d6+15)

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

Special Attacks bone mastery, breath weapon (100 ft. line, DC 23, 12d8 electricity), desert thirst* (DC 23)

Spell-Like Abilities (CL 16th, concentration +21)

At will—*ghost sound* (DC 15), *minor image* (DC 17), *ventriloquism* (DC 16)

Spells Known (CL 5th, concentration +10)

2nd (5/day)—*gust of wind*, *resist energy*

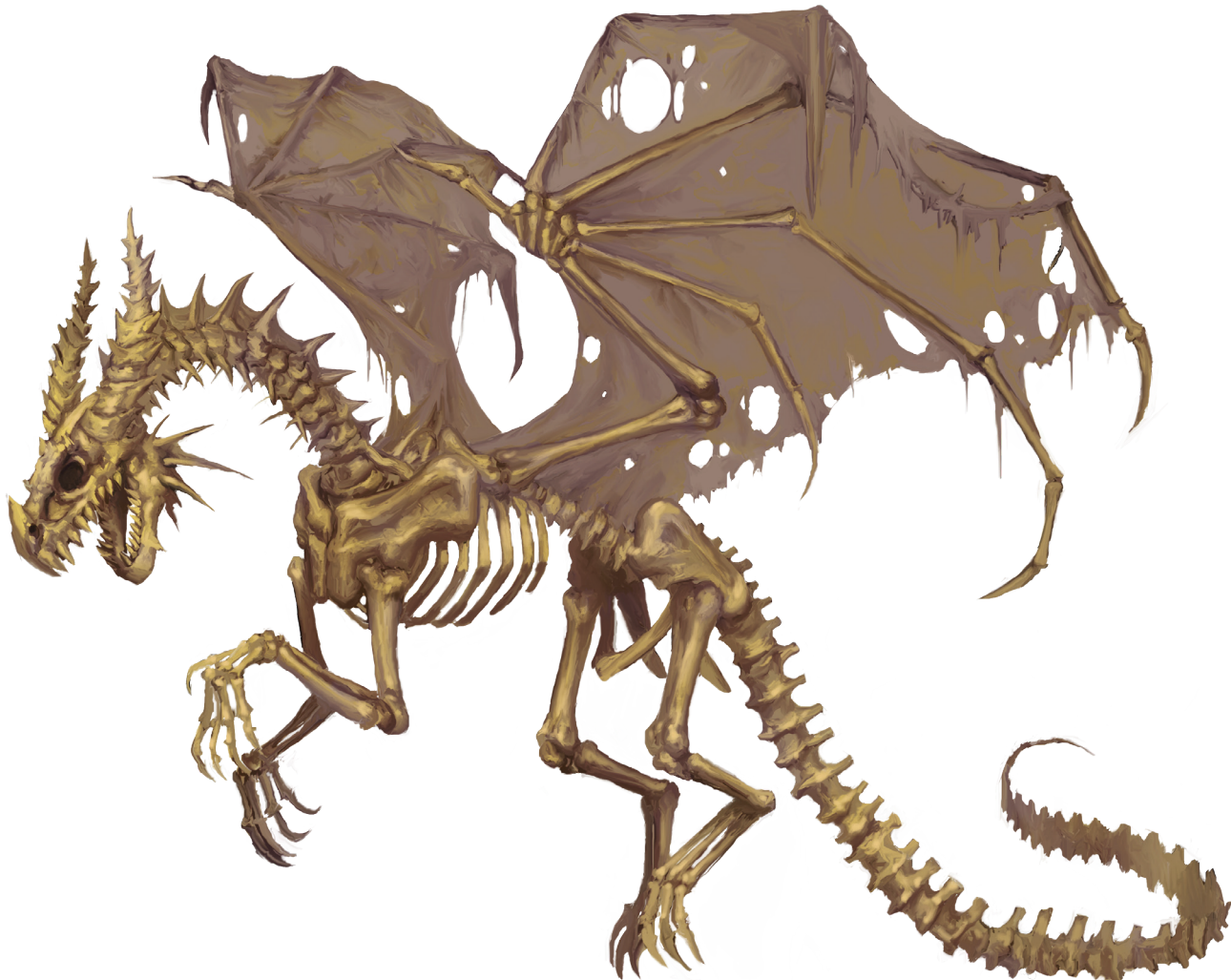
1st (7/day)—*burning hands* (5d4, DC 16), *expeditious retreat*, *mage armor*, *ray of enfeeblement* (1d6+5, DC 16)

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

STATISTICS

Str 31, **Dex** 14, **Con** —, **Int** 16, **Wis** 17, **Cha** 20

Base Atk +16; **CMB** +16; **CMD** 25



Feats Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Shatter Defenses, Toughness

Skills Bluff +24, Fly +13, Intimidate +24, Knowledge (local) +22, Knowledge (geography) +22, Perception +30, Sense Motive +11, Spellcraft +22, Stealth +21, Survival +22; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

Languages Auran, Common, Draconic, Giant
SQ sound imitation*

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

*blue dragon ability

Bone dragons arise when a dead dragon retains a powerful emotional connection to the world of the living. The deceased dragon might still jealously guard an ancient treasure trove, or thirst for revenge against its mortal slayers who believe it forever vanquished. There are many reasons for a dragon's soul to survive the grave, but the only outcome of such a manifestation is misery and death for the world around it.

CREATING A BONE DRAGON

"Bone" is an acquired template that can be added to any corporeal dragon of at least Large size.

Shock Value: 3

CR: +2 to base dragon's CR

AC: +4 to base dragon's natural armor

Type: Change the base creature's type to undead. Do not recalculate BAB, HD, saves, or skills. A bone dragon uses its Charisma bonus to determine bonuses and effects related to Constitution.

Defensive Abilities: Bone dragons retain all of the special defenses of the base creature except energy resistance or immunity (see below), and gains undead traits and channel resistance 4. Bludgeoning is added to the types of damage required to overcome any damage reduction possessed by the base creature (if any). Bone dragons gain the following additional defensive abilities:

Bone Phylactery (Su) A bone dragon can only be permanently destroyed if his skull is broken while he is scattered throughout his lair. The bone dragon's skull has hardness and hit points equal to the dragon's natural armor bonus. Damage dealt to

an assembled bone dragon does not remain with the skull when the dragon scatters, though damage dealt to a dormant skull is deducted from his maximum hit points when he assembles. Bone dragons frequently assemble with a variety of collected monstrous heads, leaving his true skull hidden and trapped elsewhere. The dragon's skull must remain with the dragon or in his lair.

Scattered (Su) A bone dragon rests in scattered form, with his bones separated in small clusters throughout his lair. The bone dragon's skeletal form is dispersed evenly through an area equal in size to his space plus the full radius of his frightful presence aura (or 30 feet if the dragon does not possess the frightful presence ability). While scattered, the dragon gains fast healing 2 and is immune to all spells and effects. He can use spells or other abilities he possesses anywhere inside the squares he occupies, but cannot make physical attacks. The dragon's senses operate normally anywhere within the space he occupies. So long as he is not destroyed, a bone dragon can assemble himself anywhere inside his frightful presence aura as a full round action. While scattered, any aura abilities the bone dragon possesses are suppressed.

Special Attacks and Abilities: A bone dragon loses the crush and swallow whole abilities, but retains all other special attacks and abilities, in addition to the following:

Bone Mastery (Su) The bone dragon telekinetically controls loose bones, and often keeps the bones of his victims strategically placed in his lair. As a free action three times per day, the dragon can fill the air with flying bones that obscure vision and damage creatures. The bones fly during the dragon's turn and then collapse to the ground. All creatures in the area of effect gain concealment and take bludgeoning damage equal to 2d6 plus the dragon's Charisma modifier. The dragon can use this ability in the same turn it assembles from its scattered position if it chooses. A bone dragon is immune to the effects of bone mastery.

Greater Special Attacks and Abilities: A bone dragon of at least Gargantuan size has the following additional ability:

Bone Servitors (Su) A powerful bone dragon commands the dead bones in his vicinity with enough precision to form skeletons, even if the bones are mismatched. As a standard action three times per day,

the dragon can animate (as the *animate dead* spell) up to half its total CR in skeletons. These skeletons have the size, space, and reach the dragon desires, so long as there are enough skeletons nearby. When they appear, at least one square in each skeleton's space must be within the range of the bone dragon's frightful presence aura. The bone servitors are under the dragon's telekinetic control, and are not true animated undead. They are not harmed or healed by positive or negative energy. These skeletons last for one hour per HD they possess, but can be reanimated unless destroyed.

Abilities +4 Dex, +4 Cha. Being undead, a bone dragon has no Constitution score.

Skills Bone dragons have a +8 racial bonus on Perception, Sense Motive, and Stealth checks.

WEAKNESSES

Stripped Clean (Su) A bone dragons becomes stripped of his scales and skin. Though he retains his old subtypes and energy-based abilities, the bone dragon loses any immunity or resistance to energy damage the base creature possessed.

KNOWLEDGE CHECKS

Base +5: Dragons have strong wills and magical natures. It's not unheard of for a dragon to transcend a long lifespan with the immortality of undeath through accident or design. A bone dragon is but one example.

Base +10: Bone dragons inhabit the entirety of their lairs by spreading enormous skeletons out over hundreds of feet. While they retain the abilities of their former lives, they lose some of their connection to elemental energies, and lack any immunity or resistance to energy damage.

Base +15: The only way to destroy a bone dragon is to find its head and destroy it. Bone dragons rarely leave them unguarded, though.

OTHER USES

This template applies well to creatures with a reputation for undeath or necromantic power.

BRITTLE DRAGON

The dragon's otherwise pristine brass scales are marred at every joint by the jagged bone spurs that protrude from its flesh. The great serpent's maw bristles with crooked teeth, and its claws leave splinters behind in the sand where it steps. Soft pops, cracks, and grinding sounds of bone on bone emanate from the creature's limbs and ribs as it moves.

BRITTLE JUVENILE BRASS DRAGON CR 9

XP 6,400

CG Medium dragon (fire)

Init +6; **Senses** dragon senses; Perception +13

Aura frightful presence (120 ft. 11 HD, DC 18)

DEFENSE

AC 24, touch 12, flat-footed 22 (+2 Dex, +12 natural)

hp 105 (10d12+40); fast healing 5

Fort +11, **Ref** +9, **Will** +9

Defensive Abilities knit, serrated spurs; **Immune** fire*, sleep, paralysis

Weaknesses hollow bones, vulnerable to cold

OFFENSE

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

Melee bite +16 (1d8+7 plus fragments), 2 claws +15 (1d6+5 plus fragments), 2 wings +10 (1d4+2)

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

Special Attacks breath weapon (60 ft. line, 8d4, DC 19), desert wind*, sleep breath*

Spell-Like Abilities (CL 10th, Concentration +12)

At will—*endure elements, speak with animals*

Spells known (CL 3rd, Concentration +5)

1st (5/day)—*mage armor, obscuring mist, shield*

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

STATISTICS

Str 21, **Dex** 14, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +10; **CMB** +15; **CMD** 27 (31 vs trip)

Feats Blind Fight, Cleave, Improved Initiative, Power Attack, Weapon Focus (bite)

Skills Bluff +15, Fly +15, Knowledge (arcana) +15, Perception +15, Spellcraft +15, Stealth +15, Survival +15, Use Magic Device +15

Languages Common, Draconic, Dwarven, Elven

SQ move sand*

ECOLOGY

Environment warm deserts

Organization solitary

Treasure triple

*juvenile brass dragon ability

Exposure to necrotic energies, plague, or powerful curses within the egg can weaken a dragon's very bones, leaving them hollow and brittle. They easily snap, and teeth or claws splinter under pressure. If the pathetic creature survives the early days of life, she may find her natural healing increases immensely to

compensate for the affliction. A brittle dragon heals wounds with blinding speed and constantly grows new teeth and claws to replace those lost. Her lair becomes littered with cast off teeth, claws, and fragments of the bone spurs that protrude from every joint in her body.

CREATING A BRITTLE DRAGON

“Brittle” is an inherited template that can be added to any corporeal dragon.

Shock Value: 1

CR: +1 to base dragon’s CR

Defensive Abilities: The brittle dragon retains all of the special defenses of the base creature, in addition to the following:

Knit (Ex): Because of her hollow, fragile bones, the brittle dragon’s body repairs itself quickly to keep up with injuries. The brittle dragon gains fast healing 5, and damage to each of the dragon’s physical ability scores heals at a rate of one point every three rounds.

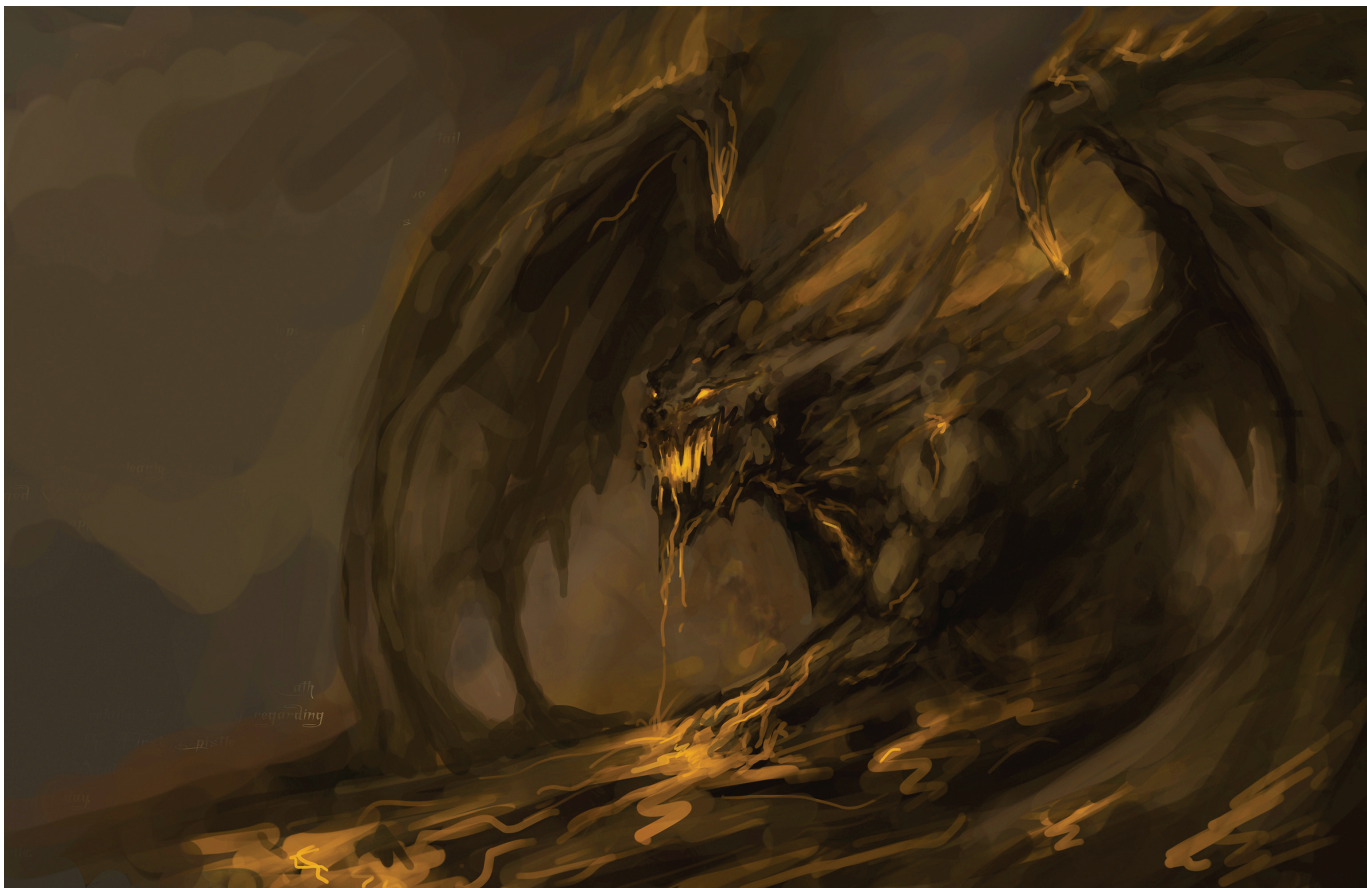
Serrated Spurs (Ex): A brittle dragon’s bones constantly grow, sending sharp protrusions out through her flesh at every joint. An attacker who strikes a brittle dragon with a melee weapon without reach, an unarmed strike, or a natural weapon takes 1d6 slashing and piercing damage from the spurs.

Special Attacks and Abilities: A brittle dragon retains all the base creature’s special attacks and abilities, and gains the following:

Fragments (Ex): A brittle dragon’s maw bristles with teeth that constantly fall out and regrow, and her claws shed a steady stream of razor sharp splinters. The brittle dragon’s claw and bite attacks cause 1d6 bleed damage. The bleeding is difficult to stanch because of the fragments lodged in the wound — a successful Heal check (DC 10 + half brittle dragon’s HD + Constitution bonus) removes the fragments and ends the damage, and any attempt to heal a creature suffering from the fragments must succeed on a caster level check (DC 10 + half brittle dragon’s HD + Constitution bonus) or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

Greater Special Attacks and Abilities: A brittle dragon of Large size or larger gains the following special ability.

Chip and Shatter (Su): As a brittle dragon grows older, she begins to radiate her affliction; causing objects to grow frail and creatures to wear down and tire. Objects within the dragon’s frightful presence aura have their hardness reduced by half, and any creature that fails a save against the dragon’s frightful



presence becomes fatigued. A brittle dragon of Huge size or larger decays weapons and creatures that strike her. A creature who strikes the dragon with a melee weapon must make a Reflex save (DC equal to the brittle dragon's frightful presence or shock aura) or the weapon suffers the broken condition. A creature striking the dragon with an unarmed strike or natural weapon must make a similar save or suffer 1 point of Constitution damage.

WEAKNESSES

Hollow Bones (Ex): The fragile nature of a brittle dragon's skeleton leaves her prone to crippling injury. When a brittle dragon is reduced below half of her total hit points, she is reduced to half speed, and loses any fly speed. These penalties persist as long as the brittle dragon remains below half hit points.

KNOWLEDGE CHECKS

Base +5: An affliction of the bones sometimes turns a dragon brittle. The creatures heal at a tremendous rate to overcome their fragile nature, and as a side effect of this rapid growth, the dragon sports wicked bone spurs all over its body.

Base +10: The brittle dragon's teeth and claws constantly grow, crack, and shed; they leave jagged

shards behind in wounds causing terrible bleeding that is difficult to heal even through magic. Though brittle dragons heal quickly, they are hampered by the inherent weakness of their weak bones. When greatly injured the dragon finds movement difficult, and flying is impossible until the hollow bones heal.

Base +15: As brittle dragons grow older, their nature radiates outward. This curse crumbles objects and saps the strength from creatures, tiring them quickly. Sometimes this effect becomes so strong that objects and creatures who strike the dragon decay and break on contact.

OTHER USES

The brittle template can be applied to nearly any corporeal living creature that has a skeleton (or reasonable analog, such as an exoskeleton) to add an element of body horror and to engage the senses during combat.

DRACHNID

The red dragon scuttles on eight long segmented legs ending in sharp claws. It uses short wing beats to leap great distances, with drool running from its mouth in hungry anticipation.



DRACHNID YOUNG RED DRAGON CR 13**XP 25,600**

CE Large dragon

Init +8; **Senses** dragon senses, smoke vision*; Perception +15**Aura** shock (13 HD, DC 18)**DEFENSE****AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)**hp** 137 (11d12+66)**Fort** +13, **Ref** +11, **Will** +10**Defensive Abilities** strategic retreat, vestigial wings; **Immune** fire, paralysis, sleep**Weaknesses** cruel mercy (DC 26), vulnerability to cold**OFFENSE****Speed** 40 ft., climb 40 ft.**Melee** 6 claws +18 (1d8+8)**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)**Special Attacks** breath weapon (40-ft. cone, DC 21, 6d10 fire and *web*), pounce, rake (2 claws, 1d8+8), rend (2 claws, 1d8+8)**Spell-Like Abilities** (CL 11th)At will—*detect magic*, *stone shape*3/day—*alarm*, *find traps*, *make whole*1/day—*glyph of warding* (DC 17), *guards and wards* (DC 20), *greater glyph of warding* (DC 20), *sepia snake sigil* (DC 17)**Spells Known** (CL 1st)1st (3/day)—*shield*, *true strike*0 (at will)—*mage hand*, *message*, *prestidigitation*, *read magic***STATISTICS****Str** 27, **Dex** 18, **Con** 23, **Int** 18, **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** Acrobatics +4 (+24 jumping), Appraise +17, Bluff +15, Craft (trapmaking) +18, Disable Device +19, Intimidate +11, Perception +15, Sense Motive +15, Stealth +11; **Racial Modifier** +8 Craft (trapmaking) and Disable Device, +20 Acrobatics when jumping**Languages** Common, Draconic**SQ** trapcrafter**ECOLOGY****Environment** underground (warm mountains)**Organization** solitary or pair**Treasure** triple

*red dragon ability

Drachnid dragons are a disturbing combination of spider and dragon, resulting in a fast, cunning ambush predator. For the drachnid, eating is as much about entertainment as defeating hunger—the more compelling the game, the more rewarding the victory. Drachnids enjoy creating trapped labyrinthine subterranean lairs and then concocting reasons to draw victims in. Sometimes they collect piles of gold, often they kidnap weaker creatures or murder someone that seems important to the outside world. The drachnid dragon slowly retreats to his lair while leaving an easy-to-follow trail. Too late the brash intruders find that they are at the drachnid's mercy as the monster harries, wounds, and exhausts them while leading them ever deeper into his domain. Most drachnid dragons go to inordinate artistic lengths for the pleasure of the hunt, but rarely are less than one step ahead of their prey.

It is said that the first drachnids were created by some dark god of spiders or its slavish mortal worshipers to defend underground cities. Unfortunately, they found that the resulting creature was too canny and powerful to be controlled.

CREATING A DRACHNID DRAGON

“Drachnid” is an acquired template that can be added to any corporeal creature with the dragon type.

Shock Value: 2**CR:** +3 to base dragon's CR**Alignment:** Any evil.

Defensive Abilities: The drachnid dragon retains all of the special defenses of the base creature, in addition to the following abilities.

Strategic Skitter (Ex): Drachnids are masters of rapid retreat in order to set a later ambush. When withdrawing as a full-round action, the drachnid may move triple his base speed and is not considered threatened by any opponent he is aware of.

Melee: The base creature loses all of its natural attacks. For each attack lost, it gains a claw attack.

Special Attacks and Abilities: A drachnid dragon retains all the base creature's special attacks and abilities not dependent on a natural attack it no longer possesses. It gains the pounce, rake, and rend universal monster rules, gaining two claw attacks with rake when grappling or pouncing. The drachnid also gains the following special abilities:

Spell-Like Abilities (Sp): A drachnid with an Int or Cha score of 8 or higher has a cumulative number of spell-like abilities depending on his Hit Dice. Unless otherwise noted, an ability is usable once per day. Caster level equals the drachnid dragon's HD (or the caster level of the base dragon's spell-like abilities, whichever is higher).

HD	Abilities
1-2	<i>alarm</i> 3/day, <i>find traps</i> 3/day
3-4	<i>make whole</i> 3/day
5-6	<i>sepia snake sigil</i> , <i>glyph of warding</i>
7-8	<i>stone shape</i> at will
9-10	<i>symbol of pain</i> , <i>symbol of sleep</i>
11-12	<i>guards and wards</i> , <i>greater glyph of warding</i>
13-14	<i>symbol of stunning</i> , <i>symbol of weakness</i>
15-16	<i>binding</i>
17-18	<i>symbol of insanity</i>
19-20	<i>imprisonment</i>

Trapcrafter (Ex): A drachnid dragon becomes extremely adept at creating mechanical traps with whatever materials are on hand. Disable Device becomes a class skill, and the drachnid gains a +8 racial modifier on all Craft (trapmaking) and Disable Device checks. He does not require gold to build traps, merely time.

Vestigial Wings (Ex): A drachnid dragon loses any fly speed possessed by the base dragon, but gains a climb speed equal to the dragon's base speed. His vestigial wings are only good for providing balance, gliding, or aiding in great leaps. The drachnid reduces all falling damage by half, and gains a +20 racial bonus to Acrobatics checks made to jump.

Webbed Breath (Ex): Any breath weapon possessed by the base dragon causes the area affected to be covered in a *web* spell (caster level equal to dragon's HD and save DC equals the breath weapon DC), subject to the normal anchoring restrictions. The webs created by the drachnid in this manner are always immune to any damage caused by the base dragon's breath weapon. If the base dragon does not possess a breath attack, then he gains one that acts as the *web* spell, except it affects a 30-foot cone, and is usable every 1d4 rounds. The Reflex save DC is equal to the 10 + half the drachnid dragon's HD + drachnid's Con modifier.

Greater Special Attacks and Abilities: A drachnid of Gargantuan size or greater gains the following special attack.

Poisoned Claws (Ex): The largest and most dangerous drachnids grow poisoned stingers at the end of their claws that weaken and paralyze their victims.

Poison (Ex) Claws—injury; *save* Fort DC 10 + half drachnid dragon's HD + drachnid's Con modifier; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 consecutive saves.

Ability Scores: +2 Str, +6 Dex, +4 Con, +6 Int

WEAKNESSES

Cruel Mercy (Ex): A drachnid hates nothing more than a quick, efficient kill. Drachnids would rather lure prey into an endless labyrinthine maze and watch the foolish meat die by inches to his cleverness. A drachnid dragon must make a Will save (DC 20 + half the drachnid dragon's HD + drachnid's Cha modifier) to attack a helpless or unconscious creature. The drachnid dragon must make a Will save against cruel mercy even in the midst of a full attack action.

KNOWLEDGE CHECKS

Base +5: There are some dragons that have been given spider-like traits through foul sorceries or divine intervention. They delight in drawing unsuspecting creatures into their lairs so that they can slowly kill them over the course of days.

Base +10: Drachnid dragons breathe a sticky sort of magical webbing that is immune to the dragon's energy damage. They are masters of attacking rapidly from ambush to wound or cripple prey before skittering back into hiding. They love to build elaborate lairs full of ingenious traps meant to maim rather than kill.

Base +15: The drachnid dragon's urge to draw out a kill is so strong that they find it extremely difficult to attack helpless or unconscious creatures.

OTHER USES

The drachnid template could be adapted, with some modification, to many different creature types that are magically blended or combined with arachnids, such as aberrations, outsiders, or undead.

ETHER DRAGON

A ghostly form coalesces out of the night sky. The beast resembles a great serpent, galloping across the rooftops even as its long tail snakes through the alleys below.

ETHER ANCIENT DESTRUCTIVE DRAGON CR 21

XP 409,600

CE Gargantuan dragon (incorporeal)

Init +14; **Senses** dragon senses; Perception +31

Aura aura of destruction (100 ft.), frightful presence (300 ft., 28 HD, DC 32)

DEFENSE

AC 33, touch 33, flat-footed 21 (+15 deflection, +12 Dex, -4 size)

hp 362 (25d12+200)

Fort +22, **Ref** +28, **Will** +21

Defensive Abilities not there, psychic erosion (DC 29); **DR** 15/cold iron and magic; **Immune** paralysis, sleep, **SR** 32

Weakness vulnerable to channeled energy

OFFENSE

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

Melee bite +35 (4d6+21/19-20), 2 claws +35 (2d8+14), 2 wings +30 (2d6+7), tail +30 (2d8+21)

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

Special Attacks breath weapon (60-ft. cone, DC 30, 20d6 force), crush, demolish, ethereal maw (DC 29), limited corporeality, sense weakness, unstoppable

Spell-Like Abilities (CL 25th, Concentration +32)

At will— *magic missile*, *resilient sphere* (DC 21), *shatter* (DC 19)

3/day— *antimagic field*, *wall of force*

Spells Known (CL 15th, Concentration +22)

7th (5/day)— *delayed blast fireball* (DC 24), *forcecage* (DC 24)

6th (7/day)— *chain lightning* (DC 23), *forceful hand* (DC 23), *freezing sphere* (DC 23)

5th (7/day)— *cloudkill* (DC 22), *cone of cold* (DC 22), *symbol of pain* (DC 22), *telekinesis* (DC 22)

4th (7/day)— *fire shield*, *ice storm*, *shout* (DC 21), *wall of fire* (DC 21)

3rd (8/day)— *fireball* (DC 20), *haste*, *lightning bolt* (DC 20), *sleet storm*

2nd (8/day) — *acid arrow*, *blindness/deafness* (DC 21), *bull's strength*, *knock*, *scorching ray*

1st (8/day)— *burning hands* (DC 18), *mage armor*, *ray of enfeeblement*, *shocking grasp*, *true strike*

0 (at will)— *acid splash*, *bleed* (DC 17), *daze* (DC 17), *disrupt undead*, *flare* (DC 17), *mage hand*, *ray of frost*, *resistance*, *touch of fatigue* (DC 17)

STATISTICS

Str —, **Dex** 39, **Con** 27, **Int** 20, **Wis** 21, **Cha** 24

Base Atk +25; **CMB** +44; **CMD** 54 (58 vs. trip)

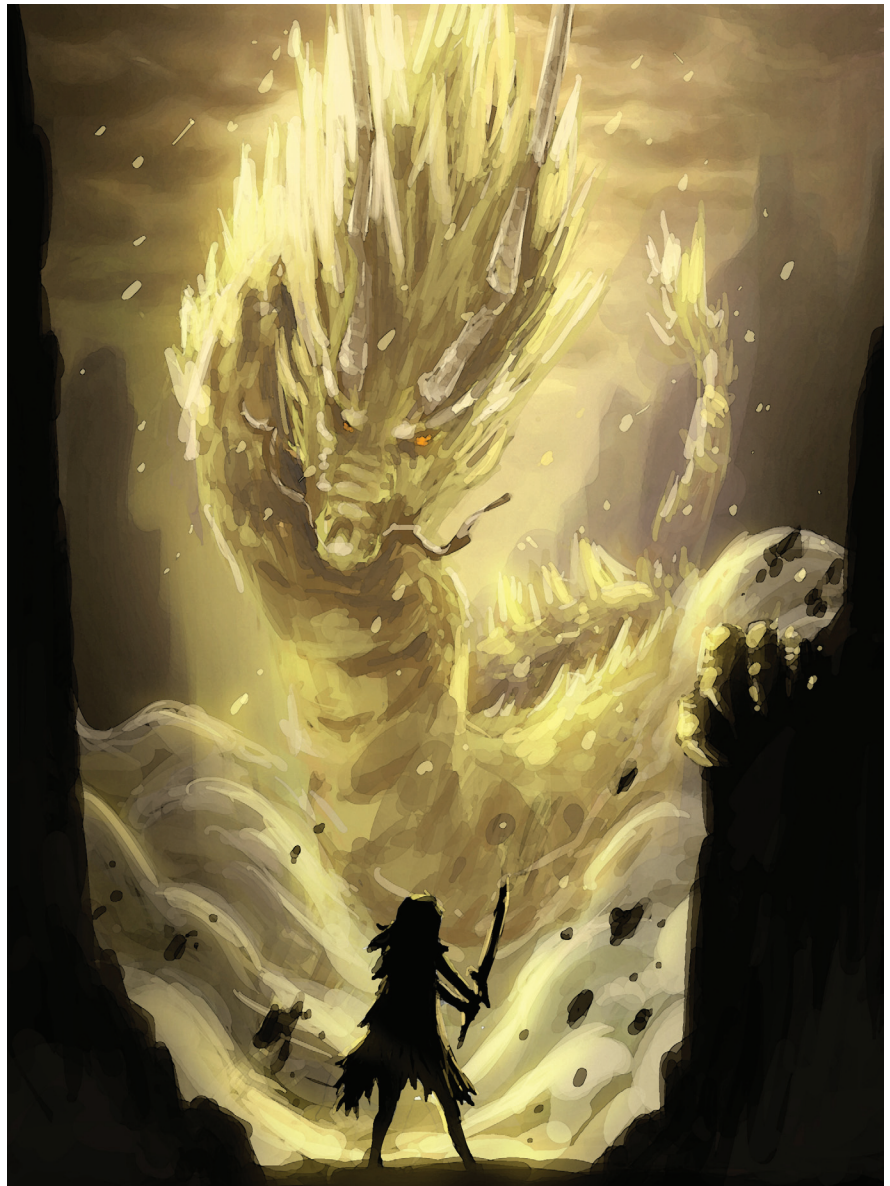
Feats Combat Expertise, Greater Disarm, Greater Feint, Greater Trip, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Intimidate)

Skills Bluff +39, Diplomacy +41, Fly +38, Intimidate +41, Knowledge (local) +31, Knowledge (planes) +31, Linguistics +31, Perception +31, Sense Motive +31, Spellcraft +31, Use Magic Device +33

Languages Abyssal, Aklo, Common, Draconic, Giant, Sylvan

SQ starflight*

*abhorrent dragon ability (see page 32)



A dragon of exceptionally strong will may survive her own demise if her personality becomes imprinted in her lair. Such dragons are not ghosts of their former selves, but rather a vestigial echo given physical manifestation. Other ether dragons simply slumbered until the material world forgot them, their dreams carrying them to the ethereal plane and remaking their spent bodies in twisted or idyllic images. Legends speak of great draconic spectres that surprised slayers by being neither alive nor undead, avenging themselves before their murderers could begin to understand how to destroy them again.

CREATING AN ETHER DRAGON

“Ether” is an acquired template that can be added to any corporeal dragon.

Shock Value: 3

CR: +2 to base dragon’s CR

AC: The dragon loses its natural armor bonus. Add the dragon’s Constitution and Charisma bonuses together to determine its deflection bonus to AC.

Type: The ether dragon retains the dragon type and gains the incorporeal subtype.

Defensive Abilities: The ether dragon retains all of the special defenses of the base creature and gains the incorporeal defensive ability. Weapon attacks must be both cold iron and magical to overcome an ether dragon’s damage reduction. The dragon also gains psychic erosion.

Psychic Erosion (Su): An ether dragon slowly erodes her surroundings with entropic energy. Each time an ether dragon takes hit point damage, it steals definition from surrounding personalities. Creatures within the dragon’s frightful presence aura must succeed at a Will save or take 1 point of Charisma drain. For each affected creature, the dragon heals 1d6 hit points. Ether dragons are immune to this aura. The save DC is Charisma-based.

Special Attacks and Abilities: An ether dragon retains all the base creature’s special attacks and abilities in addition to the following:

Ethereal Maw (Ex): An ether dragon that successfully pins or swallows an opponent whole may transport the target (and anything it carries) to the ethereal plane. If the subject breaks free from the pin or escapes from within the dragon, they must succeed at a Will save (DC 10 + half the ether dragon’s HD + dragon’s Cha modifier) or remain ethereal. Ethereal

creatures are incorporeal to the material plane, and cannot rejoin the material plane without the benefit of *plane shift* or other magical assistance.

Limited Corporeality (Su): Ether dragons sharpen their will when defending their lairs or mauling their enemies. An ether dragon is incorporeal when attacked from any source, but fully corporeal when it attacks corporeal targets similar to the *ghost touch* weapon special property. This ability extends to spells, spell-like abilities, and other special attacks. In addition, each time the dragon causes damage with its breath weapon or natural weapons, it heals 1 hit point per die of damage dealt.

Greater Special Attacks and Abilities: An ether dragon of at least Gargantuan size has the following special ability:

Not There (Su) Creatures attacking the ether dragon with melee or ranged attacks have a 20% chance of missing the dragon entirely. Treat this as concealment, except that the Blind-Fight feat or blindsense do not prevent this miss chance. This concealment applies to force effects and incorporeal attacks. If any corporeal magical attack successfully hits the ether dragon, the damage is halved normally.

Abilities +4 Cha. Being incorporeal, the ether dragon has no Strength score. The base creature’s Strength score becomes its Dexterity score.

WEAKNESSES

Energy Vulnerability (Su) Ether dragons are neither alive nor undead, tethered to reality by their own powerful psyche. The forces of positive and negative energy interact with the creature’s ephemeral nature with equal hostility. An ether dragon takes damage from channeled energy regardless of whether that energy is positive or negative. Heal and inflict spells damage the dragon equally. Ether dragons only heal naturally (which slowly erodes their physical surroundings), or as a result of *psychic erosion* and *limited corporeality*.

KNOWLEDGE CHECKS

Base +5: Ether dragons are not ghosts or undead at all. Rather, they are a dreamlike representation of their previous selves. They are part material, part ethereal, and part in-between.

Base+10: Ether dragons commonly lair in collapsing ruins, as they steal definition from their surroundings in order to perpetuate their own existence. They can hasten this process in combat, stealing the identity of their enemies to hold themselves together.

Base +15: An ether dragon's natural attacks, spells, and breath weapon can enter the material plane for full effect. The dragons can also transport enemy combatants onto the material plane to fight one on one.

OTHER USES

The ether dragon template applies directly to other creatures with strong personalities or powerful magic, when converting them to undead simply won't do. Ethereal vestiges of very willful creatures may only possess creatures of their original type.

FALSE GOD

The rhythmic chants of the masses precede the glorious arrival of the godlike dragon. Every silver scale shines with divine radiance, and its body moves with immeasurable power. The cultish worshipers fall to their knees, cowed by the majesty of the creature—and draw forth sacrificial daggers.

FALSE GOD ADULT SILVER DRAGON CR 17

XP 102,400

LE Huge dragon (cold)

Init +6; **Senses** dragon senses, fog vision; **Perception** +25

Aura frightful presence (180 ft., 18 HD, DC 27)

DEFENSE

AC 31, touch 10, flat-footed 29 (+21 natural, +2 Dex, -2 size)

hp 229 (17d12+119)

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

Defensive Abilities illusion of invulnerability (DC 26), sacrifice (MR 2); **DR** 5/magic; **Immune** acid, cold, paralysis, sleep; **SR** 28

Weaknesses vulnerability to fire, worship

OFFENSE

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

Melee bite +26 (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 25, 12d8 cold), crush, glory (30 ft., DC 26), paralyzing breath*

Spell-Like Abilities* (CL 17th)

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

Spells Known* (CL 7th)

3rd (6/day) — *dispel magic, wind wall*

2nd (8/day) — *augury, cure moderate wounds, web* (DC 20)

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

0 (at will) — *detect magic, flare, ghost sound, mage hand, message, prestidigitation, read magic*

Oracle Spells Known (CL 14th)

7th (4/day) — *destruction* (DC 25)

6th (6/day) — *mass cure moderate wounds, geas/quest*

5th (7/day) — *break enchantment, greater command* (DC 23), *true seeing*

4th (8/day) — *cure critical wounds, discern lies* (DC 22), *inflict critical wounds* (DC 22), *restoration*

3rd (8/day) — *bestow curse* (DC 21), *blindness/deafness* (DC 21), *curse serious wounds, prayer*

2nd (8/day) — *aid, death knell* (DC 20), *eagle's spender, enthrall* (DC 20), *silence* (DC 20)

1st (8/day) — *command* (DC 19), *comprehend languages, cure light wounds, divine favor, shield of faith*

0 (at will) — *bleed* (DC 18), *create water, detect poison, guidance, light, mending, purify food and drink, virtue*

STATISTICS

Str 31, **Dex** 14, **Con** 25, **Int** 20, **Wis** 21, **Cha** 26

Base Atk +17; **CMB** +29; **CMD** 41 (45 vs. trip)

Feats Flyby Attack, Hover, Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Acrobatics +19, Diplomacy +28, Fly +18, Heal +25, Intimidate +28, Knowledge (arcana, local, nobility) +25, Perception +25, Sense Motive +25, Spellcraft +25

Languages Auran, Common, Draconic, Dwarven, Giant, Terran

SQ change shape*, false blessings

ECOLOGY

Environment any (cold)

Organization solitary

Treasure triple standard

*silver dragon ability

Many dragons surround themselves with minions or drooling sycophants, but the false god takes such tendencies to an extreme. Evil dragons enjoy the power that comes with playing god, and some good dragons are tempted to walk the road through the good intention of guiding weaker creatures. These dragons sometimes learn to actively draw upon the power generated by

concentrated worship, and are changed by it into something seemingly divine. However, this illusion of godhood is a fragile farce that only serves to corrupt the dragon.

Eventually convinced of his ascension, the false god believes that he deserves the bloody sacrifice of his adherents. Some mad metallic dragons incorrectly rationalize that servants perishing in their name ensures they are safeguarded in the afterlife.

CREATING A FALSE GOD DRAGON

“False God” is an acquired template that can be added to any corporeal creature with the dragon type.

Shock Value: 1

CR: +3 to base dragon’s CR

Alignment: Any evil.

Defensive Abilities: The false god dragon retains all of the special defenses of the base creature, in addition to the following:

Illusion of Invulnerability (Su): Whenever the false god takes damage, his own disbelief in his mortality and the belief of his worshipers in his invulnerability creates an illusion that conceals the damage he has taken. The false god never appears to suffer damage from any source (as if he had impenetrable damage reduction). Creatures interacting with the false god may make a Will save (DC 10 + half the false god’s HD + false god’s Cha modifier) to disbelieve this effect (as the *disguise self* spell). This is an illusion (glamer) effect.

Sacrifice (Su): Mortal worship is a heady drug to the false god, but the greatest pleasure comes when loyal worshipers sacrifice their lives for his glory. By dying in his name, they grant the false god a brief taste of



true divinity. The humanoid or monstrous humanoid must willingly take their own life (or allow their life to be taken by another believer) for the express purpose of sacrifice to the false god. This is treated as a coup de grace attack. If the worshiper dies, the false god gains the invincible mythic simple template for one round. The rounds of duration for this effect are cumulative for each follower that sacrifices themselves in this manner (so three sacrificed followers causes a duration of three rounds). Hit points gained from this ability are not temporary hit points, and go away when the ability fades. They are not lost first as temporary hit points are.

Invincible (MR 1 or 2): If the false god has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. An invincible creature increases his natural armor bonus by 2 (or 4 if the creature has 11 or more Hit Dice), gains mythic bonus hit points (10 hp for MR 1, 20 hp for MR 2), DR and resistance to all types of energy per the table below, as well as the block attacks and second save mythic universal monster abilities.

Hit Dice	Energy Resistance	DR
1–4	5	—
5–10	10	5/epic
11+	15	10/epic

Special Attacks and Abilities: A false god dragon retains all the base creature's special attacks and abilities, in addition to the following:

False Blessings (Su): While the false god cannot truly grant divine power as a god, he learns to create a facsimile that is sufficient to convince himself and his followers. As an immediate action, the false god may use any of his available spells or spell-like abilities through an allied creature within line of sight. The allied creature is treated as the source of the spell, and must make any required attack rolls, but the spell otherwise uses the false god's caster level and save DCs. If the false god uses this ability, he cannot use any other spells or spell-like abilities during the same round.

Glory (Su): The false god exudes the cowering confidence of his divine pretensions. The seemingly divine radiance can be so convincing that it wears away at the confidence of lesser creatures. This acts as a 30-foot gaze attack requiring creatures to make a Will save (DC 10 + half false god's HD + false

god's Cha modifier) or take a -1 morale penalty to attack, damage, saves, and skill checks for as long as they remain within the false god's presence. Creatures must save against the false god's glory each turn, and the penalties are cumulative up to a maximum of a -4 penalty. This is a mind-affecting fear effect. Mythic creatures and characters or outsiders are immune to this effect.

Oracle Spells (Sp): A false god casts spells as an oracle of the base dragon's CR in addition to any other spellcasting or spell-like abilities he possesses. He does not gain any other oracle abilities.

Greater Special Attacks and Abilities: A false god of Gargantuan size or greater gains the following special attack.

Rapture (Su): The largest and most glorified false gods empower servants with a fraction of the power they unwittingly transfer, although even this power is purposed with keeping the false god's brainwashing absolute. Any humanoid or monstrous humanoid within line of sight that worships the false god gains the benefits of the *mind blank* spell. If they fail a save against an enchantment spell or effect they may attempt it again 1 round later at the same DC. They only get this one extra chance to succeed on the saving throw. These benefits do not apply to any spells cast by the false god upon his servants.

Ability Scores: +4 Str, +4 Dex, +4 Con, +6 Cha

WEAKNESSES

Worship (Su): The false god feeds upon the faith of mortal worshipers, and uses this blind belief to fuel his divine delusions. The false god must have at least one humanoid or monstrous humanoid creature that worships it as a god within line of sight at all times in order to retain his spells, glory, and illusion of invulnerability abilities. If there are no creatures that meet this criteria within line of sight, then the false god loses access to these abilities until this condition is met.

KNOWLEDGE CHECKS

Base +5: Some dragons can draw upon the faith of brainwashed mortal worshipers for power. They can then share portions of that power back with the mortal followers in order to convince the servants of their godhood.

Base +10: The deific powers of a false god are nothing more than fragile illusions that depend upon the constant support or sacrifice of their mortal pawns.

OTHER USES

The false god template could be applied to any inherently magical creature (such as a fey or outsider) that sets himself up as a god and is able to gain power through mortal faith.

FLESHWIRED

The disturbing dragon-like creature appears to have been torn apart and poorly pieced back together with dragon limbs of different shapes, colors, and sizes— like a draconic flesh golem. However, its mismatched eyes are too aware to belong to a construct.

FLESHWIRED WYVERN

CR 8

XP 4,800

N Large dragon

Init +4; **Senses** scent, true seeing; **Perception** +18
Aura shock (10 HD, DC 15)

DEFENSE

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size)
hp 87 (7d12+42)

Fort +11, **Ref** +5, **Will** +8

Defensive Abilities no release, partial magic immunity; **Immune** fire, sleep, paralysis

Weaknesses asymmetric

OFFENSE

Speed 20 ft., fly 60 ft. (clumsy)

Melee sting +12 melee (1d6+6 plus poison*), bite +12 melee (2d6+6 plus grab), 2 wings +7 (1d6+4)

Space 10 ft.; **Reach** 5 ft. (0-ft. with wings)

Special Attacks rake (2 talons +12, 1d6+6)



STATISTICS

Str 23, **Dex** 10, **Con** 22, **Int** 7, **Wis** 12, **Cha** 9
Base Atk +7; **CMB** +14 (+18 grapple); **CMD** 25
Feats Flyby Attack, Improved Initiative, Iron Will, Skill Focus (Perception)
Skills Fly +1, Perception +18, Sense Motive +11, Stealth +6; **Racial Modifier** +4 Perception
Languages Draconic
SQ no release

ECOLOGY

Environment temperate or warm hills

Organization solitary

Treasure standard

*wyvern ability

It takes a particularly mad or driven construct-crafter to attempt to create a flesh golem using pieces of dragons. Such attempts are almost never successful, as the elemental spirits have difficulty bonding with dragon-flesh.

The only way to reach a measure of success is for the rare insane genius to keep a dragon alive while they attach scavenged pieces of her kin. The limbs are then animated with the dragon's own elemental spirit. While most creatures would perish from the process, dragons are uniquely suited to surviving such an operation due to their natural power and resilience. The creature awakens to find that she has been horrendously disfigured by an insane butcher. Needless to say, the rare visionary successful at creating a fleshwired dragon does not often survive long enough to relate the results to peers.

The fleshwired dragon is doomed to live a cursed life, avoided by allies and enemies alike. Some come to blame all alchemists, wizards, or even humanoids for their state. Others simply enjoy having something to take depressed frustrations out upon.

CREATING A FLESHWIRED DRAGON

"Fleshwired" is an acquired template that can be added to any corporeal creature with the dragon type that is size Medium or larger.

Shock Value: 3

CR: +2 to base dragon's CR

AC: +3 to base dragon's natural armor

Defensive Abilities: The fleshwired dragon retains all of the special defenses of the base creature, in addition to the following abilities.

No Release (Su): Even in death there is no freedom for the fleshwired. When the fleshwired dragon suffers enough hit point damage to normally kill her, her soul instead becomes trapped screaming within her body, and she becomes a true golem. She gains the construct type (do not recalculate the creature's base attack bonus, saves, or skill points), and loses the dragon type. Her hit points are restored to half her maximum, and she is treated as being constantly berserk (as a clay golem). Control cannot be established through any known means. The fleshwired dragon's soul is only released if the construct is destroyed.

Partial Magic Immunity (Su): The creation of a fleshwired dragon produces a creature that is part golem, but only in the wired-on bits of other dragons. Any spell that allows spell resistance and deals damage that hits the fleshwired dragon deals only half damage. Any non-damaging spell that allows spell resistance has only a 50% chance of affecting the fleshwired dragon. If the fleshwired dragon is killed and becomes a construct through the no release ability, then she becomes completely immune to any spell that allows spell-resistance.

Special Attacks and Abilities: A fleshwired dragon retains all the base creature's special attacks and abilities, in addition to the following:

Scavenged Pieces (Ex or Su): The only requirement for a crafter seeking to tie together a fleshwired dragon is that all the pieces belong to dragons. This leads to a wide variety of hard to come by parts. The fleshwired dragon gains one of the abilities on the following list for every 4 points of CR (minimum 1).

Breath Weapon (Su): The fleshwired dragon gains a breath weapon usable once every 1d4 rounds as a standard action. The breath weapon deals 1d6 hit points of damage for every racial HD possessed (Reflex save for half, DC 10 + half fleshwired dragon's HD + fleshwired's Constitution modifier) by the fleshwired dragon, in a 60-foot line or 30-foot cone. The breath weapon's damage can be acid, cold, electricity, or fire.

Dragon Senses (Ex): The fleshwired dragon gains darkvision 120 feet, blindsense 60 feet, sees four times as well as a human in dim light, and twice as well in normal light. Alternately, the fleshwired dragon gains tremorsense 60 feet, scent, or the see in darkness ability.

Immunity (Ex): The fleshwired dragon gains immunity to acid, cold, electricity, or fire.

Linnorm Eyes (Ex): The fleshwired dragon is under the constant effect of *true seeing*, as the spell of the same name. This effect cannot be dispelled.

Linnorm Skin (Ex): The fleshwired dragon is under the constant effect of *freedom of movement*, as the spell of the same name. This effect cannot be dispelled.

Movement Type (Ex): The fleshwired dragon gains one of the following movement types: burrow or swim speed equal to the dragon's base speed, or flight speed equal to twice the dragon's base speed with average maneuverability.

Speed Surge (Ex): Three times per day as a swift action, the fleshwired dragon can take an additional move action.

Wyvern Tail (Ex): The fleshwired dragon loses any tail attacks she may possess, but gains a poisoned sting attack (primary natural attack).

Poison (Ex) Sting—injury; save DC 17; frequency 1/round for 6 rounds; effect 1d4 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

Greater Special Attacks and Abilities: A fleshwired dragon of Gargantuan size or greater gains the following special ability.

Great Wyrms Pieces (Ex, Sp, or Su): The largest and most powerful fleshwired dragons develop the abilities of great wyrm true dragons. The fleshwired dragons gains one of the following abilities as a great wyrm dragon of the appropriate type: awaken treant, charm reptiles, deadly joke, divine aid, ice tomb, incinerate, sandstorm, summon djinni, tidal wave, or true courage.

Ability Scores: +4 Str, -2 Dex, +4 Con

WEAKNESSES

Asymmetric (Ex): It is rare for the creator of a fleshwire dragon to have pieces of dragons that are all the same size. This leads to them having asymmetric wings, tails, and limbs. The fleshwire dragon has 5 feet less reach for a creature of her size with one selected natural attack (minimum 0 feet), and any flight speed she possesses has the maneuverability reduced by one category (minimum clumsy).

KNOWLEDGE CHECKS

Base +5: Some dragons can be turned into living flesh golems by attaching scavenged pieces of other dragons and animating the resulting pieced together using the dragon's own soul.

Base +10: Fleshwired dragons vary greatly in abilities based on the dragons that go into their creation, but all suffer from issues resulting from their bodies not fitting together correctly or growing at different rates.

OTHER USES

The fleshwired template could be used to represent any creature that receives draconic grafts from some mad genius golem-crafter with minor adaptations, or could even be used to represent any living golem creature with some more drastic adjustments.

GLUTTON

The dragon's black volcanic-colored frame bulges in odd places, as if filled with strangely shaped objects. Its stony scales are covered in gray-green fungus and sores. Its obese stomach obviously slows the hulking creature down, but not nearly as much as it should.

GLUTTON YOUNG UNDERWORLD DRAGON CR 9

XP 6,400

LE Large dragon (fire)

Init +5; **Senses** dragon senses, smoke vision*; Perception +12

Aura shock (9 HD, DC 14)

DEFENSE

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

hp 92 (8d12+40)

Fort +11, **Ref** +7, **Will** +7

Defensive Abilities fungal growths; **Immune** fire, paralysis, sleep

Weaknesses bloated, vulnerability to cold

OFFENSE

Speed 20 ft., burrow 15 ft., fly 75 ft. (average)

Melee +3 *flaming burst bite* +16 (1d8+8 plus 1d6 fire), 2 +3 *flaming burst claws* +15 (1d6+8/19–20 plus 1d6 fire), +3 *flaming burst gore* +15 (1d6+8 plus 1d6 fire)

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

Special Attacks adamantine claws*, breath weapon (60-ft. line, 6d6 fire damage, DC 19), devour, enchanted

Spell-Like Abilities (CL 8th; concentration +7)

At will— *soften earth and stone*

Spells Known (CL 1st; concentration +0)

1st (4/day) — *burning hands* (DC 10), *cause fear* (DC 10)

0 (at will) — *acid splash*, *bleed* (DC 9), *flare* (DC 9), *read magic*

STATISTICS

Str 21, **Dex** 12, **Con** 21, **Int** 12, **Wis** 13, **Cha** 8
Base Atk +8; **CMB** +13 (+15 disarm); **CMD** 24 (28 vs. trip)

Feats Improved Critical (claw), Improved Disarm^B, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Appraise +12, Climb +16, Intimidate +12, Knowledge (dungeoneering, geography) +12, Perception +12, Stealth +11

Languages Common, Draconic
SQ endless gullet (*bag of holding type II*)

ECOLOGY

Environment any underground

Organization solitary

Treasure triple

*underworld dragon ability

Dragons are well known to have an irrational hunger for wealth. Many have left a lair to return days or weeks later, only to find that thieves have stolen a hard-earned hoard. Some dragons seek to prevent theft by going to the extreme lengths of continually devouring treasure. The consumption of so many magical trinkets and so much material wealth has strange effects on the dragon's anatomy, but ensures that no one can take the glutton's possessions without murder.

Ironically, the gluttonous dragon has a great deal of difficulty in moving and often becomes sedentary, gaining sores and fungal growths from laying too long in one position.

CREATING A GLUTTON DRAGON

"Glutton" is an acquired template that can be added to any corporeal creature with the dragon type.

Shock Value: 1

CR: +2 to base dragon's CR

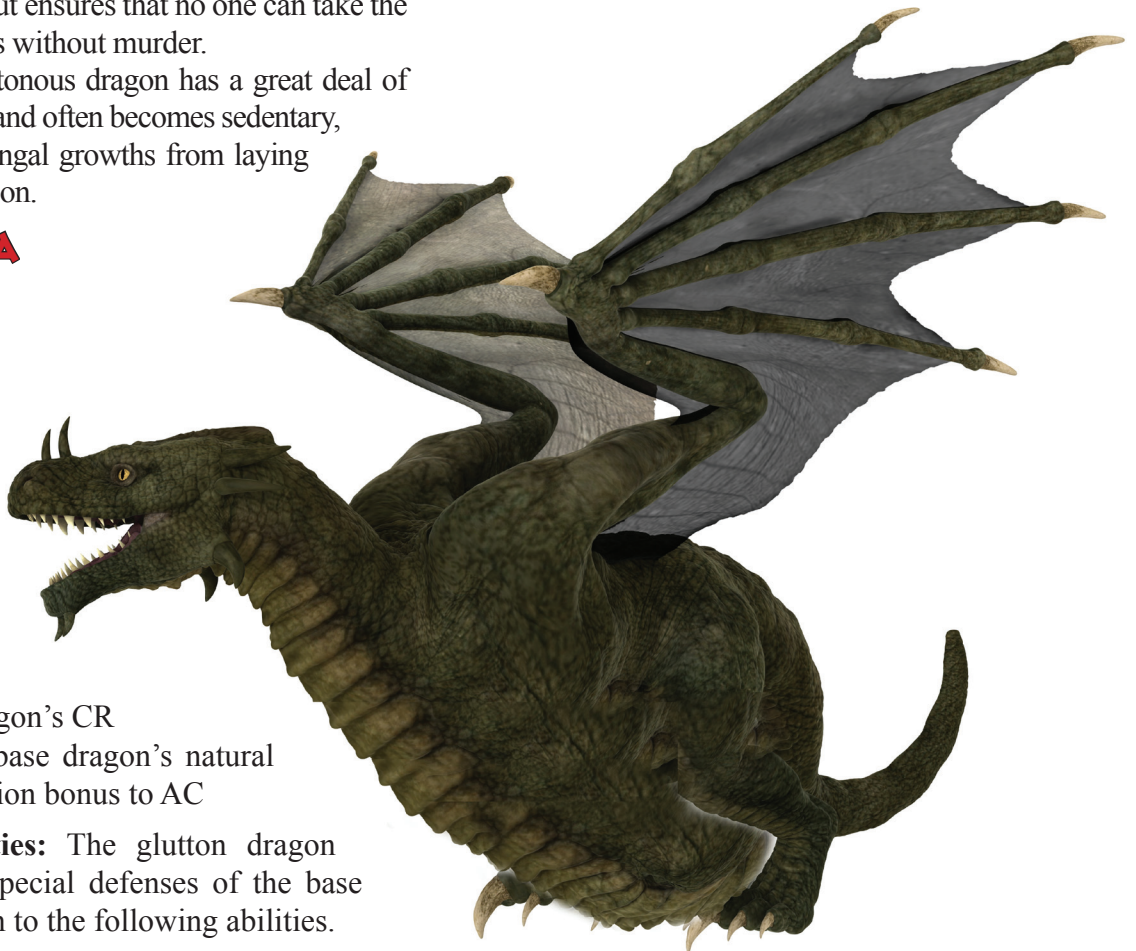
AC: Either +3 to base dragon's natural armor or +3 deflection bonus to AC

Defensive Abilities: The glutton dragon retains all of the special defenses of the base creature, in addition to the following abilities.

Fungal Growths (Ex): Whenever a creature hits the glutton dragon with a natural attack or a melee attack without reach, the magically mutated fungal growths on his scales release a cloud of spores that try to plant themselves in the skin of other living creatures. The attacking creature takes 1d4 points of damage from the spores, plus 1d4 points of damage points of damage per round for 10 rounds as the fungus grows. The spores can be removed by any effects that remove or provide immunity to disease or poison.

Special Attacks and Abilities: A glutton dragon retains all the base creature's special attacks and abilities, and gains the crush ability if its size is increased to Huge or larger, in addition to the following:

Devour (Ex): The glutton dragon gains the Improved Disarm feat as a bonus feat. If he succeeds in disarming a weapon or magical item up to his size or smaller, he may swallow it into his endless gullet as a free action. The glutton dragon may likewise consume any unattended item of up to his size as a standard action. If the item consumed is magical, the glutton dragon gains 5 temporary Hit Points for every 1,000 gp of the item's base price. HPs gained in excess of the dragon's maximum total are treated as temporary hit points with a permanent duration.



Enchanted (Su): The enchanted weapons, and other items devoured by the glutton dragon, blend with his inherent power to grant his attacks some magical properties. All of the dragon's natural attacks gain a +3 enhancement bonus to attack and damage, as well as one additional weapon property chosen from the following list of weapon properties: *anarchic*, *axiomatic*, *flaming burst*, *holy*, *icy burst*, *shocking burst*, or *unholy*. The glutton dragon must possess a matching alignment to take the *anarchic*, *axiomatic*, *holy*, or *unholy* properties, or a breath weapon that deals elemental damage of the same type to take the *flaming burst*, *icy burst*, or *shocking burst* properties.

Endless Gullet (Su): Any treasure that the glutton dragon possesses is contained within his ever-expanding stomach, and can be regurgitated by the dragon as a full-round action. The dragon's belly is treated as a *bag of holding* that cannot be overloaded or ruptured. It can only be turned inside out or accessed by any creature other than the dragon upon the dragon's death. The type of *bag of holding* is dependent on the size category of the dragon: Small or Medium (*bag of holding type I*), Large (*bag of holding type II*), Huge (*bag of holding type III*), Gargantuan or Colossal (*bag of holding type IV*). The glutton dragon must take great care to avoid accidentally consuming a *portable hole*.

Greater Special Attacks and Abilities: A glutton dragon of Colossal size gains the following special ability:

Greater Crush (Ex): The glutton dragon's crush attacks deal double the normal damage, and the dragon's CMD is treated as 4 higher for the purposes of creatures escaping from pins caused by the crush attack.

Ability Scores: +4 Con, -4 Cha

WEAKNESSES

Bloated (Ex): A glutton dragon becomes obese from having to carry so much treasure in his bulging gut. The dragon increases in size by one category, but gains none of the bonuses for the size increase (additional reach, ability score increases, natural armor, etc.). The dragon still gains all penalties to attack, AC, and skills. All movement speeds possessed by the dragon are halved. The glutton dragon loses any ability to change shape the base dragon might possess.

KNOWLEDGE CHECKS

Base +5: Some dragons are so taken with their wealth or afraid of thieves that they gobble it all down into ever-expanding bellies. These dragons gain some of the benefits of the horde swallowed in this manner, and swell to prodigious size.

Base +10: Glutton dragons seem larger than normal, but the bulk from their swelling bellies slows them down in addition to empowering them. They are quite fond of rapidly swallowing enchanted weapons or trinkets that are not held too tightly.

OTHER USES

The glutton template could be applied to any greedy creature or creature known for an impressive appetite, such as some aberrations, giants, and many undead.

HERMIT DRAGON

Writhing in agony, the dragon lurches across the ground. Patchwork hides and plates mingle with the remains of what must have been an iron golem to cover the wretched creature's scaleless flayed flesh.

HERMIT OLD BLACK DRAGON CR 17

XP 102,400

LE Huge dragon (water)

Init +4; **Senses** dragon senses; Perception +24

Aura frightful presence (240 ft. 21 HD, DC 25)

DEFENSE

AC 36, touch , flat-footed (+20 armor, +8 shield, -2 size)
hp 261 (18d12+144)

Fort +19, **Ref** +11, **Will** +15

Defensive Abilities scales of iron, stolen shell, moderate fortification; **DR** 5/magic; **Immune** acid, sleep, paralysis; **SR** 28

Weaknesses blinded by pain

OFFENSE

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

Melee bite +25 (4d6+13 plus 2d6 acid*), 2 claws +25 (2d6+9), 2 wings +20 (1d8+4), tail slap +20 (2d6+13)

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

Special Attacks breath weapon (100 ft. line, 16d6 acid, DC 27), corrupt water*, crush, devouring breath, split the seams

Spell-Like Abilities (CL 18th, Concentration +21)

At will—*darkness* (80 ft.), *plant growth*

Spells Known (CL 7th, Concentration +10)

3rd (6/day)—*dispel magic*, *haste*

2nd (6/day)—*bear's endurance*, *blur*, *glitterdust* (DC 15),

1st (6/day)—*alarm*, *grease* (DC 14), *magic missile*, *obscuring mist*, *ray of enfeeblement*

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

STATISTICS

Str 29, **Dex** 10, **Con** 27, **Int** 16, **Wis** 19, **Cha** 16
Base Atk +18; **CMB** +29; **CMD** 39 (43 vs. trip)
Feats Blind Fight, Flyby Attack, Hover, Improved Initiative, Improved Natural Attack (bite), Power Attack, Vital Strike, Wingover
Skills Fly +12, Intimidate +23, Knowledge (arcana) +23, Perception +24, Sense Motive +24, Spellcraft +23, Stealth +12, Survival +24, Swim +37,
Languages Common, Draconic, Giant, Goblin
SQ speak with reptiles*, swamp stride*, water breathing*

ECOLOGY

Environment warm marshes

Organization solitary

Treasure triple (+2 moderate fortification heavy steel shield)

* old black dragon ability

Dragons are renowned for their nearly impervious hides, but some must learn to do without, or perish. Perhaps a dragon is afflicted by a curse that causes its scales to rot and flake away. Another may be born with few or no protective scales, or lose them to plague. Adventurers hunt yet another, coveting its hide to craft mighty armor. Sometimes such a pitiful dragon survives against all odds, and must overcome the loss of her natural protection. The hermit dragon's very nature adapts, and she hunts other creatures for their scales, plates, and thick hides. In a twist of irony the hermit also finds she can turn the tables on larcenous adventurers to steal their armor for herself.

CREATING A HERMIT DRAGON

"Hermit" is an acquired template that can be added to any corporeal dragon that has a breath weapon.

Shock Value: 3

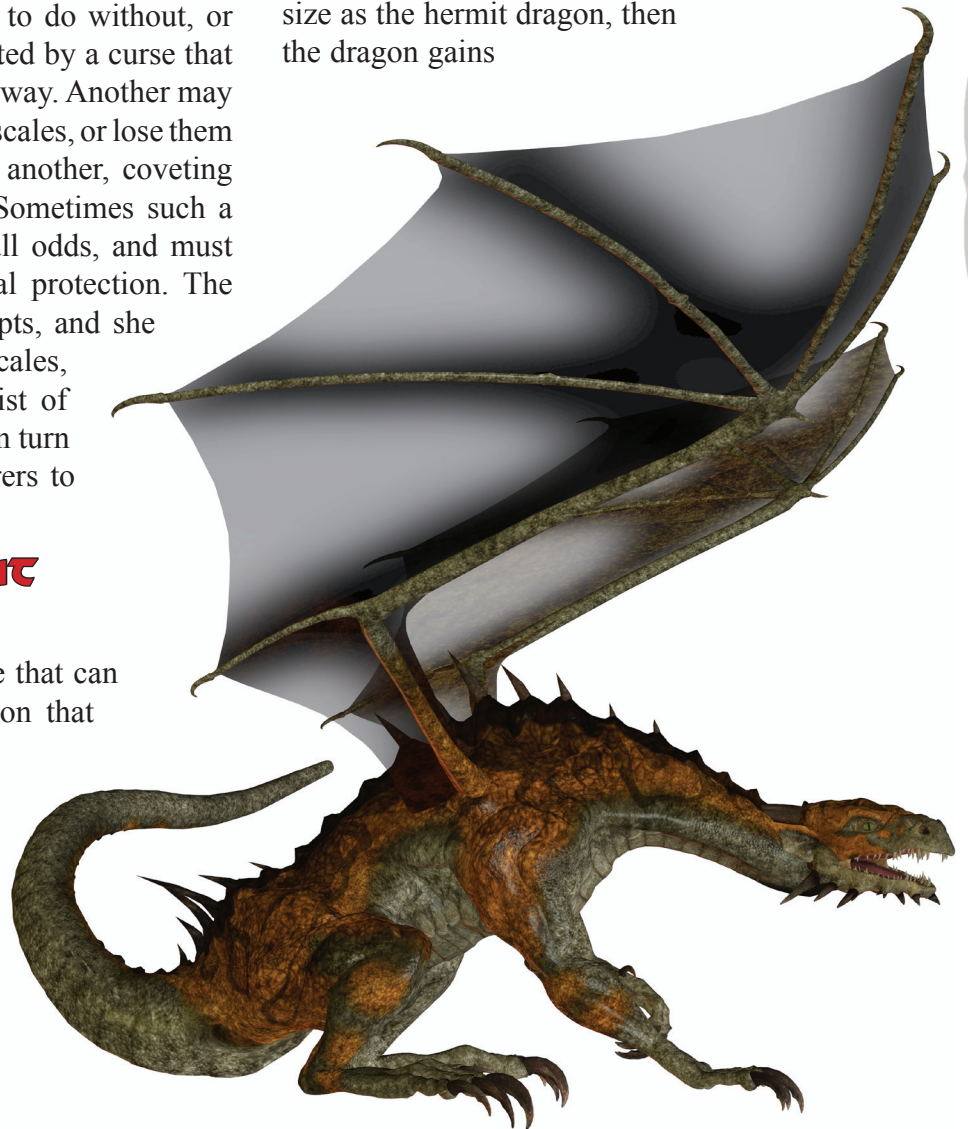
CR: +3 to base dragon's CR

AC: Lose all natural armor

Defensive Abilities: The hermit dragon retains all of the special defenses of the base creature, in addition to the following abilities:

Scales of Iron (Su): The hermit dragon can meld shields or bits of armor onto her flesh. A hermit dragon gains a +1 shield bonus to AC for every suit of armor or shield she grafts onto herself (up to a maximum bonus of half the hermit dragon's CR). If any of the armor pieces the hermit dragon uses in this fashion are enchanted, she gains the largest enhancement bonus among them to her AC. If any of the armor used contains any special properties, the hermit dragon may gain the benefit of one, plus an additional one for each size category of the hermit dragon larger than Medium. The hermit dragon may change which special properties it currently benefits from by spending 8 hours in meditation.

Stolen Shell (Ex): The hermit dragon has adapted to her affliction by learning to steal the thick hide, scales, plates, or even armor from lesser foes to replace her own ravaged defenses. As a full-round action that provokes attacks of opportunity she may drape herself in a stolen hide, and meld the hide to her flesh. If the hide comes from a creature the same size as the hermit dragon, then the dragon gains



an armor bonus equal to the donor creature's natural armor. For every size category smaller than the hermit dragon, a stolen hide's armor bonus suffers a -2 penalty. Additional hides may be grafted to increase the armor bonus gained by +1 each, but they cannot increase the total armor bonus beyond the hermit dragon's Hit Dice.

Special Attacks and Abilities: A hermit dragon retains all the base creature's special attacks and abilities, and gains the following:

Devouring Breath (Su): Once per day the hermit dragon can transform her breath weapon into a devastating bite attack. If the hermit successfully delivers a bite using the attack action she may release her breath weapon directly into the wounded creature's body. In addition to the normal damage dealt by the breath weapon, the victim suffers 1d8 Constitution damage and gains the exhausted condition. A Fortitude save against the DC of the dragon's breath weapon halves both the damage and Constitution damage, and negates the exhaustion. A creature slain by this attack has its internal bones and organs disintegrated (as the *disintegrate* spell), but leaves its outer skin mostly intact. The dragon may graft the skin or any armor worn to her own body with the scales of iron or stolen hide abilities.

Greater Special Attacks and Abilities: A hermit dragon of Huge size or greater gains the following special ability:

Split the Seams (Ex): A hermit dragon that survives long enough learns to efficiently strip the armored hide from her prey. She gains the rend special attack. If the hermit dragon rends successfully, she then makes a disarm combat maneuver as a free action that does not provoke an attack of opportunity. If this maneuver succeeds, the hermit dragon tears away one piece of armor or a chunk of protective hide from her victim. Armor gains the broken condition. If the victim has no armor bonus, its natural armor bonus is reduced by 2 (minimum 0). The hermit dragon may affix the armor or flesh to herself as a move action that does not provoke attacks of opportunity. Stolen armor fragments grant half the armor's normal armor bonus (minimum 1), and stolen natural armor grants a +2 armor bonus to the hermit's AC. This bonus stacks with other armor bonuses the hermit dragon may have, and lasts a number of minutes equal to the hermit dragon's Constitution bonus.

Ability Scores: +4 Con

WEAKNESSES

Blinded by Pain (Ex): The hermit dragon lives with the constant agony of raw, exposed nerves over its entire body. This distraction forces the hermit dragon to focus on a small number of opponents at a time. Any creature the hermit dragon does not attack in a round gains concealment from the dragon until the start of its next turn.

KNOWLEDGE CHECKS

Base +5: Sometimes an affliction leaves a dragon without protective scales and hide. If it survives, the dragon must hunt other creatures for their natural protections. It can turn its deadly breath into something like a poisonous bite, destroying a victim from the inside out but leaving the hide intact.

Base +10: The hermit dragon can steal pieces of armor or shields from unfortunate adventurers to rebuild a makeshift set of scales, to the point of gaining any enchantments on the gear. They have difficulty focusing through the pain of their injuries and sometimes make clumsy attacks if forced to shift attention to multiple opponents.

Base +15: The oldest and most canny of the hermit dragons can rend armor and flay skin from a living victim in a heartbeat, and make the stolen bits part of their own arsenal.

OTHER USES

The hermit template can be used for any living creature that depends upon tough natural armor that can be lost through disease or design.

HOARDER

The miasma of mildew and rot pervades the dark lair. A sinister snickering in the darkness betrays the dragon's presence amid the waist-high refuse. Piles of garbage shift and collapse like dominos before the dwarf-sized dragon emerges from the closest pile. Its white scales are covered by frosted papers and detritus, but its sharp teeth are plainly in view.

HOARDER YOUNG WHITE DRAGON CR 8

XP 4,800

CE Medium dragon (cold)

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

Aura shock (9 HD, DC 13)

DEFENSE

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

hp 80 (7d12+35)

Fort +10, **Ref** +7, **Will** +5

Defensive Abilities defensive debris; **Immune** cold, disease, paralysis, sleep

Weaknesses miser's folly

OFFENSE

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

Melee bite +12 (1d8+7 plus disease), 2 claws +12 (1d6+5 plus disease), 2 wings +7 (1d4+2)

Special Attacks breath weapon (30-ft. cone, DC 18, 6d4 cold), hostile hygiene, infection,

STATISTICS

Str 21, **Dex** 14, **Con** 21, **Int** 8, **Wis** 11, **Cha** 6

Base Atk +7; **CMB** +12; **CMD** 24

Feats Alertness, Flyby Attack, Improved Initiative, Power Attack

Skills Fly +12, Intimidate +8, Perception +12, Stealth +12, Swim +23

Languages Draconic

ECOLOGY

Environment cold hills

Organization solitary

Treasure double (half normal magical items and nothing over 1,000 gp)

Hoarder dragons live in places that don't afford it the same wealth other dragons might possess. The compulsion to fill its lair with valuables leads the dragon to acquire bizarre collections of items from its surrounding environment. Despite their feral reputation, hoarders are dangerous, and especially so in their own lair.

CREATING A HOARDER DRAGON

"Hoarder" is an acquired template that can be added to any corporeal dragon.

Shock Value: 2

CR: +2 to base dragon's CR

AC: +2 to base dragon's natural armor

Defensive Abilities: The hoarder dragon retains all of the special defenses of the base creature and gains immunity to disease, in addition to the following:

Defensive Debris (Ex): A hoarder dragon wears pressed refuse up against his scaly hide. Though this layer of garbage is as incidental as anything else, it gives the dragon protection from physical harm. A hoarder's defensive debris gives the dragon 5 temporary hit points per size category larger than Tiny. These hit points are in addition to the dragon's current hit points. A hoarder dragon surrounded by sufficient refuse can bring his temporary hit points from this ability back up to the maximum amount by rolling or leaning against his collection of garbage as a full round action that provokes attacks of opportunity.

Special Attacks and Abilities: A hoarder dragon retains all the base creature's special attacks and abilities, in addition to the following:

Hostile Hygiene (Ex) The hoarder dragon's personal upkeep reflects the extreme filth of his surroundings. Creatures who fail a save against



the dragon's breath weapon are nauseated for one round. Once a creature successfully saves against this effect, it is immune to that dragon's hostile hygiene for 24 hours.

Infection (Ex) The unsanitary environment maintained by hoarder dragons ferments powerful plagues. The hoarder dragon's bite and claw attacks inflict disease as if by a *contagion* spell with a caster level of the dragon's hit dice (save DC is equal to 10 + half the hoarder dragon's HD + hoarder's Con modifier).

Abilities +2 Str, +4 Con, -2 Cha

Greater Special Abilities: A hoarder dragon of at least Huge size gains the following special defensive ability:

Shifting Terrain (Ex) A hoarder dragon of sufficient size is so caked in refuse that bits of debris constantly fall from him during physical combat. Any squares within the hoarder dragon's reach count as difficult terrain for any creature smaller than the dragon.

WEAKNESSES

Miser's Folly (Ex) Hoarders suffer from unceasing preoccupation with their bizarre collections. They may obsess over collecting a scroll for every single 1st-level arcane spell, or insist on preserving the mummified corpses of victims. Whatever the hoarder's fixation, any threat to his hoard alarms the dragon beyond reason. If valued objects within the dragon's collection are damaged or destroyed during combat, the hoarder dragon becomes shaken for the remainder of the combat.

KNOWLEDGE CHECKS

Base +5: Hoarders are seen by most true dragons as underachievers or insane. The beasts are ferocious, but feral, and more interested in collecting minutiae than amassing a desirable hoard.

Base +10: Hoarders are obsessive about their unusual collections, and damaging a collection drives them to distraction.

OTHER USES

This template could convert any reclusive creature into a grotesque gatherer of useless junk. In addition to solitary horrors, hags, harpies, ogres, and otyughs make for interesting hoarders. The abilities granted by the hoarder template make it ideal for creatures with magical abilities frequently encountered in their own lair.

MIND COLLECTOR

The regal dragon's golden scales flash in the sun, reflecting a rainbow of light that shimmers around her head. Fine, gleaming platinum chains create an intricate lace woven through her horns like a halo, multicolored gems suspended amongst the strands. Her eyes are a deep, glittering black, and their gaze causes a terrible, crushing pressure behind your eyes.

MIND COLLECTOR OLD GOLD DRAGON CR 21

XP 409,600

NE Gargantuan dragon (fire)

Init -1; **Senses** dragon senses; Perception +33

Aura fire, frightful presence (240 ft., 25 HD, DC 32)

DEFENSE

AC 35, touch 7, flat-footed 35 (+2 deflection, -1 Dex, +28 natural, -4 size)

hp 297 (22d12+154)

Fort +20, **Ref** +12, **Will** +21

Defensive Abilities shroud of anguish (1 Int damage plus stunned 1 round, DC 32); **DR** 10/magic;

Immune fire, sleep, paralysis; **SR** 32

Weaknesses obsessed, vulnerable to cold

OFFENSE

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

Melee bite +30 (4d6+18/19-20), 2 claws +30 (2d8+12/19-20), 2 wings +28 (2d6+6/19-20), tail slap +28 (2d8+18/19-20)

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

Special Attacks breath weapon (60 ft. cone, 16d10 fire, DC 28), crush, mindshred pulse (60 ft. cone, 2d6 Int, DC 31), psyche trap (DC 31), tail sweep, thought-crushing gaze (*feblemind*, DC 29), weakening breath*

Spell-Like Abilities (CL 22nd, Concentration +30)

At will—*bless*, *daylight*, *detect evil*, *detect thoughts*, *geas/quest*

Spells Known (CL 11th, Concentration +19)

5th (4/day)—*mind fog* (DC 24), *teleport*

4th (6/day)—*divination*, *spell immunity*, *stoneskin*

3th (6/day)—*dispel magic*, *haste*, *suggestion*, *vampiric touch*

2nd (6/day)—*cure moderate wounds*, *resist energy*, *see invisibility*, *spectral hand*, *touch of idiocy*

1st (6/day)—*charm person* (DC 20), *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *resistance*, *touch of fatigue* (DC 18)

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 26, **Wis** 27, **Cha** 26
Base Atk +22; **CMB** +38; **CMD** 49 (53 vs trip)
Feats Ability Focus (mindshred pulse, psyche trap), Flyby Attack, Greater Spell Focus (enchantment), Improved Critical (bite, claw, tail slap, wing), Power Attack, Spell Focus (enchantment), Wingover
Skills Appraise +33, Bluff +33, Diplomacy +33, Fly +10, Intimidate +33, Knowledge (arcana, religion) +33, Perception +33, Sense Motive +33, Spellcraft +33, Survival +33, Swim +20, Use Magic Device +33
Languages Celestial, Common, Draconic, 6 more
SQ change shape*, detect gems*, fast flight*, luck*

ECOLOGY

Environment warm plains

Organization solitary

Treasure triple (assorted gems and platinum wires worth a total of 10,000 gp)

*gold dragon ability

Whether the result of a curse, a dalliance with dark powers in the creature's ancestry, or simply a cruel twist of fate, sometimes a seemingly normal dragon is born a mind collector. Such a dragon is inherently selfish and wicked, though terribly cunning and possessed of powerful psychic powers. As a mind collector grows more and more aware of the thinking minds around her, she comes to covet those thoughts more than gold or jewels. This greed blossoms into the ability to lash out and break another's mind. The dragon can then collect the shattered fragments of thought in a gem. Each mind added to her collection adds to her sense of self, and she is soon hopelessly dependent upon these psyche traps. Mind collectors adorn themselves with their thought-filled stones, either embedding them in their scales, setting them within jewelry, or stringing them on precious metals and weaving the strands through their crests and horns.

CREATING A MIND COLLECTOR DRAGON

"Mind collector" is an inherited template that can be added to any corporeal dragon with an Intelligence score of 10 or higher.

Shock Value: 3

CR: +3 to base dragon's CR

AC: +2 to base dragon's deflection bonus

Alignment: Base dragon's alignment becomes neutral evil.

Defensive Abilities: The mind collector dragon retains all of the special defenses of the base creature, in addition to gaining the following ability:

Shroud of Anguish (Su): A mind collector's thoughts are insulated by a veil made up of the broken minds she has stolen. Any attempt to read the dragon's mind or magically discern her alignment automatically fails, and the creature making the attempt must succeed on a Will save (DC equal to the mind collector's frightful presence or shock aura) or suffer 1 point of Intelligence damage and be stunned for 1 round. This is a mind-affecting effect.



Special Attacks and Abilities: A mind collector dragon retains all the base creature's special attacks and abilities, and gains the following:

Detect Thoughts (Sp): A mind collector dragon can use *detect thoughts* at will.

Psyche Trap (Su): A sentient creature reduced to zero Intelligence is vulnerable to the mind collector's most devastating attack. As a standard action that provokes attacks of opportunity, the dragon can touch such an incapacitated creature and capture its ravaged mind within a gem. The gem may be of any type, but must be worth 100 gp per hit die of the target. The target is allowed a Will save (DC 10 + half the mind collector dragon's HD + mind collector's Cha modifier) to negate the entrapment. A creature that successfully saves is immune to this ability for 24 hours. Once entrapped, the victim's mind and memories reside within the gem and the mind collector can use her *detect thoughts* ability to interrogate the captive psyche. Each time the mind collector tries to wrest information from the trapped psyche it is allowed a Will save to resist (use the creature's normal Will save, excluding modifiers from magic and equipment that remain with the victim's body). The victim's body remains alive, but in a comatose state. The victim's mind can be released by destroying the gem, which has hardness 10 and 1 hit point for every 100 gp in the gem's value, or by a *limited wish* (in which case the caster must possess the appropriate gem), *wish*, or *miracle* spell. Once released, the mind returns instantly to the body and the creature regains consciousness with only a vague, dreamlike sense of disconnection to account for its ordeal. This is a mind-affecting effect.

Mindshred Pulse (Su): A mind collector dragon gains a new breath weapon, a concentrated wave of destructive psychic energy that shreds the minds of any sentient being caught in its wake. This wave is a cone that fills an area and deals Intelligence damage based on the dragon's size.

Size	Int Damage	Cone Length
Tiny or less	1d2	15 ft.
Small	1d3	20 ft.
Medium	1d4	30 ft.
Large	1d6	40 ft.
Huge	2d6	50 ft.
Gargantuan	3d6	60 ft.
Colossal	3d6	70 ft.

A successful Will save (DC 10 + half mind collector's HD + Cha bonus) halves the Intelligence damage. This is a mind-affecting effect.

Greater Special Attacks and Abilities: A mind collector dragon of Gargantuan size or larger gains the following special ability.

Thought-crushing Gaze (Su): As a mind collector grows in power she casually projects overwhelming psychic force into the minds of nearby beings. Any creature that meets the mind collector's gaze must succeed on a Will save or be *feble-minded* as the spell. The save DC is Charisma-based.

Ability Scores: +4 Int, +4 Wis, +4 Cha

WEAKNESSES

Obsessed (Ex): To a mind collector, her psyche traps are the crown jewels of her hoard; all the other gold, art and treasures are dross in comparison. If one of her psyche traps is lost due to a successful disarm combat maneuver or removed through Sleight of Hand, the mind collector is immediately aware of the loss and will stop at nothing to retrieve the missing gem. She suffers the effect of a *geas* spell until the gem is recovered, or until the captured psyche is freed from the missing gem.

KNOWLEDGE CHECKS

Base +5: A dragon born selfish and evil, the mind collector is a powerful psychic who delights in breaking the minds of thinking creatures. Its breath can become a wave of terrible mental torture, stripping away the thoughts of any caught in its wake. Woe to any who attempt to read the minds of these beasts, for only sorrow awaits them. If its victim should succumb completely, the dragon can steal the poor sod's mind and spirit it away in a gemstone to wear as a decoration or trophy.

Base +10: These gems are not merely some accessory; the mind collector can plunder the secrets of a mind it has captured. Though they are powerful, mind collectors are slaves to their trove of stolen minds. Should one of their mind-filled gems be lost, the enraged creature will stop at nothing to retrieve it, and will begin to waste away if prevented from pursuing its wayward treasure.

Base +15: Older mind collectors grow so potent that they can crush the psyche of any who meet their gaze. Anyone fortunate enough to somehow escape or be rescued before the dragon finishes its work is left in a moronic state, barely capable of fending for himself.

OTHER USES

The mind collector template is ideal for creating an atmosphere of paranoia, and building stories around a fate worse than death. It is particularly useful for twisting a creature usually associated with virtue and holiness, such as celestial outsiders. Aberration mind collectors hint at a greater nefarious purpose for the stolen psyches and a villain with a cadre, or army, of construct mind collectors can quickly become the object of an entire nation's wrath and terror.

PLAGUED

The scents of rot and offal pour off of the diseased drake in waves. Many of its scales have fallen off, and the exposed flesh beneath is a patchwork of infected boils. Black bile drips from its teeth like drool, and its half-mad eyes stare with feverish hatred.

PLAGUED FOREST DRAKE

CR 5

XP 1,600

LE Large dragon (earth)

Init +6; **Senses** darkvision 60ft., low-light vision, scent; Perception +11

Aura foulness (30 ft., DC 16), shock (7 HD, DC 13)

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 52 (5d12+40)

Fort +8, **Ref** +6, **Will** +4

Defensive Abilities carrier; **Immune** acid, disease, paralysis, poison, sleep

Weaknesses sickly

OFFENSE

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

Melee bite +8 (1d8+4 plus disease and poison), tail slap +3 (1d8+2 plus disease)

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

Special Attacks acidic cloud*, chimeric contagion (DC 16), dragon bile (DC 16)

STATISTICS

Str 19, **Dex** 14, **Con** 18, **Int** 5, **Wis** 11, **Cha** 8

Base Atk +5; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Skill Focus (Perception)

Skills Fly +8, Intimidate +7, Perception +11, Stealth +6, Swim +20

Languages Draconic

SQ aquatic adaptation*, speed surge*

ECOLOGY

Environment any forests

Organization solitary, pair, or outbreak (3-12)

Treasure standard

*forest drake ability

Dragons are creatures at home in primal natural environments. Sometimes the greed, hubris, or thoughtlessness of lesser creatures can befoul the land dragons inhabit with alchemical byproducts, negative energy, or pollution. Powerful older dragons take vengeance upon those that threaten their homes, but the youngest dragons are forced to try growing to adulthood mired in disgusting filth.

Plagued dragons are the product of these environments; diseased, filthy, half-dead monsters that have reverted to barbarism. They are both despised and pitied by their noble cousins, who consider it a necessary mercy to kill the broken creatures on sight. In spite of the disastrous impacts on their developing minds, plagued dragons still retain enough self-awareness to target the source of their circumstances. Unfortunately, the fever-mad beasts tend to target indiscriminately. Entire civilizations have suffered for the sins of past generations, or the crimes of a few.

CREATING A PLAGUED DRAGON

“Plagued” is an acquired template that can be added to any corporeal creature with the dragon type.

Shock Value: 2

CR: +1 to base dragon's CR

Alignment: Any non-good.

Defensive Abilities: The plagued dragon retains all of the special defenses of the base creature and gains immunity to disease and poison. Creatures attacking the plagued dragon with natural attacks or melee weapons without reach are exposed to the carrier ability and the chimeric contagion disease (see below).

Special Attacks and Abilities: A plagued dragon retains all the base creature's special attacks and abilities, in addition to the following:

Bile Bite (Ex): A plagued dragon exists in a constant state of sickness, kept alive only by anger and her natural draconic fortitude. The sickness causes them to regurgitate dragon bile, functionally coating their teeth in poison.



Dragon Bile (Ex) Bite—injury; *save* DC 10 + half plagued dragons HD + dragon's Con modifier; *frequency* 1/round for 6 rounds; *effect* 1d3 Str damage; *cure* 2 consecutive saves.

Carrier (Su): A plagued dragon becomes a breeding ground for an incredible number of mundane and magical diseases. These diseases intermingle within the plagued dragon's infections, birthing contagions that can quickly cripple entire populations. When a creature is exposed to the plagued dragon (through contact or injury by natural attacks) they must make a Fortitude save (DC 10 + half plagued dragon's HD + dragon's Con modifier) or become infected. Infected creatures spread the disease to other creatures (through contact) that must then save against the disease at the same DC or likewise become infected and capable of spreading the disease.

Chimeric Contagion (Su) Any—injury; *save* see above; *onset* 1 day; *frequency* 1/day; *effect* 1 Str, 1 Dex, 1 Con, 1 Int, 1 Wis, and 1 Cha damage, target must make a second Fort save or the damage is drain instead; *cure* 2 consecutive saves.

Foulness (Ex): Creatures within 30 feet of the plagued dragon must make a Fortitude save (DC 10 + half the plagued dragon's HD + dragon's Con

modifier) or become sickened for 1 minute. A creature grappled by the plagued dragon must succeed on an additional save to avoid becoming nauseated. A creature that becomes nauseated in this manner remains nauseated for 1 minute or until they are no longer grappled by the plagued dragon. A creature that succeeds on either of these saves is immune to the foulness of the plagued dragon for 24 hours.

Greater Special Attacks and Abilities: A plagued dragon of Gargantuan size or greater gains the following special ability.

Pollution (Su): The largest and most powerful plagued dragons spread their cursed nature to the land around them. If the plagued dragon remains in one area for 1 hour, all plants within 100 feet of it take 10d6 damage. Plant creatures may attempt a Fortitude save (DC

10 + half the plagued dragon's HD + dragon's Con modifier) for half damage. Any body of water or food that comes into contact with the plagued dragon becomes infected with the chimeric contagion, which then infects any creature that ingests it.

Ability Scores: +4 Con, -4 Int, -4 Cha

WEAKNESSES

Sickly (Ex): A plagued dragon clings feverishly to life, constantly suffering from a soup of horrible afflictions. The plagued dragon automatically dies if reduced to 0 or less hit points, and takes a -4 penalty to saves against death effects or spells that deal negative energy damage. The diseases infecting the plagued dragon cannot be cured with any magic short of a *miracle* or *wish* spell.

KNOWLEDGE CHECKS

Base +5: Many dragons have close ties to the natural world, and when that world becomes tainted by pollution or fell magic, that corruption turns the dragons into plague dogs for strange chimerical illnesses that can devastate entire cities or civilizations.

Base +10: Plagued dragons are slowly killed by the same diseases and poisons they inflict on others. Their constant suffering makes them easier to kill, but they can wreak terrible havoc before they die.

OTHER USES

The plagued template could be easily modified to apply to any living creature with a close connection to the natural world that could become corrupted. With more extensive modifications it could be altered to apply to any disease spreading creature, such as undead or demons.

SPAWNWYRM

The dragon's scales are crusted with organic residue and clusters of smooth lumps that mar what was once sleek hide. The creature's enraged roar sends a tremor through these lumps—and dozens of them split open to vomit forth a writhing mass of underdeveloped, ravenous wyrmlings.

SPAWNWYRM YOUNG ADULT GREEN DRAGON CR 13

XP 25,600

LE Huge dragon (air)

Init -1; **Senses** dragon senses; Perception +18

Aura frightful presence (150 ft. 16 HD, DC 21)

DEFENSE

AC 27, touch 7, flat-footed 27 (-1 Dex, +20 natural, -2 size)

hp 175 (13d12+91)

Fort +15, **Ref** +7, **Will** +10

Defensive Abilities hardness 5; **DR** 5/magic;

Immune acid*, sleep, paralysis; **SR** 24

Weaknesses overprotective

OFFENSE

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

Melee bite +20 (2d8+12/19-20), 2 claws +19 (2d6+8), 2 wings +14 (1d8+4), tail slap +14 (2d6+12)

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

Special Attacks breath weapon (50 ft. cone, 10d6 acid, DC 23), crush, spawnling swarm (2d6 swarm plus 1d6 acid, distraction DC 23, 65 hp, AC 17)

Spell-Like Abilities (CL 13th, Concentration +15)*

At will—*charm person* (DC 13), *entangle* (DC 13)

Spells Known (CL 3rd, Concentration +5)*

1st (5/day)—*mage armor*, *shield*

0 (at will)—*dancing lights*, *detect magic*, *ghost sound*, *read magic*, *mage hand*

STATISTICS

Str 27, **Dex** 8, **Con** 25, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +23 (+25 sunder); **CMD** 32(34 sunder, 36 trip)

Feats Cleave, Flyby Attack, Improved Critical (bite), Hover, Improved Sunder, Power Attack, Weapon Focus (bite), Wingover

Skills Fly +6, Knowledge (arcana) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +7, Swim +32, Use Magic Device +18; **Racial Modifier** + Perception

Languages Common, Draconic, Elven, Sylvan

SQ trackless step*, water breathing*, woodland stride*

ECOLOGY

Environment temperate forests

Organization solitary

Treasure triple

* young adult green dragon ability

The spawnwurm is a dragon that is terrifyingly fertile. A female spawnwurm, or a male spawnwurm's mate, lays massive clutches of eggs numbering in the hundreds. Each egg holds dozens of young. The spawnwurm exudes a sticky resin and attaches the eggs to her body, carrying her brood of young both to protect them and to employ a frightening defense mechanism; the dragon's offspring burst from their eggs in a ravenous swarm of jaws and breath energy. A spawning swarm is capable of stripping prey to the bone in minutes. After a battle is over, any surviving young crawl back to their parent. The spawnwurm uses more of her resin to reseal them within hard blisters so the wyrmlings continue to grow and develop.

CREATING A SPAWNWYRM DRAGON

“Spawnwurm” is an inherited template that can be added to any corporeal dragon that is size Large or larger.

Shock Value: 3

CR: +2 to base dragon's CR

AC: +4 to base dragon's natural armor

Defensive Abilities: The spawnwurm dragon retains all of the special defenses of the base creature, in addition to the following abilities.

Crusted Hide (Ex): The spawnwurm's hide and scales are coated in hardened organic resin and thick clusters of eggs. It gains hardness 4,+1 for every size category greater than Large.

Special Attacks and Abilities: A spawnwurm dragon retains all the base creature's special attacks and abilities, and gains the following:

Spawnling Swarm (Ex): Once per day when threatened or angered, a spawnwyrms dragon can clench her muscles to break open some of the eggs embedded in her hide. This releases a massive swarm of Diminutive dragon spawnlings. The spawnling swarm is treated as a separate creature with the dragon type and swarm subtype. It fills an area equal to the dragon's natural reach and moves with the parent dragon (even during special movement modes — the swarm clings to the parent's body). It has 5 hit points for every Hit Die the parent dragon possesses, and deals 3d6 swarm damage. If the base dragon possesses a breath weapon that deals elemental damage, 1d6 of this damage is of an element type that matches the parent dragon's breath weapon. The spawnling swarm uses the parent dragon's saving throw bonuses, and has an AC of 17 (+4 size, +2 Dexterity, +1 natural). The save DC of the swarm's distraction ability is 10 + half parent dragon's Hit Dice + parent dragon's Con modifier.

Greater Special Attacks and Abilities: A spawnwyrms dragon of Gargantuan size or greater gains the following special ability:

Call the Brood (Sp): The surviving offspring of a spawnwyrms dragon share an unbreakable bond with their sires. Once per day, a spawnwyrms of sufficient age can draw upon that bond to summon her children in times of need. A single dragon arrives to answer the call in 1d10 rounds. The answering dragon is of the same type as the spawnwyrms, but gains the young template. If she still meets the size requirement, she also has the spawnwyrms template. The summoned dragon remains for one hour and is favorably disposed to any request her parent makes.

Ability Scores: +2 Str, -2 Dex, +6 Con

WEAKNESSES

Overprotective (Ex): If the spawnwyrms dragon's spawnling swarm is damaged, the spawnwyrms must make a DC 20 Will save or be forced to attack the creature that damaged the swarm for 1 round.

KNOWLEDGE CHECKS

Base +5: Some dragons give birth to impossibly large broods, and carry the massive clutch of eggs around on their own bodies until they hatch. If the spawnwyrms is angered it can release a great swarm of hatchlings to devour its enemies.

Base +10: The spawnwyrms is even more protective of its brood than of its hoard. If something harms its young, the dragon might lose sight of anything

other than taking vengeance on that poor soul. Spawnwyrms of great age can even reach out to their surviving offspring elsewhere in the world and summon their aid.

OTHER USES

The spawnwyrms template can be retooled with little difficulty to add a creepy twist to any corporeal aberration, animal, magical beast, or outsider.

ABHORRENT DRAGONS

There exists a type of true dragon that have not just visited or been touched by the Far Realms, but were born in darkness when the universe was young. The oldest compete with strange alien gods for goals beyond the comprehension of mortals. The coming of the abhorrent dragons to worlds, or entire planes, heralds nothing less than apocalyptic ruin. It is said that the outer dragons sometimes war with their twisted cousins to prevent them from encroaching too far into the cosmos.

Abhorrent Dragon Types: Aberrant, Breeder, Corruptive, Destructive, Maddening

See the *Pathfinder Roleplaying Game: Bestiary* for true dragon rules regarding age categories, combat, and additional abilities. In addition to the normal statistics, all abhorrent dragons gain a shock value which affects their frightful presence as described previously, and the starflight ability described below.

Starflight (Su) In outer space, an abhorrent dragon can survive in the void and fly at incredible speed. Travel times vary, but a trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if the dragon knows the way to its destination. An abhorrent dragon can carry one rider of one size category smaller than itself, four passengers two sizes smaller, eight passengers three sizes smaller, or 16 passengers four or more sizes smaller. Passengers are protected from the void of outer space.

ABHORRENT DRAGON, ABERRANT

This dragon's shifting, impossibly colored body twists bonelessly into shapes that only exist in alien geometries.

ABERRANT DRAGON

CE dragon

BASE STATISTICS

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

Speed 60 ft.

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

Str 11, **Dex** 16, **Con** 13, **Int** 8, **Wis** 11, **Cha** 8

ECOLOGY

Environment any (Far Realms)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alter Reality (Su) The normally trustworthy rules of nature begin to break down around a juvenile or older aberrant dragon. This acts as an aura with a 30-foot radius. Within the aura, the aberrant dragon can control planar traits (*Pathfinder Roleplaying Game: Game Mastery Guide*). A juvenile aberrant dragon can switch between normal, heavy, or light gravity; normal or erratic time (roll d100 each time this is activated); and normal or wild magic. The aberrant dragon may only alter one planar trait at a time in this manner, but may switch planar traits altered as a swift action. The aberrant dragon is not immune to the effects of its own alter reality aura. An old or older aberrant dragon can also switch between normal, no gravity, objective directional gravity, or subjective directional gravity; and normal and timeless time.

Change Shape (Su) An adult or older aberrant dragon gains the ability to take any form 3/day as the *polymorph* spell. An ancient or older aberrant dragon gains the ability to take any form 3/day as the *greater polymorph* spell. A great wyrm aberrant dragon gains the ability to take any form 3/day as the *shapechange* spell.

Ethereal Jaunt (Su) A young or older aberrant dragon gains the ability to shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). This ability is otherwise identical to *ethereal jaunt* (CL 13).

Out of Space (Su) A young or older aberrant dragon gains an increasing miss chance as shown in parentheses by sending portions of his body back and forth to the ethereal plane. The ability to strike ethereal creatures eliminates this miss chance.



Spell-like Abilities (Sp) An aberrant dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) at the listed age. Very young- *color spray*; Young- *major image*; Juvenile- *rainbow pattern*: Old- *prismatic spray* (3/day); Ancient- *prismatic wall* (3/day); Great wurm- *prismatic sphere* (3/day)

Age Category	Special Abilities	Caster Level
Wyrmling	compression, frightful presence (shock 1), starflight	—
Very Young	<i>color spray</i>	—
Young	ethereal jaunt, <i>major image</i> , out of space (10%)	—
Juvenile	alter reality, <i>rainbow pattern</i>	—
Young Adult	DR 5/magic, spell resistance, out of space (20%)	1st
Adult	change shape (<i>polymorph</i>)	3rd
Mature Adult	DR 10/magic, out of space (30%)	5th
Old	<i>prismatic spray</i>	7th
Very Old	DR 15/magic, out of space (40%)	9th
Ancient	change shape (<i>greater polymorph</i>), <i>prismatic wall</i>	11th
Wurm	DR 20/magic, out of space (50%)	13th
Great Wurm	change shape (<i>shapechange</i>), <i>prismatic sphere</i>	15th

YOUNG ABERRANT DRAGON CR 7

XP 3,200

CE Medium dragon

Init +6; **Senses** dragon senses; Perception +12

Aura frightful presence (90 ft., 9 HD, DC 15)

DEFENSE

AC 22, touch 13, flat-footed 19 (+2 Dex, +9 natural, +1 dodge)

hp 76 (8d12+24)

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

Defensive Abilities out of space (10%), **Immune** paralysis, sleep

OFFENSE

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

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

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

Spell-Like Abilities (CL 8th, Concentration +8)

At will— *color spray* (DC 11), *major image* (DC 13)

STATISTICS

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

Base Atk +8; **CMB** +12; **CMD** 25 (29 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Spring Attack

Skills Fly +13, Intimidate +11, Knowledge (planes) +11, Perception +12, Spellcraft +11, Use Magic Device +11

Languages Draconic

SQ compression, ethereal jaunt, starflight

ADULT ABERRANT DRAGON CR 11

XP 12,800

CE Large dragon

Init +5; **Senses** dragon senses; Perception +20

Aura frightful presence (180 ft., 15 HD, DC 20)

DEFENSE

AC 29, touch 11, flat-footed 27 (+1 Dex, +18 natural, -1 size, +1 dodge)

hp 161 (14d12+70)

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

Defensive Abilities out of space (20%); **DR** 5/magic; **Immune** paralysis, sleep; **SR** 22

OFFENSE

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

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 alter reality, breath weapon (80-ft. line, DC 22, 12 acid, 12 fire, 12 electricity)

Spell-Like Abilities (CL 14th, Concentration +16)

At will— *color spray* (DC 13), *major image* (DC 15), *rainbow pattern* (DC 16)

Spells Known (CL 3rd, Concentration +5)

1st (6/day)— *cause fear* (DC 13), *hypnotism* (DC 13), *silent image* (DC 13)

0 (at will)— *dancing lights*, *detect magic*, *flare* DC 12), *light*, *read magic*

STATISTICS

Str 25, **Dex** 12, **Con** 21, **Int** 14, **Wis** 17, **Cha** 14
Base Atk +14; **CMB** +22; **CMD** 34 (38 vs. trip)
Feats Dodge, Improved Initiative, Improved Vital Strike, Mobility, Power Attack, Spring Attack, Vital Strike
Skills Bluff+19, Diplomacy+19, Fly+12, Intimidate +19, Knowledge (planes) +19, Perception +20, Spellcraft +19, Use Magic Device +19
Languages Aklo, Common, Draconic
SQ change shape (*polymorph*), compression, ethereal jaunt, starflight

ANCIENT ABERRANT DRAGON CR 16

XP 76,800

CE Huge dragon

Init +4; **Senses** dragon senses; Perception +30

Aura frightful presence (300 ft., 23 HD, DC 26)

DEFENSE

AC 39, touch 9, flat-footed 38 (+30 natural, -2 size, +1 dodge)

hp 297 (22d12+154)

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

Defensive Abilities out of space (40%); **DR** 15/magic; **Immune** paralysis, sleep, **SR** 27

OFFENSE

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

Melee bite +32 (2d8+16), 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 alter reality, breath weapon (100-ft. line, DC 28, 20 acid, 20 fire, 20 electricity), crush

Spell-Like Abilities (CL 22nd, Concentration +26)

At will— *color spray* (DC 15), *major image* (DC 17), *rainbow pattern* (DC 18)

3/day— *prismatic spray* (DC 21), *prismatic wall* (DC 22)

Spells Known (CL 11th, Concentration +15)

5th (4/day)— *mind fog* (DC 19), *persistent image* (DC 19)

4th (7/day)— *hallucinatory terrain* (DC 18), *illusory wall* (DC 18), *shadow conjuration*

3rd (7/day)— *arcane sight*, *dispel magic*, *magic circle against good*, *protection from energy*

2nd (7/day)— *continual flame*, *glitterdust* (DC 16), *pyrotechnics* (DC 16), *resist energy*, *see invisibility*

1st (7/day)— *cause fear* (DC 15), *hypnotism* (DC 15), *protection from good*, *silent image* (DC 15), *true strike*

0 (at will)— *acid splash*, *bleed*, *dancing lights*, *detect magic*, *flare* (DC 14), *ghost sound*, *light*, *mage hand*, *read magic*

STATISTICS

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

Base Atk +22; **CMB** +35; **CMD** 46 (50 vs. trip)

Feats Blind-Fight, Cleave, Dodge, Hover, Improved Initiative, Improved Vital Strike, Greater Vital Strike, Mobility, Power Attack, Spring Attack, Vital Strike

Skills Bluff+29, Diplomacy+29, Fly+17, Intimidate +29, Knowledge (arcana) +29, Knowledge (planes) +29, Perception +30, Sense Motive +30, Spellcraft +29, Use Magic Device +29

Languages Abyssal, Aklo, Common, Draconic, Giant

SQ change shape (*greater polymorph*), compression, ethereal jaunt, starflight

The aberrant dragons, even more than the rest of their kin, have alien mindsets and motivations. They are creatures of strange colors undreamt of by mortal minds and shifting mercurial forms that exist between realities. Aberrant dragons focus on unweaving the very underpinnings of the universe, and their very presence causes the rules of nature to break down.

ABHORRENT DRAGON, BREEDER

The obsidian skinned dragon's belly bulges with pregnancy, and too much movement from within is plainly visible. A slit begins to open down the center of its stomach.

BREEDER DRAGON

LE dragon

BASE STATISTICS

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

Speed 60 ft.

Natural Armor +2; **Breath Weapon** cone, 2d6 piercing

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

ECOLOGY

Environment any (Far Realms)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Birthing (Su) A very young or older breeder dragon gains the ability to once per day spontaneously birth adult aberrations, outsiders with the evil subtype, or half-dragons as a full-round action. The birthed creature's CR is a maximum of the breeder dragon's CR-3 (minimum 1). This otherwise works as the *lesser planar ally* spell, except the birthed creature is automatically bound (and the breeder dragon may make opposed Charisma checks to convince it to provide services).

Implant (Su) An adult or older breeder dragon can inject a quickly growing egg into creatures damaged by his bite attack as an immediate action. The creature is allowed a Fortitude save (DC 10 + half breeder dragon's HD + dragon's Con modifier) to resist. The egg gestates for one day before hatching into an adult half-dragon version of the creature it was implanted within. The half-dragon has an alignment of "any evil", a 30-foot cone of acid breath weapon, and tends to be a dark reflection of the individual that births it (similar to duplicates created by a *mirror of opposition*). The birthing process deals 2d6 Constitution damage to the victim (Fortitude save for half). The egg can be removed before it hatches with a *remove disease* spell or a Heal check (DC equal to the Fortitude save), dealing 1d4 Constitution damage (Fortitude save for half). The breeder dragon has no control or influence over half-dragons born in this manner. Any creature may only have one implanted egg at a time.

Age Category	Special Abilities	Caster Level
Wyrmling	frightful presence (shock 1), starflight	—
Very Young	<i>charm person</i>	—
Young	hypnotic scales	—
Juvenile	lowered inhibitions	1st
Young Adult	DR 5/magic, spell resistance	3rd
Adult	<i>suggestion</i>	5th
Mature Adult	DR 10/magic	7th
Old	<i>charm monster</i>	9th
Very Old	DR 15/magic	11th
Ancient	<i>dominate person</i>	13th
Wyrm	DR 20/magic	15th
Great Wyrm	corrupt dragon, <i>dominate monster</i>	17th

Spell-like Abilities (Sp) A breeder dragon gains the following spell-like abilities, usable 3 times/day at the listed age. Juvenile- *summon monster II*; Old- *summon monster III*; Ancient- *summon monster V*; Great wyrm- *summon monster VII*

Swarm Breath (Su) A breeder dragon exhales a swarm of quickly dying children whenever he uses his breath weapon. When the breeder dragon becomes young or older, the swarm remains alive for longer than the duration of the breath weapon. This is treated a bat swarm created with the *summon swarm* spell that lasts for 1 round per age category of the dragon. At every age category beyond young, the breeder dragon creates an additional swarm every time he breathes.

YOUNG BREEDER DRAGON

CR 6

XP 2,400

LE Medium dragon

Init +6; **Senses** dragon senses; Perception +0

Aura frightful presence (90 ft., 8 HD, DC 15)

DEFENSE

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

hp 66 (7d12+21)

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

Immune paralysis, sleep

OFFENSE

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

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

Special Attacks breath weapon (30-ft. cone, DC 16, 6d6 piercing), swarm breath (3 rounds)

STATISTICS

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

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

Feats Augment Summoning, Flyby Attack, Hover, Improved Initiative

Skills Fly +12, Heal +10, Intimidate +9, Knowledge (nature) +9, Knowledge (planes) +9

Languages Draconic

SQ birthing, starflight

ADULT BREEDER DRAGON

CR 10

XP 9,600

LE Large dragon

Init +5; **Senses** dragon senses; Perception +2

Aura frightful presence (180 ft., 15 HD, DC 19)

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** paralysis, sleep; **SR** 21

OFFENSE

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

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

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

Special Attacks breath weapon (40-ft. cone, DC 21, 12d6 piercing), implant

Spell-Like Abilities (CL 13th, Concentration +14)

At will— *summon monster II*

Spells Known (CL 1st, Concentration +2)

1st (6/day)— *charm person* (DC 12), *protection from good*

0 (at will)— *bleed* (DC 11), *ghost sound* (DC 11), *message*, *resistance*

STATISTICS

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

Base Atk +13; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Augment Summoning, Diehard, Endurance, Flyby Attack, Hover, Improved Initiative, Leadership

Skills Diplomacy +17, Fly +11, Heal +18, Intimidate +17, Knowledge (nature) +17, Knowledge (planes) +17, Stealth +13

Languages Aklo, Draconic

SQ birthing, starflight

ANCIENT BREEDER DRAGON**CR 15**

XP 51,200

LE Huge dragon

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

Aura frightful presence (300 ft., 23 HD, DC 26)

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** paralysis, sleep, **SR** 26



OFFENSE

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

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

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

Special Attacks breath weapon (50-ft. cone, DC 27, 20d6 piercing), crush, implant, swarm breath (10 rounds)

Spell-Like Abilities (CL 21st, Concentration +24)

At will— *summon monster II*, *summon monster III*
3/day— *summon monster V*

Spells Known (CL 9th, Concentration +12)

4th (7/day)— *black tentacles*, *summon monster IV*
3rd (7/day)— *haste*, *heroism*, *slow* (DC 16)

2nd (7/day)— *bear's endurance*, *bull's strength*,
false life, *invisibility*

1st (7/day)— *charm person* (DC 14), *obscuring mist*, *protection from good*, *ray of enfeeblement*, *shield*

0 (at will)— *bleed* (DC 13), *daze*, *detect magic*,
ghost sound (DC 13), *mage hand*, *message*, *read magic*, *resistance*

STATISTICS

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

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

Feats Augment Summoning, Bleeding Critical, Critical Focus, Diehard, Endurance, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Leadership, Sickening Critical

Skills Bluff +27, Diplomacy +27, Fly +16, Heal +28, Intimidate +27, Knowledge (nature) +27, Knowledge (planes) +27, Sense Motive +28, Stealth +16

Languages Abyssal, Aklo, Common, Draconic, Giant

SQ birthing, starflight

Breeder dragons are the weakest of the abhorrent dragons, but are supported by their many foul spawn. These abhorrent dragons seek to replace or taint all life within the universe, remaking it in their own dark image. They are capable of breeding with any being, regardless of type or gender, and slowly their children spread out across the universe.

ABHORRENT DRAGON, CORRUPTIVE

The dragon's black and green scales whirl and swirl in complex patterns along its body. It wears a wide-toothed smile, speaks in a low calming voice, and the colors begin to move hypnotically.

CORRUPTIVE DRAGON

NE dragon

BASE STATISTICS

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

Speed 60 ft.

Natural Armor +4; **Breath Weapon** line, 2d4 sonic
Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 14

ECOLOGY

Environment any (Far Realms)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Corrupt Dragon (Su) A great wyrm corruptive dragon gains the ability to change any true dragon into a void dragon (*Pathfinder Roleplaying Game: Bestiary IV*). When a true dragon's alignment is altered to neutral evil from exposure to the corruptive dragon's lowered inhibitions ability, they are changed into a void dragon of the same size and corresponding age category.

Hypnotic Scales (Su) A young or older corruptive dragon gains the ability to hypnotically alter the color of his scales while speaking in a soothing voice. This requires a standard action and lasts as long as the dragon continues concentrating. Creatures seeing the scales must succeed on a Will save (DC 10 + half the corruptive dragon's HD + dragon's Cha modifier) or become affected by the equivalent of an *enthrall* spell for as long as the dragon concentrates (up to 1 hour). After an hour, the affected creatures are allowed a new save.

Lowered Inhibitions (Su) A juvenile or older corruptive dragon gains the ability to alter the alignments of creatures exposed to him for a long enough period. Creatures that fail the save against his hypnotic scales have their alignment shifted one step towards neutrality or evil for 24 hours. If affected creatures are exposed to the corruptive dragon for a full hour, they are allowed a second save. If this second save is failed, the alignment change becomes permanent. This process continues until the creature possesses an alignment of neutral evil.

Spell-like Abilities (Sp) An aberrant dragon gains the following spell-like abilities, usable 3/day at the listed age. Very Young- *charm person*; Adult- *suggestion*; Old- *charm monster*; Ancient- *dominate person*; Great wyrm- *dominate monster*.

Age Category	Special Abilities	Caster Level
Wyrmling	frightful presence (shock 2), starflight	—
Very Young	birthing	—
Young	swarm breath	—
Juvenile	<i>summon monster II</i>	—
Young Adult	DR 5/magic, spell resistance	—
Adult	implant	1st
Mature Adult	DR 10/magic	3rd
Old	<i>summon monster III</i>	5th
Very Old	DR 15/magic	7th
Ancient	<i>summon monster V</i>	9th
Wurm	DR 20/magic	11th
Great Wurm	<i>summon monster VII</i>	13th

ADULT CORRUPTIVE DRAGON CR 12

XP 19,200

NE Huge dragon

Init +0; **Senses** dragon senses; Perception +21

Aura frightful presence (180 ft., 16 HD, DC 23)

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** paralysis, sleep; **SR** 23

YOUNG CORRUPTIVE DRAGON CR 8

XP 4,800

NE Large dragon

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

Aura frightful presence (90 ft., 10 HD, DC 18)

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 paralysis, sleep

OFFENSE

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

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

Special Attacks breath weapon (80-ft. line, DC 17, 6d4 sonic), hypnotic scales (DC 17)

Spell-Like Abilities (CL 9th, Concentration +12)

3/day— *charm person* (DC 14)

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 16

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

Feats Combat Expertise, Improved Feint, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy)

Skills Bluff +19, Diplomacy +21, Fly +9, Intimidate +17, Knowledge (local) +13, Knowledge (planes) +8, Linguistics +13, Sense Motive +13

Languages Aklo, Draconic

SQ starflight

OFFENSE

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

Melee bite +21 (2d8+12), 2 claws +21 (2d6+7), 2 wings +16 (1d8+4), tail +16 (2d6+12)

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

Special Attacks breath weapon (50-ft. cone, DC 22, 12d4 sonic), crush (Small creatures, DC 22, 2d8+12), lowered inhibitions, hypnotic scales (DC 22)

Spell-Like Abilities (CL 15th, Concentration +20)

3/day— *charm person* (DC 16), *suggestion* (DC 18)

Spells Known (CL 5th, Concentration +10)

2nd (5/day) — *daze monster* (DC 17), *hideous laughter* (DC 17)

1st (8/day)— *comprehend languages*, *hypnotism* (DC 16), *sleep* (DC 16), *ventriloquism*

0 (at will)— *daze* (DC 15), *detect magic*, *ghost sound* (DC 15), *message*, *prestidigitation*, *read magic*

STATISTICS

Str 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 20

Base Atk +14; **CMB** +22; **CMD** 34 (38 vs. trip)

Feats Combat Expertise, Greater Feint, Improved Disarm, Improved Feint, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Intimidate)

Skills Bluff +29, Diplomacy +31, Fly +10, Intimidate +31, Knowledge (local) +21, Knowledge (planes) +21, Linguistics +21, Perception +21, Sense Motive +21

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon

SQ starflight

ANCIENT CORRUPTIVE DRAGON CR 17**XP 102,400**

NE Gargantuan dragon

Init +3; **Senses** dragon senses; Perception +31**Aura** frightful presence (300 ft., 24 HD, DC 29)**DEFENSE****AC** 26, 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** paralysis, sleep, **SR** 28**OFFENSE****Speed** 60 ft., fly 250 ft. (clumsy)**Melee** bite +31 (4d6+18), 2 claws +31 (2d8+12), 2 wings +26 (2d6+6), tail +26 (2d8+18)**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)**Special Attacks** breath weapon (60-ft. cone, DC 28, 20d4 sonic), crush (Medium creatures, DC 28, 4d6+18), hypnotic scales (DC 28), lowered inhibitions**Spell-Like Abilities** (CL 23rd, Concentration +30)3/day— *charm monster* (DC 21), *charm person* (DC 18), *dominate person* (DC 22), *suggestion* (DC 20)**Spells Known** (CL 13th, Concentration +20)6th (5/day)— *geas/quest*, *symbol of persuasion* (DC 23)5th (7/day)— *mind fog* (DC 22), *nightmare* (DC 22), *sending*4th (7/day)— *bestow curse* (DC 21), *crushing despair* (DC 21), *greater invisibility*, *lesser geas*3rd (8/day)— *deep slumber* (DC 20), *dispel magic*, *hold person* (DC 20), *major image* (DC 20)2nd (8/day)— *daze monster* (DC 19), *detect thoughts* (DC 19), *hideous laughter* (DC 19), *invisibility*, *mirror image*1st (8/day)— *comprehend languages*, *expeditious retreat*, *hypnotism* (DC 18), *sleep* (DC 18), *ventriloquism*0 (at will)— *arcane mark*, *bleed* (DC 17), *dancing lights*, *daze* (DC 17), *detect magic*, *ghost sound* (DC 17), *message*, *prestidigitation*, *read magic*

STATISTICS

Str 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 24
Base Atk +23; **CMB** +39; **CMD** 48 (52 vs. trip)
Feats Combat Expertise, Greater Disarm, Greater Feint, Greater Trip, Improved Disarm, Improved Feint, Improved Initiative, Improved Trip, Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Intimidate)
Skills Bluff+39, Diplomacy+41, Fly+25, Intimidate+41, Knowledge (local) +31, Knowledge (planes) +31, Linguistics +31, Perception +31, Sense Motive +31, Spellcraft +31, Use Magic Device +33
Languages all
SQ starflight

Corruptive dragons wish to watch all order and civilization destroy itself through petty jealousy and self-indulgence. The snake-tongued creatures know that for any society to rise above barbarism, they must be inherently good, and capable of sacrifice for the good of the whole. The corruptive dragons rob intelligent creatures of their altruism, and leave them to tear each other apart.

ABHORRENT DRAGON, DESTRUCTIVE

The great red-black dragon exudes amazing power with every gesture and movement. It moves through rock and metal with disturbing ease.

DESTRUCTIVE DRAGON

CE dragon

BASE STATISTICS

CR 6; **Size** Small; **Hit Dice** 7d12
Speed 60 ft.
Natural Armor +3; **Breath Weapon** cone, 2d6 force
Str 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

ECOLOGY

Environment any (Far Realms)
Organization solitary
Treasure triple

SPECIAL ABILITIES

Aura of Destruction (Su) An ancient or older destructive dragon causes the world to fall to ruin around her. Objects, constructs, and undead within 10 feet per size category of the destructive dragon

take 1d6 damage each round that bypasses any hardness or damage reduction (no save).

Demolish (Ex) A very young or older destructive dragon bypasses hardness and damage reduction with all natural attacks as if his natural attacks were made from adamantine.

Sense Weakness (Su) An old or older destructive dragon can sense the weakness in any creature. In addition to automatically knowing any weaknesses or vulnerabilities possessed by a creature she can sense, whenever the dragon scores a critical hit, roll the attack's damage dice (but not extra precision damage) twice and take the highest result.

Soul Slayer (Su) A great wyrm destructive dragon utterly destroys a creature's soul when she kills it. A creature killed by a destructive dragon cannot be raised or resurrected by any means short of a *miracle* or *wish* spell used to recreate the soul.

Spell-like Abilities (Sp) A destructive dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) at the listed age. Young- *magic missile*; Juvenile- *shatter*; Adult- *resilient sphere*; Old- *wall of force* (3/day); Ancient- *antimagic field* (3/day); Great wyrm- *destruction* (3/day)

Unstoppable (Ex) A juvenile or older destructive dragon's natural attacks bypass any damage reduction except epic.

Age Category	Special Abilities	Caster Level
Wyrmling	frightful presence (shock 2), starflight	—
Very Young	demolish	—
Young	<i>magic missile</i>	1st
Juvenile	unstoppable, <i>shatter</i>	3rd
Young Adult	DR 5/magic, spell resistance	5th
Adult	<i>resilient sphere</i>	7th
Mature Adult	DR 10/magic	9th
Old	sense weakness, <i>wall of force</i>	11th
Very Old	DR 15/magic	13th
Ancient	aura of destruction, <i>antimagic field</i>	15th
Wyrm	DR 20/magic	17th
Great Wyrm	soul slayer, <i>destruction</i>	19th



YOUNG DESTRUCTIVE DRAGON CR 10

XP 9,600

CE Large dragon

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

Aura frightful presence (90 ft., 13 HD, DC 18)

DEFENSE

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

hp 115 (11d12+44)

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

Immune paralysis, sleep

OFFENSE

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

Melee bite +17 (2d6+10/19-20), 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, 6d6 force), demolish

Spell-Like Abilities (CL 11th, Concentration +12)

At will— *magic missile*

Spells Known (CL 1st, Concentration +2)

1st (4/day)— *burning hands* (DC 12), *shocking grasp*

0 (at will)— *acid splash*, *bleed*, *ray of frost*, *touch of fatigue* (DC 11)

STATISTICS

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

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

Feats Arcane Strike, Cleave, Great Cleave, Improved Critical (bite), Improved Sunder, Intimidating Prowess, Power Attack

Skills Disable Device +12, Fly +9, Intimidate +22, Knowledge (engineering) +15, Knowledge (planes) +15, Perception +15, Survival +15

Languages Aklo, Draconic

SQ starflight

ADULT DESTRUCTIVE DRAGON CR 14

XP 38,400

CE Huge dragon

Init +0; **Senses** dragon senses; Perception +23

Aura frightful presence (180 ft., 19 HD, DC 21)

DEFENSE

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

hp 212 (17d12+102)

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

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

OFFENSE

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

Melee bite +25 (2d8+15/19-20), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail +23 (2d6+15)
Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)
Special Attacks breath weapon (50-ft. cone, DC 24, 12d6 force), crush, demolish, unstoppable
Spell-Like Abilities (CL 17th, Concentration +20)

At will— *magic missile*, *resilient sphere* (DC 17), *shatter* (DC 15)

Spells Known (CL 7th, Concentration +10)

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

2nd (7/day) — *bull's strength*, *knock*, *scorching ray*

1st (7/day)— *burning hands* (DC 14), *mage armor*, *ray of enfeeblement*, *shocking grasp*, *true strike*

0 (at will)— *acid splash*, *bleed* (DC 13), *disrupt undead*, *flare* (DC 13), *mage hand*, *ray of frost*, *touch of fatigue* (DC 13)

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, Great Cleave, Greater Sunder, Improved Critical (bite), Improved Sunder, Intimidating Prowess, Multiattack, Power Attack, Spell Penetration

Skills Disable Device +20, Fly +14, Heal +23, Intimidate +23, Knowledge (engineering) +23, Knowledge (planes) +23, Perception +23, Survival +23, Use Magic Device +23

Languages Abyssal, Aklo, Common, Draconic

SQ starflight

ANCIENT DESTRUCTIVE DRAGON CR 19

XP 204,800

CE Gargantuan dragon

Init +3; **Senses** dragon senses; Perception +31

Aura aura of destruction (100 ft.), frightful presence (300 ft., 27 HD, DC 29)

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** paralysis, sleep, **SR** 30

OFFENSE

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

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

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

Special Attacks breath weapon (60-ft. cone, DC 30, 20d6 force), crush, demolish, sense weakness, unstoppable

Spell-Like Abilities (CL 25th, Concentration +30)

At will— *magic missile*, *resilient sphere* (DC 19), *shatter* (DC 17)

3/day— *antimagic field*, *wall of force*

Spells Known (CL 15th, Concentration +20)

7th (5/day)— *delayed blast fireball* (DC 22), *forcecage* (DC 22)

6th (7/day)— *chain lightning* (DC 21), *forceful hand* (DC 21), *freezing sphere* (DC 21)

5th (7/day)— *cloudkill* (DC 20), *cone of cold* (DC 20), *symbol of pain* (DC 20), *telekinesis* (DC 20)

4th (7/day)— *fire shield*, *ice storm*, *shout* (DC 19), *wall of fire* (DC 19)

3rd (8/day) — *fireball* (DC 18), *haste*, *lightning bolt* (DC 18), *sleet storm*

2nd (8/day) — *acid arrow*, *blindness/deafness* (DC 17), *bull's strength*, *knock*, *scorching ray*

1st (8/day)— *burning hands* (DC 16), *mage armor*, *ray of enfeeblement*, *shocking grasp*, *true strike*

0 (at will)— *acid splash*, *bleed* (DC 15), *daze* (DC 15), *disrupt undead*, *flare* (DC 15), *mage hand*, *ray of frost*, *resistance*, *touch of fatigue* (DC 15)

STATISTICS

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

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

Feats Bleeding Critical, Cleave, Critical Focus, Exhausting Critical, Great Cleave, Greater Sunder, Improved Critical (bite), Improved Sunder, Intimidating Prowess, Multiattack, Power Attack, Spell Penetration, Tiring Critical

Skills Disable Device +30, Fly +13, Heal +33, Intimidate +46, Knowledge (engineering) +33, Knowledge (planes) +33, Perception +33, Sense Motive +30, Spellcraft +33, Survival +33, Use Magic Device +33

Languages Abyssal, Aklo, Common, Draconic, Giant, Sylvan

SQ starflight

The destructive dragons are the most powerful of the abhorrent dragons, and attack reality in the most direct and overwhelming ways possible. They tear across entire planets, reducing them to rubble. They particularly abhor structures built by living creatures, or the beings unnaturally animated or reanimated by mortal magic (constructs and undead).

ABHORRENT DRAGON, MADDENING

This black-blue dragon is covered in both short and long tendrils that constantly writhe, particularly in and around his mouth. Strange reflections can be seen in its darkly mirrored scales.

MADDENING DRAGON

CE dragon

BASE STATISTICS

CR 5; Size Tiny; Hit Dice 6d12
Speed 60 ft.



Natural Armor +5; Breath Weapon cone, 2d6 mind-affecting damage

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

ECOLOGY

Environment any (Far Realms)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Lobotomy (Ex) An adult or older madding dragon can send tendrils into a victim's brain to suck out chunks of gray matter. This acts as and supersedes the mind drinker ability, except the ability damage becomes ability drain, and victims are subject to ability drain whenever the madding dragon deals constrict damage.

Mad Visage (Su) An old or older madding dragon's smooth black reflective skin shows viewers insane visions, forcing them to face their own mortality and miniscule place within the universe. This acts as a gaze attack with a 30-foot range. Creatures exposed must succeed on a Will save (DC 10 + half the madding dragon's HD + dragon's Cha modifier) or be confused (as the *confusion* spell) for 1 round. A great wurm madding dragon's mad visage causes viewers to become permanently insane, as the *insanity* spell, on a failed save.

Mind Drinker (Su) A very young or older madding dragon gains the ability to penetrate grappled creatures with his many tendrils to suck out their sanity. Whenever the madding dragon makes a successful combat maneuver check to damage a target in a grapple, the victim takes 1d6 Intelligence and Wisdom damage. The creature may make a Fortitude save (DC 10 + half the madding dragon's HD + dragon's Con modifier) for half damage.

Mind Read (Su) An ancient or older madding dragon has constant *detect thoughts* spells active (CL 20th). It can suppress or resume this ability as a free action. When the madding dragon uses this ability, she always functions as if she had spent three rounds concentrating, and thus gains the maximum amount of information possible. A creature can resist this effect with a Will save (DC 10 + half the madding dragon's HD + dragon's Cha modifier).

Psychic Breath Weapon (Su) The breath weapon of a madding dragon tears through the minds of

Age Category	Special Abilities	Caster Level
Wyrmling	frightful presence (shock 3), grab, starflight, telepathy 100 ft.	—
Very Young	mind drinker	—
Young	psychic breath weapon, <i>detect thoughts</i>	—
Juvenile	constrict, <i>seek thoughts</i>	1st
Young Adult	DR 5/magic, spell resistance	3rd
Adult	lobotomy, <i>confusion</i>	5th
Mature Adult	DR 10/magic	7th
Old	mad visage (<i>confusion</i>), <i>feblemind</i>	9th
Very Old	DR 15/magic	11th
Ancient	mind read, <i>mind blank</i>	13th
Wurm	DR 20/magic	15th
Great Wurm	visage (<i>insanity</i>), <i>foresight</i>	17th

creatures caught in the blast. This is a Will save for half damage, instead of the normal Reflex save for true dragon breath weapons. A young or older maddening dragon does not simply deal mental damage, but also crushes the hope and will of creatures exposed to her. Creatures that fail their saves take a -2 morale penalty to attack, damage, saves, and skill checks until the damage dealt is healed. The psychic breath weapon of the maddening dragon can only harm creatures with an Intelligence score, and is a mind-affecting effect.

Spell-like Abilities (Sp) An aberrant dragon gains the following spell-like abilities, usable at will (unless indicated otherwise) at the listed age. Young- *detect thoughts*; Juvenile- *seek thoughts*; Adult- *confusion*; Old- *feblemind* (3/day); Ancient- *mind blank* (1/day); Great wurm- *foresight* (1/day)

YOUNG MADDENING DRAGON CR 9

XP 6,400

CE Large dragon

Init +1; **Senses** dragon senses; Perception +14

Aura frightful presence (90 ft., 13 HD, DC 19)

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 paralysis, sleep

OFFENSE

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

Melee bite +15 (2d6+7 plus grab), 2 claws +14 (1d8+5 plus grab), 2 wings +12 (1d6+2 plus grab), tail slap +12 (1d8+7 plus grab)

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

Special Attacks grab, mind drinker (DC 18), psychic breath weapon (40-ft. cone, DC 18, 6d6 mind-affecting)

Spell-Like Abilities (CL 10th, Concentration +13)
At will— *detect thoughts*

STATISTICS

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

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 27 (31 vs. trip)

Feats Dazzling Display, Intimidating Prowess, Shatter Defenses, Multiattack, Weapon Focus (bite)

Skills Fly +14, Intimidate +19, Knowledge (dungeoneering) +14, Knowledge (planes) +14, Perception +14, Sense Motive +14, Stealth +10

Languages Aklo, Draconic, telepathy 100 ft.

SQ starflight

ADULT MADDENING DRAGON CR 13

XP 25,600

CE Huge dragon

Init +0; **Senses** dragon senses; Perception +22

Aura frightful presence (180 ft., 19 HD, DC 24)

DEFENSE

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

hp 184 (16d12+80)

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

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

OFFENSE

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

Melee bite +23 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail +20 (2d6+12)

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

Special Attacks constrict (2d8+12), crush, grab, lobotomy, mind drinker (DC 24), psychic breath weapon (50-ft. cone, DC 24, 12d6 mind-affecting)

Spell-Like Abilities (CL 16th, Concentration +19)

At will— *confusion* (DC 17), *detect thoughts* (DC 15), *seek thoughts* (DC 16)

Spells Known (CL 5th, Concentration +8)

2nd (5/day) — *hypnotic pattern* (DC 15), *touch of idiocy*

1st (7/day)— *cause fear* (DC 14), *hypnotism* (DC 14), *protection from good*, *true strike*

0 (at will)— *dancing lights*, *daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *message*, *touch of fatigue* (DC 13)

STATISTICS

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

Base Atk +16; CMB +26 (+30 grapple); CMD 36 (40 vs. trip)

Feats Dazzling Display, Deadly Stroke, Improved Vital Strike, Intimidating Prowess, Multiattack, Shatter Defenses, Weapon Focus (bite), Vital Strike

Skills Escape Artist +16, Fly +19, Intimidate +30, Knowledge (arcana) +22, Knowledge (dungeoneering) +22, Knowledge (planes) +22, Perception +22, Sense Motive +22, Stealth +11

Languages Abyssal, Aklo, Common, Draconic
SQ starflight

ANCIENT MADDENING DRAGON CR 18

XP 153,600

CE Gargantuan dragon

Init -1; **Senses** dragon senses; Perception +32

Aura frightful presence (300 ft., 27 HD, DC 30), mad visage (30 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** paralysis, sleep, **SR** 29

OFFENSE

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

Melee bite +33 (4d6+18/19-20 plus grab), 2 claws +32 (2d8+12 plus grab), 2 wings +30 (2d6+6 plus grab), tail +30 (2d8+18 plus grab)

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

Special Attacks constrict (4d6+18), crush, grab, lobotomy, mind drinker, psychic breath weapon (60-ft. cone, DC 27, 20d6 mind-affecting)

Spell-Like Abilities (CL 24th, Concentration +29)

Constant— *detect thoughts* (DC 17)

At will— *confusion* (DC 19), *seek thoughts* (DC 18)

3/day— *feblemind* (DC 20), *mind blank*

Spells Known (CL 13th, Concentration +18)

6th (4/day)— *eyebite* (DC 21), *symbol of fear* (DC 21)

5th (7/day)— *hold monster* (DC 20), *mind fog* (DC 20), *symbol of sleeping* (DC 20)

4th (7/day)— *bestow curse* (DC 19), *black tentacles*, *fear* (DC 19), *solid fog*

3rd (7/day) — *deep slumber* (DC 18), *hold person* (DC 18), *sepia snake sigil* (DC 18), *slow* (DC 18)

2nd (7/day) — *blindness/deafness* (DC 17), *hypnotic pattern* (DC 17), *mirror image*, *scare* (DC 17), *touch of idiocy*

1st (8/day)— *cause fear* (DC 16), *hypnotism* (DC 16), *protection from good*, *sleep* (DC 16), *true strike*

0 (at will)— *bleed* (DC 15), *dancing lights*, *daze* (DC 15), *detect magic*, *flare* (DC 15), *ghost sound* (DC 15), *mage hand*, *message*, *touch of fatigue* (DC 15)

STATISTICS

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

Base Atk +24; CMB +40 (+44 grapple); CMD 49 (53 vs. trip)

Feats Critical Focus, Dazzling Display, Deadly Stroke, Exhausting Critical, Improved Critical (bite), Improved Vital Strike, Intimidating Prowess, Multiattack, Shatter Defenses, Tiring Critical, Weapon Focus (bite), Vital Strike

Skills Bluff +32, Escape Artist +23, Fly +13, Intimidate +44, Knowledge (arcana) +32, Knowledge (dungeoneering) +32, Knowledge (planes) +32, Perception +32, Sense Motive +32, Stealth +15, Use Magic Device +32

Languages Abyssal, Aklo, Common, Draconic, Giant, Sylvan

SQ starflight

Maddening dragons see the sanity of mortals as both a terrible insult and a delicious delicacy. They scour the universe, devouring minds and leaving brain-damaged, comatose, or insane victims in their wake.

NEW SPELLS

Many dragons are spellcasters or gain spellcasting abilities, but the majority of spells are created with the assumption that the spellcasters are adventurers, or at least humanoids. Dragons as ancient progenitors of magic would undoubtedly have a large number of spells of their own making, aptly suited to their use.

ANIMATE HOARD I

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 round

Components V, S, F (see text)

Range close (25 ft. +5 ft./2 levels)

Target one pile of coins (worth at least 1,000 gp)

Duration instantaneous

Saving Throw none (see text); **Spell Resistance** no

You animate a pile of coins, allowing it to become its own guardian. The animated treasure is treated as a Small earth elemental, except the elemental gains the compression, engulf (save DC equals the spell's save DC), and freeze universal monster abilities. The animated treasure obeys your orders as an animated object. Destroying the elemental dispels the spell effect, but does not harm the treasure animated in any way.

Treasure animated must be any combination of coins (copper, silver, gold, or platinum) with a total equivalent value of 1,000 gp. You may give the animated treasure additional abilities by using more valuable piles of treasure. You may spend one construction point (as an animated object) for every three caster levels you possess (to a maximum of 6 CP at 18th level), but the total equivalent value of the coins animated increases by 1,000 gp for every CP spent in this manner.

ANIMATE HOARD II

School transmutation; **Level** sorcerer/wizard 5

Casting Time 1 round

Components V, S, F (see text)

Range close (25 ft. +5 ft./2 levels)

Target one pile of coins (worth at least 3,000 gp)

Duration instantaneous

Saving Throw none (see text); **Spell Resistance** no

As *animate hoard I*, except the coins animated must have a total equivalent value of at least 3,000 gp and the animated treasure is treated as a Medium earth elemental before modifications.

ANIMATE HOARD III

School transmutation; **Level** sorcerer/wizard 6

Casting Time 1 round

Components V, S, F (see text)

Range close (25 ft. +5 ft./2 levels)

Target one pile of coins (worth at least 5,000 gp)

Duration instantaneous

Saving Throw none (see text);

Spell Resistance no

As *animate hoard I*, except the coins animated must have a total equivalent value of at least 5,000 gp and the animated treasure is treated as a Large earth elemental before modifications.

ANIMATE HOARD IV

School transmutation; **Level** sorcerer/wizard 7

Casting Time 1 round

Components V, S, F (see text)

Range close (25 ft. +5 ft./2 levels)

Target one pile of coins (worth at least 7,000 gp)

Duration instantaneous

Saving Throw none (see text); **Spell Resistance** no

As *animate hoard I*, except the coins animated must have a total equivalent value of at least 7,000 gp and the animated treasure is treated as a Huge earth elemental before modifications.

ANIMATE HOARD V

School transmutation; **Level** sorcerer/wizard 8

Casting Time 1 round

Components V, S, F (see text)

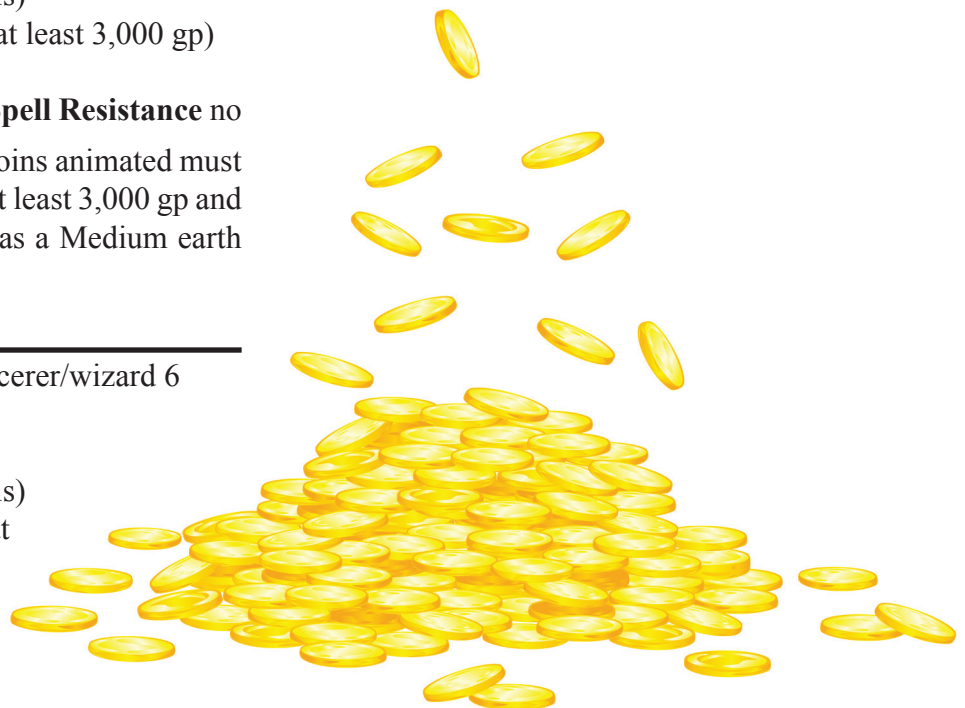
Range close (25 ft. +5 ft./2 levels)

Target one pile of coins (worth at least 9,000 gp)

Duration instantaneous

Saving Throw none (see text); **Spell Resistance** no

As *animate hoard I*, except the coins animated must have a total equivalent value of at least 9,000 gp and the animated treasure is treated as a greater earth elemental before modifications.



ANIMATE HOARD VI

School transmutation; **Level** sorcerer/wizard 9

Casting Time 1 round

Components V, S, F (see text)

Range close (25 ft. +5 ft./2 levels)

Target one pile of coins (worth at least 11,000 gp)

Duration instantaneous

Saving Throw none (see text); **Spell Resistance** no

As *animate hoard I*, except the coins animated must have a total equivalent value of at least 11,000 gp and the animated treasure is treated as an elder earth elemental before modifications.

AS THE WIND

School transmutation; **Level** druid 2, sorcerer/wizard 2

Casting Time 1 swift action

Components V, S, F (feather of a Large or larger flying creature)

Range personal

Target you

Duration 2 rounds

Saving Throw none (harmless); **Spell Resistance** no

For the duration of this spell, your flying speed increases by 30 feet per round, and your maneuverability class increases by two steps.

BALLISTIC BREATH

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 swift action

Components S

Range personal

Target you

Duration instantaneous

Saving Throw none (see text); **Spell Resistance** no

You choose a single target to focus your breath weapon on, and breathe. Your breath weapon launches as a series of unerring missiles against your target instead of as a cone or line. The missiles ignore cover or concealment, as long as you can see at least part of the target. This spell is fooled by full concealment such as invisibility or displacement. The subject takes damage normally, including a Reflex saving throw for half damage. Creatures adjacent to your target take minimum damage as if struck by an alchemist's bomb's splash damage, including a Reflex save for half. Using this spell adds 1 round to the normal recharge rate for your breath weapon.

DRAGON SENSES

School transmutation; **Level** sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (the eye of a reptilian creature)

Range touch

Target willing creature touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

The subject takes on draconic features and gains heightened senses, or the subject's draconic features become more pronounced. The subject gains darkvision 120 feet, blindsense 60 feet, can see four times as well as a human in dim light, and twice as well in normal light. If the subject already possess the dragon senses extraordinary ability, or the subject already has an active *dragon senses* spell affecting them, then the subject's blindsense becomes blindsight, and the subject gains the see in darkness universal monster ability for the duration of the spell or spells.

DRACONIC ERUPTION

School conjuration; **Level** alchemist 4, druid 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, F (caster must possess a breath weapon)

Range short (25 ft. plus 5 ft./2 levels)

Target 1 corporeal creature

Duration instantaneous

Saving Throw Fortitude partial; **Spell Resistance** yes (see below)

You transfer your breath weapon into another creature, where it explodes outwards as if expelled by you. The subject takes damage as if in the area of your breath weapon, then unleashes the weapon from his or her own body. The breath weapon's shape and area are the same as yours, and it deals the same amount of damage and type of energy. Any secondary or alternate effects of the breath weapon must be chosen as the spell is cast. The save DC for the breath weapon (for all others caught in the eruption) is the save DC for this spell. You choose the initial target and the direction the breath weapon erupts. Spell resistance applies to the original target of the spell, but not to targets caught in the area of the eruption. A successful Fortitude save by the subject halves the damage and negates the eruption.

Casting this spell uses your breath weapon, so it cannot be used again until your breath weapon has recharged, even if you have another breath weapon effect available. This spell has no effect if your breath weapon does not deal hit point damage.

FELINE'S MERCY

School conjuration (healing) [evil]; **Level** cleric 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration 1 round/level

Saving Throw Fortitude negates; **Spell Resistance** yes

You magically keep a creature alive in spite of deadly tortures. When the target creature exceeds its Constitution score in negative hit points, it is rendered paralyzed, but continues to live and remain conscious for the duration of the spell. However, if the target creature reaches triple its Constitution score in negative hit points, it dies, despite the spell. The creature is allowed a Fortitude save each round to die normally. You must deal lethal damage to the creature each round or the spell ends.

FLENSING

School necromancy [evil]; **Level** antipaladin 4, inquisitor 4, sorcerer/wizard 5, witch 5

Casting Time 1 standard action

Components V, S, F (patch of human skin)

Range medium (100 ft. plus 10 ft./level)

Target 1 corporeal creature

Duration instantaneous

Saving Throw Fort partial; **Spell Resistance** no

You strip the skin from your targets, specifically ripping away scales and hide. The target takes 2 points of Constitution and Dexterity damage and a -4 penalty to its natural armor bonus. The pain from this effect is excruciating. The target is nauseated for 1 round and shaken on the following round. A successful Fortitude save halves the ability damage and penalty to natural armor, and negates the nauseated and shaken conditions. Ability damage heals normally, but the natural armor penalty remains in full until all ability damage from this spell heals.

FLENSING, MASS

School necromancy [evil]; **Level** inquisitor 6, sorcerer/wizard 8, witch 8

Target 1 corporeal creature/caster level

This spell functions as *flensing*, but it targets 1 creature/caster level. All targets must be within range of the spell, and no two targets can be more than 30 feet apart.

MURDER'S CLAIM

School necromancy; **Level** cleric 5, sorcerer/wizard 5

Casting Time 1 standard action

Components V, S, M (an onyx gem worth 1,000 gp)

Range personal

Target you

Duration 1 minute/level or until discharged

Saving Throw none; **Spell Resistance** no

As an immediate action, the next living creature you kill is automatically raised as either a skeleton or a zombie (chosen when the spell is discharged) as the *animate dead* spell.

PILFERER'S PATH

School divination; **Level** sorcerer/wizard 4

Casting Time 3 rounds

Components V, S, F (lodestone pendant)

Range personal

Target you

Duration 1 hour/level

Saving Throw Will negates (harmless); **Spell Resistance** no (harmless)

You can find the shortest, most direct route to the closest belonging or treasure that you lost, or was stolen from you. The spell enables you to sense the correct direction that eventually leads to the missing item, indicating at appropriate times the exact path to follow. Once you retrieve the object in question, if there are more lost or missing objects still at large, the spell immediately indicates the direction to the next closest article, and so on, for the duration of the spell. The spell only indicates the direction leading to stolen or lost items, not items that were sold, traded or given away freely.

Pilferer's path can only be used to track the location of items that the caster owned for at least 24 hours prior to casting the spell. For example, a dragon can use this spell to track down its stolen hoard, or a wizard may discern the direction of her missing spellbook, but the spell does not allow detection of any other creature's property.

PULP

School evocation; **Level** druid 5, sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

Range personal

Duration 1/round level or until discharged; see text

Saving Throw Fortitude partial; **Spell Resistance** yes

You concentrate magical power into your muscles to squeeze a grappled creature until it bursts. When grappling a creature, this spell may be discharged as part of a successful combat maneuver check to deal damage within a grapple. Instead of the normal damage, you instead inflict 10 points of force damage per caster level (Fortitude save for half).

SCALES OF THE ANCIENTS

School transmutation; **Level** sorcerer/wizard 4, witch 4

Casting Time 1 standard action

Components V, S, F (a dragon scale placed under the tongue)

Range personal

Duration 1 minute/level

Saving Throw none (harmless); **Spell Resistance** no

Your skin is immediately coated in the colorful hard

dragon scales of a true dragon matching the scale you use to cast the spell. These scales give multiple defensive benefits based on caster level. You gain a +1 enhancement to your natural armor bonus for every 4 caster levels (so +3 at 12th level, +4 at 16th, to a maximum of +5 at 20th level). Additionally, you gain resistance 5 to one type of energy (a type or subtype represented by the scale component) and DR 5/magic. Your energy resistance and DR increase to 10 at 15th level.

SWIFT BREATH

School evocation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, F (caster must possess a breath weapon)

Range personal

Target you

Duration 1 round/level or until discharged

Saving Throw none; **Spell Resistance** no

You magically charge and store the power of your breath weapon for swifter use later. Once during this spell's duration, you may use any breath weapon you possess as a swift action. This includes any breath attacks gained from spells or class features. After one breath weapon has been used as a swift action, the spell is discharged.



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