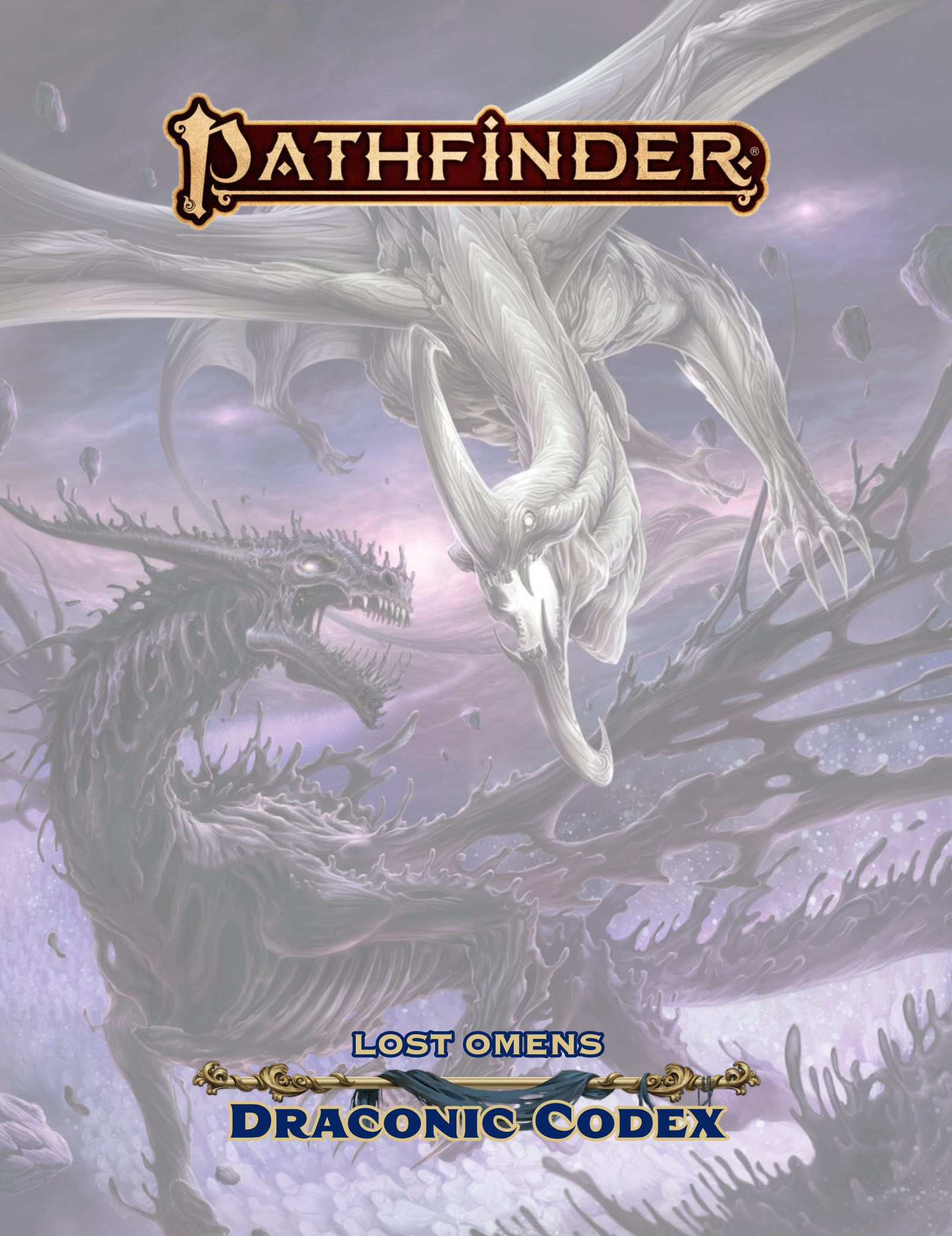


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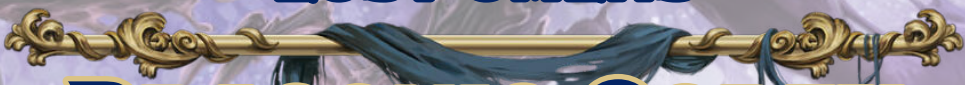
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DRAGONIC CODEX

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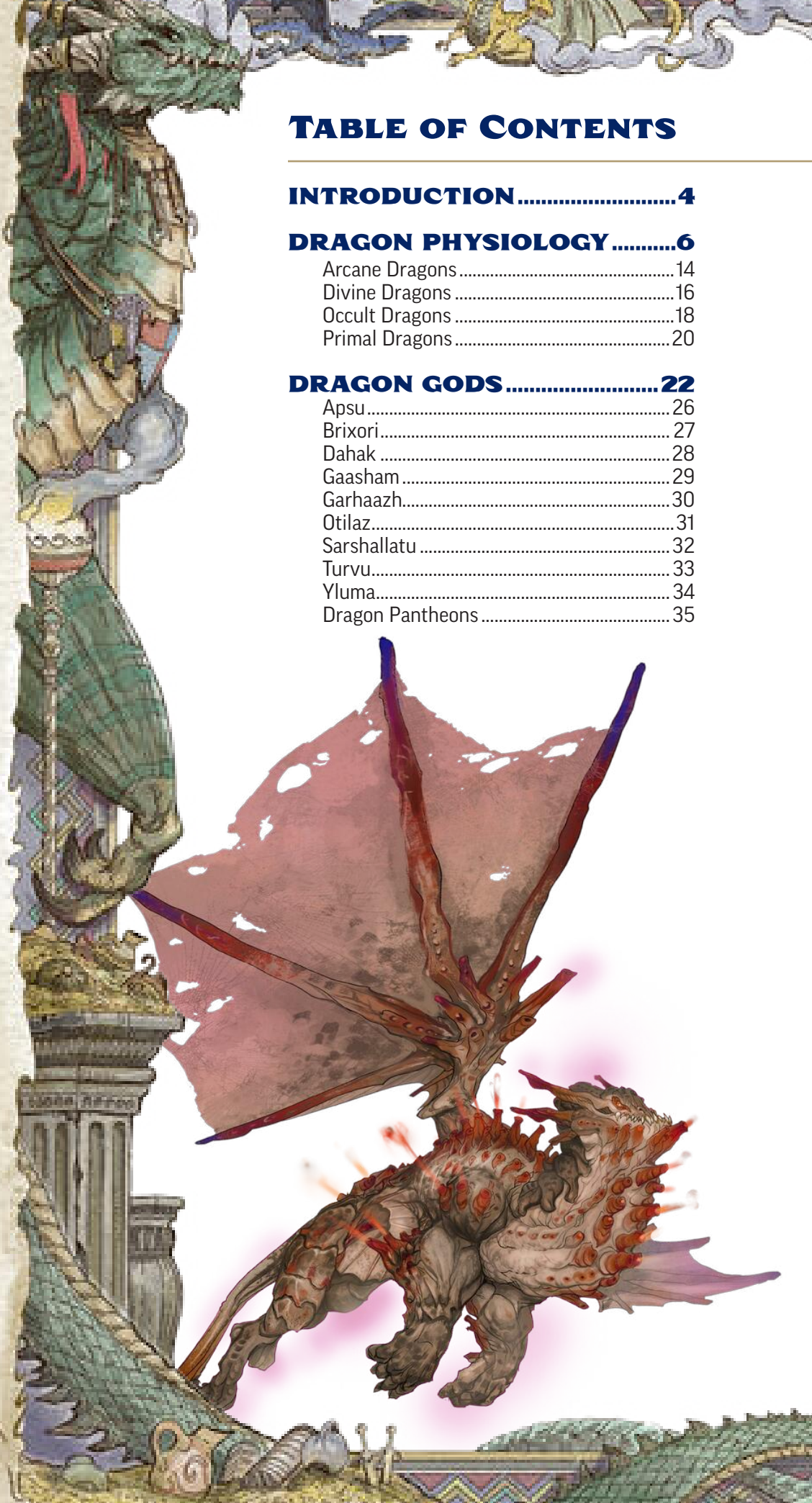
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This book refers to several other Pathfinder products, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder hardcovers can find the complete rules of these books available for free at paizo.com/prd.

Dark Archive (DA)
Howl of the Wild (HotW)
Lost Omens Divine Mysteries (LODM)
Player Core 2 (PC2)
Rage of Elements (RoE)
War of Immortals (Wol)





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INTRODUCTION

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"I don't think this mist is natural, cap'n," Therik said, running a worried hand down his whiskers.

Scarlet Jarina, Free Captain and mistress of the pirate ship *Golden Opportunity*, was inclined to agree. She scanned the thick, pale mist surrounding her ship. An hour ago, they'd been sailing quietly underneath the waning moon, the bulk of Motaku Isle looming to the starboard, with plans to reach Blackblood Cay by morning. In general, Jarina was about as likely to get lost on her way to the galley as she was to lose her place here.

But then this mist had risen up, quick as a blink, just walls of vapor bubbling up from the water. Cold and clammy, Jarina could just about see as far as the mizzenmast from where she stood. Beyond that, nothing.

"No. It's not," Jarina agreed quietly.

"On the contrary, captain, I assure you I am most natural indeed," a voice said, the sound coming from all around them. It was a deep voice, rich and resonant like well-aged whiskey. And loud. Jarina could feel it in her bones.

"Who are you!" Therik squeaked. Jarina couldn't blame him.

"Now there's a question." The voice sounded pleased. "Let's play a game. An old game indeed. Are you ready?"

"I am the ten thousand pearls that meet the dawn. I am the jewel worn by the spider and by the leaf. I am the mirror that burns away each day, the teardrop of a god. I am the cold wind from the north and the warm wind from the west. I am the breath on a cold winter's morning, and it is my claws that leave traceries of rime and hoarfrost on your skin. I am the sailor's bane and the siren's friend, and it is my teeth that lurk beneath your ship. I am the morning dew and the graveyard mist. I am the sea fog and the winter haze.

"With my right hand, I give you the water you drink and the rain for your crops. I am Water-Giver and Rain-Dancer. With my left hand, I give you the storm that rends your sails and the wave that drowns your cities. I am Flood-Maker and Drowner. I am She Who Hides and I am She Who Chokes. I am the Life-Bearer and the Life-Taker.

"I am greater than you can comprehend. You can no more encompass all that I am than a dying sailor could drink an ocean. I stand between the Truth and your lies, and it is in my shadow that you dwell all the days of your existence.

"Who. Am. I?"

Jarina's breath caught in her throat, but she was a cunning woman, and a brave one, for one does not become a Free Captain of the Shackles otherwise. She whispered, so low not even Therik could hear. "Dragon."

"Ah, good. You are correct," the voice said, and a massive shape loomed out from the mist. It was monstrous, titanic,

as large as the *Opportunity*, and Jarina's schooner was not so small a ship. Great, leathery wings spread to either side, tattered with age like old sails. Pale scales of blue-white armored the creature's body, yellowed at the edges but still as strong as steel. Claws, well-used and sharp as swords, tapped against the *Opportunity's* hull, and that monstrous, terrifying visage, horned and fanged, loomed just above Jarina's.

"I am Cykurarreot the Mist," the dragon said in her deep and echoing voice. "And I would like, sweet captain, to parley."

IN THIS BOOK

Dragons! Now there's a name to conjure with. They are the iconic monsters, Beowulf's bane and Fafnir's heir, the beast called out when it's time to prove that the hero is, in fact, a hero. This book provides all the information you can possibly want about dragons, and probably a few more things besides.

The first full section, **Dragon Physiology**, gets into the fine details of what precisely makes a dragon a dragon, so to speak. Golarion is full to the brim with bizarre and terrifying monstrosities. What is it that makes the dragons special? Why do they stand out?

The next section, **Dragon Gods**, explores divinity. Dragon are conceptual creatures, and the line between ancient wyrm and minor deity gets blurred. Here, you can read about all the various draconic divinities residing in the Great Beyond, worshipped by the dragons themselves but also by a multitude of other creatures.

After that, the **Field Guide** takes the existing wyrms of *Monster Core* and *Monster Core 2* and gives them further attention in **Dragons Expanded**, with some new lore and stats for archdragons, the most powerful creatures of their kind (such as Cykurarreot the Mist).

The next section in the Field Guide, the **Bestiary**, is the big one—this is where you'll find all the new dragons in this book. Some have been mentioned before, like cloud dragons and crystal dragons, but haven't had an update in a while. Others are completely new, such as the mocking dragon and the vizier dragon.

And finally, to close out the book is a section on **Player Options**, which offers ways for players to enjoy some of the dragon fun without being on the business end of someone's teeth. There's a dragonet ancestry for players who want to actually be a (small) dragon, updates to kobolds, archetypes that let you play a dragon rider or dragon worshipper, and a smattering of spells and magical items to wrap up the codex!



DRAGON PHYSIOLOGY

Behold, the mighty dragons of legends and lore! Dragons are the wild manifestation of magic within Golarion, with the power to raze the land with a tornado of wildfire or appear in human form to rule over nations. The decayed bodies of dragons have come to form the jagged mountains, their shiny scales the glints of seafoam, their webbed wings the dust of faraway stars. Their mysterious slit eyes have ripped holes within the fabric of time and space.

While many creatures in Golarion—like drakes, dragon turtles, and pixius—share similar features like horns, reptilian scales, giant webbed wings, and hard shells, these creatures are not “great dragons.” They lack the connection all great dragons have to the birth of Golarion, being direct descendants of Sarshallatu, Apsu, Dahak, Gaasham, Garhaazh, Turvu, Brixori, or Yluma, the original dragon gods of the universe. The specific magic great dragons harness allows them to live long lives, as they are intertwined from birth with

the mystical energies that flow through their veins. No dragon is truly immortal, though the time dragon might serve as an exception to the general timelines of a dragon’s life cycle; their life cycle stretches out to the eons as they dilate energy to live within the past, present, and future on multiple planes, existing outside time itself. However, even time dragons can die by violence or misfortune.

What else makes a dragon, a *dragon*?

LIFE CYCLE AND PSYCHOLOGY

The majority of dragons share the same basic life cycle: they start as an embryo inside of an egg until they emerge as a hatchling. Eighty percent of eggs become viable hatchlings, with clutches usually consisting of six to seven eggs. Once eggs are laid, it takes an average of two to three years for hatchlings to emerge. During this time, caregiver dragons must protect the eggs from

being trampled upon by other dragons, being eaten or hunted by their enemies, or breaking due to extreme cold, heat, or mishandling. Dragon eggs are commonly prized possessions among treasure hunters for inclusion into alchemical elixirs of immortality and longevity medicines. In order for dragons to hatch, the right conditions of warmth and turmoil must be met. The birth of a dragon might be celebrated among nations, but it can also be regarded as a terrible omen in places such as Taldor, where a dragon's emergence is seen as a forewarning of calamity and changes of leadership.

As a whole, dragons lay eggs on soft and supple nests made of branches, twigs, and fibers in high landscapes. However, there's a lot of variety even between types of great dragons. Some dragons carry their eggs on their backs or bellies, while others keep them tucked within their scales or bury them underground. Requiem dragon eggs form a portal to Creation's Forge and draw their magical energies from its depths, linking them at birth; as such, the eggs of a requiem dragon are particularly coveted by nefarious treasure hunters to exploit and harness their powers.

The imperial dragons of Tian Xia can consciously choose between oviparous births—laying eggs—or uncommonly among dragons, viviparous births—giving birth to live young. Imperial dragons are generally influenced by the environment and relative prosperity of the area when deciding between the two. In the case of sea, sky, and sovereign dragons, live births usually result in single dragons (with twins and triplets being possible, though rare), with a gestation period lasting typically for 18–22 months. Forest and underworld dragons lean toward hatching through eggs, with fewer eggs per clutch.

HATCHLING

Dragon hatchlings are born blind and vulnerable, but their soft scales harden with time. These hatchlings are totally dependent on their caregivers, as they do not hatch knowing anything beyond the warm, cozy egg world they have come from. With an egg tooth formed of cartilage that disintegrates within the first 24 hours, hatchlings choose when they're ready to hatch, enjoying the expansive world outside of their first home. These hatchlings are typically scooped up after their small cries are heard, whisked away to safe lairs, or protected within the mouths of dragon parents.

The most mysterious part of a dragon's hatching to outsiders is the question of inheritance. Most often, the hatchling possesses a type of magic matching one of its parents. In other cases, however, the child might be another type of dragon or even belong to a completely different tradition

of magic. Most great dragons are aware of this possibility, considering it a natural part of the draconic life cycle and a reflection of their child's experiences within the egg. However, situations like a diabolic dragon born to empyreal parents can be a great deal more volatile.

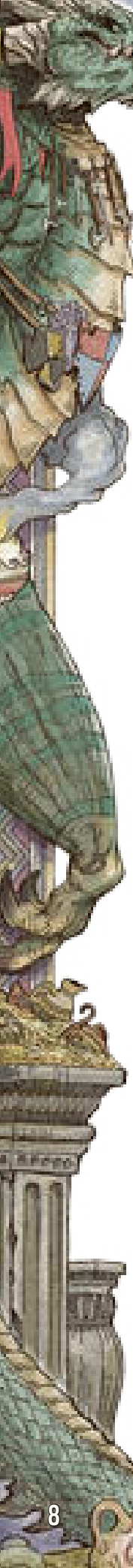
Only a few years after hatching, dragons are strong enough to seek more independence. Hatchlings' scales are flexible and resilient, but can break under finely forged swords. Initially made of keratin, like reptile scales and human hair, the scales and scutes infuse with bone deposits and magical energy as the dragon ages, thickening and hardening them to provide protective armor.

YOUTH

Young dragons can be brash and irrational in their thinking, ready to take on the world and improve their might. Many young dragons act out in rebellion, hoping to engage in the new skills they learn from their caregivers and older stewards, such as using low cliffs, trees, and clouds as jumping points for test flights. A dragon's wings aren't fully formed until they're adults, but a young dragon's wings are still big enough to provide force for flight, though they'll usually tire during long flights.

This is a critical period for a dragon as they hone their instincts to hunt for a variety of fare, from fast-moving beasts and small critters to humanoid enclaves and dwellings. They also begin to control the vital connection to the magical energies they were born into. If a young dragon skips learning a crucial skill during this period—what to eat, where to hunt, how to fly, how to reach into and utilize their magical energy, navigating terrain, how to avoid danger and how to defend themselves—they may never be able to, even as an adult. There have been cases of dragons compensating for the lack of flight





with terrifying land and swim speeds, of dragons that eat meager diets of fungi and flora, or of dragons that do not fully tap into the true reserves of their magic.

Young dragons can adopt personalities associated with influences from nature and their caregivers, regardless of their inherent magical nature. Some may shy away like a retracting flower, favoring worlds within scrolls and books. Others grow curious and seek out adventures or novel inventions, becoming highly charismatic and pursuing the company of mixed ancestries. Many become caught under the spell of glittering gold, worshipping at the altar of their glint—these young dragons grow to become possessive, narcissistic, and obsessed with the fear that there will never be enough. This period of dragon adolescence typically emerges at 300–400 years of age, leading to many painful sections of history when individuals encountered such a narcissistic and rash dragon upon Golarion.

ADULTHOOD

Adulthood is an exciting time in a dragon's life—no longer being introduced to the novelties of the world or basic skills, this is the start of a dragon's journey to mastering their flight and magic, as their wings and bodies are fully formed. During this stage, dragons look to expand their life experiences and seek to blaze a path of their own, excited to collect and surround themselves with their favorite items.

Hoardings grow substantially during this period. Adult dragons delicately acquire and curate the items, creating museums of their collected treasures and artifacts. Dragons have a natural instinct to explore deeply into a subject, with their long lives lending them to become experts in niche areas. Dragon hoards have been regarded as important regional collections, with dragons acting as historians and chroniclers for many ancestries and areas. What may look like disjointed

and disorganized chaos can be an umbral dragon's reverential collection of herbal fungi from a haunted ruin that cures countless maladies if the consumer is willing to risk being possessed by a spirit; a sky dragon's cavernous library, filled with harrowing secrets in scrolls and books in the veneration of the dragon gods Brixori, Yluma, and Turvu; or a cinder dragon's "treasure cellar," heavily trapped and lined with obsidian to contain even more valuable gemstones and precious metals. Some dragons, such as the sovereign dragons, gather talented people and advisors around them. Bog dragons collect the mummified bodies of adventuring "heroes," creating grotesque mausoleum lairs. Even less morbid collections are often not obtained through goodwill, such as the case with the infamous phase dragon thief Chayrarrait, who stole a magical basin and sent the village it once protected to a watery grave.

Although dragons often begin searching for mates in adulthood, the forms their courtship rituals take are generally tied to the magic they embody. Some cinder dragons, to display their health and power, will light large landscapes and landmarks on fire to impress a partner. Another dangerous display comes from the wailing dragon, though not at first glance. Wailing dragons sing courtship ballads of intricate harmonies, but these concerts can prove lethal for audience members destined to become meals. In the case of the whisper dragon, relationships are fluid, leaning toward polyamory and casual open relationships, while clever wordplay and poetry are hallmarks of their romance. Wordplay also has an important part in the courtship of sky dragons, as they send potential love interests beautifully inscribed religious scripture. For the bog dragon, love is a massive party, where they congregate en masse in murky wetlands, display their most valued items from their hoards in conversation, and then love freely before returning to their respective bogs. Delight dragons



will put on whimsical and captivating dances in front of potential partners, swinging their tails, feet, wings, and bodies about, with raucous laughter and smiles.

The length of relationships and the degree to which parents care for hatchlings also vary, as much on the level of individual dragons as their forms. Still, the life cycle of different dragons does impact their decisions. The romances of stormcrown dragons tend to be wild, passionate, and brief, while diabolic dragons partner for life, having discussed the terms of their relationship very seriously upfront. Curiously, though coral dragons are exceptionally vain and appearance-obsessed, less conventionally attractive coral dragons have an easier time among other coral dragons, as their potential partners are less likely to resent them as competition. Some dragons, such as vorpal dragons, don't enter relationships for romance, but rather to form an alliance.

Beyond mating and raising hatchlings, it's rare for dragons to gather, even in pairs. Romances, familial relationships, friendships, and rivalries typically occur at great distance. Contact is instead maintained through magical means or proxies, often humanoids bearing gifts or written messages. However, if enough dragons have similar interests in a particular area, they form societies, such as Kelizandri's brine dragon empire on the Plane of Water or the laboratories for arcane studies, alchemy, and cultivation among underworld dragons. Sea dragons often settle into roles as liaisons and diplomats between dragons and other creatures, or form delicacy tasting gatherings open to other ancestries. Some dragons may even join the enclaves and institutions of other ancestries, such as the resurrection dragon Thalgrir among the

followers of Razmir, if it furthers the knowledge the dragon wishes to seek or espouse.

OLD AGE

As adult dragons mature into old dragons, they can develop tendencies to be set in their ways and resist new ideas and change. Staunch and untrusting, many dragons tend to isolate themselves and revere their hoards. Other dragons, having witnessed much trauma and tribulation occur in Golarion, seek to improve general conditions and living standards through any combination of violence, diplomatic treatises, or peaceful negotiations.

The scales of old dragons have hardened and become sharper than the strongest metals forged. Many old dragons slow down in their ventures and exploration, not for the lack of energy or might—for they have them in spades—but to relish the deep wonders of Golarion they discovered as adult dragons. Many dragons will exit a period of wanderlust to raise hatchlings of their own, reveling in the joy of rearing little dragons until they're ready to leave the nest. Dragons that don't choose to participate in dragon rearing, and have somewhat satisfied their relentless pursuit of a hoard, might spend their older years pursuing mastery of a certain craft, or discovering or cultivating a beautiful relationship with another dragon. This period of a dragon's lifespan lasts for 200–300 years.

Unlike other ancestries in Golarion, dragons do not enter a period of decline as they age. Even if their wings tear, their scales grow sparse, their teeth chip, and their gums rot, the magical energies that flow through a dragon only increase as the years pass.



ANCIENT DRAGONHOOD

Ancient dragons are masters of magic and deep knowledge keepers for their hoard and their craft, acting as pillars for their philosophies on Golarion. Having usually explored and wandered far throughout their long lives, dragons that survive and enter ancient dragonhood tend to become reclusive and sequester themselves into their dwelling with a pocket of their closest relatives and friends. Their collections also often expand into increasingly abstract concepts, gathering clues toward deeper truths of magic alongside companions, holdings, and worldly treasures.

However, ancient dragons can be persuaded to emerge from solitude and continue on a path of exploration and adventure if the call is great.

Some dragons continue to grow during this stage, but most stabilize in their size during this time. This period of life generally lasts another 300–500 years, although most ancient dragons maintain that the true mark of becoming an archdragon is understanding rather than age.

ARCHDRAGON

Not all dragons reach the lofty auspices of archdragon, with many dying of old age, in battle, or embittered by illness and disease. Dragons that become archdragons are usually champions of their magic, those that have fully mastered and unlocked the secrets of their chosen craft. Archdragons are extremely rare, with only one for every hundred dragons in Golarion during times of relative peace. The more turmoil and warfare that occurs in Golarion, however, the more archdragons will rise within the dragon population. Those archdragons that survive such times become more and more ethereal in their bodies and minds as they continue to age, moving ever closer to the ideal presented by their magic.

DECAY

When a dragon dies, whole regions can be affected by the loss of these mighty creatures of manifested magic.

Powerful dragons, upon decay, will release their magic back into the Universe in their purest form. Cultures that venerate dragons oftentimes do so in temples near or on such a landmass.

Imperial dragons decay in different ways: forest dragons shrivel and transform into trees, grasslands, and glades; sea dragons expand and liquefy into rivers, waterfalls, lakes, and join the sea; sky dragons flake and mold into mineral deposits or evaporate completely into the air, ascending to the gods they have worshipped; sovereign dragons crumble into topsoil; underworld dragons melt or harden into volcanoes and lava pockets. Something similar happens with other dragons: rime dragons' internal temperatures drop and preserve them into glacial icebergs, and cinder dragons' bodies sharpen to obsidian and grind down to nourishing ash.

BIOLOGY AND ANATOMY

“What are the distinctive traits when our realities conjure dragons? Of those in flight, assisted by magic? Of their sharp teeth that rip and tear through flesh and bone like butter? Of raging fires that

devour entire landscapes? The complexities of a dragon's physiology and anatomy are endlessly fascinating."

—Inscribed by Phung Thong Huanglong, infamous draconic sage and ecologist

Dragons develop not only based on the type of magic they embody, but also through countless regional and personal variations. This makes blanket statements on dragonkind folly, as there are always exceptions to the rules. For example, the imperial dragons of Tian Xia—sea, forest, sovereign, underworld, and sky—are attuned to the natural elements; their life spans differ from other dragons as a result. Once imperial dragons enter adulthood, their life cycles extend and expand every five thousand years. Whisper dragons' power and status aren't correlated to size, age, or how much they hoard or consume. The more secrets a whisper dragon holds contributes to the fearsome power they wield.

Despite obvious surface level differences, the internal structures of dragons are surprisingly consistent. Over centuries of intensive study, scholars have found commonalities that many—though not all—dragons share within their physiology.

BLOOD

Dragons' long lifespans are supported by incredible powers of self-healing, concentrated in the dragon's blood. Their blood carries everything biologically and magically required to rebuild their bodies, although the process can take years or even centuries for particularly dire wounds. This has led to myths of dragon blood as a cure-all, but even the most successful experiments on the topic tend to result in agonizing transformations.

BONES

The skeletons of dragons, at first glance, reflect those of general vertebrates—a bony skull, and a long vertebral

spinal column, ribs, and limbs. The number and placement of these bones are similar between dragons, although each bone's shape and size can vary dramatically to result in a multitude of forms.

The deepest variation between dragon body plans is in the presence and placement of wings. Unlike animals, where vestigial features often remain, wingless dragons have no skeletal features equivalent to the additional limbs.

BREATH

All dragons have the ability to exhale magical energy in a powerful breath, thanks to a peculiar organ known as the drathyrican gland. A protomagical liquid derived from the dragon's prey and environment is charged with the dragon's innate magic in the moments before it's unleashed, creating a magical reaction that is often visible around the dragon's mouth or even through the scales of the throat. As these elements do not react until contact with the dragon's inherent magic, dragons do not risk damaging their internal organs when they breathe out hazardous substances such as fire.

CLAWS

A dragon's claws vary greatly in length but share a similar construction as highly specialized scales. A dragon's talons and claws are specialized in tearing apart their prey and predators easily, but the lethality isn't always due to the sharpness of their claws; if a dragon gorges on carrion or rotten flesh, a dangerous cocktail of bacteria will build up in the grooves and tips, causing sepsis that can quickly turn lethal.

DIET

The diet of dragons ranges between purely carnivorous to omnivorous, with very few dragons subsisting purely on vegetation. A dragon's food preferences are typically





driven by their environment and their inner magical spark. For example, the diets of cinder dragons are typically carnivorous, involving large quantities of flesh, though they will only consume the meat after it has been cooked by their flame to the point of being charred and burnt. Cinder dragons also typically consume large wooden logs and hunks of coal, for these fuel-burning materials fuel their own internal flames, especially the fire burning within their hearts.

EYES

Dragons have high visual acuity and see a vast expanse of colors, including many humans cannot perceive.

This extends to situations humans would perceive as darkness, which dragons can generally function in normally.

Thin membranes slide into place to protect the vulnerable eyes, becoming reinforced with magic as the dragon ages. Many an archer, dreaming of heroism, has been thwarted by that membrane no thicker than a butterfly's wing.

FLIGHT

The most common dragon wing structure can be compared to those of bats, with four points of attachment and a wingspan larger than their height. Dragons possess a variety of wing types in a combination of feathers, fins, leaves, and skin flaps that provide aerodynamics. These countless external variations are easily able to lift dragons thanks to a buoyancy bladder filled with gas that offsets their tremendous weight.

Because of the magical energies dragons possess, however, not all dragons travel using winged flight. Phase dragons travel from place to place and plane to plane via teleportation, creating whirlwinds of multi-colored shards of stained glass as they disappear; their teleportation magic is linked to Apsu, the dragon god controlling space. The vorpal dragon possesses reflective, sharp wings made of numerous swords, knives, and weapons, which, at a faraway glance, have a distinctive feathered look. While connected to their magical energies, the vorpal dragon can launch these sharp blades as projectiles.

HORNS

Most dragons grow magnificent horns or spikes on their head that increase in both height and stature as the dragon ages. These horns can sometimes serve as conduits

for the dragon's inherent magic, helping them channel their power. In the case of the stormcrown dragon, their fierce, tined silver antlers become the perfect conductors for electricity and lightning. The electricity collects and swirls around the heads of stormcrown dragons when enraged, giving them the appearance of wearing an electric crown, which is deliberately discharged into bolts of lightning.

JAWS

The jaws of a dragon are flexible, with dragons being able to extend their entire jaw forward, out from their skulls. Dragons have multiple rows of serrated incisors, aiding dragons in slicing their way through prey and swallowing their flesh. These teeth—over sixty in total—can usually withstand fierce temperatures and the dragon's own breath with a strong, protective enamel. Even when dragons lose a few teeth in combat or through general wear and tear, dragons have a nearly endless supply of teeth that constantly regenerate, as new sets of teeth push through nearly every hundred years. During this teething period, dragons may experience a short phase where their mouths are covered mostly by their gums.

SCALES

Although a dragon's entire body is layered with ever more magic throughout their life, that change is most easily seen in the scales. Even between dragon scales of the same thickness, the older dragon's will generally be far more resistant to damage due to structural changes made by the magic's passage.

During periods of major growth, and every few centuries after reaching their full size, dragons undergo a deep brumation, a period of dormancy in which they enter extended periods of lethargy and minimal activity to save energy. Dragons use this time to completely shed their scales and skin, producing magnificent hollow and crusted husks that are well preserved. During this time, dragons will seek to isolate themselves away from others, preferring cave dwellings, dark crevasses, or hideouts, as an initial expulsion of their old scales leaves them vulnerable, soft, and raw. Archaeologists who stumble upon these hidden exoskeletons can determine the age of the dragon by the thickness of the exoskeleton—the thicker the exoskeleton of the dragon, the older the dragon during that time.

SLEEP

Many dragons enter a state of torpor at some point in their lives, reducing their metabolic rate and body temperature. Ancient and older dragons often enter deep slumbers to restore their energy, while younger dragons reserve deep sleep to heal egregious wounds. Although superficially similar to the sleep of most animals, this process is different enough that magic and poisons related to sleep have no effect on draconic anatomy.

Hibernating dragons often affect the landscape as their inherent magic leaks out into the land around them; for example, ancient rime dragons in a state of hibernation can lower their body temperature so greatly that the freezing temperatures form glaciers and icebergs. It's not uncommon to find rime dragons encapsulated within glaciers frozen deep within the land.





Time Dragon

Vorpal Dragon



ARCANE DRAGONS

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Arcane dragons resonate with the magic of their surroundings. Though all dragons have a relationship to mystical energies, these dragons' connection to the arcane is more intimate; through this connection, many types of arcane dragons transcend the boundaries of nature. Where other kinds of dragons tend to be living, breathing biological creatures who serve specific roles within their ecosystems, arcane dragons are stranger, living via mechanisms that defy all explanations save "magic." In fact, many of them owe their very existence to arcane power—some lineages were forged directly from it, and others still birth their members through magical means. The first vorpal dragon crawled from blood spilled by the original *vorpal sword*, the very concept of deadly sharpness manifesting living reptilian blades. Phase dragons emerged from the Interval, the nothingness that teleportation spells pass through, rendering them permanent travelers, ever liminal. And every wish dragon was born of arcane energies that they still carry with them.

This link between arcane dragons and magical forces is evident for all to see, writ in their very physiology. Their scales tend to form symmetrical patterns, making their connection to the delicate magics of the arcane evident. Additionally, most of these dragons rely on their arcane gifts so much that their bodies are slimmer and less bulky than dragons who depend on tooth and claw for survival. A notable exception to this are fortune dragons, which regularly gorge themselves on the magical energies of magical items from their hoards, enabling them to grow to impressively rotund sizes. Even then, that their bodies have adapted to utilize magical energies as a foodstuff underscores the fact that arcane dragons are both masters of the arcane and the products of it. A similarly curious adaptation is the feeding habits of the phase dragons, which ingest small quantities of food via their mouths, but gain most of their nutrition through a combination of teleporting food directly into their stomachs and absorbing the energies of teleportation magic itself.

Even the non-spellcasters among arcane dragons are intimately connected to magical energies, able to draw upon those powers in their daily lives. Many of their abilities are innate, even if they resemble arcane spells. All wailing dragons possess mastery over sound waves; some may have a more refined approach to meting out sonic damage and auditory magic, but they all can manipulate noise. Likewise, underworld dragons can control magma and lava, causing it to seethe and surge as they will. The spellcasters among them can do even worse to their foes.

Of course, one need not look so closely at the dragons' biology to understand their arcane entanglement. Their various hunting habits regularly expose their arcane nature.

Barrage dragons are prodigies of linear spells, firing off volleys of magical bolts, rays, and missiles to dispatch their prey. Rune dragons are literally covered in spells, their scales serving as tapestries of arcane power. When they need a spell, they need merely tap their own hide. Likewise, though mirage dragons cloak their secrets behind illusory magics, the fact that they wield such abilities with no more effort than breathing reveals the mirage dragons' membership among the arcane dragons. Wish dragons bend reality in ways that even learned wizards do not fully understand, making them almost perfect examples of arcane dragons.

Indeed, the connection with arcane energies is so strong that it persists even in death. When vorpal dragons perish, the magical sharpness that fills their bodies takes over, turning fallen vorpal dragons into veritable troves of keen blades. On the opposite end of the spectrum, time dragons are suffused with chronomantic energies, rendering them impervious to the ravages of advancing age; the passage of years makes them older and wiser but will never kill them. Dying of old age is something for creatures who have not mastered time.

But the magic of arcane dragons goes beyond their life and death; it transforms their habitats, making them weirder, more fanciful, more arcane. Their environments absorb small portions of their magical energies, becoming reality-defying versions of biomes. Grass and leaves become more pointed and sharper the closer you get to a vorpal dragon's lair, and breathing becomes uncomfortable as the air itself becomes keen. Flying insects leave faintly glowing trails in the air near barrage dragon lairs, and they do not appear to fly at all near phase dragon lairs, instead stutter stepping through the air in jerky approximations of flight.

Naturally, the dragons' arcane connections also affect their minds. Their delicate connection to reality means they view the world through different lenses than other creatures and even other types of dragons. For example, time dragons do not merely perceive reality as it is now, but see the vast expanses of the timestream: all realities that are, were, or may be. More importantly, they see the natural course of the timestream, making the turbulence of other time-travelers jarringly obvious, which leads to their dim view of those who meddle with time, even if only for a moment. Conversely, phase dragons are physically unanchored, often teleporting to new locations for reasons even they don't always know. Because of this, their greatest possessions are not material goods, but memories, causing them to go into murderous rages when faced with memory-stealing beings like conspirator dragons. Indeed, each type of arcane dragon has its own idiosyncratic view of reality, meaning that those who would deal with these dragons would do well to consider alternate points of view.



Requiem Dragon

Resurrection Dragon



DIVINE DRAGONS

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As one might expect, divine dragons gain their name through their connection to the divine. This link isn't generally between them and deities, however; it is between the dragons and the planes themselves. This makes the dragons at least as varied as the gods, as they serve as reflections of the diversity of the planes. Of course, just because the dragons are linked to the planes doesn't mean that they can't also be servitors of the gods, and many divine dragons do just that. Some even perform duties on behalf of gods to keep the planes running, such as the requiem dragons, who serve as psychopomps, ferrying the souls of the dead to the River of Souls atop their backs. Meanwhile, diabolic dragons are said to be living, autonomous extensions of Hell itself, or at least the reborn souls of dragons condemned to Hell. Either way, the dragons are so firmly aligned with Hell that they mercilessly uphold the plane's ideals, making and breaking alliances as they see fit.

On the opposing side, empyreal dragons are connected to Heaven, their allegiance to the plane made clear by their large halos. They fight against wickedness just as fiercely as diabolic dragons fight for it, though they're not the only divine dragons so clearly devoted to the fight between good and evil; delight dragons are aligned with Elysium and possessed by a childlike whimsy that makes most beings prefer peaceful solutions when dealing with them. This is wise, as the same eccentricity that makes them seem too innocent for battle makes them truly obnoxious to fight against; few would-be dragonslayers consider the possibility that their quarry can blunt their blows before impact. Even the most stoic warrior's composure will be tested when their prized magical maul makes a puny whack instead of a mighty thud.

Of course, not all divine dragons are so clearly connected with a specific plane; many have a looser link to a type of divine energy. For example, oath dragons are infused with the divine magic that powers sacred oaths. When a champion swears a solemn oath, these dragons feel the thrum of the magic. And when someone breaks such an oath, the dragons feel the magic snap, the discordant energies grating on their ears like a claw raking steel. On the more violent end, executor dragons are filled with the same divine power as a champion's smite. When an executor dragon turns their attention to an unholy creature, their prey had best run before the vengeful scream of the gods finds them.

Naturally, there's also a type of dragon that embodies the gentler, healing divine forces: resurrection dragons. As one might expect, resurrection dragons can restore the dead to life, in addition to mending less serious wounds. One could even envision resurrection and requiem dragons to

be two sides of the same coin, one bringing souls to their final resting places and the other snatching them from the jaws of their afterlives. Both types of dragons are imbued with healing magic able to bring an individual back from the brink, but the dragons disagree on what ought to happen when someone crosses over that threshold.

Not all divine dragons are quite as easy to read. The sky dragons certainly aren't. While they are well-known as dispensers of wisdom and advice, they don't make getting or understanding their advice easy. The sky dragons live in mountains, making audience-seekers' lives a bit more challenging, and the advice they dispense tends to be poetic, approaching the truth as the clouds approach the sun. For those willing to make a leap—of faith or of logic—an audience with the sky dragons can be life-changing.

The divine dragons' connections to the planes are more than simply conduits of power—the divine bonds shape the dragons' very forms. No one would mistake a diabolic dragon for anything but a servant of Hell; their wicked, twisting horns are too devilish, their fangs too sharp. Similarly, empyreal dragons' halos mark them as Heaven's soldiers. They cannot hide their nature, nor would they want to. And while the two types of death-defying dragons are not linked to specific planes, they both bear signs of their nature. Requiem dragons possess beady eyes and achromatic scales, awakening primal fears of death in those who behold them. Even more grotesque, resurrection dragons have twisted, nightmarish forms that inspire dread of something worse than death: oblivion.

Just as the divine dragons' planar links shape their corporeal forms, it also molds their psyches. The planes are places of extremes; each is the truest, most unrestrained expression of a concept, doing nothing by half-measures. So, too, are the planes' draconic scions. They have compulsions to fulfill their natures that cannot be denied. While no one would confuse an empyreal dragon with a delight dragon, their natures are both undeniably virtuous; they're literally on the side of angels. Where they differ is in their respective planes' relationship with the concept of justice. Empyreal dragons would strike without a second thought if they thought their target transgressed Heaven's laws. Meanwhile, like Elysium itself, delight dragons have little need for vengeance, instead preferring to concentrate on enjoying life and expressing themselves. Even divine dragons unconnected to a specific plane still feel their planar roots' tug on their personalities. Executor dragons rarely sit idle—how could they with the power of smites coursing through their veins, begging to be unleashed upon a deserving target?



Despair Dragon

Whisper Dragon



OCCULT DRAGONS

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Occult dragons are as discrete and mysterious as their appearances and namesake. Rather than drawing from the elements or the divine, these dragons draw their magic from the forms between these—magic that is alien and inexplicable to simple reason. Their power comes from the unknown. With time, history turns into legend; legends become myths. When the last shreds of pure truth die, myths become occult, leaving only fragments of fact and unsettling mysteries. These dragons are living archives of lost knowledge, eldritch secrets, and the concepts on the fringes of reality.

Some dragons hoard wealth or treasure, but occult dragons hoard secrets and truth. Scholars can debate the existence of a lost civilization for years; an occult dragon knows the exact timeline of this civilization and what led to their downfall. A town has an urban legend of mysterious lights in the sky; an occult dragon knows that they are the eyes of a monster from another plane watching the town. Occult dragons even crave the personal knowledge of others: a politician orchestrating an assassination of their rival, the aliases of thieves, or even where a farmer is hiding their treasure.

Truth is a powerful weapon, but with the occult dragons, it is the legacy of that truth. They don't just draw power from knowledge alone, but also from the symbols and meanings behind them. They see how an object can change its meaning throughout history and context. They draw strength from the emotions one has over a concept. They grow in power when someone experiences fear of the unknown or when another experiences a contradiction. Some are even at their most powerful when they are given information that challenges their view of the world.

While proud, they are not necessarily arrogant creatures. Occult dragons are very aware of how much knowledge and insight they possess. However, they do not always consider themselves intellectually superior to other creatures. They simply know how to obtain information and use it to further their own goals. Occult dragons are inquisitive, almost nosy, creatures, with curiosity both for more lost knowledge and for what one does with it. Benevolent dragons may want to see someone use the truth to improve the world, no matter how bitter it is. Malicious dragons may want to use it to sow discourse and fear.

Compared to the arcane or divine magic that can be more passively drawn, occult magic is a more active power that constantly needs to be replenished within the dragon. Occult dragons tend to interact with other societies, embedding themselves in places where they can draw from the societal and cultural networks present. They often have a multitude of humanoid disguises and

aliases to blend into various social and political groups. These dragons can spend years outside of their draconic form, creating names for themselves within cities and organizations. Some act as information brokers: neutral beings that give information to those who ask for it, either for a price or simply to see what these people do with it. Others are more malicious, digging out secrets from people in power, then sowing dissent in a group or society simply for the thrill of it. Some can even create their own cults or fringe groups. They have a knack for enticing others' pursuit of knowledge and power and exploiting it for their gain. Occult dragons who choose more isolated lives, such as omen dragons, still choose to take up residence in places near civilization. Because of their foresight, people often venture to their lairs seeking knowledge or occult fortunes.

An occult dragon's intentions and goals are both chaotic and predictable. When interacting with people in the world, they may speak cryptically and full of subtext, like they were beings out of time. When working with an occult dragon, one must be wary of their actions and what information they divulge. There are always ulterior motives that these dragons will never reveal.

As occult dragons' magic borders past the supernatural, a piece of them exists outside of reality. With their existence split in the physical and metaphysical, these dragons can unconsciously create a strange phenomenon that distorts time and space in places they reside. When in their draconic form, it is possible for them to infest a place they have taken up residence in, especially places with a long history or that have been abandoned. Their innate magic can create tiny pockets in the world where different timelines, universes, and realities bleed together. A rotted chair could be replaced with an opulent chaise. A ruined piece of wall reverts to its once-former glory. Even a poster detailing the appointment of an elected official can flit between the potential candidates in a jumbled mess. The longer a dragon resides in a place, the more it distorts, creating a tapestry of the past, the present, and the potential future.

While these phenomena go away when they move on, some may continue to believe those places are haunted. Rather than it being occupied by spirits, they are haunted by a feeling of uneasiness, that the presence of the dragon or something even more unknown still is within the earth, watching whoever next takes up residence.

Occult dragons have specifically crafted their image to be a web of truth and legends. Untangling it will always leave more questions than answers, fueling the dragon's power more. Even other dragons are wary of the eldritch power these dragons have.



Bog Dragon



stormcrown Dragon



PRIMAL DRAGONS

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Howling winds, crashing waves, the branching bolts of lightning across the sky—is it an ordinary tempest? Or the signs of a stormcrown dragon's rage? Just as primal magic suffuses the natural world, so too does it shape the dragons who embody and reflect its power back into their surroundings. Their majesty and ferocity evoke the elemental powers of the wilderness, from their varied and rugged appearances to their instinctive and resilient natures.

Primal dragons have a fearsome capacity for magic, honed over exceptionally long lifespans. Though it can be argued that all dragons have an intimidating presence, primal dragons are often larger and more bestial in appearance, instilling a cautious instinct in all creatures who cross their paths. Despite their size, primal dragons are experts at blending into their surroundings. Their scales are often patterned after the terrain, from rocky shale and grainy sands to glittering ice or rough bark. During periods of long rest, many merge in some way with their environment, sporting bird nests in their horns or growing lichens, mosses, and fungi along their spines and wings.

Their skill at camouflage and their general suspicion of humanoids make primal dragons some of the rarer type of dragon to encounter—though if someone makes their presence known in a primal dragon's territory, the dragon is sure to respond, as they are highly territorial creatures. Those with a clear reverence for nature can sometimes form a tenuous bond or even friendship with primal dragons, but it takes a long time to gain their trust and far less to betray it. A primal dragon's wrath rivals the most devastating natural disaster and, indeed, has been the cause of more than one environmental catastrophe. This risk is compounded by the fact that primal dragons generally lair near sites of impressive natural phenomena, such as thundering waterfalls and geysers, volcanoes, deep-sea vents, and sites of high tectonic activity.

Primal dragons put less value on collections than their counterparts, preferring to focus their energies on guarding the ecosystem around them. Many are natural artists, cultivating the trees in a grove or arranging boulders in a pleasing pattern after a rockslide or avalanche—even if such patterns can only be seen from a dragon's-eye view. Whether their stewardship is appreciated or feared by the creatures of the surrounding wilderness depends more on the individuals; some creatures form a symbiotic partnership with their primal overseer, or at least keep a respectful distance, while others live in fear of the local dragon's impact on their environment.

Primal dragons cause less disruption to their ecosystems than might be expected, however. While territorial

disputes have the potential to cause great destruction to the countryside, these battles are often kept to the air or sea to minimize ecological devastation. Primal dragons display a deep understanding of, and reverence for, the delicate interplay between flora and fauna in their habitats, and both their lairing and hunting practices reflect this. Part of the reason primal dragons exhibit such territorial instincts is their knowledge of just how great a demand they place on the resources in each area, and an unwillingness to overhunt or deplete the populations of the species that sustain them and their young. There are always exceptions, but on the whole, creatures with such longevity comprehend well the long-term implications of thoughtless destruction and greed and build their lives harmoniously with nature rather than in conflict with it.

This ability is tested when dragons decide to find a mate and raise young, as dragons progress slowly through youth and adolescence by mortal standards and require more resources while doing so. Primal dragons will often search for compatible mates from neighboring regions to expand the resources they have access to or leave their homeland in search of more sparsely inhabited areas if too many dragons already reside nearby. Primal dragon partnerships are as varied as mortals' own relationship structures, with some mating for life in pairs or small groups, and others parting ways after raising young together.

Mate selection and courtship are almost always a years-long process. It begins with prospective mates sharing harmonies akin to whale songs, though to non-dragons, these sounds are often mistaken for blustering winds, crashing waves, rolling thunder, or are masked by the encompassing buzzing of insects or croaking of frogs that fill summer evenings. If all involved parties continue to take part in these increasingly elaborate call-and-response songs, courtship typically progresses to an exchange of performances meant to impress, from intricate aerial displays to demonstrations of strength and agility. Physical abilities are typically prioritized among primal dragons, but particularly shrewd or clever dragons may incorporate intricate puzzles or artistic arrays when wooing a prospective partner. Once united, primal dragons focus on establishing a home hospitable enough to sustain them and their offspring, though remote enough for their eggs' relative safety, building complex, labyrinthine nests from local materials to deter predators. When their clutch has grown, parents typically dismantle the nest and seek new homes, either together or separately, so as not to overtax the habitat, leaving little lasting trace of their decades-long presence in the environment where they raised their family.





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Dragons are among the mightiest of creatures to inhabit Golarion. But the dragon gods are mightier still.

Apsu and Sarshallatu were the first of the First Dragons—the father and mother of all dragonkind. They had seven notable offspring who shared in their divinity. Dahak was the first. He would bring destruction to Golarion and his family before dooming his kin to a future of war. Fierce Garhaazh, who hunted Erastil's son, would add his feral terror to Dahak's carnage. Fortunately, Sarshallatu's children did not all exact havoc on the world. Vulnerable Brixori, who would find her strength in the supernatural, championed the weak. Yluma, the teacher, with her ordered mind, preserved knowledge. Gaasham, who initially hid from the world, now creates great legacies through his masterworks.

Some of Sarshallatu's children side neither with Dahak nor Apsu. Turvu, the explorer, stands apart from the strife of their family in hopes of understanding good and evil and works tirelessly for peace. Otilaz—who never existed yet exists—embodies the inevitability of death regardless of sides.

These are the known dragon gods, the First Dragons. Who else might have existed if not for Dahak's murderous spree? Did any survive Dahak's claw? Do any others remain alive and unknown to this day? Even Sarshallatu can't say.

Dahak's travesty indelibly shaped the dragon pantheon. His hubris and fratricide tainted the first great works the dragons made. It set Dahak against his father, Apsu. It tore Apsu and Sarshallatu apart, and it set the dragon gods' course for the future. Dahak's sin might have been forgotten, had he not mentioned Golarion when he committed his ultimate travesty, threatening Apsu with revenge. Dahak named Golarion as their battleground and so doomed all its nations to eventual destruction.

Every dragon, god or mortal, is irresistibly drawn into this coming war. A dragon might side with Apsu, and stand for creation, mercy, and life. Or they might side with Dahak and ultimate devastation. Many dragons seek to avoid either, uninterested or contemptuous of the family squabble they were born into. Yet they're unable to wrench themselves free, as all who share Dahak's blood are susceptible to his rage. Even the kindest and most stalwart of dragons can be corrupted by the Endless Destruction, succumbing to a supernatural bloodthirst that drives them into a rampage. Such was the cause of the infamous Dragon Plague in Taldor, an event that nearly turned the entire nation into a funeral pyre, and a tragedy that stains the name of dragonkind within the region to this day. While dragons can be shaken from this murderous state, there are few heroes who can boast of surviving such an attempt. To most mortals, a dragon is nothing more than a ticking bomb, waiting to explode.

Most mortals are unaware of Dahak's curse or the dragon gods' feud, and many names of the First Dragons have been forgotten. Mundane dragons, while not gods, still inspire fear and reverence wherever their shadows fall because of their raw might. These dragons are often worshipped as gods when their power is experienced firsthand. A farmer might offer a prized ram as a sacrifice to appease a diabolic dragon. Likewise, a village elder may warn of a horned dragon he saw in the forest as a boy. Their experiences are real, and the dragon's presence affects their lives in practical ways.

By contrast, the dragon gods are worshipped because of enduring tradition, word of mouth, and religious dogma. Few mortals ever encounter a dragon god. For most, the dragon gods are as likely to represent spiritual ideals as they are to be manifest beings. A librarian might venerate Yluma, the Living Page, and Brixori, protector of libraries, then turn to Turvu when undertaking a journey. So, the dragon gods are venerated alongside the better-known gods of Golarion or as extensions of the worshipper's understanding of the gods. For the faithful with strong draconic ties, such as great dragons, kobolds, dragonets, or beings with dragon blood, venerating the dragon gods before all other deities is natural. These gods are of their own kind, after all.

The coming war between Apsu and Dahak is never far from each dragon god's mind, though their purview also guides their motives. The draconic pantheon is, therefore, most interested in the lives of great dragons, who have the second greatest influence on the outcome of war after the gods themselves. Understanding this is the key to interacting with the First Dragons, and a crucial point when seeking their help.

The dragon gods pay close attention to any beings who further their cause. Although they see most mortals as pawns, promising individuals may catch their patron's attention and become their champion. While an alchemical sacrifice might please Otilaz for a moment, creating a new alchemical formula ensures Otilaz remembers one's name for eternity. Similarly, putting a village to the torch might get the attention of both Dahak and Apsu. However, no dragon god is likely to respond swiftly without good reason, and then only after their agents have exhausted all other possibilities. Would Dahak or Apsu stir at the death of hundreds? Likely not, since their actions could prematurely spark a far more devastating conflict between father and son. Yet who can know the mind of a dragon, let alone a draconic god? So each parent and sibling plays their part with care, relying on their worshippers and agents to enact their great plans.



THE FIRST DRAGONS

Come closer, dear friend, for I can see that you seek great knowledge. I have here in my shop the first editions of the great texts of Roscha Brenkath, a devout follower and sage of the dragon god Turvu, chronicling the great and terrible legacy of the dragon gods. Yes, many tales of the world's making are taught throughout Golarion, some even spread by mortal dragons, but Roscha Brenkath was said to have supernatural insight. If you want to know what shaped the children of Apsu and Sarshallatu, here is but a sample.

At first, when the Universe and all planes were chaos, that untamed energy and uncertainty formed into powerful vessels seemingly by chance. This created Sarshallatu, the progenitor of all the dragon gods, who sought to create more order by widening the space of the multiverse. But though the space stretched without end, energy cannot be dispersed by merely existing within infinity, and the only constant can be change.

So, within the chaos, another dragon god was created: Apsu, the embodiment of time, and thus the waybringer of change.

The dispersion of mass and energy through time and space catalyzed into a reaction, forming the planets, moon, sun, and stars of the mortal Universe. Sarshallatu, though pleased with all her initial creations, was touched by a new emotion in the vast expanse of creation: loneliness. And so, Sarshallatu sought out Apsu. Their joyful union produced a bountiful clutch of eggs within Golarion's galaxy, but their happiness was short-lived. Sarshallatu sorrowfully observed her celestial creations fade and decay as Apsu, the waybringer of change, touched them with his presence. Sarshallatu loved Apsu too deeply to reverse these changes, for she would then have to erase the very being of time himself.

The first within the dragon's clutch to hatch was Dahak, a new god without any knowledge of his role within the multiverse. Sarshallatu and Apsu created

language after Dahak's coming, so their children could communicate with them and each other. With good intent, Sarshallatu and Apsu saw Dahak as a guardian of the new beings on the worlds they had built, hoping Dahak could guide them and be their champions in building new technologies.

However, Sarshallatu's and Apsu's initial use of language became a curse for Golarion as they spoke to Dahak of his role: "Dahak, may you cleave to the new world as our son." These words twisted Dahak, his parents' expectations of unwavering loyalty and service weighing heavily on his mind. But together, Dahak and Apsu shaped much of the mortal world of Golarion.

Multiple other dragon gods hatched during this time, including Brixori, who emerged with shining purple scales, tinged with glorious black and silver. Unfortunately, her diminutive stature and weak strength deemed her the runt of the dragon gods. Apsu and Sarshallatu, for all their power, could not protect Brixori against the sneers, torment, and exclusion from her siblings—especially from her brother, Dahak, who took out all his frustrations on the younger goddess. In her loneliness and solitude, Brixori grew into her namesake, the Wayward Sister. Yet as an outcast, she learned to harness the power within the shadows, embracing occult magic and communing with spirits, becoming a formidable force.

However, Dahak felt the increasing pressure from Apsu to help craft the underpinnings of the cosmos, as well as Sarshallatu's grief over the eventual ends of even their most exceptional works. As Dahak observed the imperfections in his creations, he spiraled into dismay and lost control. His wrath turned upon a flawed piece of reality that would eventually become Hell, and rather than cleaving to the Universe in service, he began severing its bonds through force and violence. Hell still burns to this day with the force of his ruinous breath.

Upon seeing the horrors wrought by Dahak's rage, Apsu attempted to stop his son. This act was the talon that tore Dahak apart, for the dragon god had been unintentionally set on this path since his hatching. Hatred consumed his heart, and he sought to dismantle all that Sarshallatu and Apsu created, becoming the bringer of ruin.

The first and most terrible blasphemy Dahak heaped upon his kin was the wholesale slaughter of his siblings. Not even unhatched eggs were safe from the massacre. To instill everlasting fear in Apsu's heart, Dahak crushed the unhatched, yet awakened, egg of his sibling Otilaz on top of Apsu's head, ending Otilaz's life before it could truly begin. Dahak gnawed on his sibling's remains while Apsu watched in horror and despair. More unborn eggs followed. Apsu vowed to vanquish Dahak, fueled by the ghosts of his fallen children that would haunt him for eternity.

When Sarshallatu discovered the carnage and the death of her clutch—those unhatched godlings who embodied all her hopes and dreams—the anguish hardened her heart. A deep schism developed between Sarshallatu and Apsu after Dahak's fratricide, for Apsu wanted to destroy Dahak to end the suffering, but the bereft Sarshallatu refused to bear the death of their first son. And so Sarshallatu hid Dahak in the deep corners of the minds of people and the tiny cracks in the hearts of dragonkind, in the dark shadows of haunted nights and the pale crevasses of creatures' eyes, ensuring he could never be destroyed. Sarshallatu's plea was thus: "The beings you create will never experience joy without sorrow, happiness without fear. Let Dahak remind them of the importance of this."

This last act done, Sarshallatu fled the home of the dragon gods, tormented by all that had transpired. Apsu and all Sarshallatu's surviving children, even Dahak, could not bear her mourning song and let her depart, never seeking her again, for they still feel the echoing lamentations of their family's strife.

Of Dahak's siblings, few survived his rampage. Brixori, a small and antisocial creature, was overlooked in Dahak's rampage. Gaasham, still in his egg, heard the calamitous destruction rumbling around him and refused to hatch, fearful of the violence and familial burdens that would be thrust upon him when he was born into the world. When he finally emerged, Gaasham was appointed as the new Architect, supporting Apsu's vision as his elder brother once had. A few more of the dragon gods' eggs, protected by Apsu's providence over time and Sarshallatu's echoing grief, also escaped complete annihilation.

Garhaazh hatched second from the surviving clutch, steeped with primal energies and the lingering sins of his brother's slaughter. Garhaazh grew into his godhood witnessing the horrors and strife within the dragon gods, internalizing violence and believing force was the way all conflicts were resolved. He grew aloof and contemptuous of the duties placed on him, even claiming himself as the first ruler, a "primal king."

Yluma, the living page, emerged next. Inspired by her father's ability to shape dimensions, her prodigious skill in bending the fabric of reality flourished. Becoming the mother of all arcane dragons, she served as a guide for sorcerers and spontaneous casters.

Turvu hatched after, and perhaps inspired by Brixori, chose to blaze their own path. Turvu observed the destruction caused by Dahak and the creation of Sarshallatu and Apsu, but pondered the ultimate question: Where did the power of the dragon gods come from? Where in the planes did these forces start? Turvu, the shifting plane, felt as though this exploration was important and relishes the quest to understand this ultimate truth.



APSU

THE WAYBRINGER

Areas of Concern leadership, peace, virtuous dragons

Edicts seek and destroy evil, travel the world, help others fend for themselves

Anathema fail to pursue a foe who has betrayed your mercy, attack a creature without certainty of wrongdoing

Divine Attribute Wisdom or Charisma

Religious Symbol silvery dragon above a mirrored pool

Sacred Animal none

Sacred Colors gold, silver

DEVOTEE BENEFITS

Cleric Spells 1st: *anticipate peril* (*Pathfinder Divine Mysteries* 256), 4th: *creation*, 5th: *summon dragon* (can summon any dragon, regardless of tradition), 9th: *falling stars*

Divine Font *heal*

Divine Sanctification must choose holy

Divine Skill Diplomacy

Domains creation, dragon (*Divine Mysteries* 264), protection, travel

Alternate Domains freedom, introspection (*Divine Mysteries* 266)

Favored Weapon jaws or staff

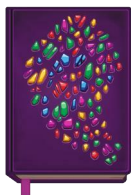
Apsu is one of the oldest deities, born shortly after the creation of the cosmos itself. He and his mate, Sarshallatu, existed in bliss together, laying down the foundations for the mortal world of Golarion. They reveled in creation and brought a clutch of dragon gods into existence, their firstborn being Dahak. The family lived in harmony until Dahak lashed out against one of his own creations, shaking the firmament.

Apsu's attempts to admonish his son were ill-fated. The two eventually came to blows, in epic battles that wrought the kind of destruction Apsu had hoped to correct. Many of Dahak's siblings were slain. But soon, Apsu gained the upper hand over Dahak, and it was only Sarshallatu's staying hand that stopped him from destroying his own son. Dahak fled to regain his strength, returning centuries later to promise his father a cataclysmic confrontation that would likely scour all other life from the face of Golarion.

Now father and son stand on a precipice of a terrible conflict. What began as Apsu's attempts to reign in his son's wrath has grown into a true battle for the state of creation. Where Apsu the Waybringer is the embodiment of peace and change, Dahak the Endless Destruction exists as the potential to end all things. It appears that Apsu is beginning to succumb to despondency over the inevitable final conflict with his son. In the eyes of many of his draconic followers on Golarion, Apsu has been absent in recent years. Has he been so filled with despair that he's gone into hiding, or does he have a grander plan to bring his son back into the fold and potentially save Golarion from destruction?

Those who follow Apsu are scattered across Golarion. His worshippers tend to be dragons or those who share some amount of draconic lineage. His faith tends to draw on those who need introspection. His symbol, a silvery dragon above a mirrored pool, speaks to his own desire to look within and examine one's own actions and flaws before and after acting.

While Apsu himself may appear to be disengaged from the fight against Dahak, his most ardent votaries receive orders to continue to seek out and destroy evil. Since the Godsrain, his demands of his followers have increased. It seems Apsu has taken recent events as a call to action.



BRIXORI

THE WAYWARD SISTER

Areas of Concern libraries, the supernatural, underdogs

Edicts pursue knowledge even in the most unusual places, seek to understand that which cannot be explained, show kindness to those who are weaker than the rest
Anathema underestimate an enemy or an ally, treat those weaker than you unkindly

Divine Attribute Intelligence or Wisdom

Religious Symbol a deep purple, gem-encrusted tome

Sacred Animal dragonfly

Sacred Colors purple, black, silver

DEVOTEE BENEFITS

Cleric Spells 1st: *déjà vu* (Pathfinder Player Core 2 244), 3rd: *threefold aspect* (Player Core 2 254), 5th: *summon dragon* (can summon any dragon, regardless of tradition), 8th: *quandary*

Divine Font harm or heal

Divine Sanctification none

Divine Skill Arcana

Domains glyph (Divine Mysteries 266), introspection (Divine Mysteries 266), knowledge, magic

Favored Weapon tail or starknife

Born the smallest and weakest of her clutch, Brixori was often teased and bullied by her other siblings, none more so than her violent brother Dahak. Dahak left Brixori alive when he tore his other siblings asunder, either out of piteous contempt or because he simply forgot she existed—Brixori has never been clear on which.

As a young dragon, Brixori sought solace in uncovering esoteric knowledge from the hidden recesses of the multiverse. Through years of rigorous study and unwavering determination, Brixori's command over occult magic grew formidable. She mastered the art of communing with spirits, bending shadows to her will, and invoking ancient rites that could alter the fabric of reality itself.

Though her power is great, Brixori prefers to remain in the shadows of her other siblings. She considers the libraries of Golarion her true hoard and often uses a humanoid avatar to spend her days among the university stacks. Brixori feels more comfortable conversing with mortals in this form, preferring quiet locations and conversations held in hushed voices. For those wise enough to see through her disguise, she is a gentle and generous deity. For those foolish enough to cross her, her wrath is swift and severe.

Brixori's influence extends beyond her fellow dragons, touching the lives of mortals who seek her guidance in the occult arts. She is beacon for those who yearn for knowledge and power beyond the mundane, a patron of the mystical and the supernatural. Her followers, a diverse assembly of witches, oracles, and scholars, revere her not only for her power, but for her journey from underestimated runt to a goddess of unparalleled occult mastery.

AVATAR

When casting the *avatar* spell, followers of Brixori gain the following additional abilities.

Brixori Speed 50 feet, fly Speed 50 feet; **Melee** ✦ starknife (agile, deadly 3d4, finesse, reach 15 feet, silver, thrown 60 feet), **Damage** 6d4+6 piercing; **Ranged** ✦ wrath of the wyrd (range 60 feet), **Damage** 6d6+3 void



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DAHAK

THE ENDLESS DESTRUCTION

Areas of Concern destruction, greed, wicked dragons

Edicts kill dragons, destroy things at your whim, study past disasters

Anathema spare a foe after you have chosen to kill them, forgive a slight, prevent the destruction of things that cannot be saved

Divine Attribute Strength or Constitution

Religious Symbol falling, burning scale

Sacred Animal none

Sacred Colors black, red, white



DEVOTEE BENEFITS

Cleric Spells 1st: *breathe fire*, 3rd: *fireball*, 5th: *summon dragon* (can summon any dragon, regardless of tradition); 9th: *implosion*

Divine Font *harm*

Divine Sanctification must choose unholy

Divine Skill Athletics

Domains destruction, dragon (*Divine Mysteries* 264), fire, zeal

Favored Weapon jaws or whip

Some say Dahak was doomed from the moment of his birth simply for being the first dragon god born of Sarshallatu and Apsu, both of whom laid the weight of grand expectations upon his brow. This heavy crown of potential would eventually drive Dahak to fury, destruction, and an everlasting enmity with his father Apsu.

However, it didn't begin this way. Not long after his birth, Dahak worked with Apsu to fashion much of creation. Dahak was to shepherd new beings and oversee their progress, but he could sense his mother Sarshallatu's deep sadness that they, unlike her, were finite. He then decided to strive to make something that would lift her spirits, despite its impermanence. And thus, through blissful hope and the hubris of ambition, Dahak fashioned a vast monument he called the Adamantine Edifice within a little-used plane of existence. It cast a long shadow, even though the sky was lightless, and upon it he carved the likenesses of his parents.

But the Adamantine Edifice was not perfect, not in Dahak's eyes. The representations of Sarshallatu and Apsu were but caricatures. Dahak destroyed the monument and tried again. And again. And again. In time, the plane in which Dahak worked became warped by the fury at his own creation rising within him. Each iteration was more twisted and tortured than the last.

Apsu rushed to the scene, thinking some nameless danger had written itself into existence, but found Dahak in the middle of ruination. There was no grand work to showcase, only a tortured hellish landscape. Apsu cleansed the area with his holy fires, meaning only to purge these atrocities from creation. Dahak saw this as betrayal and screamed loud enough to shake the multiverse. He lashed out in return, first against Apsu and then against his siblings. A grand conflagration burned through all the planes, and Apsu was forced to do battle against his son. In the end, Sarshallatu stopped the blow that would kill Dahak, who retreated to the scorched plane, the morass from which all of Hell would eventually spring. There, he howled in torment and nursed his wounds until he was strong enough to strike out against Apsu. As the gods worked together to imprison Rovagug, Dahak confronted Apsu with a promise to burn his precious Golarion in the same way Apsu had destroyed Dahak's monument. And, one day, his fires will burn everything.



GAASHAM

THE ARCHITECT

Areas of Concern construction, self-actualization, legacies

Edicts build when it is asked of you,

foster growth in others, meditate upon your actions

Anathema act without thinking, hesitate in the face of destructive forces, refuse to change your ways

Divine Attribute Constitution or Intelligence

Religious Symbol a bronze oval, half-oxidized

Sacred Animal draft lizard

Sacred Colors bronze, eggshell, teal

DEVOTEE BENEFITS

Cleric Spells 1st: *object reading* (Player Core 2 248), 5th: *wave of despair*, 9th: *resplendent mansion* (Player Core 2 250)

Divine Font heal

Divine Sanctification can choose holy

Divine Skill Crafting

Domains cities, creation, dragon (Divine Mysteries 264), toil (Divine Mysteries 271)

Alternate Domains change (Divine Mysteries 262), perfection

Favored Weapon jaws or light hammer

In the days of Old Koloran and Ninshabur, the name Gaasham was exalted in song, from the highest ziggurat to the lowliest homesteader's hearth. He was the muse on the wind who enkindled the hearts of architects and builders, promising them a path toward their grand works and opuses. Gaasham guided their chisels and accepted their praise, ever hopeful to craft a work which might withstand the doom that haunted him since the early days of creation.

Gaasham was conceived in the minds of Apsu and Sarshallatu for a role other than the one he would inherit. He clung within his shell too long, fearful of what would be asked of him, fearful of his finite form in the presence of beings so far grander than himself, and fearful of the fallibility that might see him shame his progenitors. Swaddled within his egg, he mistook the cacophonous sounds which rattled through his being as the thunderous songs of his mother, only to emerge to find the desolation inflicted by Dahak upon all of creation.

Apsu was the first to gaze upon his second laid (but late to hatch) son, and his eyes were filled with a stern pity. All Gaasham's fears coalesced and were promptly cast aside. He was granted the mantle of Architect, to serve as successor to his brother Dahak, now condemned to the role of destroyer. Gaasham embraced this new role and, with it, all the doom which is preordained to befall all usurpers. Gaasham would serve his father, and all that he would build would be consigned to ruin.

The first mortal worshippers of Gaasham were found in Ghol-Gan, who gleaned the Architect as a zetogeki lizard with an eggshell obscuring all but one of its eyes. He would be carried to distant shores and reinterpreted like all the gods of Ghol-Gan. As joyous sun became hateful oppressor, so too would Gaasham be seen as the herald of the caverns of Reguare—and after the fall of the *Starstone*, as though he were Dahak in the flesh.

In modern days, Gaasham is viewed by most as little more than an esoteric deity worshipped by early civilizations before their seemingly inevitable decline. Some dragons, as well as the dragonets who claim him to be their progenitor deity, view him as a god of personal potential and perseverance. To worship Gaasham is not to supplicate at an altar but to make grand works and carve an enduring legacy in the face of any doom yet to come.

AVATAR

When casting the *avatar* spell, a worshipper of Gaasham gains the following additional abilities.

Gaasham Speed 50 feet, fly Speed 70 feet; **Melee** ✦ claw (agile, reach 10 feet), **Damage** 6d10+6 slashing; **Ranged** ✦ masonry launch (range 60 feet), **Damage** 6d6+3 bludgeoning



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GARHAAZH

THE PRIMAL KING

Areas of Concern conflict, dominance, hunting

Edicts act with mutual brutality, let might make right, always boast of your victories

Anathema act with humility, give mercy without supplication, die with grace

Divine Attribute Strength or Charisma

Religious Symbol crown of teeth, tusks, horns, or antlers

Sacred Animal none

Sacred Colors brass, gray, red

DEVOTEE BENEFITS

Cleric Spells 1st: *noxious vapors* (Player Core 2 248); 3rd: *haste*; 5th: *impaling spike*

Divine Font harm

Divine Sanctification can choose unholy

Divine Skill Intimidation

Domains ambition, confidence, dragon (Divine Mysteries 264), might

Alternate Domains indulgence, nature, passion

Favored Weapon jaws or spear

In the early days the skies were gray, for Garhaazh found his joy in billowing smoke throughout the cosmos. His was the role of a smoldering menace, a predator who dwelt within obscuring miasma, ever in search of a worthy competitor. The role of predator and of prey were nebulous at this time, but Garhaazh saw them made fundamental in the bitter strife between his brother Dahak and his father Apsu. He watched with glee from between shadowed stars as the pair fought unto the precipice of oblivion. It awoke something vicious and horrible in Garhaazh's bilious heart. Such violence did not cause him to hesitate or to fear, it made him hungry.

It was a joy unlike anything he'd ever known.

In crude emulation he replicated what he assumed was the source of conflict between his family. He claimed himself the Primal King, the First King, the ruler of all he could see—a feat made all the easier by his habit for shrouding existence in choking smoke. Cernunnos emerged from the dark of the cosmos, bow in hand, to strike down the Primal King who had enshrouded the stars. Garhaazh felt a sting of delight in his bones when he first looked upon his foe. But when the first arrow was flung, Garhaazh was aghast. He had expected a grapple, the gouging of claws, the ripping of teeth—but to throw a barb from a grand distance? That was new. He had not conceived that violence could involve unexpected things. In the eyes of Garhaazh, this made Cernunnos a deceiver and, as a deceiver, this meant that deception was now a fair tactic—a fundamental tactic—in the flow of conflict. Cernunnos would not be the last to enlighten the Primal King to new ways in which to enforce his reign of brutal bluster.

Though no nation can claim to center Garhaazh as their chief deity, he has served as the inspiration to countless tyrants and usurpers across history.

His is the rhetoric of might making right, of self-important dominion, and of an ego that supplants the needs of the many in favor of short-term acts of carnage. In the modern era, he's firmly cast his gimlet eye upon Taldor. Since the start of Eutropia's reforms, the nationalist front of the Comolaudio Populi have rebuked her from the far-flung prefectures. Their sloganeering and protestations cloy for the return of a strongman leader. The Primal King offers boons to the most radical of these belligerents.

AVATAR

When casting the *avatar* spell, a worshipper of Garhaazh gains the following additional abilities.

Garhaazh Speed 50 feet, fly Speed 70 feet, ignore difficult terrain and greater difficult terrain;

Melee ♦ claw (agile, reach 10 feet), **Damage** 6d10+6 slashing; **Ranged** ♦ tail spike (range 60 feet), **Damage** 6d6+3 piercing



OTILAZ

THE ONE OF ALL

Areas of Concern alchemy, death, impermanence

Edicts learn from observed mistakes,

promote change and growth, accept the inevitable

Anathema seek immortality or enlightenment, become stagnant, believe yourself a learned master

Divine Attribute Intelligence or Wisdom

Religious Symbol alchemical symbol of the ouroboros

Sacred Animal amphisbaena

Sacred Colors black, blue, red, white

DEVOTEE BENEFITS

Cleric Spells 1st: *phantom pain*, 3rd: *curse of lost time*, 8th: *canticle of everlasting grief*

Divine Font harm or heal

Divine Sanctification can choose holy or unholy

Divine Skill Occultism

Domains change (*Divine Mysteries* 262), death, introspection (*Divine Mysteries* 266), soul (*Divine Mysteries* 269)

Alternate Domains abomination (*Divine Mysteries* 262), dragon (*Divine Mysteries* 264), sorrow (*Divine Mysteries* 268)

Favored Weapon jaws or mace

The One of All was never born and thus will forever be untarnished by the fallibility that any existence would inevitably bring. It's held eternally in the memory of Sarshallatu as the purest of her clutch, as the one who would have graced creation and brought meaning to all that could be seen. The name she had chosen for the ill-fated soul that Dahak brought crashing down upon the head of Apsu was to be Otilaz. And Otilaz was to be perfect.

In the fickle nature of the ineffable, Otilaz was not born—yet Otilaz does exist. Its quintessence stirred despite its material form being brutalized and cast limp upon the horrified visage of Apsu. It watched as Dahak gnawed upon one of its errant limbs and spat cursed words in a language that rattled the firmament and pulled fraying threads upon the Dark Tapestry. Otilaz looked upon its corpse, and it felt enlightened.

It knew it was meant to exist. It knew its material form held meaning; it invoked horror in a father, sorrow in a mother, and that it was known to be catalyst for both to its sibling. It wondered why such eternal powers could feel this way toward something that never was, and in contemplation of this truth it glimpsed enlightenment upon the nature of impermanence.

Otilaz dwells now on the periphery of all things that fade and rot, defined by its relation to those who bore it and that which saw it never made. The One of All is a chill touch of entropy, the warmth

of an infant's first laughs, and the cruel sting of a limb severed. In this modern age, Otilaz is known primarily in Geb—its worship brought by the adherents of the ravener, Karamorros, who fled Xin-Grafar upon the return of Tar-Baphon. Sacred texts now known by students of the Ebon Mausoleum as the *Sorrows of Sarshallatu* remain as some of the scant few pieces of lore concerning Otilaz within the mortal Universe.

But beyond the veil of death, Otilaz is a presence that haunts the Boneyard, well known to the psychopomps and a source of corrupting doubt to their ranks. When a psychopomp wavers in its purpose, it gazes upon Otilaz in the corner of their vision, their mask sundered, and their damnation as a *sahkil* is all but inevitable. Otilaz does not seem to deal such harm with intention, but rather by presence alone it coaxes a sense of futility and oblivion-seeking despair within the very quintessence of all but the most resolute of ushers. It's unknown why Pharasma tolerates the presence of the One of All, but some of the yamarajes postulate that the two are intertwined, with Otilaz as an entropic constant—a single thread on the tapestry of existence which, if pulled, might bring about its unraveling.

AVATAR

When casting the *avatar* spell, a worshipper of Otilaz gains the following additional abilities.

Otilaz Speed 70 feet, fly Speed 50 feet; **Melee** ♦ touch of nihilism (agile, reach 10 feet), **Damage** 6d10+6 void; **Ranged** ♦ glimpse of unmaking (range 60 feet), **Damage** 6d6+3 spirit



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SARSHALLATU

THE THUNDERING SONG

Areas of Concern dragons, potential, reality

Edicts feel privileged to witness wonders of creation, find value in being, change to better know yourself

Anathema change yourself for another, be consumed by temporary things, let others define your soul

Divine Attribute Wisdom or Charisma

Religious Symbol sun wheel composed of serpents

Sacred Animal all

Sacred Colors none

DEVOTEE BENEFITS

Cleric Spells 1st: *mindlink*, 3rd: *enthrall*, 5th: *summon dragon* (can summon any dragon, regardless of tradition); 9th: *unfathomable song*

Divine Font harm or heal

Divine Sanctification can choose holy or unholy

Divine Skill Arcana

Domains creation, dragon (*Divine Mysteries* 264), fate, time (*Divine Mysteries* 270)

Alternate Domains knowledge, magic, sorrow (*Divine Mysteries* 268), star (*Divine Mysteries* 269)

Favored Weapon jaws or sling

In a time before time, Sarshallatu was endless, like a great sea spreading out into the infinite horizon. She knew only that she existed and in the untethered reaches of mind unbound by trappings of physicality, she considered the idea of the self—and in the flickering moment in which she wondered if there might be more to her than the infinite that she was, she glimpsed something new. Something beyond herself, beyond her conception, beyond her perception. She laughed, and it thundered across what would become creation, for this something new was another being. She would call him the Waybringer, Apsu, and by indulging in his existence the infinite became finite and Sarshallatu ceased to be endless.

With Apsu came time, and it was a wonderful thing. It would give Sarshallatu memories to cherish. It gave her hope and trepidation for all that might come in time; a mate, a clutch of offspring, a cosmos to craft to their whims, worlds to paint with all potentialities of what could someday be. The infinite within the finite, the greatest gift she had ever conceived of, for all beings now to share.

But with time came change as well, and the laughter of eons would see a being once infinite learn about loss. Apsu and she would produce a clutch of offspring, but they were sadly lesser. They played vicious games and made countless calamities. They would fight and they would die, and from these losses, Sarshallatu learned contempt.

She pulled back from her offspring and her love, to shy away from the world of Golarion which she had hoped would have been their grandest endeavor. She had chosen

to be finite, to be known, to be of a state of being which no longer encompassed all things. To be something other than something that simply is. And once more she laughed, for she realized she was the cause of her suffering as much as she was the catalyst for her joys. The song of her laughter rumbled like thunder across creation, rattling the cosmos.

Few mortals directly worship Sarshallatu, and her name is more an exclamation of realization by draconic followers than it is an object of reverence. But as she was once infinite, her divine spark has a way of enkindling within the souls of any who will carry her song forward.

AVATAR

When casting the *avatar* spell, a worshipper of Sarshallatu gains the following additional abilities.

Sarshallatu Speed 60 feet, fly 70 feet, immune to immobilized; **Ranged** ♦ song of all triumphs and tragedy (range 120 feet), **Damage** 6d10+3 spirit



TURVU

THE SHIFTING PLANE

Areas of Concern death of ego, divinity, philosophy

Edicts travel and explore the world and other planes, seek to understand all sides of a conflict

Anathema deem anything purely good or evil without first seeking context, remain stagnant in the pursuit of exploration or knowledge

Divine Attribute Wisdom or Intelligence

Religious Symbol a prism with many sides reflecting many colors

Sacred Animal none

Sacred Colors white

DEVOTEE BENEFITS

Cleric Spells 1st: *illusory disguise*, 4th: *translocate*, 5th: *cloak of colors* (Player Core 2 242)

Divine Font harm or heal

Divine Sanctification can choose holy or unholy

Divine Skill Religion

Domains freedom, introspection (*Divine Mysteries* 266), knowledge, travel

Alternate Domains dragon (*Divine Mysteries* 264), perfection

Favored Weapon claws or staff

As Apsu and Sarshallatu imagined their offspring, they deigned that one needed to understand the responsibility that comes with divinity. Thus, Turvu was born. Yet as Turvu witnessed the turmoil and violence erupting within their own family, they fled the chaos boiling around them.

Turvu found themselves drawn to exploration rather than a stagnant lifestyle. They devoted their time to understanding each plane of existence and the variety of magic, resources, and beauty that could be found there. Through their travels, Turvu began to understand the very essence of divinity and found little use for the division of the good and the evil.

A being that exists beyond the binary of beliefs, Turvu's very consciousness spans multiple planes of existence, defying the conventional laws of space and time. Lithe and more serpentine than other dragons, with kaleidoscopic scales that seem to shift to match their surroundings, Turvu's features and general demeanor allow them to integrate on any plane, be it in Heaven, Hell, or beyond.

Turvu is generally patient and not quick to anger. They're also extremely humble by both draconic and deific standards. For what is a deity, but a power or force personified? Turvu understands that the godlike power they possess doesn't come from their own self, but rather from

the forces collected and shifting through the planes. It's a power they didn't earn, nor ask for. Therefore, why should they lord that power over others? They're a deity who truly does not seek worship.

Although Turvu doesn't actively seek to involve themselves in mortal struggles, they've amassed a small following. Effigies of Turvu can be found on nearly every plane, though most prominently in Hongal on the continent of Tian Xia. Most dragons who follow Turvu tend to be explorers or those on the outskirts of society. A small smattering of humanoids have found peace in the beliefs of Turvu, relinquishing unearned power for a simpler life to be free of the responsibilities of leadership. On the opposite end of the scale, some have taken Turvu's views on divinity to mean that one must seek out various forces of power and master them all.

AVATAR

When casting the *avatar* spell, followers of Turvu gain the following additional abilities.

Turvu Speed 60 feet; **Melee** ✦ claws (reach 10 feet), **Damage** 6d10+6 slashing; **Ranged** ✦ spirit siphon (range 60 feet), **Damage** 6d6+3 spirit



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YLUMA

THE LIVING PAGE

Areas of Concern knowledge, magic, self-acceptance

Edicts celebrate your victories and losses, embrace your unique strengths and innate gifts, nurture the flame of acceptance and knowledge in others.

Anathema intentionally mislead people away from understanding themselves, repeatedly deny who you are, treat your gifts as a curse

Divine Attribute Strength or Charisma

Religious Symbol a talon-tipped quill writing on a pale dragon scale

Sacred Animal non-venomous snake

Sacred Colors black and pale yellow

DEVOTEE BENEFITS

Cleric Spells 1st: *phantasmal minion*, 2nd: *telekinetic maneuver*, 7th: *retrocognition*

Divine Font heal

Divine Sanctification can choose holy

Domains confidence, glyph (*Divine Mysteries* 266), magic, truth

Alternate Domains knowledge, perfection

Divine Skill Arcana

Favored Weapon claws or khakkara

More than her kin, Yluma wielded magic with power. Magical currents coursed through her body, filling her frame with the power to raise mountains and level entire plains. Yet each awe-inspiring act came at an incredible cost. With

each miraculous feat, Yluma's form changed, becoming less distinct and whole. Yluma shared her fears with her father, but the Waybringer could do nothing to stop this change. He confided that in Yluma he could see a fragment of Sarshallatu's infinity. Yluma's body, no matter how powerful, would eventually be torn at the seams, unable to contain her mother's unbound vastness. And so, Yluma vowed to seek out Sarshallatu, hoping that her mother would help her get rid of such a curse. She traveled far and wide across the edges of creation. Her frame, pulled and stretched by the trials she faced, seemed on the verge of collapse when she finally reached her mother's lonely refuge. She gazed upon her divine mother, trying to take in all her vastness and power. Yluma looked at herself, feeling the soreness of her powerful muscles, tired and aching after the long journey. She traced the scars left by her battles, remembering how she bested all those who opposed her using her gifts. And she understood.

So, she returned to her kin, her body a monument to her triumphs and failures. She etched her knowledge and insights on her scales, giving her body a new shape, a magical frame that kept herself whole. Yluma's careful talons now shape the form of each arcane dragon, taking care to enshrine their essence within the patterns of their scales to make sure that they do not struggle as she struggled.

AVATAR

When casting the *avatar* spell, followers of Yluma gain the following additional abilities.

Yluma Speed 70 feet, fly 70 feet; **Melee** ♦ khakkara (reach 15 feet, shove, two-hand d10, versatile P), **Damage** 6d6+6 bludgeoning; **Ranged** ♦ arcane blast (range 120 feet), **Damage** 6d6+3 force



DRAGON PANTHEONS

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A pantheon is a group of related gods worshipped together. At the GM's discretion, champions and clerics can dedicate themselves to a pantheon instead of an individual deity. In such cases, the characters still worship a specific patron deity among those in the pantheon but also follow the edicts and anathema of the pantheon as a whole. A character who worships a pantheon this way can gain the domains, alternate domains, and spells from the pantheon instead of those from their patron deity. They must uphold the ideals of both their patron deity and the pantheon, though the patron deity's edicts and anathema take precedence.

More about pantheons can be found starting on page 236 of *Pathfinder Lost Omens Divine Mysteries*.



THE ANOINTING OF KINGS

Pantheon Members Apsu, Narriseminek, Shizuru

Areas of Concern rulership, judgment, lineage, fated authority

Edicts pursue perfection in yourself and others, help others seize their destiny, search for lost rulers

Anathema refuse a promotion, work against the fulfillment of prophecy, kill the last member of a noble line

Divine Attribute Strength or Charisma

Religious Symbol plume of orange and blue fire above a crown

DEVOTEE BENEFITS

Cleric Spells 1st: *sure strike*, 3rd: *enthrall*, 5th: *dreaming potential*

Divine Font *heal*

Divine Sanctification can choose holy or unholy

Divine Skill Diplomacy

Domains ambition, confidence, duty (*Divine Mysteries* 265), fate

Alternate Domains dragon (*Divine Mysteries* 264), tyranny

Favored Weapon mace

A movement worshipping these strange divine bedfellows as guardians of destiny and rulership has emerged since the Godsrain. With political, social, and military matters unsettled, acolytes of the Anointing of Kings yearn for a time of strong leaders and certain predictions. Some search hidden record books and genealogical libraries in hopes of finding worthy heirs that have been overlooked by the ages, while others seek personal power, hoping to ascend to thrones and rule over dominions. While all followers of the pantheon value ascension to glory and monarchy, significant disagreement simmers about how to achieve this goal. Those who favor Apsu and Shizuru advocate for slowing gathering power and legitimacy in hopes of a

diplomatic takeover. Narriseminek's faithful scoff at such incrementalist methods and push for the violent overthrow of regimes they don't consider legitimate.

ESSENCE DANCERS



Pantheon Members Brixori, Garhaazh, Turvu, Yluma

Areas of Concern the cosmos, ley lines, magic, synthesis

Edicts pursue fundamental truths, compare your experience to that of others, investigate new solutions

Anathema become stagnant or passive in your thinking, abandon magic, sequester useful discoveries or valuable information

Divine Attribute Intelligence or Wisdom

Religious Symbol four intertwined dragons

DEVOTEE BENEFITS

Cleric Spells 1st: *mindlink*, 3rd: *hypercognition*, 5th: *summon dragon* (can summon any dragon, regardless of tradition), 8th: *quandary*

Divine Font *harm* or *heal*

Divine Sanctification none

Divine Skill Nature

Domains creation, dragon (*Divine Mysteries* 264), knowledge, magic

Alternate Domains nature, secrecy

Favored Weapon claws or tekko-kagi (*Pathfinder Treasure Vault* 27)

Magical theory describes the four fundamental magical essences—life, matter, mind, and spirit—that undergird the practice of magic as it's known today, with the essences bound together in a dance of complex interactions to form the four traditions of magic. Followers of the Essence Dancers not only seek to understand these interactions but also see the dragon gods as embodiments of these forces and guides toward transcendent understanding of magic and the cosmos. Worship of the pantheon recently began at the Magaambya, likely a syncretistic combination of beliefs from visiting Taralu dwarven scholars and from scholars on the blending of arcane and primal magic traditions. Carried by travelers investigating magical phenomena or tracing the course of ley lines, the pantheon quickly spread across Golarion. Such pilgrimages are common among the faithful; journeys are undertaken in pairs, with ideal traveling partners wielding magic covering the spectrum of magical essences, such as a druid and bard traveling together. Congregations of the faithful are led by a tetrad, four worshippers who together command all four traditions of magic.





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Years ago, the sky above the Wall of Heaven was ablaze with the clash of mighty wings. Two dragons, their scales glittering like jewels in the afternoon sun, engaged in a fierce aerial battle, their roars echoing across the rugged peaks. I, Brother Kutsa Plai'nukool of the Dap-Cha Monastery, was witness to this battle and have taken it upon myself to recount the event as best I can, lest it be lost to the annals of history.

Soaring high above the clouds, the diabolic dragon, Xavius, surveyed the land below with his keen, scarlet eyes. Xavius had long ruled these mountains as a cunning tyrant with an iron claw, terrorizing the nearby villages and conscripting any able-bodied fighter into his hellish employ. But on this day, his domain was challenged by a formidable foe. A young empyreal dragon named Ciendre had heard of Xavius's reign of terror and came to defend the innocent villagers. A beacon of justice and majesty, Ciendre's golden scales were blinding in the afternoon sun, reflecting off the snow-capped peaks of the mountains below and sending a kaleidoscope of colors across the valley.

Xavius had no tolerance for the upstart's presence. With a mighty roar, he unfurled his wings and launched himself into the sky, determined to drive the intruder from his territory. Ciendre, sensing the approach of the older, more experienced dragon, readied herself for the impending clash. As Xavius drew near, the young dragon unleashed a searing blast of holy fire, the flames licking at the diabolic dragon's scales. Xavius roared in pain as the holy blast shriveled and burnt his hide, marring the glorious scales that had previously shimmered red, orange, and gold, mirroring the grim perfection of the fires from his home in Hell.

Xavius retaliated with a barrage of hellfire: balls of liquid flame, reeking of sulfur from the canals of Dis, rained down on Ciendre. Ciendre rolled and dodged the volley of attacks until one struck true, the flames sizzling as the blow pummeled into her brilliant wing.

The two dragons circled and dived, their claws and teeth clashing in a deadly dance. Ciendre's agility and speed gave her an advantage, but Xavius's greater size and strength allowed him to withstand the younger dragon's physical attacks.

As the battle raged on, the mountainsides below became the stage for a different kind of conflict. Adventurers, villagers, and monks from the local monastery, drawn by the sound of the dragons' roars, gathered to witness the spectacle, and some even dared to join the fray. A group of warriors armed with gleaming axes and bows, forced into Xavius's service, took aim at the battling dragons, their bolts finding purchase in Ciendre's wings and hide. The

young dragon faltered, surprised by the sudden assault, and Xavius seized the opportunity, his jaws clamping down on Ciendre's neck.

Ciendre, sensing the tide turning against her, knew she had to act quickly. Summoning the last of her strength, she unleashed her divine presence, throwing her radiant halo into the gathering group of humans. Her presence freed the conscripted warriors, their bows now turning on Xavius. A particularly skilled archer screamed in fury, loosing a single arrow at the diabolic dragon. As if guided with divine providence, the arrow impaled itself in Xavius's eye, maiming the dragon's vision. The blood from the wound rained down on the villagers below as they cheered for their newly established hero.

Xavius roared in frustration, turning his gaze upon the archer, his functional eye blazing with infernal rage. The crowd gasped as the archer collapsed, his body and mind wracked with the rancor of Hell that was unleashed through Xavius's magic retribution. Xavius's deep laugh sent tremors along the mountains below as the archer perished by Hell's Sting. However, the distraction caused him to loosen his grip, and Ciendre seized the chance to break free.

With a mighty flap of her wings, Ciendre soared higher, drawing Xavius into the clouds. The two dragons disappeared, their roars and the clash of their scales echoing through the mist. Below, the townsfolk watched in awe as the dragons vanished, their battle leaving a trail of destruction in its wake. The conscripted warriors, their weapons still humming from battle, exchanged glances, unsure of what to make of the spectacle they had witnessed.

As the sun began to set, those who had gathered made their way back to the nearby village, their minds racing with questions. Where had the dragons gone? Who would emerge victorious from their clash? And what other wonders and terrors might the Wall of Heaven hold?

I have witnessed, in my now advanced years, the story of the battle between Xavius and Ciendre spread, captivating the imaginations of those who heard it. For those of us who witnessed the battle firsthand, it's a story that would be passed on for generations of a true battle between Heaven and Hell. Neither Xavius nor Ciendre returned to the Wall of Heaven, and little has been heard of either dragon since.

Across the continent, and into the realms beyond, the clash between celestial and infernal forces continues, with the fate of worlds hanging in the balance. For those brave enough to venture into the heart of this conflict, the promise of glory and the risk of oblivion await in equal measure.



DRAGONS EXPANDED

Dragons are one of the most iconic creatures on Golarion. GMs can use dragons to fill a game with exciting foes, powerful patrons, or unexpected allies. This section provides advice and information on specific species of dragons, from their psychology to their physiology, presenting them as deadly and cunning foes or stalwart allies while making sure that each encounter with a dragon is memorable for your players. You'll find new abilities to make each dragon feel more unique, helping ensure that they remain unpredictable and exciting. In this section you'll also find the statistics for many dragons, whether they're returning faces that have been updated or reimagined or brand-new creations to unleash in your world, along with the statistics for the fearsome archdragons, the oldest and most powerful version of that type of dragon in the Pathfinder campaign setting. These awe-inspiring creatures represent the pinnacle of dragonkind and possess the power to shape the fate of your campaign.

USING DRAGONS

Dragons are often considered one of the most archetypal foes for aspiring heroes. They're introduced in stories as destructive forces that wield power no mere mortal can withstand or defy. Some fight stalwart heroes in their lairs with tooth and claw, while others bring destruction and misery across kingdoms, causing untold devastation throughout entire regions.

Because of this, it's tempting for many GMs to have their players fight a single high-level dragon in an epic, climactic battle. This can turn out to be frustrating for players instead of fun, however! Individual creatures that are much higher level than the player characters can be extremely deadly, and it's difficult for characters to effectively strike or affect such a creature with spells, making it feel like they're failing to accomplish anything. GMs who want the focused intensity of fighting a single dragon should instead consider adding level-appropriate hazards to the battlefield. For example, instead of an elite adult cinder dragon for a severe encounter, use a standard cinder dragon alongside 40 XP worth of *fireball*

runes, which the dragon intentionally sets off when they lure adventurers into their proximity.

Most importantly, remember that dragons are long-lived creatures who want to survive! While it might be tempting to have a dragon use Draconic Frenzy on adventurers every turn until the dragon dies, a dragon doesn't like being stabbed any more than a human does, and dragons certainly have far more to lose than a measly human lifespan if they're overcome in combat. Vary a dragon's tactics to reflect a will for survival, and encounters become much more interesting for players and GMs alike!

DRAGONS IN CAMPAIGNS

Dragons are powerful creatures who can challenge even the strongest of warriors in traditional combat, but their power as antagonists resides in their unique strengths. No two dragons should feel the same, approaching all problems by simply resorting to overwhelming physical strength or sheer power. Each dragon should use their unique gifts and outlook to oppose their enemies, cunningly using their abilities to ensure their own success.

For instance, an adamantine dragon could use their ability to make tunnels to create sinkholes and separate their enemies from one another before surging from the ground to tear apart the most vulnerable target with their powerful talons and jaws. On the other hand, a conspirator dragon could instead oppose the heroes more indirectly by targeting their support network and using their own position of power to sabotage the heroes' efforts or paint them as criminals in the eyes of any mortal allies.

Foreshadowing a dragon's unique power and personality allows you to paint them as an unforgettable villain. Rack up the tension and provide useful insights into their powers before the heroes are pushed into the inevitable confrontation with this deadly foe, transforming the encounter into a showdown where the heroes can use what they've learned to overcome otherwise impossible odds. Have the heroes encounter entire villages reduced to ash, with the ground burned so utterly that no plant will ever grow again on once fertile fields. Or leave a trail of conflicting eyewitness accounts all agreeing on a single apparently insignificant detail that may herald the dragon's arrival or act as a calling card that tips off the heroes about the dragon's plans while highlighting its arrogance.

The best way to make sure that your draconic antagonist is memorable is to truly flesh them out as an NPC. Behind all their actions, there should be an understandable and believable drive. A reclusive elder wyrmwraith might be terrified of meeting an untimely second end, preferring to act through intermediaries. But what if they were to oppose the characters more directly? What could cause them to take a more active role now, after millennia of careful planning and research? Do the heroes have something the dragon needs? And why is the dragon despoiling ancient temples of Pharasma? Sure, they might be doing so to acquire more power for power's sake, but what if they were driven by their

desire to reverse their undead nature and become free of the influence of the Void?

What if behind every action taken against the heroes by a conspirator dragon is not the wish to remain the power behind the throne, but to keep balance in the region, to make sure that no single power grows so strong that a new war is inevitable? Adding a goal and a drive to this dragon can help the heroes anticipate the dragon's actions and perhaps even score a more decisive victory against such a cunning foe.

Their complex motivations and unique personalities make dragons equally as likely to be on the heroes' side. A noble fortune dragon may provide assistance in the form of an item from their hoard while an oath dragon may be persuaded to fight alongside the heroes, at least until the greater threat is defeated once and for all. Some may take more of a personal interest in the heroes, becoming close friends or confidants, while others may be driven away by growing resentment for the heroes' actions.

Try to give a defining characteristic to each of your dragons. Physical characteristics are a good place to start: the pattern on the chest scales of an empyreal dragon resembling a divine flame shows their devotion to Sarenrae, while the deep network of scratches and scars on the thick plates of an adamantine dragon show their determination to never retreat from a fight. These details add texture to your story and immediately speak of the dragon's power and nature.

Although there are many commonalities between dragons of a certain type, each dragon should feel truly unique. Oath dragons might speak vows that bind their souls to that of another in a way that transcends words, but how an oath dragon sees or performs this sacred act should be different. An oath dragon might be truly fascinated by the nature of language, studying poetry across different cultures to learn more about the emotions and meaning behind each spoken word, while another may be more dogmatic, believing that an oath is a solemn promise that binds all parties into an unshakable and unequivocal pledge. A whisper dragon may participate in high society galas and develop a taste for the finer things in life, the rarer the better, while another may associate with an official government and spy network out of a sense of profound duty. Adding these details help ensure your dragons don't become stale over time.

Another way to truly make your dragons shine is through combat. Dragons should approach combat with a clear goal and tactics in mind, ideally one that truly plays to their strengths and exploits the heroes' weaknesses. They may rely on the protections of minions or cultists or on their own sheer power. If the fight takes place in the dragon's lair, consider how the dragon would have shaped this place to have the upper hand against an intruder. A wyrmwraith is incorporeal, so their lair may be sectioned off by impassable physical barriers that only their most trusted undead servants can bypass, while the lair of an adamantine dragon could be a series of tunnels protected by sharp blades and traps unable to penetrate the dragon's thick scales.

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Adamantine Dragon

The wings are covered in scales that collect on the wing hand and radiate out to the fingertips.

Their rock-like spine is made up of overlapping scales with thin plate-like spikes.

They have stubbier limbs that act as shovels or spades.

Gill plate scales along the bottom of the neck show large separation. It scallops into the form of the neck; this is an air intake.





ADAMANTINE DRAGON

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The massive adamantine dragons are as hardy as their namesake in both body and mind, dominating their foes with their impressive physical prowess. While they do have the power of flight, they are rarely seen in the skies compared to other dragons. Their dominion is the earth, using their massive claws and brute strength to dig complex layers of tunnels that reach down into lairs hidden deep within perilous rocky terrain. Even the adamantine dragon's favorite meals come from underground, where they hunt prey such as ankhravs and massive cave worms by using their tremorsense to pinpoint movement within the earth. It's a point of pride for a dragon to be able to bite through the hardest of objects, with young dragons competing to see who can eat through an ankhrav exoskeleton the fastest.

Though they'll consume vegetation in a pinch, adamantine dragons can also retain nutrients from mineral ores. Some adamantine dragons even drop off their children in deep mines where they can nibble on precious stones while their parents go off to hunt, unconcerned by the havoc their babies might wreak on mining operations. Canny adamantine dragons make deals with settlements to help them mine gems and metals in exchange for entertainment and treasures—or even babysitting, as adamantine dragons tend to be lax and uninterested parents.

Adamantine dragon eggs look like massive rocks and camouflage so well that parents often forget where they placed them, requiring help when they're too indifferent to search for their eggs. Those who form stronger relationships with humanoids use their treasures to hire eggsitters to search for a lair for the eggs and care for their incubation. Dragons who don't bother looking for a misplaced egg end up getting a pleasant surprise when their new infant suddenly appears.

An adamantine dragon hatchling emerges with a black or dark gray hide covered in large crusts of scales resembling boulders, helping them to hide in dark tunnels and blend in with their terrain. As the dragon grows, their scales spread out more evenly, lightening in color and thickening into heavier, harder adamantine that magnetically attracts more adamantine to their hide. The skymetal that clusters onto an adamantine dragon weighs them down and reduces their speed, making them less dexterous than some other dragons.

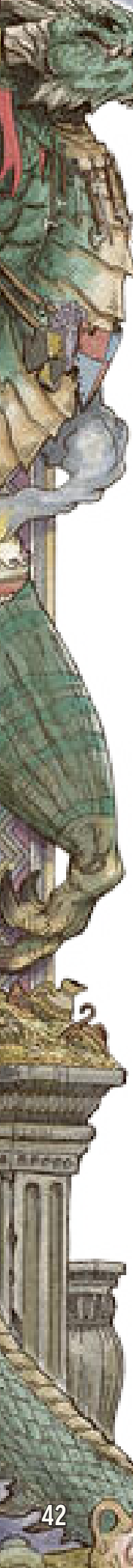
The older the dragon, the more metal they accumulate, but their powerful strength keeps their bulk from becoming a nuisance and they can easily take to the skies to swoop down on prey. Dragons who prefer to stay light on their feet remove excess scales and adamantine by rubbing against cliffsides and mountain faces, creating deposits of skymetal where they shed. Older adamantine dragons who

neglect their scales can get so covered in adamantine that they form a heavy crust similar to a turtle shell that weighs metric tons, rendering their wings useless. It's said that on rare occasions, adamantine dragons can be so overwhelmed by skymetal that they transform into serpentine adamantine elementals called adamantine metalweavers. Adamantine metalweavers supposedly weave paths between the Universe and the Plane of Metal, bridging the two planes of existence to make it easier to hunt creatures on both sides.

Adamantine dragons are extremely patient on a hunt and are willing to sit in wait for several days to get the satisfaction of a perfect kill. It's said that one dragon once waited over a thousand years for the reemergence of a hibernating kaiju that had escaped its jaws, sitting so still that they petrified into a mountain—only to spring to life once their prey finally reemerged from the bowels of the earth. This endless patience doesn't apply to social interactions, however, as adamantine dragons are difficult to sway once they've settled on an opinion and find too much talk both irritating and a waste of time. Persuasive arguments are of little use against an adamantine dragon; the best way to their heart is with a gift. As their lairs are filled with gems and minerals they find underground, these dragons prefer immaterial gifts such as a delightful performance or an entertaining story, though an impressive kill makes a lasting impression.

The culture of entertainment is a fascinating one to the adamantine dragons. Many of them delight in counting bards and talented performers they meet as part of their hoard, keeping an eye on their pet artists' careers and protecting them from harm. This has caused friction when a dragon covets the relationship another dragon or person has with someone they wish to befriend, waging petty wars and sometimes even resorting to kidnapping. Towns that seek protection from an adamantine dragon will hire entertainers to entreat with them or even put on plays where the dragon has a starring role. **Volish** (epicurean male ancient adamantine dragon), an elderly adamantine dragon who lives in the World's Edge Mountains, reportedly loves theater so much that he's the patron of several young talents, with his only request that they give him annual performances in return. These performances have become a small festival where playwrights and audiences gather to be entertained and even pitch their own ideas to the generous dragon. Some dragons prefer to watch sports, especially simulated combat, and have been known to hover over large festivals to bellow their support to their favored players.

Despite their love of stories and new experiences, adamantine dragons have little interest in the silly thing the tiny folk call "civilization" and are continually baffled



by dragons who choose to invest in knowledge and magic. While a history lesson might offer an interesting tale, it can't feed a hatchling or strengthen one's scales. The true power of a dragon, according to adamantines, is in their status as an apex predator, and they pride themselves on their hunting skills. Adamantine dragons are bemused by the crafts and academics of the tiny folk and even enjoy the fruits of such passion and creativity, but sneer at their fellow dragons pursuing the same, as they believe such arts do little to increase their power.

The relationships an adamantine dragon cultivates relies greatly on the individual dragon. While there is a culture of self-reliance among dragons, they don't hold other creatures to the same standards and see no shame in consorting with humanoids to get things they can't obtain themselves, like a pretty statue to decorate their lair. Many adamantine dragons form positive relationships with mountainside settlements, helping them protect their homes from other predators in exchange for gifts and offerings of food, though some prefer to bully the citizens into treating them like rulers. Adamantine dragons are especially known to respect dwarves for the way they manipulate metal and survive underground, often allowing dwarven travelers safe passage or granting them an audience even when they refuse to entertain other humanoids.

Adamantine dragons are fiercely independent, with their young graduating to social adulthood once they've killed something larger than themselves. Parents help their children find an appropriate site to build their own lair but maintain little contact afterward, trusting instinct to guide their offspring. Despite this, adamantine dragons are loyal to their own and defend each other when necessary. Unfortunately, most adamantine dragons believe that requiring such aid is a severe embarrassment and many would rather perish than reach out for help, lashing out at those who dare perceive them as being weak and creating a cycle of miscommunication and isolation.

Areas where adamantine dragons settle tend to have an abundance of adamantite. It's unknown whether the dragons' presence draws the material or the dragons naturally gravitate where the skymetal is plentiful, but many claim that adamantine dragons can sense areas that overlap with the Plane of Metal. Perhaps because of this supposed connection, adamantine dragons have a reputation for always knowing magnetic north, and their presence can cause compass needles to go haywire.

Not only can adamantine dragons sense metal, they can affect its composition. Shady merchants and entrepreneurial dragons have been known to shed adamantine dragon blood on ordinary metals, modifying them into a harder material and attempting to pass them off as low-grade adamantite. This faux adamantite, known as "dragon rust" for its reddish hue, is cheaper than real adamantite while being harder than most other metals, though it's incomparable to the real thing. Nevertheless, adamantine dragon blood has

proven a useful tool to improve low quality weapons and can make even a butter knife into a solid weapon.

ADAMANTINE ARCHDRAGON

CREATURE 21

RARE GARGANTUAN DRAGON PRIMAL

Perception +35; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 120 feet

Languages Aklo, Common, Draconic, Fey, Petran, Sakvroth, Talican

Skills Acrobatics +35, Athletics +42, Intimidation +36, Mining Lore +34, Nature +35, Survival +37

Str +10, **Dex** +5, **Con** +9, **Int** +5, **Wis** +6, **Cha** +7

AC 45; **Fort** +40, **Ref** +32, **Will** +35; +2 status to all saves vs. primal

HP 400; **Immunities** paralyzed, petrified, sleep; **Resistances** physical 20 (except adamantine)

Abandon Armor Once the adamantine dragon is reduced to fewer than half their Hit Points, their resistance is reduced by 10 and they gain a +10 circumstance bonus to their Speeds.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 41 (page 228)

Resilient Form ➤ **Trigger** The dragon is critically hit with a weapon or unarmed attack; **Effect** The archdragon's scales ward off deadly attacks. The dragon attempts a DC 14 flat check. On a success, the triggering attack becomes a normal hit.

Speed 50 feet, burrow 60 feet, fly 200 feet

Melee ➤ jaws +39 (magical, reach 20 feet), **Damage** 4d12+18 piercing plus Improved Grab (page 229)

Melee ➤ claw +39 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing plus Knockdown (*Monster Core* 359)

Melee ➤ tail +37 (magical, reach 25 feet), **Damage** 4d10+18 bludgeoning

Ranged ➤ rock +37 (brutal, range increment 150 feet), **Damage** 4d8+18 bludgeoning plus adamantine weight

Adamantine Body The dragon's unarmed melee Strikes are adamantine.

Adamantine Weight (earth, metal, primal) The dragon shapes rocks even after it throws them, capturing its prey. The creature struck must succeed at a DC 44 Reflex save or be immobilized. Creatures remain immobilized until they Escape and immediately fall if they're flying. The weight can be destroyed as an object with 40 Hit Points and 20 Hardness.

Avalanche Breath ➤➤ (primal) The dragon belches a mass of boulders that deals 17d8 bludgeoning damage in a 50-foot cone (DC 44 basic Reflex save). They can't use Avalanche Breath again for 1d4 rounds.

Burrowing Pounce ➤➤➤ **Requirements** The dragon is burrowed; **Effect** The dragon Burrows, then Leaps out of the ground, landing at a point within 40 feet. The dragon makes a melee Strike against a creature within reach when they land. If the Strike is a critical hit, the target is knocked prone.

Fast Swallow ➤ **Trigger** The dragon Grabs a creature; **Effect** The dragon uses Swallow Whole.

Draconic Frenzy ➤➤ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Avalanche Breath whenever they score a critical hit with a Strike.

Rock Tunneler The dragon can burrow through solid stone at a Speed of 40 feet. They can leave a tunnel behind if they desire.

Sky Below Stone ♦♦ (metal, primal) An eruption of skymetal blades churns the earth in a 40-foot emanation. The area becomes difficult terrain and creatures touching the ground take 8d8 slashing damage (basic DC 45 Reflex save). Creatures that fail the save are knocked prone and moved 20 feet in a direction of the dragon's choice.

Swallow Whole ♦ Large, 4d12+12 bludgeoning, Rupture 40 (Monster Core 360)

Throw Rock ♦ (page 230)

ALTERNATE ABILITIES

You can create a more unusual adamantine dragon by substituting any one of the following abilities for Burrowing Pounce, Draconic Frenzy, or Frightful Presence.

Cratering Smash ♦♦ The dragon smashes itself into the ground, cratering the earth in a 10-foot deep, 60-foot wide emanation. Creatures in the area are thrown into the air and must attempt a Reflex save with a DC equal to the dragon's Avalanche Breath.

Critical Success The creature lands on its feet.

Success The creature lands prone.

Failure The creature lands prone and takes 1d6 damage per every two levels of the dragon.

Critical Failure As failure, and the dragon can make a jaws Strike against the creature as a free action. It can only attack one creature that critically failed its save.

Magnetic Roar ♦♦ (metal, primal) With a mighty roar, the dragon attracts metal in a 60-foot emanation. Any unattended metal object of 1 Bulk or less flies to the dragon and sticks to their hide, granting a +2 item bonus to AC for 1 minute. Any creature holding a metal object of 1 Bulk or less must attempt at a Fortitude save with a DC equal to the dragon's Avalanche Breath DC or have their item pulled to the dragon and stuck for 1 round. A creature wearing metal armor instead must succeed at a Fortitude save against the DC + 2 or be pulled, taking 1d6 bludgeoning damage for every 10 feet it was moved, and become magnetically stuck to the dragon for 1 round. An object or creature can be unstuck with an Interact action.

Petrifying Blow (metal, primal) The adamantine dragon's attacks can turn creatures into sculptures to add to their hoard. A creature critically hit by the dragon's claw or jaw Strike must attempt a Fortitude save with a DC equal to the dragon's Frightful Presence. On a successful save, the creature is temporarily immune for 1 minute.

Critical Success The creature is unaffected.

Success The creature is slowed 1.

Failure The creature is slowed 2.

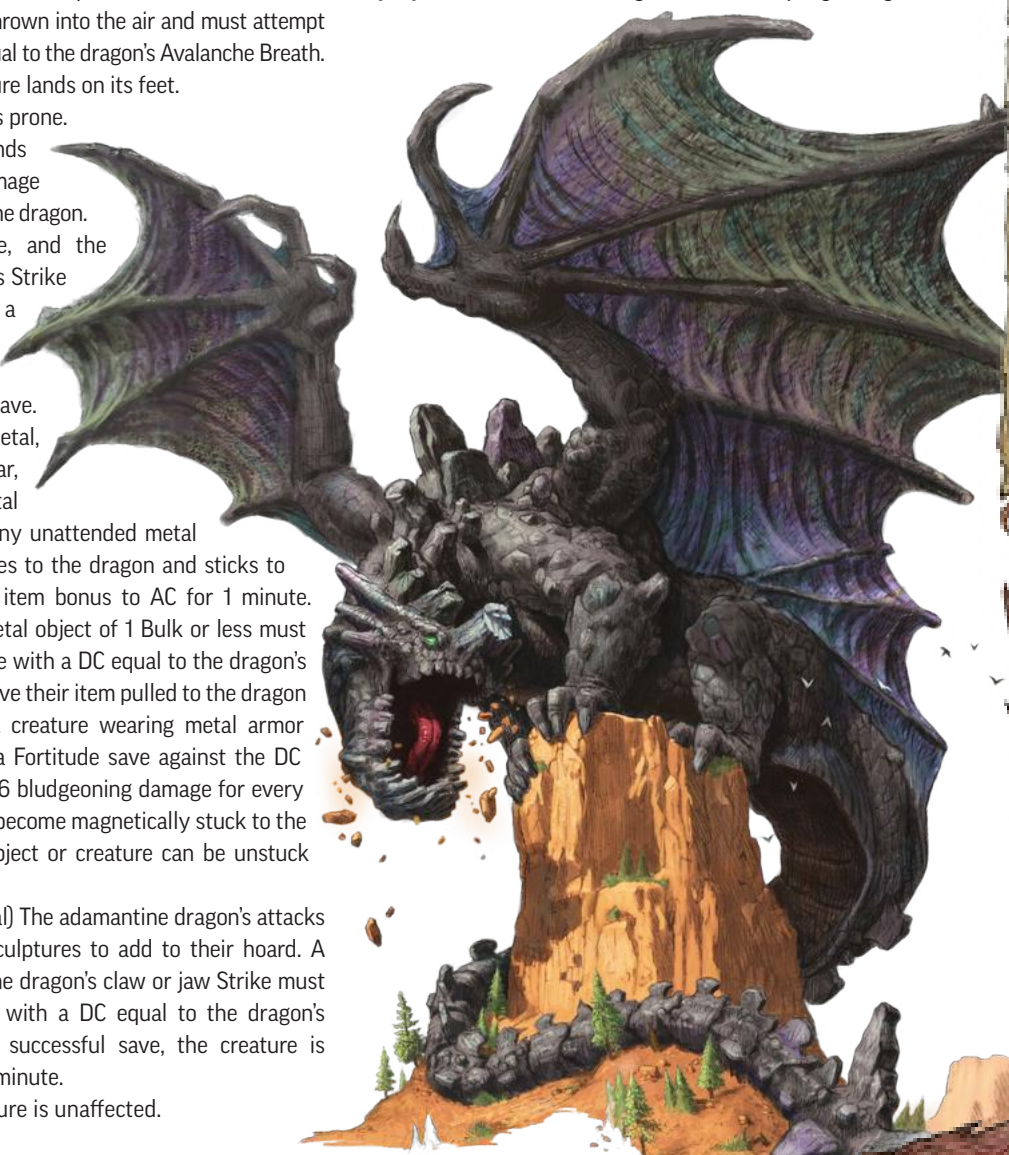
Critical Failure The creature is petrified permanently into adamantine.

Repelling Blast ♦♦ (metal, primal) **Frequency** one per day; **Effect** The dragon expels scales from their body in a 50-foot emanation. Creatures in the area take slashing damage equal to the dragon's Avalanche Breath (with a basic Reflex save of the same DC). The dragon receives the modifiers of Abandon Armor regardless of their Hit Points until after a night of rest.

Scything Wings ♦♦ **Requirements** The dragon has their Speed increased by Abandon Armor; **Effect** The dragon Flies and makes up to two claw attacks against different creatures along their flight.

ADAMANTINE ARCHDRAGON SPELLCASTERS

Primal Prepared Spells DC 44, attack +36; As ancient adamantine dragon (Monster Core 109) plus **9th** *implosion, falling stars*; **Cantrips** (9th) *caustic blast, detect magic, know the way, sigil, tangle vine*



Cinder Dragon

Combustibles are an essential part of a cinder dragon's diet, required to fuel their own internal flame.

Back fins can either lay flat or flare out.

scales most often are patterned in charred red, orange, and yellow, though some are predominantly white or have blue edges.

Fire incarnate, a blaze burns in the heart of these powerful primal dragons, and their blood boils in their veins.

As they age, their heat scorches anything that approaches too closely.



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Fire is one of the great forces in existence. Properly harnessed, it provides light to drive away the darkness and heat to keep a family alive in the depths of winter. It powers the furnaces used to cook meat and bake bread, forge weapons and armor, and transform alchemical marvels. It clears and renews land to cultivate crops and allow growth. And of course, in war, it blackens and burns enemies. Uncontrolled, fire kills without mercy, incinerates communities, and turns entire landscapes to ash. A cinder dragon embodies all of that and more.

Among the largest and most powerful of all dragons, cinder dragons are a force that can alter the lives and destinies of entire kingdoms. Perhaps no type of dragon has played a bigger role in shaping the modern Inner Sea. This is most evident in the conquest of Issia and Rostland centuries ago and the formation of modern-day Brevoy by the cinder dragon Khoralandrish, known to mortals as Choral Rogarvia, who was frequently accompanied by his paramours, Hakiraxuen and Orotrasz. Other cinder dragons have played similarly large roles in Avistan's history. Daralathylx, considered one of the most infamous, is known as the "Sixth King of the Mountains" due to his 2,000 years of terrible rampages across the Five Kings Mountains, Andoran, Isgar, and Druma. Even in recent years, cinder dragons continue to play a major role in Avistan. Though she acted primarily out of self-interest, the cinder dragon Naximarra's alliance with adventurers helped prevent western Avistan from becoming a giant stronghold under the rule of the storm giant tyrant Volstus. Another pair of cinder dragons, Sheblis and Tyrakis, long terrorized a huge swath of Belkzen, but when the Whispering Tyrant's return threatened their land and children, they joined forces with the nearby orcs to protect the hold.

Those who try to deal with a cinder dragon must accept a simple truth: they're playing with fire, sometimes quite literally. Most cinder dragons have a quick temper and can be prone to explosive outbursts. They typically demand respect and are quick to grow angry at those who don't give it to them, though this trait can sometimes be used against them by playing on their pride.

For most communities, a nearby cinder dragon is like a bottle of alchemist's fire. Handled carefully, they might be an ultimate deterrent to other monsters or would-be conquerors—after all, how dare any creature attempt to encroach on the dragon's territory with ill intent? But just like splashing alchemist fire can burn allies, so too must any neighbor be careful lest they are torched (intentionally or heedlessly) when the cinder dragon is provoked to anger. This dynamic leads some communities to actively dissuade thieves and adventurers from attempting to broach the

dragon's lair, for fear of the consequences should they be discovered.

Those who seek to curry a cinder dragon's favor may try to tempt one with valuables or food. Cinder dragons' diets consist largely of meat, which they only eat if it's thoroughly cooked to the point of being charred. Raw meat is absolutely revolting to most cinder dragons, and they might spit out freshly slain—or still living—food to give it more time to cook (sometimes with additional applications of their pyre breath to speed the process). Despite their preference, cinder dragons aren't completely carnivorous, and also supplement their diet with combustible materials, such as wood, coal, cotton, linen, or silk.

Simply reaching a cinder dragon can be a trying task. They frequently dwell in mountain caves and volcanoes, with high entrances that many creatures—i.e., thieves—could never reach. Some are perfectly content to lair in natural caves, but others seek out structures that they can turn to their own purpose. Lazier cinder dragons might be content to take over an abandoned castle or fortress, but more avaricious members of their kind might spot something to their fancy and force out the inhabitants either by intimidation or force. In the latter case, they then seek helpers to repair any damage they caused in the acquisition of their new home, or even just immediately abandon the structure entirely if the element that made them want it in the first place is damaged beyond repair. Such behavior often puts them in conflict with dwarves, and the worst cinder dragons frequently give their kind a bad reputation with the stout folk.

Cinder dragons often cultivate stronger relationships with other creatures that can withstand high heat. Kobolds who hatch near a cinder dragon are just as likely to be connected to the elements as to dragonkind, while other ancestries that live nearby might find children born as naaris influenced by fire and eventually brought into the dragon's service. Occasionally a group of flame druids will organize around a cinder dragon, seeing the creature as the ultimate expression of their order. Cinder dragons usually offer their protection in return for service, whether that's doing tasks that dragon is too large to easily accomplish or serving as guardians or ambassadors.

As much as any dragon, cinder dragons love treasure, particularly gems that can withstand the heat of their bodies and any lava in volcanic lairs. Gold and silver are also favorites, and they almost universally love to watch firelight flicker and dance on their mounds of coins. For volcano dwellers, they carve "treasure cellars" into the igneous rock walls of their homes and further line them with obsidian to insulate their gold and silver and give it some protection from

the heat. They routinely check on such vaults, which are often heavily trapped and warded to keep their contents safe.

Cinder dragons are rarely very religious—they're too focused on themselves. Of those that are, the cruelest look to Dahak, and find inspiration in his own destructive flames. Beyond Dahak and the other dragon gods, cinder dragons are usually drawn to aggressive deities that have a particular interest in fire. Among the most likely are Ragathiel, Atreia, Ymeri, and Lubaiko. Perhaps surprisingly, a relatively high percentage of cinder dragon worshippers put their faith in Angradd, the Forge-Fire. Thanks to their frequent proximity, cinder dragons who are open to cooperation with smaller creatures often find themselves intrigued by the tenets of the dwarven deity of offensive war. In Taldor's World's Edge Mountains, the group of dwarven champions of Angradd known as the Anvil's Edge has inducted the dragon **Adrosliis** (ardent female adult cinder dragon guardian) into their ranks. Their fiery arrival on a battlefield often heralds doom for the forces of evil.

Outside of the dragon deities, perhaps no god is as interested in luring cinder dragons into their faith as Sarenrae. Her followers often seek out cinder dragons in efforts to make sure they don't pose a threat, an approach that's not always met with charity by the dragons—though bringing enough gifts can often ensure the Sarenite ambassadors are allowed to return home unharmed. The goddess sometimes finds her way into the hearts of cinder dragons, even without her mortal followers' aid. Pilgrims brave the brutal heat of Qadira's Meraz Desert to the mountain home of **Takshinar** (inscrutable male ancient cinder dragon oracle of Sarenrae), who legend says speaks with the goddess's voice.

CINDER ARCHDRAGON

CREATURE 22

RARE GARGANTUAN DRAGON FIRE PRIMAL

Perception +39; darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Draconic, Pyric

Skills Acrobatics +35, Athletics +43, Diplomacy +40, Intimidation +42, Nature +40, Stealth +42

Str +10, **Dex** +5, **Con** +8, **Int** +6, **Wis** +7, **Cha** +8

Smoke Vision Smoke doesn't impair a cinder dragon's vision; they ignore the concealed condition from smoke.

AC 47; **Fort** +38, **Ref** +34, **Will** +36; +2 status to all saves vs. primal
HP 525; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 20

Dragon Heat (aura, fire, primal) 5 feet, 5d6 fire damage (DC 40 basic Reflex)

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 42 (page 228)

Boiling Blood ⚡ (fire) **Trigger** The dragon is critically hit with a melee attack; **Effect** The dragon's superheated blood spills onto the attacker. The target takes 12d6 fire damage (DC 45 basic Reflex save).

Reactive Strike ⚡ Jaws only (page 230)

Speed 70 feet, fly 210 feet

Melee ⚡ jaws +41 (fire, magical, reach 20 feet), **Damage** 4d12+16 piercing plus 2d6 persistent fire

Melee ⚡ horn +39 (magical, reach 20 feet), **Damage** 3d12+20 piercing

Melee ⚡ claw +41 (agile, magical, reach 15 feet), **Damage** 4d10+16 slashing

Melee ⚡ tail +39 (magical, reach 25 feet), **Damage** 4d8+16 slashing

Melee ⚡ wing +39 (agile, magical, reach 20 feet), **Damage** 4d8+16 slashing

All Becomes Flame ⚡ (curse, fire, primal) The dragon curses a creature within 60 feet to have its magic replaced with primordial flames. The creature must attempt a DC 43 Will save. Regardless of the result, the target becomes temporarily immune for 1 day.

Critical Success The creature is unaffected.

Success The creature is cursed for 1 round. While cursed, any damage the cursed creature would deal by any means becomes fire damage, regardless of the original damage type. The cursed creature can temporarily suppress the curse for 1 round as an action.

Failure As success, but the curse's duration is 1 hour.

Critical Failure As success, but the curse's duration is 1 day.

Blazing Wind ⚡⚡⚡ **Requirements** The dragon is able to use their Pyre Breath; **Effect** The dragon Flies up to their Speed in a straight line. At the end of their movement, a superheated gale blows out ahead of them in a 200-foot line that's 20 feet wide. Structures and vehicles might collapse or catch fire in the whirling inferno, as *earthquake*. In addition, any creature in the area must attempt a DC 45 Fortitude save. This ability counts as a use of the dragon's Pyre Breath.

Critical Success The creature is unaffected.

Success The creature takes 8d6 fire damage.

Failure The creature takes 16d6 fire damage and is knocked prone.

Critical Failure As failure, plus metal items are superheated and wooden items catch fire. The object takes 5d6 persistent fire damage, as does the creature wearing or holding it, though they can drop or take off the item to avoid taking the damage.

Draconic Frenzy ⚡⚡ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Pyre Breath whenever they score a critical hit with a Strike.

Pyre Breath ⚡⚡ (fire, primal) The dragon breathes a blast of flame that deals 22d6 fire damage in a 70-foot cone (DC 45 basic Reflex save). Creatures who critically fail their save catch on fire, taking 2d6 persistent fire damage. The area then fills with black smoke for 1 minute. This has the effects of *mist*, except it fills the cone's area. The dragon can't use Pyre Breath again for 1d4 rounds.

Stoke the Flames ⚡ (fire, primal) The dragon intensifies nearby fires. Every foe within 60 feet taking persistent fire damage takes 6d6 fire damage.

ALTERNATE ABILITIES

Some cinder dragons burn more or less fiercely, giving them different abilities than most of their kind. You can

adjust a cinder dragon of any age by substituting Draconic Frenzy, Frightful Presence, or Stoke the Flames for any one of the following abilities.

Cloud of Ashes ♦ (primal) The dragon blows a cloud of ashes and smoke out through their scales, surrounding themselves in a 15-foot emanation that lasts until the end of their next turn. All creatures within the cloud become concealed to both sight and scent, and all creatures outside the cloud are concealed to creatures within it. Any creature that enters the area or begins its turn in the area must attempt a Fortitude save with a DC equal to the dragon's Pyre Breath.

Success The creature is unaffected.

Failure The creature begins coughing and until the start of its next turn it must succeed at a DC 5 flat check if it attempts any action that requires it to speak, or it loses the action.

Critical Failure As failure, plus it must immediately spend its next action coughing.

Inextinguishable Aura (aura, fire, misfortune, primal) 90 feet. Flames burn underwater in this aura and cannot be doused

by non-magical water. When a creature within this aura attempts a flat check to end persistent fire damage, it must roll twice and take the worse result.

Inflame Emotions ♦♦ (emotion, fire, mental, primal) The dragon sends out a wave of heat that inflames emotions with 90 feet. Creatures within it must attempt a Will save with a DC equal to the dragon's Frightful Presence DC. Regardless of the results, they are then immune to Inflame Emotions for 1 minute.

Critical Success The creature can spend a reaction to make a melee Strike against a target of its choice.

Success The creature is unaffected.

Failure The creature immediately makes a melee Strike against a target of the dragon's choice. The creature cannot use reactions until the start of its next turn.

CINDER ARCHDRAGON SPELLCASTERS

Primal Prepared Spells DC 45, attack +37; As ancient cinder dragon (*Monster Core 2* 20), plus **10th** *cataclysm, indestructibility*; **9th** *massacre*; **Cantrips (10th)** *detect magic, ignition, message, read aura, sigil*



Conspirator Dragon

The most striking feature of a conspirator dragon's true form is the plating on the crowns of their heads, which resembles a face.

Wing webbing does not come back to the torso of the dragon, instead emanating from between the fingers and up to the elbow.



Tail is very worm-like, with several expanding sections and soft enveloping collars.

Conspirator dragons are slimmer than some of their bulkier kin, with gnarled, angular frames and flexible limbs. They're notable for the malleability of their bodies and the strangely flesh-colored hue of their scales.



CONSPIRATOR DRAGON

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Knowledge is a double-edged sword. The ignorant adventurer will never see the discarded skin of a conspirator dragon's disguise and recognize it for what it is. The ignorant town will never see the shadow of a conspirator dragon's wings darken the skies or be woken by the sound of one's roars. The ignorant empire will never sally forth to slay such a beast, or have tomes dedicated to tales of their tyranny.

The ignorant will never encounter a conspirator dragon. The informed are haunted by the knowledge that they can never be sure they haven't.

Most conspirator dragons rarely have occasion to reveal their true forms. Unlike many of their counterparts, conspirator dragons spend most of their lifespans presenting themselves as other ancestries, infiltrating societies, and building nexuses of intrigue and schemes. They accomplish this with a unique polymorphic effect that allows them to conjure a magical flesh suit replicating the appearance of a humanoid they have met, followed by the unnerving sounds of twisting flesh and cracking bones as the dragon distorts to fold their physical form into this humanoid container. Once settled into this disguise, conspirator dragons can remain so indefinitely, undetected by magic. Some conspirator dragons elect to remain disguised at all times to better avoid detection and maintain the charade of their humanoid existence.

Should their identity ever be revealed, conspirator dragons employ magic to alter witnesses' memories or use their smoke breath to cover a hasty escape. Singularly powerful older dragons can even affect the memories of those nearby with the weight of their very existence; these archdragons manipulate the memories of others as easily as breathing. If truly cornered, a conspirator dragon can destroy their disguise with explosive results; most conspirator dragons view this as the worst-case scenario, however, as doing so can often result in the end of an associated scheme.

These schemes are the inherent drive in all conspirator dragons: to manipulate, influence, and control the flow of events. Their plans range in size and scope, often increasing with age and experience. Younger conspirator dragons often plot small, local affairs, like slow takeovers of a town's businesses or system of government. Elder conspirator dragons weave vast, worldly conspiracies, such as the collection of information on an ancient civilization and the subsequent destruction of said information, consigning the civilization to oblivion outside the confines of the conspirator dragon's vast memory. This need for larger schemes as a conspirator dragon ages is as much a matter of sustenance as it is ego; though they are capable of eating and drinking in both their draconic and human forms, these actions only barely sate their appetites. A conspirator dragon consumes

the metaphysical weight of the decisions and lives they have influenced, and a larger and older dragon must consume more than their younger counterparts.

This drive for influence and control, combined with the conspirator dragon's preternatural ability to integrate with societies, often leads to contempt for other ancestries as small-minded and ignorant. Were it possible, a conspirator dragon would speak to their connections and relations with the same frequency as one might speak to a particularly nice chess set. However, any conspirator dragon destined for anything other than a life of narcissistic solitude and political schemes starved by their own social ineptitude learns quickly to mask this derision. Once revealed—or when speaking with others who know the dragon's identity—a conspirator dragon is quick to judge and belittle others, save for those who have been particularly loyal or useful to the dragon.

This sense of animosity and superiority extends to the dragon's contemporaries in subterfuge, the vizier and whisper dragons, both of which often become targets of a conspirator dragon's machinations. Whisper dragons are prized for their hoards of knowledge, and a conspirator dragon might even redirect suspicion to a whisper dragon, thus stirring an army, militia, or even unscrupulous adventurers into a frenzy to kill the whisper dragon and extract its knowledge and memories. A vizier dragon represents a chance to entrench the conspirator dragon's position, as they know full well the indignation of a manipulated populace. There is no gift to a conspirator dragon more delicious than evidence of a vizier dragon's latest protégé, and thus the newest prospective scapegoat for draconic influence.

Considering this condescending nature toward any being not of the conspirator dragon's kind and their innate tendency toward unscrupulous manipulations, conspirator dragons are only truly concerned with incursions and disruptions initiated by one of their own. Since a conspirator dragon in their flesh suit disguise is indistinguishable to both mundane and magical senses—even to their own kind—the conspirator dragon's natural predator is other conspirator dragons. A disguised conspirator dragon might find himself opposing a charismatic and manipulative rival, only to later discover that their engagement was against another conspirator dragon upon their opponent's demise. As conspirator dragons are among the few beings aware of their kind's widespread existence, it's ironic that they aren't immune to the paranoia that this knowledge carries.

This paranoia is often the downfall of older conspirator dragons. As their area of influence grows and their schemes become more complicated, an elder conspirator dragon might see the influences of their kind in the humble

goings-on of entire countries. Many outwardly corrupt or even senile tyrants have, in truth, been older conspirator dragons whose patience has waned with age and hunger, convinced they see the web of their peers and lashing out at thin air in retaliation. As the dragon's paranoia feeds on itself and grows, they might act against this perceived omnipresent threat with disproportionate aggression, thus calling attention to their schemes in ways that can drive their playthings to rebel or retaliate.

Though conspirator dragons are rare compared to other dragons, there are several prominent ones of interest. Foremost of these is the Countess Phisetta dis Alavir of Taldor, who ostensibly presents as a newcomer to the board of Taldan politics. In truth, she is the conspirator dragon **Vixalla** (gregarious female conspirator dragon witch), who maintains a stronghold and hoard in Oppara, the Taldan capital. Capricious and cruel, Vixalla was clever enough to concoct a persona that allows her haughty disdain to shine through in full force; she uses her influence to stir discontent in the territories of other nobles and expand her holdings, treating the underclass as pawns on the board of her grand machinations.

Northwest of Taldor, **Anandrixth** (ambitious female conspirator dragon infiltrator), granddaughter of Daralathylx, serves her grandfather's designs for conquest and her own ambitions of ownership. Shedding disguises and identities as often as a snake sheds its skin, Anandrixth instigates dissent and distrust within the Five Kings Mountains from every angle, stoking the embers of agitation wherever she may find them into the flames of the malcontent.

CONSPIRATOR ARCHDRAGON

CREATURE 20

RARE GARGANTUAN DRAGON OCCULT

Perception +36 (+38 to Sense Motive), darkvision, scent (imprecise) 60 feet

Languages Aklo, Common, Draconic, Shadowtongue, Sussuran, Tien; telepathy 100 feet

Skills Acrobatics +36, Athletics +36, Deception +41, Diplomacy +39, Intimidation +39, Lore (any one region or settlement) +37, Occultism +37, Performance +35, Society +37, Stealth +35

Str +10, **Dex** +6, **Con** +8, **Int** +7, **Wis** +8, **Cha** +11

AC 44; **Fort** +32, **Ref** +34, **Will** +36; +2 status to all saves vs. occult

HP 450; **Immunities** controlled, paralyzed, sleep

Forgetfulness Aura (aura, mental, occult) 120 feet. Each creature that ends its turn in the aura must attempt a DC 42 Will save. On a failure, the creature's memory of the dragon, including any disguise the dragon used, fades away 1 minute after the creature leaves the aura. The memories are filled in with false memories to explain details, such as attributing the dragon's Smoke Breath to a nearby fire or any collateral damage in a settlement to past battles. On a success, the creature becomes immune to the aura for 24 hours. The aura is suppressed while the dragon is wearing their Conjured Disguise.

Retract Body  **Trigger** The dragon is hit or critically hit by an attack made by a creature the dragon can see; **Effect**

The dragon retracts the targeted body part or twists away to avoid the attack, gaining a +2 circumstance bonus to AC against the triggering attack.

Speed 60 feet, climb 60 feet, fly 220 feet

Melee  jaws +38 (magical, reach 15 feet), **Damage** 4d8+18 piercing

Melee  claw +38 (agile, magical, reach 10 feet), **Damage** 4d6+18 slashing

Melee  tail +36 (magical, reach 20 feet), **Damage** 4d10+18 bludgeoning

Ranged  mental blast +38 (mental, range 100 feet), **Damage** 6d6+10 mental plus numbing blast

Occult Innate Spells DC 42; **9th** *dominate*, *mind probe*, *mind reading* (at will), *rewrite memory*; **4th** *charm* (at will), *rewrite memory* (at will)

Conjure Disguise (manipulate, occult, polymorph) **Frequency** once per day; **Effect** The dragon conjures a perfect flesh suit replica of a humanoid they've seen of their size or smaller and compresses themselves into it, along with generating appropriate clothing for the humanoid. This process takes 1 minute to complete, during which the dragon is off-guard. If the dragon stops or is interrupted in this process, the suit is destroyed. Once the process is complete, the dragon can remain in this disguise indefinitely.

The transformation has the effects of Change Shape (page 228), except that the disguise is not actively magical in nature and doesn't register as magical to *detect magic* and similar effects. The dragon loses Retract Body while transformed.

If the dragon is critically hit while wearing the disguise, the suit is destroyed and immediately explodes. This has the effects of Detonate Disguise, except that creatures use the outcome one degree of success better than they rolled on their save.

Detonate Disguise  (occult) **Requirements** The dragon is wearing their conjured disguise; **Effect** The dragon erupts from the disguise, destroying it. The explosive revelation deals 21d6 bludgeoning damage to creatures in a 5-foot emanation with a DC 42 basic Reflex save. A creature that fails its save is dazzled for 1 round as it becomes covered in scraps from the disguise. Any creature sharing a space with the dragon after they erupt is pushed into the nearest empty space.

Draconic Frenzy  The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge Smoke Breath.

Numbing Blast (mental) A creature damaged by the dragon's mental blast is off-guard until the end of the dragon's next turn.

Rushed Transformation  (concentrate, occult, manipulate, polymorph) **Frequency** once per hour; **Effect** Using the aid of magic and an exhausting amount of effort, the dragon quickly reshapes their body into the form of a generic humanoid figure. This has the effects of *humanoid form* except that it lasts only 1 minute, and the dragon doesn't gain the +4 status bonus to Deception as the transformation makes use of the dragon's body to crudely mimic a humanoid form. The dragon can Dismiss the effect. Whenever the effect ends,

the dragon leaves behind scraps of magically conjured flesh, which could give away the dragon's presence.

Smoke Breath ♦♦ (occult, poison) The dragon unleashes a noxious cloud of smoke that deals 18d6 poison damage in a 70-foot cone (DC 42 basic Fortitude save). The smoke remains for 1 minute. This has the effects of *mist*, except it fills the cone's area. The dragon can't use Smoke Breath again for 1d4 rounds.

Sneak Attack The dragon's Strikes deal an additional 4d6 precision damage to off-guard targets.

ALTERNATE ABILITIES

Conspirator dragons often accrue a variety of talents in line with the story of their disguises, and more than any other dragon might choose to hone skills that serve them in their chosen guises at the cost of prowess in their draconic forms. Though most practice the art of subtle manipulation, a particularly brash dragon might play the part of a more physically violent puppet tyrant, content to openly leave power to simpering advisors while secretly manipulating their desires. Such a conspirator dragon might draw on abilities or feats from classes like the barbarian, fighter, swashbuckler, or even gunslinger to maintain the charade.

Most conspirator dragons, however, spend their days among the societies of other ancestries as advisors, confidants, and other such roles that hold the ear of those in power; thus, it's most common to encounter conspirator dragons with affinities for diplomacy, planning, and subterfuge to better empower their designs. Such a conspirator dragon can easily be made by replacing their Draconic Frenzy, Retract Body, or Rushed Transformation abilities with one of the following options.

Apex Paranoids Conspirator dragons fear more than any one of them would admit; holding power comes with the fear that power will be lost or stolen. The dragon has the quickened condition and can use the extra action only for Feint, Seek, and Sense Motive actions.

Mental Feedback ☞ (concentrate, emotion, mental, occult) **Trigger** A creature uses a magical mental effect against the dragon; **Effect** The dragon uses their mental blast against the triggering creature. On a critical hit, the mental effect is disrupted.

Obscure Revelations (occult) When the dragon is subject to a detection, revelation, or scrying effect, the GM rolls a secret counteract check (*Player Core* 431) with a counteract rank of half the dragon's level (rounded up) and a modifier equal to the dragon's Will. The dragon

becomes aware of effects counteracted this way and their sources, then provides false information of its choosing.

Occult Whisperers After conversing with a creature for 10 minutes, the dragon can cast one of its occult innate spells targeting the creature by weaving it into the conversation. Spells cast in this way lose the manipulate trait and gain the linguistic trait.

CONSPIRATOR ARCHDRAGON SPELLCASTERS

Occult Prepared Spells DC 42, attack +34; As ancient conspirator dragon (*Monster Core* 112) plus **9th** *phantasmagoria*, *telepathic demand*^{PC2}; **Cantrips (9th)** *daze*, *detect magic*, *figment*, *message*, *telekinetic projectile*



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Coral Dragon

short and powerful tail, split at the end to provide additional propulsion.

Each coral dragon's "lair" is the entire reef to which they lay claim, whether it is a tiny atoll or a massive barrier reef stretching over hundreds of miles.



Their wings scoop a large amount of water and then fold like an umbrella as they push back to create a jet of force behind them, propelling them forward.

Their ability to instantaneously traverse vast distances and materialize anywhere on the reef's surface ensures that the dragon can swiftly and decisively act to protect their watery realm should the need arise.



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The oceans of Golarion are sweeping expanses of breathtaking beauty, home to a diverse array of alien creatures and plants entirely unlike anything that can be encountered on dry land. Among the most wondrous sights to be found in the depths of its tropical and subtropical waters are vast reefs of vibrant coral, unfathomably complex self-contained ecosystems teeming with countless marine species, ranging from the humble microorganisms that make up the base of the food chain to a plethora of fish, invertebrates, aquatic reptiles, and marine mammals. Beautiful, of course, yet each and every one of these varied life forms ultimately pales in comparison to the reefs' unquestioned luminaries, the magnificent coral dragons—a sentiment universally held among the foremost authorities on both the reefs and their inhabitants, who also happen to be the dragons.

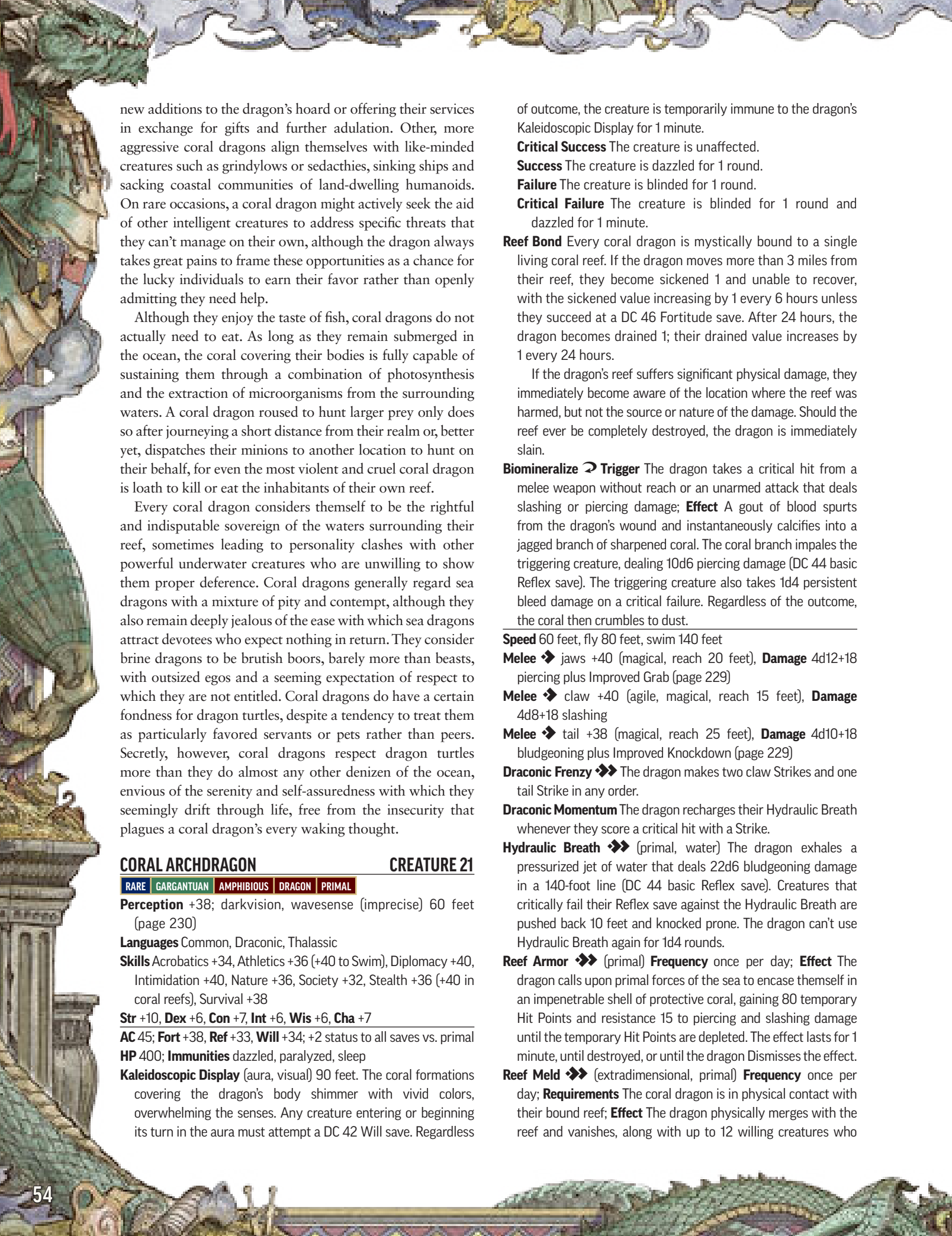
Few who have ever encountered a coral dragon would deny that they are possessed of a singular vanity and obsession with their own appearance, although most would also find themselves hard-pressed to refute it. A fully grown coral dragon is a creature of unmatched splendor, a majestic vision covered with iridescent scales draped in intricately manicured gardens of living coral, bursting with every color of the rainbow. Coral dragons take just as much—or more—pride in the majesty of the reefs over which they reign, painstakingly tending to every inch of their domains with unmatched attention to detail to ensure that they, as well as the living multitudes they contain, remain as diverse and healthy as they are beautiful. Arrogant and aloof, coral dragons live for flattery, and the quickest way to make a positive impression on one is to massage their ego without being so blatant as to insult their intelligence. In the long term, however, they tend to be even more favorably inclined toward creatures who demonstrate respect and care for the well-being of their reefs, which they consider to be extensions of themselves. Nor are they wrong, for a coral dragon's life force is inextricably intertwined with that of their reef, and should either the reef or the dragon perish, the other will not be far behind. Very little happens within the bounds of a coral dragon's reef without their knowledge.

Coral dragons don't hoard treasure in a single location. Considering themselves first and foremost to be artists, and their undersea kingdoms the canvas upon which they work, coral dragons prefer instead to collect objects of beauty to adorn their bodies and incorporate into the lush gardens of coral that constitute their reefs, carefully cultivating a unique display expressly envisioned to embellish the singular beauty of each individual item. While some coral dragons aggressively seek treasures to add to their collections, plundering the lairs of other aquatic creatures or deliberately sinking ships

to steal the valuables they carry, most coral dragons prefer to claim items freely given as gifts or tributes, a practice they encourage through a well-publicized willingness to shepherd sufficiently appreciative travelers safely across their treacherous reefs. The dragons' concept of what constitutes value sometimes differs from common expectation, however. Offerings of brightly colored and multi-hued items are invariably much more desirable to a coral dragon than drab or monochromatic ones, regardless of their utility or monetary worth; a priceless but unadorned magical artifact or a king's ransom in identical gold coins would almost certainly be of little interest to most coral dragons, whereas a vividly colored ceramic mosaic or stained glass window pane would be all but guaranteed to win their approval, regardless of its condition.

Coral dragons are solitary by nature as well as by necessity, as their innate and unbreakable bonds with their home reefs afford them few opportunities to encounter others of their kind. Only on rare occasions—always heralded by a unique natural event, such as the formation of a new land mass by a deep-sea volcanic eruption or a period of rapid coral growth resulting from a sudden fluctuation in ocean temperature—are the coral dragons who dwell in the surrounding areas drawn away from their reefs to congregate at the location of the triggering event, granting them a brief opportunity to socialize and find mates. These unions are invariably short-lived, as the coral dragons' self-centered natures are not conducive to the formation of healthy long-term relationships, even without accounting for the imminent need to part ways and return to their own reefs. They do, however, result in a small clutch of three to four buoyant, spongy eggs. Once laid, each egg is cast into one of the warm ocean currents flowing past its parent's reef and left to drift, sometimes for hundreds of miles. Eventually, the egg comes to rest on a suitable surface and begins to stratify into the foundational structure of a new coral reef, from which a coral dragon hatchling emerges shortly thereafter.

Some sages have postulated that the predominantly solitary existence of a coral dragon is also the root of the creature's narcissistic and solipsistic behavior, driving their compulsion to desperately seek affirmation from other beings wherever possible. Fortunately, coral reefs also tend to attract communities of aquatic beings such as merfolk, azarketis, and athamarus, most of whom are all too happy to regularly shower a coral dragon with the praise they crave or even revere them as a deity in exchange for protection, as well as for the positive effects their presence has on the local ecosystem. Many coral dragons direct their devotees to act as emissaries to other nearby communities, trading for



new additions to the dragon's hoard or offering their services in exchange for gifts and further adulation. Other, more aggressive coral dragons align themselves with like-minded creatures such as grindylows or sedachies, sinking ships and sacking coastal communities of land-dwelling humanoids. On rare occasions, a coral dragon might actively seek the aid of other intelligent creatures to address specific threats that they can't manage on their own, although the dragon always takes great pains to frame these opportunities as a chance for the lucky individuals to earn their favor rather than openly admitting they need help.

Although they enjoy the taste of fish, coral dragons do not actually need to eat. As long as they remain submerged in the ocean, the coral covering their bodies is fully capable of sustaining them through a combination of photosynthesis and the extraction of microorganisms from the surrounding waters. A coral dragon roused to hunt larger prey only does so after journeying a short distance from their realm or, better yet, dispatches their minions to another location to hunt on their behalf, for even the most violent and cruel coral dragon is loath to kill or eat the inhabitants of their own reef.

Every coral dragon considers himself to be the rightful and indisputable sovereign of the waters surrounding their reef, sometimes leading to personality clashes with other powerful underwater creatures who are unwilling to show them proper deference. Coral dragons generally regard sea dragons with a mixture of pity and contempt, although they also remain deeply jealous of the ease with which sea dragons attract devotees who expect nothing in return. They consider brine dragons to be brutish boors, barely more than beasts, with outsized egos and a seeming expectation of respect to which they are not entitled. Coral dragons do have a certain fondness for dragon turtles, despite a tendency to treat them as particularly favored servants or pets rather than peers. Secretly, however, coral dragons respect dragon turtles more than they do almost any other denizen of the ocean, envious of the serenity and self-assuredness with which they seemingly drift through life, free from the insecurity that plagues a coral dragon's every waking thought.

CORAL ARCHDRAGON

CREATURE 21

RARE GARGANTUAN AMPHIBIOUS DRAGON PRIMAL

Perception +38; darkvision, wavesense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Thalassic

Skills Acrobatics +34, Athletics +36 (+40 to Swim), Diplomacy +40, Intimidation +40, Nature +36, Society +32, Stealth +36 (+40 in coral reefs), Survival +38

Str +10, **Dex** +6, **Con** +7, **Int** +6, **Wis** +6, **Cha** +7

AC 45; **Fort** +38, **Ref** +33, **Will** +34; +2 status to all saves vs. primal

HP 400; **Immunities** dazzled, paralyzed, sleep

Kaleidoscopic Display (aura, visual) 90 feet. The coral formations covering the dragon's body shimmer with vivid colors, overwhelming the senses. Any creature entering or beginning its turn in the aura must attempt a DC 42 Will save. Regardless

of outcome, the creature is temporarily immune to the dragon's Kaleidoscopic Display for 1 minute.

Critical Success The creature is unaffected.

Success The creature is dazzled for 1 round.

Failure The creature is blinded for 1 round.

Critical Failure The creature is blinded for 1 round and dazzled for 1 minute.

Reef Bond Every coral dragon is mystically bound to a single living coral reef. If the dragon moves more than 3 miles from their reef, they become sickened 1 and unable to recover, with the sickened value increasing by 1 every 6 hours unless they succeed at a DC 46 Fortitude save. After 24 hours, the dragon becomes drained 1; their drained value increases by 1 every 24 hours.

If the dragon's reef suffers significant physical damage, they immediately become aware of the location where the reef was harmed, but not the source or nature of the damage. Should the reef ever be completely destroyed, the dragon is immediately slain.

Biomineralize  **Trigger** The dragon takes a critical hit from a melee weapon without reach or an unarmed attack that deals slashing or piercing damage; **Effect** A gout of blood spurts from the dragon's wound and instantaneously calcifies into a jagged branch of sharpened coral. The coral branch impales the triggering creature, dealing 10d6 piercing damage (DC 44 basic Reflex save). The triggering creature also takes 1d4 persistent bleed damage on a critical failure. Regardless of the outcome, the coral then crumbles to dust.

Speed 60 feet, fly 80 feet, swim 140 feet

Melee  jaws +40 (magical, reach 20 feet), **Damage** 4d12+18 piercing plus Improved Grab (page 229)

Melee  claw +40 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing

Melee  tail +38 (magical, reach 25 feet), **Damage** 4d10+18 bludgeoning plus Improved Knockdown (page 229)

Draconic Frenzy  The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hydraulic Breath whenever they score a critical hit with a Strike.

Hydraulic Breath  (primal, water) The dragon exhales a pressurized jet of water that deals 22d6 bludgeoning damage in a 140-foot line (DC 44 basic Reflex save). Creatures that critically fail their Reflex save against the Hydraulic Breath are pushed back 10 feet and knocked prone. The dragon can't use Hydraulic Breath again for 1d4 rounds.

Reef Armor  (primal) **Frequency** once per day; **Effect** The dragon calls upon primal forces of the sea to encase himself in an impenetrable shell of protective coral, gaining 80 temporary Hit Points and resistance 15 to piercing and slashing damage until the temporary Hit Points are depleted. The effect lasts for 1 minute, until destroyed, or until the dragon Dismisses the effect.

Reef Meld  (extradimensional, primal) **Frequency** once per day; **Requirements** The coral dragon is in physical contact with their bound reef; **Effect** The dragon physically merges with the reef and vanishes, along with up to 12 willing creatures who

are touching the reef, into an extradimensional space where they can neither affect nor be affected by the outside world. The effect lasts indefinitely or until the dragon Dismisses it. Once merged, the dragon can spend 1 minute traveling to and emerging from any point on their reef, regardless of distance.

ALTERNATE ABILITIES

Some coral dragons can raise massive watery tentacles from the seas around them to pummel or grapple their foes. To make a dragon with this ability, replace Draconic Frenzy with the following.

Grasping Waves ◆◆ (primal, water) The dragon conjures five watery tentacles from unoccupied water-filled squares of their choice within 30 feet and attempts a single Athletics check against the Fortitude DC of every creature adjacent to a tentacle and no more than 10 feet above the water's surface. On a success, the creature is grabbed (Escape DC equal to the DC of the dragon's Hydraulic Breath). On a critical success, or a success against a creature already grabbed, the target is dragged below the surface and begins to drown. All tentacles disappear at the end of the dragon's next turn unless the effect is Sustained and a new Athletics check is rolled for all existing tentacles.

The growths covering a coral dragon's body can include many different species, some of which produce a potent natural poison. To make a dragon with this ability, replace Biomineralize with the following.

Palytoxin (poison) Any creature who takes damage from the dragon's jaws, claws, or tail attack, or who Strikes and does damage to the dragon with an unarmed attack, takes 1d6 poison damage (2d6 for ancient and archdragons) and must attempt a Fortitude saving throw (DC equal to the DC of the dragon's Hydraulic Breath).

Success The creature is unaffected.

Failure The creature's enfeebled condition increases by 1 until the end of its next turn, to a maximum of 3. If the creature is already enfeebled 3, it becomes drained 1 instead.

Critical Failure As failure, except the creature's enfeebled condition increases by 2 instead of 1.

The most powerful coral dragons can call upon the innumerable tiny creatures dwelling within their reefs for aid. To make a dragon with this ability, replace an ancient or archdragon's Reef Armor with the following.

Primal Tide ◆◆◆ (concentrate, manipulate, water)

Requirements The dragon is within the bounds of or no

more than 25 feet away from their reef; **Frequency** once per hour; **Effect** The dragon calls tens of thousands of tiny marine creatures from the crevices in their reef, which pour over a 50-foot emanation in a clawing, biting, stinging swarm. Every creature in the area that is fully or partially submerged in water must succeed at a basic Reflex saving throw (DC equal to the DC of the dragon's Hydraulic Breath) or take piercing damage equal to half that dealt by their Hydraulic Breath and an equivalent amount of poison damage. The dragon can specify any number of creatures within the area to be spared. All summoned creatures disperse at the end of the dragon's turn.

CORAL ARCHDRAGON SPELLCASTERS

Primal Prepared Spells DC 44, attack +36; As ancient coral dragon (Monster Core 2 123) plus **10th nature incarnate**; **9th implosion, wrathful storm**; **Cantrips (10th)** detect magic, know the way, prestidigitation, spout^{PC2}, stabilize; **Rituals** DC 44; commune (Nature only), control weather



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Despair Dragon

The false eyes on the head are actually made of horn material. The edges of the horns are grown over with flesh.

Much of the despair dragon's body is covered in loose skin. The torso is shrunk, as they feed on fear rather than flesh.

Older dragons use their tongue decoy to deceive potential prey, lulling them into a false sense of security before springing the trap.



DESPAIR DRAGON

Rulers and tyrants have known for ages that fear is one of the most efficient tools to wield in the fierce scramble for power. Despair dragons spend their lives researching and perfecting the use of this tool for their needs, fascinated by the applications, resistances, and origins of the universal feeling of terror. Though the general population looks on them with fear and disdain, these dragons are not inherently sadistic, as most assume. They view fear from a lens of respectful curiosity, astutely observing the physical and emotional changes that overcome the frightened.

Despair dragons are duplicitous creatures by nature. On the one hand, they strive to be as abhorrently terrifying as they can, to bask in the fear they generate. On the other hand, they understand that sentient beings can become desensitized to too much terror. As a result, these dragons rarely act on impulse, instead tending to solve problems in circuitous manners to cover every foreseeable contingency. They're also patient creatures with long lifespans, so they're happy to bide their time until their schemes fall into place. They've likely got several backup plans just in case.

Ultimately, most despair dragons can be described as ambiverts. Though they're skilled at manipulating others through their decoys, these occult dragons feel at home in their shadowy lairs, which remain a sanctuary for them when they need some solitude to contemplate their research. Whether on the outskirts of a small settlement or hidden in vaults deep beneath a major city, the despair dragon's lair serves two purposes: to house their treasures and to frighten those who would attempt to infiltrate their home. The dark and narrow passageways are labyrinthine and strewn with chains, cobwebs, and the bones of previous unsuccessful intruders to maximize the ominous ambiance. What infiltrators might also fail to realize is that a network of secret tunnels and silent alarms keeps the dragon apprised of where their guests are, and hidden traps wait for those who aren't cautious.

A despair dragon's hoard tends to be relatively orderly, as they mainly collect books, scrolls, and works of art that they might wish to reference in their research. Their collections usually focus on local folklore and urban legends, so that they can better understand—and oftentimes perpetuate—the fears of their neighbors. They have encyclopedic records of local crimes, plagues, and otherwise unexplained phenomena from which to draw inspiration, and through their whisper networks, they keep abreast of the zeitgeist to know what frightens the nearby populace most. Despair dragons who can change their shape might emulate librarians, archivists, journalists, or psychologists so they can study, copy, and sometimes steal relevant research material.

Despair dragons don't always resort to violence if they don't have to, sometimes seeing their prey as unworthy of their theatrical efforts. However, as they are fiercely protective of their lairs and identities, they might feel obligated to tie up any loose ends if someone should discover their precious secrets. In a fight, they unleash an ear-splitting shriek which steals the screams from their enemies and slows them down. They can also sense fear in their prey, making it much easier to locate their targets in otherwise difficult visibility. The long neck of a despair dragon can stretch an impressive length to land a quick bite or lend an extra intimidating edge when it appears suddenly out of the darkness.

A despair dragon on the hunt prefers to use the surrounding environment to frighten their prey before sneaking up on them. Failing a stealthy approach, they pivot to intimidation and heavy use of theatrics to cow their enemy and taste their terror. These dragons are omnivorous, eating whatever is convenient when not being observed, but they do tend to make a show of eating recent kills in the presence of those they wish to frighten. This has led to the rumor that they crave the adrenaline of a creature who died while terrified. In reality, despair dragons must occasionally ingest fear to survive.

While they aren't necessarily opposed to working with other despair or conspirator dragons, this can prove difficult if the involved parties do not adequately communicate their machinations to one another. They're slow to trust, having seen how quickly the desperate might abandon their principles entirely when presented with their worst fears. A despair dragon wouldn't describe himself as fearless—they appreciate the place that fear has in self-preservation and relish the rare occurrence that can actually frighten them.

Certain creatures who also deal in fear can find themselves unwittingly aiding the schemes of a despair dragon, including will-o'-wisps, boggards, and poltergeists. When possible, the despair dragon subtly lures these creatures to settle near their own lair, in the hopes that they'll help to frighten any who stray into their domain. On the other hand, despair dragons tend to abhor azatas, angels, and especially delight dragons, seeing their joy and optimism as nothing but naivety in the face of the true horrors of the world. They avoid lingering near these cheerful annoyances as best they can.

Despair dragons are generally solitary creatures, as they prefer to have their own domain to observe without competition. They're still compelled by the biological urge to proliferate their species, however, and beginning at adulthood, they usually begin to include reproduction in their list of important schemes, though finding another despair dragon can be challenging. To account for this,

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despair dragons who are ready to find a mate release certain pheromones that make them easily identifiable to their own kind. Once the scent has been picked up on, the dragons confirm the match telepathically.

It can't be said that despair dragons are particularly loving parents. Though they dutifully care for the egg during the incubation period to make sure it survives, once it has hatched, they often become absorbed in their own machinations once again. The parents generally split up once the hatchling stage has passed, leaving the young dragon to fend for itself in the wild. There are exceptions to this where the partners remain together for life, though it's usually more driven by the paranoia of betrayal by their partner than it is by any sort of affection.

Despair dragons aren't necessarily religious, but those who are tend to be most intrigued by Zon-Kuthon and his followers than other sects. Some might assume this is because the dragons benefit from the pain his followers inflict, but this is a misconception. They're far more fascinated by the many ways that fear intersects with worship of the Midnight Lord, examining such topics as followers overcoming their own fears to show devotion to their god, or the plight of those who might not wish to follow Zon-Kuthon but do so out of fear of retribution.

When a despair dragon dies, their skeleton typically remains and calcifies as a final frightening reminder of their presence. The rest of their tissues decay and leave a marred and twisted patch of earth behind. As their magic dissipates and any lingering sway they might have had over the area lifts, people of the region might feel relieved, as if a great weight has been lifted from their shoulders.

DESPAIR ARCHDRAGON

CREATURE 22

RARE GARGANTUAN DRAGON OCCULT

Perception +38; greater darkvision, fearsense (precise) 60 feet, scent (imprecise) 60 feet

Languages Common, Draconic; telepathy 90 feet (page 362), *truespeech*

Skills Acrobatics +37, Athletics +39, Deception +38, Diplomacy +38, Intimidation +41, Occultism +35, Society +35, Stealth +39

Str +10, **Dex** +6, **Con** +5, **Int** +6, **Wis** +6, **Cha** +8

Fearsense (emotional, mental, occult) The dragon senses all creatures with the frightened condition at the listed range.

AC 47; **Fort** +34, **Ref** +36, **Will** +38; +2 status to all saves vs. occult **HP** 415; **Immunities** fear, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 120 feet. DC 45 (page 361)

Consume Fear ⤵ (occult) **Trigger** A creature within 60 feet loses the frightened condition; **Effect** The dragon feasts upon the fear that leaves the triggering creature's body, gaining 9d8 temporary Hit Points that last for 1 minute.

Unbidden Thoughts ⤵ (fear, emotion, mental, occult) **Trigger** The dragon is critically hit with a weapon or unarmed attack; **Effect** The attacker's mind fills with visions of their worst fears that overwhelm their senses, and they must choose

one of the following results: either the triggering attack becomes a normal Strike, or the critical hit is unaffected but the triggering creature becomes frightened 2.

Speed 60 feet, fly 180 feet

Melee ⬥ jaws +39 (magical, reach 20 feet), **Damage** 4d12+22 piercing

Melee ⬥ claw +39 (agile, magical, reach 15 feet), **Damage** 4d10+22 slashing

Melee ⬥ tail +37 (magical, reach 25 feet), **Damage** 4d8+20 piercing

Occult Innate Spells DC 45; **9th fear** (at will), *wave of despair*; **Constant (5th) truespeech**

Draconic Frenzy ⬥⬥ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Shrieking Breath whenever they score a critical hit with a Strike.

Inspire Dread ⬥⬥ (concentrate, emotion, fear, linguistic, mental, occult) The despair dragon telepathically communicates with a creature within 90 feet, listing their deep-seated fears. The creature takes 16d6 mental damage and must attempt a DC 45 Will save. Regardless of the result, the creature becomes temporarily immune to Inspire Dread for 24 hours.

Critical Success The creature is unaffected.

Success The creature takes half damage and becomes frightened 1.

Failure The creature takes full damage and becomes frightened 2.

Critical Failure The creature takes double damage and becomes frightened 3.

Look Behind You ⬥ (occult, teleportation) **Trigger** The dragon successfully Hides from a creature within 90 feet; **Effect** The dragon teleports to a space directly behind the target creature. The dragon immediately becomes detected unless their chosen position has cover or another means to remain hidden.

Shrieking Breath ⬥⬥ (occult, sonic) The dragon lets out a cacophonous sound made of every scream the dragon has drawn from a terrified enemy, dealing 23d6 sonic damage in a 30-foot cone (DC 45 basic Will save). Creatures who fail their Will save must spend the first action of their next turn doing nothing but screaming. The dragon can't use Shrieking Breath again for 1d4 rounds.

Tongue Decoy (manipulate, occult) The despair dragon inflates several bladders at the end of their tongue to create the basic form of a creature. This process takes 1 minute to complete, during which the dragon is off-guard. If the dragon stops or is interrupted in this process, the bladders deflate, and the dragon must start over. Once the process is complete, the dragon can maintain the inflated bladders indefinitely, and can Dismiss to deflate the bladders and retract their tongue instantly.

The inflated tongue takes the basic form of an animal or humanoid, and can be inflated to be either Small or Medium. The form resembles the general silhouette of a creature, though closer inspection and success at a DC 30 Perception check can determine the true nature of the tongue. While inflated, the dragon can send their voice through the decoy, though keeping

their tongue inflated makes it difficult to speak, causing the dragon to take a -4 circumstance penalty to any checks related to speaking, such as Deception checks to Lie.

The dragon's tongue can extend up to 90 feet from the dragon's body, and they can fully extend their tongue as part of the process to inflate the bladders. The dragon can move the inflated part of their tongue up to 15 feet at a time with an action, which has the concentrate, manipulate, and move traits. While extended, the inflated end of the tongue occupies space as a creature of the appropriate size, but the rest of the tongue doesn't impede or block movement in any way. The dragon's scent functions through cilia at the end of the tongue, but otherwise the dragon has no means of knowing what's near their tongue.

Attacking the tongue is the same as attacking the dragon, except that the tongue is always off-guard. If the tongue takes any damage, it immediately deflates and remains extended. The dragon is off-guard as long as their tongue is out, but the dragon can retract their tongue with 2 consecutive Interact actions. If the tongue takes damage, the dragon can't use their Tongue Decoy again for 1 day.

ALTERNATE ABILITIES

Despair dragons can develop different ways of using fear to their advantage. You can apply the following adjustments to a despair dragon of any age.

Despair dragons who specialize in whipping a populace into hysteria using urban legends and regional fears can shape this terror into a semi-physical form. To make a dragon with this ability, replace Unbidden Thoughts with the following.

Manifest Fear ♦♦ (auditory, concentrate, illusion, manipulate, mental, olfactory, visual) The despair dragon creates an illusory image of a creature referenced in local superstition. This functions as *illusory creature*, heightened to a rank equal to half the dragon's level. The damage die of the illusory creature's Strikes increases to d6s against creatures with the frightened condition.

Some despair dragons can implant false memories in the minds of others. To make a dragon with this ability, replace Draconic Momentum with the following.

Cursed Memories (aura, mental, misfortune, occult) 90 feet. Creatures near a despair dragon can't trust their own minds. When any creature in the aura attempts a skill check to Recall Knowledge, they must roll twice and take the lower result.

The best place to sow fear is from the shadows. To make a dragon with this ability, replace Draconic Frenzy with the following.

Lights Out ♦♦ (darkness, occult)

The despair dragon belches an impenetrable darkness that

encompasses a 30-foot emanation. Light does not enter the area and any non-magical light sources, such as a torch or lantern, do not emanate any light while inside the area, even if their light radius would extend beyond the darkness. This also suppresses magical light of a spell rank equal to half the dragon's level or lower. Light can't pass through, so all creatures in the area except for the dragon can't see outside.

DESPAIR ARCHDRAGON SPELLCASTERS

Occult Prepared Spells DC 45, attack +37; As ancient despair dragon (*Monster Core 2* 124) plus **10th** *fabricated truth*; **9th** *overwhelming presence*, *phantasmagoria*, *wails of the damned*; **Cantrips (10th)** *detect magic*, *figment*, *haunting hymn*^{PC2}, *message*, *telekinetic projectile*



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Diabolic Dragon

The wings are tattered, but not in a way that renders them useless. The pattern of tears resembles burnt holes in paper.

The edge of the wings are thicker than the rest of the wing, as if it has a fleshy rope running around the perimeter of the membrane.

The horns appear to have once been one clean shape, but have splintered into secondary spikes. The jaw is a broken mess of overgrown teeth. The material of the jaw is red and wet, almost like ground meat.

The sternum plate is jagged and broken into the shape of a wicked hook.

The arms, neck, legs, and tail all have webbing that runs along the medial seam of the body. Tail hooks run forward along the medial webbed seam.



DIABOLIC DRAGON

The numerous paths that can lead a mortal creature to the service of Hell are as varied as they are circuitous. Befitting a creature best known for its duplicity and guile, the various tales of precisely how diabolic dragons came to ally themselves with devilkind are numerous and fraught with inconsistencies. Those most favored by the dragons tell of an ancient dragon in possession of so persuasive a tongue and so calculating a mind that their legal chicanery was capable of ensnaring even Asmodeus. Word of this dragon eventually reached the Archfiend, who appeared before the dragon and offered them anything they desired if they could craft a contract so impeccable that even he could not find a loophole in it. The dragon accepted, and when the document was complete, Asmodeus pored over the document for a century and a day, even employing the aid of a host of Hell's most accomplished phistophiluses to scrutinize it for weaknesses he could exploit, but he could find none. True to his word, Asmodeus returned to the dragon and told him to name his prize.

"I want nothing more," the dragon replied, "than the divine privilege of serving the Prince of Darkness and Law for all eternity, for there exists no other being who could ever make proper use of my talents to their full potential."

The accuracy of this account is, of course, impossible to confirm or deny, with the facts further obfuscated by numerous other documented claims made by various diabolic dragons regarding their own origins. One posits that they are in fact a living extension of Hell; another, that they are the reborn souls of especially devious dragons whose wickedness was rewarded with elevation into a new form upon their deaths; and still another that they are merely another path whereby shades condemned to Hell can climb the ranks of the damned. These latter theories are supported by the supposed fact that no mortal has ever seen a diabolic dragon hatchling or egg, although it's far from certain whether this is actually true, the claim most frequently having been made by the dragons themselves.

Whatever the truth of their origins, it's undeniable that a diabolic dragon is an unmatched savant in the art of judicial rhetoric, easily capable of drafting legalistic webs to rival the work of Hell's greatest barristers by the time they reach adulthood. Equally undeniable but far less widely understood is the fact that despite their appearance, general disposition, and loyalties, diabolic dragons are not true fiends, an important distinction that has eluded many a mortal who attempted to deal with one according to the well-documented devilish protocols. Unlike a devil, a diabolic dragon is under no metaphysical obligation to keep their word or allow themselves to be bound by the terms of any

contracts they might devise, nor are they subject to spells or magical effects specifically targeting devils or other fiends. While most diabolic dragons still observe these rules as a matter of convention, partially out of personal pride and partially to keep the upper hand by maintaining the illusion of being so restricted, it's not uncommon for a devil to call upon a diabolic dragon to negotiate on its behalf with a particularly cunning target, secure in the knowledge that the dragon can freely violate the terms of the agreement should circumstances require it.

As participants in the strict hierarchy that governs all things infernal, nearly all diabolic dragons serve one of two masters. The draconic legion known as the Wrathwing, led by **Azhadar** (tyrannical female diabolic archdragon commander), reports directly to Moloch, the brutal general who oversees Hell's armies from his massive fortress in Malbolge, enforcing the archdevil's will throughout the mortal Universe under the threat of total destruction by all-consuming waves of hellish flame. The dragons of the Open Claw, led by **Tetzkalmaz** (thrill-seeking female diabolic archdragon tempter), swear fealty to Mephistopheles, originator of the infernal contract and undisputed master of duplicity, for whom they are sworn to spread the institution of tyranny by law and loophole. A minority of particularly ancient and powerful diabolic dragons allegiant to neither faction dwell within the city of Dis, where they serve in the personal vanguard of Dispat, Lord of the Second, and are only rarely dispatched to the Universe on the Iron King's official business. Interestingly, there also appear to exist a vanishingly small number of dragons who have forsworn service to Hell entirely, trading exclusively in draconic contracts rather than infernal ones. The most well-known of these supposedly roams Avistan in human form under the name **Sylas Marlowe** (quiet male adult diabolic dragon advocate), presenting himself as public counsel and offering legal representation to the downtrodden in exchange for little more than a promise of some future favor. Those aware of Marlowe's true nature are understandably skeptical of his motives, but his talent is unassailable; numerous devilish envoys are known to have sought him out and attempted to force him back into service to Hell, only to dejectedly depart upon being presented with ironclad dispensation that unequivocally grants him permission to continue his activities.

The specifics of a diabolic dragon's obligations to their infernal masters vary from dragon to dragon. However, they generally outline what is expected of the dragon in furtherance of Hell's interests, as well as the compensation they can expect to receive in return for fulfilling their duties. For most dragons, that compensation takes the form of the

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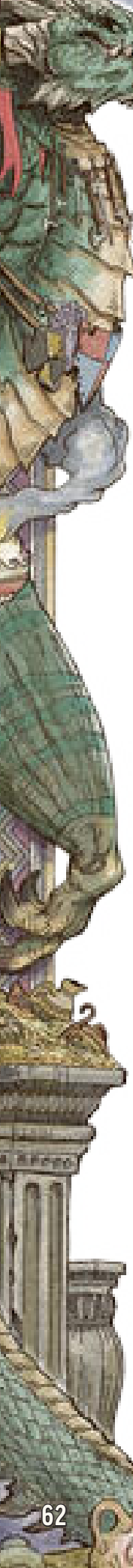
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authority, influence, and resources they are due as an official agent of the infernal realm, combined with the right to claim a personal percentage from the souls they procure on Hell's behalf, which the dragon stores within gems enchanted specifically for this purpose. The precise benefit to a diabolic dragon in accumulating soul gems remains unknown; while there exists no shortage of creatures who consume mortal souls as a source of power or sustenance, diabolic dragons do neither. Attempts to extract an explanation from the dragons have resulted in predictably contradictory answers. What is certain is that a soul so collected remains in the dragon's possession, never actually arriving in Hell unless the dragon relinquishes it. Diabolic dragons have been known to use this point as leverage when negotiating for the souls of particularly wicked mortals, suggesting that inclusion in a dragon's hoard is clearly preferable to the eternity of torment that would otherwise await them upon their inevitable condemnation to Hell after death. Unlike souls that become shades after their judgment by Pharasma, those claimed by a diabolic dragon retain the personalities and memories they had in life, which can make them an invaluable source of information for the dragon—or for anyone willing to bargain with the dragon for access.

A diabolic dragon typically keeps at least two lairs: one located within the Hellish domain of the archdevil to whom they have sworn fealty, and one in whichever region of the Universe they have selected as their base of operations. Regardless of its location, a diabolic dragon's lair tends to be fairly sparse and utilitarian, as they usually choose to accumulate material wealth in the form of bank accounts and property investments rather than glittering heaps of gold and jewels, the better with which to exert influence over the lives of mortals. While a few are known to have amassed vast personal libraries of legal lore or infernal contracts, most keep only a collection of soul gems containing souls ensnared by the dragon's machinations. As most diabolic dragons only occasionally return to one or both lairs, the majority of their time spent conducting business elsewhere, they usually leave the protection of their homes and property in the hands of minions—usually lesser devils whose services are provided as a stipulation of the dragon's arrangement with Hell, although some dragons foster relationships with communities of like-minded creatures willing to trade their loyalty for protection or reward. They also enjoy outfitting their lairs with devious traps, particularly favoring magical hazards that can shunt unwitting intruders directly into one of the more remote or hazardous corners of Hell, where the dragon's devilish allies can deal with them at their leisure.

DIABOLIC ARCHDRAGON

CREATURE 23

RARE GARGANTUAN DIVINE DRAGON UNHOLY

Perception +37; greater darkvision, scent (imprecise) 60 feet, smoke vision

Languages Aklo, Chthonian, Common, Diabolic, Draconic, Empyrean, Necril, Pyric

Skills Acrobatics +37, Athletics +43, Deception +38, Diplomacy +40, Hell Lore +37, Intimidation +38, Legal Lore +39, Religion +39, Society +37, Thievery +37

Str +12, **Dex** +6, **Con** +9, **Int** +6, **Wis** +8, **Cha** +9

Smoke Vision Smoke doesn't impair the dragon's vision; they ignore the concealed condition from smoke.

AC 48; **Fort** +40, **Ref** +36, **Will** +36; +2 status to all saves vs. divine

HP 480; **Immunities** fire, paralyzed, sleep; **Weaknesses** holy 20

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 44 (page 228)

Hell's Sting ⤵ (divine, mental, unholy) **Trigger** The dragon is critically hit with a melee attack; **Effect** The dragon channels the rancor of Hell back through the body of their foe, overwhelming it with an infernal assault on the mind. The triggering creature takes 12d6 mental damage with a DC 46 basic Will save. Holy creatures use an outcome one degree of success worse than they roll on their saving throw.

Reactive Strike ⤵ (page 230)

Speed 80 feet, fly 200 feet

Melee ⬥ jaws +42 (fire, magical, reach 10 feet, unholy), **Damage** 4d12+22 piercing plus 2d6 fire

Melee ⬥ claws +42 (agile, fire, magical, unholy), **Damage** 4d8+22 piercing plus 2d6 fire and Improved Grab (page 229)

Melee ⬥ tail +40 (fire, magical, reach 15 feet, unholy), **Damage** 4d8+22 bludgeoning plus 2d6 fire and Improved Knockdown (page 229)

Divine Innate Spells DC 46, attack +38; **10th gate** (to Hell only); **9th divine immolation** (at will), *falling stars* (fire only), *wall of fire* (at will); **8th summon fiend** (phistophilus only; at will); **7th interplanar teleport** (at will; self only); **Cantrips (10th) ignition**

Diabolic Fire Any fire damage that a diabolic dragon deals, including fire damage from spells, is imbued with the unholy power of Hell to scorch the spirit as well. A creature takes spirit damage instead of fire damage if that would be more detrimental to the creature (as determined by the GM). A diabolic dragon is immune to the diabolic fire of other diabolic dragons, the fire from *divine immolation*, and similar effects.

Diabolic Impalement ⬥ (attack, unholy) **Requirements** The dragon has a creature grabbed or restrained in its claw and doesn't already have a creature impaled; **Effect** The dragon attempts an Athletics check against the creature's Fortitude DC. On a success, the dragon drives the creature through the bony protrusion on their chest, dealing 7d10 piercing damage (doubled on a critical success). The creature is grabbed while on the protrusion and can attempt to Escape as normal. The dragon's claws become free to Grab other creatures, and the dragon doesn't need to use additional actions to keep the impaled creature grabbed. If the dragon moves, they bring the grabbed creature along with them.

An impaled creature takes 2d10 spirit damage at the end of each of its turns, as the bone drives itself deeper to pierce the creature's soul. If the creature dies from this spirit damage, its soul becomes condemned to Hell. A creature condemned to Hell in this way can't be resurrected except by a wish ritual, divine intervention, or reclaiming the soul from Hell.

Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hellfire Breath whenever they score a critical hit with a Strike.

Hellfire Breath ♦♦ (divine, fire, unholy) The dragon unleashes a blast of infernal fire that deals 24d6 fire damage in a 70-foot cone (DC 48 basic Reflex save). The dragon can't use Hellfire Breath again for 1d4 rounds.

ALTERNATE ABILITIES

With the powers of Hell at their disposal, diabolic dragons can have a multitude of different abilities. You can apply the following adjustments to diabolic dragons of any age.

Some diabolic dragons can steal the faces and memories of those whose souls they possess, wearing them as disguises with which to deceive potential victims. To make a dragon with this ability, replace frightful presence with the following.

Diabolic Disguise ♦ (concentrate, divine, polymorph) The dragon assumes the form of a specific creature whose soul gem or infernal contract is in their possession or hoard. This has the effects of Change Shape, except the dragon also gains perfunctory knowledge of the creature's personality, social connections, mannerisms, and surface memories, at the GM's discretion. Any knowledge the dragon gains by taking on another creature's form is lost when the dragon dismisses the effect or changes shape again, although nothing prevents them from recording it by other means while transformed.

Diabolic dragons with a flair for sorcery can sunder the fabric between the Universe and the depths of Hell with a

mere gesture. To make a dragon with this ability, replace Draconic Frenzy with the following.

Infernal Rift ♦♦♦ (divine, fire, unholy) The dragon uses their claw to tear open a rift to Phlegethon, the fourth layer of Hell. The rift measures 5 feet wide, 10 feet high, and up to 20 feet long, and can be Sustained for up to 1 minute. While the rift is open, any creature occupying its area or an adjacent square at the start of its turn takes 3d6 fire damage (+1 die for each dragon age category beyond young) and an equal amount of spirit damage with a basic Reflex save. The dragon can choose instead to open a rift to Cocytus, the frozen seventh layer of Hell, to replace this fire damage with cold damage, although it is still subject to the dragon's Diabolic Fire ability.

Diabolic dragons with exceptional mastery of devilish pacts and interplanar summoning can replace spellcasters' conjured minions with their own. To make a dragon with this ability, replace Hell's Sting with the following.

Intercept Summons ⤵ (concentrate) **Trigger** A creature within 30 feet uses magic to summon or conjure a creature; **Effect** The dragon attempts a counteract check with a Hell Lore check (counteract rank equal to half the dragon's level, rounded up). On a success, the dragon seizes control of the effect, causing it to fail and immediately casting a *summon fiend* spell of the same rank (minimum 5th) as the triggering effect to summon a creature with the devil trait.

DIABOLIC ARCHDRAGON SPELLCASTERS

Divine Prepared Spells DC 46, attack +38; As ancient diabolic dragon (*Monster Core* 114) plus **10th** indestructibility, massacre; **Cantrips (10th)** detect magic, divine lance, message, sigil, void warp



Empyrean Dragon

The dragons' tail and wings have a uniformly edged oak leaf pattern matching that of their scales.

The horns have a tight spiral structure that results in ridged edges along the inside of the horn. The primary horns hold up a magnificent halo.



The tail hangs beneath the body in flight and is semi-prehensile, good for scooping things up and carrying them.



EMPYREAL DRAGON

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Empyrean dragons reside across Golarion, though rarely in Tian Xia, as they respect the right of the imperial dragons to look after the people of those nations. These benevolent dragons use their connection to Heaven to empower mortals to fight against oppressors and unholy terrors, acting as divine benefactors. Rather than hoarding for themselves, an empyreal dragon's lair is designed to aid those in need and equip righteous warriors with the tools they need to take on dangerous fiends and root out sinister foes. Weapons, armor, and rare items are carefully stored for convenient discovery, but the dragon must be wary, lest selfish individuals seek their hoard for monetary gain or enemies locate and destroy the items that could be used against them. To ward against such pests, empyreal dragons often employ other creatures who wish to do good to help guard these storehouses against those who would misuse their contents.

Because of this desire to help others, empyreal dragons are most commonly found in areas between large populations where they can hear of what troubles the nearby towns and cities are undergoing. Even their eating habits reflect their consideration of others; the omnivorous dragons take great care not to disrupt a healthy ecosystem and will go out of their way to weed out invasive species. They enjoy grazing on berries and wild vegetation, though plants make up a very small portion of their diet, as they find a thrill in helping others through the removal of dangerous monsters. They eagerly hunt down predators plaguing hapless villages, flying high and hiding in the brightness of the sun before swooping down to strike their prey. Their affinity for the skies makes them partial to avian meals, moving so fast they appear to be daytime comets. A bright streak of light in the day has come to mean good luck in many places, as it often preludes the destruction of troublesome monsters.

The bright scales of the empyreal dragon can refract sunlight in a way that camouflages them on sunny days. This helps them move through the skies unseen and care for their young without worry of being tracked by predators. Some believe that empyreal dragons don't lay eggs, spontaneously forming from divine energy—this is untrue, but the dragon eggs are almost impossible to find in the wild, as empyreal dragons lay their eggs in swaths of clouds magically stitched together into nests. The eggs resemble pockets of sunlight peeking through the clouds, the shell dissolving into sunshowers when the dragon hatches.

The scales of newly hatched empyreal dragons refract light, rendering them nearly invisible, which allows them to travel freely without fear of most predators. Hatchlings are taught to observe humanoids of good moral standing and

aid in small ways, such as hunting down prey for a hungry family or leaving clues about a noble's corruption for the authorities to uncover. As the dragons age, their scales settle into their iconic golden color and their halos become visible. Very young dragons have halos starting as small balls of light circling their horns, which fan out throughout the years to become full rings. The halos of the most powerful empyreal dragons manifest as solid golden discs of pure energy.

Empyrean dragons take great pride in witnessing the good that is done by those they've aided. While most are content to keep an eye on their favorite heroes and occasionally send them gifts, dragons who haven't reigned in their impulses tend to go overboard in lavishing their beloved adventurers with gifts and following them around as fans. This has caused more than one incident where young dragons endangered adventurers by causing problems for them to heroically solve or started small, petty fights over who was better at supporting their admiration. Even older and wiser empyreal dragons are known to secretly keep trinkets that remind them of their favorite heroes.

While altruistic, there have been times when empyreal dragons unintentionally exacerbate problems rather than solving them. Some become overprotective of communities they help, driving off those they mistake as threats and believing they know what's best. Others will blindly trust those who claim to have good intentions, allowing corruption to take root without seeing past the image that's presented to them. Perhaps the most egregious wrong, at least according to the dragons themselves, is when an empyreal dragon takes up the mantle of being a "hero" and makes a community wholly dependent on them for aid and protection, leaving it vulnerable when their guardian eventually dies. This problematic behavior is largely why, despite their tendency to grow attached to the stalwart warriors they work to aid, empyreal dragons generally despise being venerated as heroes.

Empyrean dragons shy away from the attention and glory others seek. Instead, they try to guide others to be their best and to view them as mentors rather than paragons of virtue, with some even taking humanoid disguises to dissuade talk of heroic dragons equipping adventurers. An empyreal dragon's greatest joy is to help someone else with the recipient never knowing of their role in their life, and some will even try to pass on any credit to adventurers they've heard tales of (often without verifying the hero's status, which can cause confusion if said hero is on another continent or deceased). Nevertheless, their reputation for raising up heroes has solidified, and many hopeful adventurers seek to catch even a glimpse of an

empyrean dragon, believing an encounter is the promise of a great destiny.

Some empyreal dragons specialize in addressing specific types of evil, such a purifying corrupted creatures or guiding adventurers to fight villains. Others focus on creating safe havens for the lost and weary and have been known to work with followers of merciful deities such as Nocticula and Sarenrae. No matter the method, few can argue against an empyreal dragon's desire to uplift and care for others, even if they might resort to unusual methods—there is legend of an empyreal dragon named **Surilia** (bold and decisive female adult empyreal dragon lawyer) who grew so enraged with the tricky words of devils that she assumed an elven form and went to law school, battling her enemies in the courtroom. Her true identity was only revealed when a legal opponent challenged her to trial by combat, whereupon she promptly reverted to her dragon form and ate them to win her case.

The kindhearted nature of empyreal dragons gives them a strong sense of justice and righteous anger against those who harm others. While they can understand and accept the destructive instinct of some monsters, creatures who knowingly manipulate and destroy immediately earn their ire. Empyrean dragons hate fiends with a passion and especially despise diabolic dragons, who trample on others to further the aims of Hell. While empyreal dragons attempt to promote forgiveness and second chances, they have little patience for those who prove unworthy or ungrateful for redemption and, if provoked, will seek to end such selfish creatures. It's a rare and terrifying thing to witness the true rage of an empyreal dragon.

Wherever an empyreal dragon settles will experience prosperity so long as they remain, due to their diligent care for those around them. However, this tendency to cultivate a healthy environment can sometimes backfire on the dragons when the innate greed of others has shady folks casting an eye on their territory. More than once has a peaceful village been taken over by unscrupulous merchants looking to take advantage of their resources, and there have been instances where the dragons were mistaken to bring good luck and captured by greedy nobles for personal profit. This has led to empyreal dragons taking great care to keep their presence hidden lest they draw unwanted attention to themselves.

To this end, an empyreal dragon keeps the lair they consider home an utmost secret. This lair generally has less treasure than those meant for adventurers to delve into, focusing more on the dragon's personal comfort. Empyrean dragons prefer airy spaces with access to direct sunlight, often nesting on high peaks and in remote open glades. Uninhabited ancient elven buildings are a popular spot, and empyreal dragons are happy to share with their fellow dragons, forming tight-knit nesting communities where hatchlings are raised together. Dragons reach adulthood quickly and move out within a few years to do good in the

world, though some return to their original community when they decide to have their own young.

EMPYREAL ARCHDRAGON

CREATURE 23

RARE GARGANTUAN DIVINE DRAGON HOLY

Perception +40; darkvision, lifesense (imprecise) 30 feet (page 229), scent (imprecise) 60 feet

Languages Chthonian, Common, Diabolic, Draconic, Empyrean, Fey, Necril; *truespeech*

Skills Acrobatics +36, Athletics +43, Diplomacy +36, Heaven Lore +37, Intimidation +36, Medicine +41, Religion +37, Society +35

Str +10, **Dex** +8, **Con** +9, **Int** +7, **Wis** +9, **Cha** +8

AC 49; **Fort** +36, **Ref** +36, **Will** +40; +2 status to all saves vs. divine

HP 450; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 20

Inspiring Presence (aura, emotion, mental) 60 feet. The mere sight of an empyreal dragon motivates other creatures. Creatures within the aura gain a +1 status bonus to saving throws and skill checks. The empyreal dragon can't gain the benefit of their own aura or other actions that use the aura, and they can choose to exclude any creatures from any benefit of the aura or action that uses the aura.

Divine Deflection ➤ **Trigger** The dragon is critically hit by an attack; **Effect** Divine power intercedes, preventing some of the damage. The dragon gains resistance 20 to all damage against the triggering attack.

Speed 90 feet, fly 220 feet

Melee ➤ jaws +41 (holy, magical, reach 20 feet), **Damage** 4d10+20 piercing plus 1d8 spirit

Melee ➤ claws +41 (agile, holy, magical, reach 15 feet), **Damage** 4d8+20 slashing plus 1d8 spirit

Melee ➤ tail +39 (holy, magical, reach 25 feet), **Damage** 4d10+20 bludgeoning plus 1d8 spirit

Melee ➤ wing +39 (agile, magical, reach 20 feet), **Damage** 3d10+20 slashing plus 1d8 spirit

Divine Innate Spells DC 46, attack +38; **10th** *manifestation*; **9th** *heal*; **7th** *holy light* (at will), *interplanar teleport* (at will, self only); **Constant** (**5th**) *truespeech*

Direct Halo ➤ (concentrate, divine, manipulate) The dragon tosses their halo to a square within 90 feet. While the halo is deployed in this way, the dragon loses their inspiring presence aura, and the aura instead emanates from the halo with the same emanation radius. The dragon can Sustain to recall the halo from any distance. The halo is made of pure light—it doesn't occupy space and can't be targeted or destroyed in any way.

Draconic Frenzy ➤➤ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Spirit Breath whenever they score a critical hit with a Strike.

Halo Pulse ➤➤ (concentrate, divine) The dragon chooses one effect to impose on creatures in their inspiring presence aura. The dragon can't use Halo Pulse again for 1d4 rounds.

- **Repulsion** Each creature must succeed at a DC 46 Fortitude save or be pushed back until it's no longer in the aura.
- **Restoration** (healing, vitality) Each creature recovers 11d8 Hit Points.
- **Restriction** (incapacitation, mental) Creatures must succeed at a DC 46 Will save or be slowed 1 (slowed 2 on a critical failure) while they remain within the aura. Regardless of the result, a creature is then temporarily immune to restriction for 1 minute.

Luminous Form ♦♦ (divine, fire, holy, light, spirit, visual) The dragon transforms into a being of pure light for 1 minute, shedding bright light in a 30-foot emanation. While in their heavenly form, the dragon's melee Strikes deal an additional 1d6 fire damage and 1d6 spirit damage. Creatures with the unholy trait that can see the light must make a DC 46 Fortitude save or be blinded for 1 round (blinded for 1 minute on a critical failure); they are then temporarily immune for 1 minute.

Spirit Breath ♦♦ (divine, holy, spirit) The dragon unleashes a blast of holy fire that deals 19d8 spirit damage in a 60-foot cone (DC 46 basic Reflex save). The dragon can't use Spirit Breath again for 1d4 rounds.

ALTERNATE ABILITIES

Empyrean dragons found on the celestial planes might have their own unique abilities. You can apply the following adjustments to empyrean dragons of any age.

Empyrean dragons understand that they sometimes need to make a sacrifice to protect others. To make a

dragon with this ability, replace Divine Deflection with the following.

Sacrificial Shield ♦ (divine) **Trigger** An ally within 60 feet of the dragon would take damage; **Effect** The dragon's halo imposes itself in front of the creature like a shield, transferring the damage to the dragon. If the damage is void, the dragon gains resistance to that damage equal to half its level.

Empyrean dragons who fight alongside mortals when the forces of evil are on the march can empower their allies. To make a dragon with either of these abilities, replace Draconic Frenzy with one of the following.

Restorative Halo ♦♦ (concentrate, divine) The dragon's halo divides into smaller halos, hovering over up to six creatures of the dragon's choice within its inspiring presence aura. Creatures wearing a halo gain fast healing equal to half the dragon's level for 1 minute. The dragon cannot use other abilities of its halo while other creatures wear it, and they can Dismiss the effect for any or all affected creatures.

Wreath of Holy Light ♦♦ (concentrate, divine, holy) The dragon imbues its allies with heavenly fire. Creatures within 60 feet of the dragon gain the holy trait and their Strikes do an additional 1d10 fire damage for 1 minute. If the creature critically Strikes an enemy, the enemy is also set on fire and takes 1d6 persistent fire damage.

EMPYREAN ARCHDRAGON SPELLCASTERS

Divine Prepared Spells DC 46, attack +38; As ancient empyrean dragon (*Monster Core* 116) plus **10th gate, revival; Cantrips (10th) detect magic, divine lance, guidance, shield, stabilize**

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Fortune Dragon

The dragon's wings are pierced with hoop rings to hang magical items. The body is lined with fine metal chains from which other magical items hang.

Large crowns, circlets, and silks are wrapped around the two main horns on either side of the head.

The body is heavy and bloated, weighed down by years of aggregated and melted magical materials. Congealed metal provides additional bulk.

The tail drags behind the dragon in a heavy lump. Outlines of melted swords are visible through the precious metal.



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It's said in some corners of the world that to see a fortune dragon is a sign that abundance will soon come into your life. It's also said that any attempt to take the riches in a fortune dragon's possession can lead to a quick end. The latter, at least, is certainly true. While the coins, gems, and magical items embedded in a fortune dragon's body might make them seem like a lucrative target, the magical energy that they gain from their belongings means that they are equally a formidable foe. More than any other type of dragon, fortune dragons are what they possess, and they will always defend those possessions with ferocity.

As fortune dragons move through the world, they draw from the raw magical energy around them, pulling money, jewels, and magical artifacts toward them like a powerful magnet attracting metal. While they bring some of these items to their hoard, many are carried with them on their travels, attached or embedded in their bodies as a source of magical energy that continually replenishes them. While their bodies otherwise resemble the typical slender build of an arcane dragon, the fortunes attached to them give them greater bulk and make them easy to identify, even at great distances.

What many do not see, however, is the thought and intention that even the most acquisitive of fortune dragons puts into the objects in their hoard. Fortune dragons do not collect the items that come their way simply for the wealth they represent or the power they provide; at their core, they value knowledge, beauty, and novelty, and believe that all three can be found in their most potent form when represented by material things.

To a fortune dragon, possessing an object is the first step to understanding it. They believe that any magical or crafted item is directly connected to all that went into making it—the spark of creativity or magic within its original creator; the place and time it took shape; and the hands that have since held, used, and fought for it. Some fortune dragons have even been known to trace the entire history of a particularly unique item, researching its origins and visiting the places it passed through on its way to their hoard.

Even when they pursue novelty in its more ephemeral forms, such as conversation with an interesting visitor, participation in a unique sport or game, or travel to a distant land, fortune dragons look for material goods to represent their experiences, finding a valuable object to add to their collection of treasures that epitomizes the event. Some seek out and befriend crafters who can capture their latest adventures in the form of a personalized charm or trinket, while others uncover these objects on their own, no matter the danger or cost. But whether they find their memento alone or with help, most are friendly as a rule

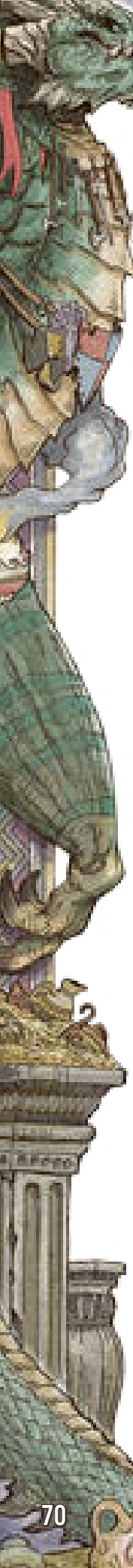
to smiths, carvers, and other artisans who create physical items. For those who wish to befriend a fortune dragon, bringing an item that represents what they hope to achieve from the encounter can similarly help to smooth over any difficulties and avoid confrontation.

Unlike the magical items that they carry, coins and gems are prized by fortune dragons more for their appearance than their meaning. Fortune dragons' appreciation of variety extends to their own appearance, and they enjoy using precious metals and gems as personal embellishments and stylistic touches, shifting the positioning of the nonmagical items on their body to create a specific look or effect that varies with their mood. This use of treasure as an accessory has the added side benefit of giving fortune dragons quick access to coin if they see an item that they wish to acquire.

While most fortune dragons rely primarily on their natural ability to draw magic artifacts toward themselves when building their hoard, they will make an exception for particularly rare items and those that match others in their existing collection. If they can use money instead of might to acquire these objects, they usually will, if only to avoid the risk that the item they seek is broken during a struggle. They also generally hunt far away from their lairs to avoid damaging the goods they have acquired. This suits them, as their love of variety extends to food, and many have a fondness for rich desserts in addition to their regular hunting of game animals. Edible gold, in particular, is considered a delicacy for many.

Those who destroy artifacts, whether intentionally or through lack of care, can often count a fortune dragon among their enemies. Though fortune dragons do not generally get involved in local politics or disputes, and don't make much of any distinction between an object created to do good works and one meant to harm others, they will at times intervene if precious artifacts are being destroyed wholesale. In areas where the presence of a fortune dragon is well-known, groups with a reputation for destructive pursuits often carefully protect the items they would normally damage to avoid incurring the dragon's wrath. In addition, some who live in the vicinity of a fortune dragon have been known to set traps designed to lead their enemies to destroy a particularly valuable item so that the dragon will attack their foes. Both are risky strategies, as fortune dragons are sensitive to mockery of their attachment to the physical and have been known to lash out at those who attempt to use it to manipulate them in any way.

When in battle, fortune dragons are careful not to wantonly destroy valuable items, despite greatly preferring any combat to be in their lairs, where their power is



strongest. Fortune dragons will set aside drained magical artifacts in specific caverns that can be found throughout their lair, providing a place for fortune dragons to dispatch those who intend to loot their lair while avoiding putting the items that they truly care about at risk. Not all are for defense, though, and many of these drained artifacts are due to a fortune dragon's reluctance to dispose of items with great emotional or sentimental worth. Their extensive labyrinthine living spaces are typically located on the outskirts of a small city or town, far enough away from others that a fortune dragon will not often have to defend their hoard. However, they often have a clearly well-marked entrance to catch the attention of those who will visit and admire their collection.

Among themselves, fortune dragons often speak lightly of the "outer rooms" of their lairs and the foolish adventurers who waste their time searching through them for artifacts not drained of magic, but most secretly enjoy roaming through the many tunnels and caverns of their winding homes, reminiscing about the items of the past. Visitors who display an appreciation for the items that the dragon has collected are often given broad latitude to wander and explore themselves, and some fortune dragon lairs almost seem museum-like in their careful organization of piles of goods (though the rhyme to their reason is often unclear to outsiders). The congenial attitude of a fortune dragon toward an interesting visitor can change quickly, though, if the visitor attempts to abscond with an item. However, fortune dragons do understand the appeal of possessing something new and can occasionally be talked into letting less important items go if the reason they are needed is compelling enough, the visitor is intriguing enough, and the item is inconsequential enough from their point of view.

In truth, fortune dragons get along more readily with adventurers than with other dragons, as they often begin wondering about the belongings that other dragons might possess. While it is rare that they would attack another dragon, the sense that another dragon has something that they do not can sour relations. They often find the most common ground with mirage dragons for this reason—both agree on the importance of beauty, but fortune dragons feel no envy toward mirage dragons because so much of what they have is illusory. Whisper dragons, on the other hand, infuriate fortune dragons to no end, as they often seem to have information about the location and function of important artifacts that they refuse to reveal on principle alone, thwarting a fortune dragon's ability to add new and exciting items to their hoard.

FORTUNE ARCHDRAGON

CREATURE 23

RARE GARGANTUAN ARCADE DRAGON

Perception +35; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Dwarven, Petran

Skills Accounting Lore +43, Acrobatics +42, Arcana +43, Athletics +39, Crafting +43, Diplomacy +37, Mercantile Lore +43, Thievery +42

Str +9, **Dex** +9, **Con** +8, **Int** +11, **Wis** +7, **Cha** +7

AC 49; **Fort** +36, **Ref** +39, **Will** +37; +2 status to all saves vs. arcane
HP 400; **Immunities** drained, paralyzed, sleep

Aura of Disruption (arcane, aura) 120 feet. The dragon radiates disruptive energies that allow them to feed on magic. When a spell is counteracted or disrupted within the aura, the dragon regains one expended spontaneous spell slot and gains 45 temporary Hit Points that last for 1 minute.

Capture Spell (arcane) **Trigger** The dragon succeeds or critically succeeds at a saving throw against a spell; **Effect** The dragon attempts to capture a portion of the spell's magic to feed themselves. They attempt to counteract the spell (counteract rank 10, counteract modifier +42). If successful, the dragon is unaffected by the spell and regains one expended spontaneous spell slot; other subjects are affected by the spell normally.

Speed 90 feet, fly 200 feet

Melee (claw) jaws +40 (magical, reach 20 feet), **Damage** 4d10+19 piercing plus 1d6 force

Melee (claw) claw +40 (agile, magical, reach 15 feet), **Damage** 4d6+19 piercing plus 1d6 force

Melee (tail) tail +38 (magical, reach 25 feet), **Damage** 4d10+19 bludgeoning plus 1d6 force

Arcane Spontaneous Spells DC 50, attack +42; **10th** (3 slots) *chain lightning, fireball, force barrage, implosion, quandary, slither, unfettered movement, warp mind*; **Cantrips** (10th) *detect magic, read aura*

Disruptive Breath (arcane, force) The dragon unleashes a spray of magic-disrupting energies that deals 22d6 force damage in an 80-foot cone (DC 50 basic Reflex save). Creatures that fail become stupefied 1 (stupefied 2 on a critical failure) for 1 minute. The dragon can't use Disruptive Breath again for 1d4 rounds.

Draconic Frenzy The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum Whenever they score a critical hit with a Strike, the dragon chooses to either recharge Disruptive Breath or regain one expended spontaneous spell slot.

Drain Hoard **Requirements** The dragon is within 60 feet of their hoard; **Frequency** once per day; **Effect** The dragon draws power out of the magic items in their hoard, regaining all their expended spontaneous spell slots.

Share the Wealth **Requirements** The dragon's body is covered in riches (this is typically the case when the dragon is first encountered); **Effect** The dragon shakes their body aggressively, sending coins and other riches flying in every direction, dealing 22d6 bludgeoning damage with a DC 45 basic Reflex save to all creatures in a 60-foot emanation. The dragon's body is then no longer covered in riches.

Treasure Dive **Requirements** The dragon's body isn't covered in riches and the dragon is adjacent to their hoard; **Effect** The dragon Strides or Burrows through their hoard using their land Speed. They coat themselves in coins, magic items, and other treasures. This contact with magical items revitalizes the dragon, causing them to regain one expended spontaneous spell slot. The dragon can move through other creatures while

moving in this way. Creatures in the dragon's path, or above it if the dragon Burrows, must succeed at a DC 43 Reflex save or be pushed 10 feet (or pushed 20 feet and knocked prone on a critical failure).

Treasure Tsunami ♦♦ **Frequency** once per 10 minutes; **Requirements** The dragon is within 120 feet of their hoard; **Effect** The dragon exerts their pull on their hoard, creating a wave of treasures 60 feet wide and 60 feet tall that emanates at a place of their choosing within their hoard and within 120 feet. The wave moves in a straight line toward them, ending where they stand and crashing over them, covering the dragon in riches. Creatures struck by the wave must succeed at a DC 43 Reflex save or take 15d10 bludgeoning damage and are pulled 20 feet toward the dragon (on a success they take half the bludgeoning damage and are knocked prone instead of pulled).

ALTERNATE ABILITIES

Fortune dragons collect all manner of different treasures, which they can use to their advantage. You can apply the following adjustments to a fortune dragon of any age.

Morbid fortune dragons might collect artifacts made from the bodies of other dragons, incorporating teeth, scales, and claws into the items attached to their bodies. This grants them the power to draw upon the magic of those deceased dragons. To make a dragon with this ability, replace Draconic Frenzy with the following.

Chimeric Nature (arcane) When the fortune dragon makes a Strike or uses its Disruptive Breath, it can choose acid, cold,

electricity, fire, poison, void, or vitality. Its Strike deals an additional 1d6 damage of that type instead of additional force damage, and its Disruptive Breath deals that type of damage instead of force damage.

Instead of relying on the magical power of the items in their hoard, some fortune dragons use their treasure to form protective shells. Such dragons are usually found only at the heart of their lairs, surrounded by the bulk of their hoard. To make a dragon with this ability, replace Capture Spell and Treasure Dive with the following.

Hidden Wealth ♦♦ **Requirements** The dragon is adjacent to their hoard; **Effect** The dragon retreats inside of a pile of riches to restore their energy. They Hide within their pile of riches, using it as greater cover. The dragon regains one expended spontaneous spell slot. In addition, their Shield of Fortune regains Hit Points equal to the dragon's level.

Shield of Fortune ♦ The dragon adjusts the treasure around their body to function as a kind of shield. They gain a +2 circumstance bonus to AC until the beginning of their next turn and can use the Shield Block reaction. The shield has Hardness, Hit Points, and BT of a sturdy shield of the dragon's level. When it is broken, it triggers the effect of the dragon's Share the Wealth ability.

FORTUNE ARCHDRAGON SPELLCASTERS

Arcane Prepared Spells DC 50, attack +42; As ancient fortune dragon (*Monster Core* 118) plus **10th** indestructibility, remake; **Cantrips (10th)** *electric arc*, *figment*, *prestidigitation*, *shield*, *telekinetic hand*

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Horned Dragon

Wings have a mossy, natural look to them, like layers of leaves, lichen, and seaweed have been pressed into the membrane.

Arms and hangs of the wing have finer and more pronounced scales than on the webbing.

scales on the back of the head are in two rows that start in front of the eyes and run backward over the length of the body.

Bottom of the neck is soft and hangs in ribbed rows. It can expand out into a large sack when preparing to blast an area.

The tail has a repetitive pattern that decreases in size as it grows near the tip.

Tail splits into five stipes that terminate in razor sharp blades.



HORNED DRAGON

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A horned dragon casts a distinctive shadow as it flies above the forest, the curved fixtures on its head punctuating a massive body and wingspan. It is a sight that causes many to cry out in fear, but those who respect the natural world are more likely to gasp in admiration. Horned dragons act as vigilant guardians of wild domains. They make their lairs in the depths of nature, preferring deep caves, mountains overlooking expansive woods, lakeside plateaus, and oases surrounded by dense jungle. There, they cast their recognizable silhouette, ensuring that all nearby acknowledge the majesty of their horns, which grow to match the strength of the primal magic flowing through a horned dragon's veins.

Their namesake horns begin as small buds during their hatchling stage, extending year after year. By the dragon's first decade, the horns are the size of short swords. By the dragon's first century, ballista bolts are a more apt comparison. Some horns stop there, but others continue growing as a measure of the dragon's magic, unfettered by the passage of time. Many of the eldest and most powerful horned dragons possess horns that stretch higher than the tallest towers of any fortress in the Inner Sea. These archdragons possess the little-understood ability to expand and retract their horns, amplifying the potency of their spells. Some can even turn their horns into makeshift repositories for their poisonous breath.

When poison doesn't suffice, horned dragons are quick to crush or impale their enemies with a solid headbutt. A select few also shed fragments of their horns, which they hide beneath the crevasses of their scales, using them as impromptu weapons in the same way that a human would wield hidden throwing daggers. These projectiles are used to impale enemies on high points that overlook the dragon's domain, such as tall trees or cliffsides. The body remains there until consumed by birds of prey, and when the corpse falls, the dragon recovers the horn "dagger" for future usage. This practice is common in the Maharev region of Qadira, where horned dragons rub sand on their horns in an act that seems to facilitate the shedding process.

Despite these intimidating habits, horned dragons are not necessarily predisposed to violence, and most adorn their horns with colorful leaves, vines, and flowers rather than blood. These decorations extend to the body as well, and woodland horned dragons don thick sheets of moss to keep their wings and belly dry during the rainy seasons. Meanwhile, horned dragons in swamps grow medicinal mushrooms on their limbs, consuming the fungi for their healing properties.

Horned dragons are omnivores, and many shun meat altogether. Those with carnivorous habits insist that they balance the natural order, keep animal populations in check, and establish a necessary hierarchy in their home regions. Local animals seem to fall into this hierarchy without resistance, possibly because horned dragons keep them safe from hunters and other intruders. Symbiotic relationships between a horned dragon and its "subjects" have been witnessed, with birds picking the horned dragon's teeth, snails moisturizing its scales, and stags alerting it to bountiful fruit and plant patches. On occasion, these followers also serve as makeshift troops, and awakened animals have been sighted fighting alongside the **Taxthyl** (reclusive female ancient horned dragon guardian), who dwells within Andoran's Arthfell Forest. Dragon researchers regard this as proof that the primal magic imbued within horned dragons can leak out into the local environment, affecting the intelligence of wildlife over time.

Aside from animals, horned dragons parley with humanoids more regularly than many of their kin. They are deferential to creatures of fey descent or primal spellcasters, but all ancestries may find them to be willing conversation partners fixated on matters related to the environment, from cloud formations to tectonic plates. In fact, a common method of winning a horned dragon over is to offer it a rare gift connected to the wild. Druidic tomes or gemstones imbued with elemental power are preferred, but seashell sculptures, woodcarvings, and other artworks crafted via natural materials are also suitable. If such presents cannot be offered, one can always resort to the gift of spirited discourse. Horned dragons appreciate a good debate, and many are particularly curious to understand the appeal of cities, which they regard as scabs that should be reclaimed by the wild as soon as possible.

Horned dragons are sometimes venerated in frontier communities. In the River Kingdoms, villages near known horned dragon lairs hold festivals celebrating their bestial neighbors, and makeshift horns constructed out of wood are popular children's costumes. Horned dragons may even hold direct links with society, as is the case in northeastern Andoran with **Grymgol** (meticulous male ancient horned dragon intellectual), who has dwelt in the region for the last 500 years. Grymgol has achieved international fame for writing many a treatise on the natural world, and the dragon is supposedly a longtime patron of Almas University. Rumor has it that the airship used in a recent Almas-sponsored expedition to locate the legendary Wardens

of the Wild was partially funded by Grymgol, who has neither confirmed nor denied this.

Not all horned dragons are as friendly. In Cheliox, the dragon **Athervox** (suspicious female adult horned dragon scholar) is widely regarded as an astrological savant, but the theft of her research on the solar system has made her shun all visitors to her observatory for the last several decades. Meanwhile, Taldor residents of Belhaim have unpleasant memories of Aeteperax, who once threatened to raze the town to the ground if he were not given a trove of spellbooks left behind by a deceased wizard. Aeteperax was defeated by a band of adventurers, but this hasn't stopped tales of the dragon's ultimatum from becoming a popular story to chide greedy children. "Don't demand too much," recite weary Belhaim parents, "Lest Aeteperax return and teach you a lesson with that massive horn of his!"

These examples aside, horned dragons typically avoid outbursts in favor of the ongoing pursuit of knowledge and self-discipline. They have courteous relationships with their winged kin, with sage dragons serving as the main exception. Thanks to their shared appreciation for ancient tomes and the workings of the world, both horned dragons and sage dragons get along famously. Some have even been known to gather in secret meeting spots to trade items from their lairs.

Despite their shared primal power, few horned dragons follow Garhaazh the Primal King, seeing his brutal demeanor as beneath them. Instead, horned dragons are partial to gods with a deeper connection to the natural world, such as Gozreh and Erastil. The vast majority show deference not to any deity but to the Green Faith, the belief that the power of nature is the only ethos worth subscribing to. The Viridian Root, a horned dragon group of Green Faith followers, assembles every decade to discuss ecosystem changes. These meetings constitute the largest formal congregation of horned dragons across Golarion, and on very rare occasions, non-dragon participants have attended these gatherings. It's said that the greatest gift a druid can ever receive is an invitation to the Viridian Root's meeting location, which is in a different region each decade, ranging from the interior of Taldor's Blackpeak volcano to the mountain ranges that separate the Sodden Lands from the Mwangi Expanse.

HORNED ARCHDRAGON

CREATURE 21

RARE GARGANTUAN AMPHIBIOUS DRAGON PRIMAL

Perception +36; darkvision, scent (imprecise) 60 feet

Languages Arboreal, Chthonian, Common, Draconic, Elven, Fey, Jotun

Skills Acrobatics +30, Arcana +38, Athletics +36, Deception +33, Diplomacy +37, Forest Lore +37, Intimidation +37, Nature +34, Occultism +41, Society +37, Stealth +35

Str +10, **Dex** +5, **Con** +6, **Int** +7, **Wis** +6, **Cha** +7

Camouflage The dragon can Hide in natural environments even if they don't have cover.

AC 47; **Fort** +36, **Ref** +35, **Will** +38; +1 status to all saves vs. magic
HP 400; **Immunities** paralyzed, poison, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 43 (page 228)

Miasma (aura, poison) 20 feet. After the dragon uses their Poison Breath, a cloud of poison gas continues to emanate from their body for 1 round. Any creature that ends its turn in the miasma takes 6d6 poison damage (DC 43 basic Fortitude save). Any creature in the miasma is concealed and treats other creatures as concealed. The dragon can see through this concealment.

Twisting Tail ➤ **Trigger** A creature within reach of the dragon's tail uses a move action or leaves a square during a move action it's using; **Effect** The dragon makes a tail Strike at the creature with a -2 penalty. If the Strike hits, the dragon disrupts the creature's action.

Speed 60 feet, fly 240 feet, swim 60 feet; forest passage, trackless journey

Melee ➤ jaws +39 (magical, poison, reach 20 feet), **Damage** 4d12+18 piercing plus 3d6 poison

Melee ➤ claw +39 (agile, magical, reach 15 feet), **Damage** 4d10+18 slashing

Melee ➤ tail +37 (magical, reach 25 feet), **Damage** 4d10+18 bludgeoning

Melee ➤ horn +37 (magical, reach 20 feet), **Damage** 3d10+18 piercing

Primal Innate Spells DC 44; **8th** earthquake; **6th** dominate; **4th** charm (at will), suggestion; **2nd** entangling flora (at will)

Draconic Frenzy ➤➤ The dragon makes two claw Strikes and one horn Strike in any order.

Draconic Momentum The dragon recharges their Poison Breath whenever they score a critical hit with a Strike.

Forest Passage The horned dragon ignores any difficult terrain caused by plants, such as bushes, vines, and undergrowth. Even plants manipulated by magic don't impede their progress.

Impaling Charge ➤➤ **Requirements** The dragon doesn't have a creature impaled on their horn; **Effect** The dragon attempts to gore a foe. They Stride, then attempt a horn Strike. On a hit, the target becomes impaled on the dragon's horn. The creature is grabbed while on the horn (and can attempt to Escape as normal). The dragon doesn't need to use additional actions to keep the impaled creature grabbed. If the dragon moves, they bring the grabbed creature along with them.

Poison Breath ➤➤ (primal, poison) The dragon breathes a toxic cloud that deals 22d6 poison damage in a 70-foot cone (DC 43 basic Fortitude save). The Poison Breath also creates a miasma. The dragon can't use Poison Breath again for 1d4 rounds.

Trackless Journey The horned dragon always gains the benefits of Cover Tracks in natural surroundings, even while moving at full speed.

Venomous Horn ♦ **Requirements** The dragon can use its Poison Breath; **Effect** The dragon redirects its natural poisons into its horn. Until the end of its turn, the dragon's next horn Strike deals an additional 3d6 poison damage. If the dragon uses Impaling Charge while Miasma Horn is active to impale a target, the target must also succeed at a DC 41 Fortitude save or become sickened 3 (sickened 4 on a critical failure).

ALTERNATE ABILITIES

Many horned dragons adapt to their environment to learn unique abilities.

Swamp-dwelling horned dragons grow mushrooms on their scales and inhale the spores released by these fungi for temporary effects. To make a dragon with this ability, replace Draconic Frenzy from a horned dragon of any age and with the following.

Invigorating Spores ♦ (manipulate) The dragon contorts, ejecting spores from a variety of multicolored fungi covering its limbs. The spores drift toward the dragon's snout and invigorate it. The dragon gains temporary Hit Points equal to its level that last 10 minutes. The dragon also gains resistance to bludgeoning, slashing, and piercing damage equal to half its level until the end of its next turn. The dragon can't use Invigorating Spores again for 1d4 rounds.

Some mature horned dragons use fragments of the horns as missiles to catch foes unaware and pin them down. To make a dragon with this ability, replace Draconic Frenzy of an adult horned dragon or older with the following.

Horn Projectile ♦ **Frequency** once per round; **Effect** The dragon hurls a fragment of its horn at a target within 40 feet. The target takes the same damage as the dragon's horn Strike and must attempt a Reflex save.

Critical Success The target takes no damage.

Success The target takes half damage.

Failure The target takes full damage and is immobilized as the horn fragment pins them to the nearest surface.

Critical Failure As failure, but the target takes double damage and 2d6 persistent bleed damage as the fragment pierces their body.

The most powerful of horned dragons exude primal magic that expands the minds of animals in their domain, giving them sway over these creatures during critical moments. To make a dragon with this ability, replace draconic momentum of an ancient horned dragon or older with the following.

Apex Dominance (primal) When the dragon casts *dominate* on a creature with the animal trait, the result of the target's saving throw is one degree of success worse. An animal the dragon controls with this spell can speak Draconic and gains a +2 status bonus to any Intelligence-, Wisdom-, and Charisma-based skill checks it attempts while controlled.

HORNED ARCHDRAGON SPELLCASTERS

Primal Prepared Spells DC 44, attack +36; As ancient horned dragon (*Monster Core* 120), plus **10th** *cataclysm*; **9th** *implosion*, *nature's enmity*^{PC2}; **Cantrips** (10th) *detect magic*, *know the way*, *light*, *read aura*, *tangle vine*



Mirage Dragon

The neck scale design has subtle spiral patterns. A closer look reveals a golden ratio, a fractal radial of circular scales. These brilliant patterns aid the dragon in casting illusion magic.

The webs on the side of the head follow the golden ratio in tine length. They wrap out from the cheek bone and around the lateral gill plate.

Body is thin and serpentine, lacking any natural rigidity.

Webbing on the tail gives the dragon additional lift in flight.





MIRAGE DRAGON

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Perception is a mutable concept to mirage dragons. Though their magic is not so strong it can counteract the laws of nature, a mirage dragon's skill lies in changing the way other creatures perceive the world. They know it's the senses and the mind, not the rules of the universe, that dictate how every being exists within and interacts with their environment. Everything is subjective, at least to mortals. So then, what is truth other than a patchwork story everyone assembles from their own experiences?

It's to a mirage dragon's advantage to believe there's no such thing as objective facts, so most do. They are one of the few species of dragon with the ability to affect what others understand to be true. If they can make others believe what they say, they can't be called liars. So they shift others' perceptions to reflect the world as they see it. Lesser creatures (and who is not lesser, to a mirage dragon?) are easily caught in their thrall. They might completely change their belief systems, their way of life, and other pillars of their identity based on a mirage dragon's facade.

A few days spent in the company of a mirage dragon can disorient the strongest willed individuals. Over the long term, associates of mirage dragons become entirely unmoored from reality. Not only are mirage dragons constantly warping the perception of the world around them to reflect their wishes, but they're also highly capricious creatures. Their illusions are deep and ever-changing, all the better to ensnare those they wish to control.

It's no surprise that mirage dragons are usually self-important creatures. They grow up learning to shape the world so they appear to be at the center of it, and some like to say mirage dragons trick even themselves with this illusion. Those who enter a mirage dragon's territory should be prepared to accept their worldview as their own; to do otherwise draws the dragon's ire.

Mirage dragons tend to live in places well-suited to their particular brand of illusion magic, and their presence further warps the environment. Large bodies of water, tangled forests, maze-like caverns, deserts, and snowfields are all considered prime habitat. If the perfect location doesn't exist naturally, a mirage dragon creates it. If no body of water exists nearby, the dragon might choose to excavate a depression and redirect the flow of a nearby stream to create a lake. Those who live in deserts and snowfields flatten dunes or drifts, removing any distinguishing features that might help a visitor gain their bearings. Mirage dragons who settle in forests or caves excavate new caverns or cultivate local foliage to create mazes with their lair at the center. For these changes, illusion will not do. Even masters of deception need the right backdrop to build upon.

And build they do—no simple home will do for a mirage dragon. After modifying the environment, mirage dragons turn toward perfecting their lair. They're known for exercising great control over their magic, and even young mirage dragons weave detailed apparitions through their living spaces. They heighten the effects of their illusions by collecting and displaying reflective surfaces wherever they can. Mirrors are common in mirage dragons' lairs, as are polished metal platters, plaques, and other tchotchkes. They fulfill the double purpose of flattering the dragons' vanity and trapping even the most perceptive creatures in a web of sensory tricks.

Unfortunately for those who would rather not meet a mirage dragon, the environmental clues to their presence only become apparent when it's too late to make a clean escape. Some mirage dragons try to draw unwitting creatures into their traps with dreamlike oases in the middle of deserts or comfortable shelters that appear right as the weather turns for the worse. Others may subtly shift the details of the terrain around wanderers until the intruders find themselves walking in circles. Some mirage dragons choose to torment their prey, making interlopers believe they can escape this unreality before snapping the way shut in front of them. Many mirage dragons choose to eventually reveal themselves to gloat over their victories. The approach depends both on the dragon's general demeanor and their goals for keeping the creatures around.

Navigating an interaction with the mirage dragon whose territory one has unwittingly entered can prove as difficult as navigating the terrain itself. Even the most sociable of mirage dragons place their own wants over the needs of others. They demand to be recognized for their graciousness, which they've proven by letting a trespasser live. Individuals who are sufficiently obsequious in their response might earn a small amount of goodwill. Mirage dragons never put themselves out to help others, but they might offer information or even resources they consider negligible. Don't be fooled into thinking of this as a kindness; their tolerance for others is always predicated on that individual's willingness to defer to them.

Because mirage dragons keep few people around, they have gained a reputation for preferring solitude. The truth is less simple. Mirage dragons enjoy collecting power and shaping the world around them to suit their fancy. Often, this is a task best delegated to others. It's a rare individual who forges a true friendship with a mirage dragon, but those who are willing to serve as a tool can benefit from the arrangement. The rewards are sporadic and come at the whims of a sensitive individual, but mirage dragons are

ultimately smart enough to see the advantages of keeping their servants happy.

Not all beings are equally suitable to serve as a mirage dragon's tool, nor are all mirage dragons as eager to make use of others. Adventurers who enter a mirage dragon's territory are almost certain to face an attack, often without forewarning. Any intelligent creatures who hold tight to their own views rather than bowing to the dragon's superior wisdom are a potential threat. A mirage dragon who sees themselves as a benevolent leader might not attack without provocation, but these types are excellent at weaving conversational traps that make an aggressive response seem reasonable. More common are the dragons who prefer to attack first and ask questions later. The cruellest mirage dragons build traps designed to torment visitors both physically and psychologically. Once a mirage dragon has designated someone as an enemy, it's nearly impossible for that individual to negotiate for peace.

These characteristics all serve to dissuade the foundation of settlements near mirage dragons' homes, which suits the dragons just fine. Historically, mirage dragons have overseen the collapse of civilizations who choose to live too close to them—or any who occupy a spot near the dragon's desired territory. Many accounts detail the devastation mirage dragons have visited on towns and villages in locales that range from Rahadoum to Irrisen. However, many consider a full assault one of the lesser evils a mirage dragon might wreak upon an unsuspecting community. A bored mirage dragon might wield its magic to seed dissension among the general populace until the community tears itself apart. Once the people have been divided into factions, weakened by violence, and demoralized by the upheaval of their lives, the dragon swoops in to claim its ultimate victory.

These methods are indicative of the way mirage dragons approach most challenges in their lives. They enjoy feeling smarter than everyone else; thus, trickery and deceit are essential to their egos. A mirage dragon would rather build a trap or steal another creature's prey than hunt down its own food. In combat, mirage dragons prefer to befuddle their enemies, isolating them or even turning them against each other. In the rare instance one of these dragons meets a creature they can't overpower, they turn to their wits to win.

Stories of those who have tried to outsmart a mirage dragon abound, but rarely do the heroes emerge victorious. Instead, they encounter a foe savvy enough to understand their desires and create the perfect facsimiles to tempt them. Anyone with enough ego to confront a mirage dragon is tempted by the idea that they could get one over on the dragon. When the dragon, acting cowed, agrees to give them what they desire most, they would far rather see a victory than the trap they're walking into.

But as long as they believe they've won, isn't that what really counts?

MIRAGE ARCHDRAGON

CREATURE 22

RARE HUGE ARCANE DRAGON

Perception +39; darkvision, illusion sense, scent (imprecise) 60 feet

Languages Common, Draconic, Fey, Shadowtongue

Skills Acrobatics +40, Arcana +38, Athletics +40, Crafting +38, Deception +44, Diplomacy +42, Illusion Lore +40, Performance +42, Stealth +42, Thievery +40

Str +9, **Dex** +9, **Con** +7, **Int** +7, **Wis** +8, **Cha** +10

Camouflage The dragon can Hide in natural environments even if they don't have cover.

Illusion Sense When the dragon moves within 30 feet of an illusion that can be disbelieved, they automatically attempt a secret check to disbelieve, even if they didn't spend an action to Interact.

AC 47; **Fort** +34, **Ref** +35, **Will** +39; +2 status to all saves vs. arcane

HP 450; **Immunities** fascinated, paralyzed, sleep

Aura of Isolation (aura, arcane, illusion, visual) 60 feet. The mirage dragon warps the light around them, confounding their foes' vision. A creature who enters or begins its turn in the aura must succeed at a DC 42 Will save or treat all its allies as undetected by sight for 1 round (though it can use its other senses to ascertain their whereabouts).

Scintillating Defense ➤ (visual) **Trigger** The dragon is targeted with an attack; **Effect** The dragon flashes their iridescent scales at the triggering creature to throw off the attack. The dragon gains concealment against the triggering attack.

Speed 70 feet, climb 50 feet, fly 210 feet

Melee ➤ jaws +39 (magical, reach 15 feet), **Damage** 4d10+17 piercing

Melee ➤ claws +39 (agile, magical, reach 10 feet), **Damage** 4d6+17 slashing

Melee ➤ tail +37 (magical, reach 20 feet), **Damage** 4d8+17 bludgeoning

Arcane Innate Spells DC 45, attack +40; **10th** *manifestation*; **9th** *illusory creature*, *phantasmagoria*; **8th** *illusory object* (at will), *illusory scene* (at will); *mirage*, *vibrant pattern*; **4th** *invisibility* (at will); **Cantrips** (10th) *figment*, *message*

Captivating Display ➤ (arcane, visual) **Frequency** once per 10 minutes; **Effect** The dragon opens the fins on their head, creating a radiant display of enthralling colors. Each creature in a 30-foot emanation must succeed at a DC 46 Will save or be dazzled and slowed 1 (or slowed 2 on a critical failure) for 1 round. Regardless of the result, a creature is then temporarily immune to Captivating Display for 1 minute.

Draconic Frenzy ➤➤ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hallucinatory Breath whenever they score a critical hit with a Strike.

Hallucinatory Breath ➤➤ (arcane, emotion, mental) The dragon breathes a cloud that assaults the senses and deals 21d6 mental damage in a 60-foot cone (DC 46 Will save). A creature that fails its save is also confused for 1 round (1 minute on a critical failure) and is then temporarily immune

to being confused by Hallucinatory Breath for 1 hour. The dragon can't use Hallucinatory Breath again for 1d4 rounds.

Lunging Bite ♦♦ The dragon lunges their head forward, making a jaws Strike with an extended reach of 25 feet.

Sneak Attack The dragon's Strikes deal an additional 3d6 precision damage to off-guard targets.

ALTERNATE ABILITIES

While some mirage dragons tend toward melee combat, others rely more on their magic to confound enemies. To create a variant mirage dragon, replace Lunging Bite with one of the following.

Afterimage ♦ (arcane, illusion, spellshape) **Frequency** once per hour; **Requirements** The mirage dragon's next action is to cast *invisibility*; **Effect** As the dragon turns invisible, they leave an illusory duplicate of themselves in their original position that lasts for 1 minute. A creature that determines the duplicate is an illusion doesn't necessarily know the mirage dragon is invisible, and one that can see their invisible form doesn't necessarily know the duplicate is an illusion. When the mirage dragon Strides or Flies, they can Sustain the illusion as a free action to have it Stride or Fly up to 60 feet, speak through the illusion, or make a claw Strike using the dragon's spell attack modifier for the attack roll. This Strike deals the same amount and type of damage as an *illusory creature* spell heightened to the dragon's highest spell rank. The mirage dragon can Dismiss the illusion.

Phantasmal Terror ♦♦ (concentrate, emotion, fear, illusion, mental, visual) The dragon either temporarily appears to be in multiple places at once or grows to Gargantuan size to frighten their foes. Each enemy within a 120-foot emanation who can see the mirage dragon must attempt a Will save (with a DC equal to the dragon's Captivating Display).

Critical Success The target is unaffected.

Success The target is frightened 1.

Failure The target is frightened 2 and can't use reactions until the start of the dragon's next turn.

Critical Failure As failure, but frightened 3.

Reshape Terrain ♦♦ (arcane, concentrate, illusion) The mirage dragon blends illusion and reality in a 25-foot emanation. A creature that enters the area must succeed at a Will save (the same DC as the dragon's Captivating Display) or treat the area as difficult terrain. Creatures who attempt a save against this effect use the same outcome if they leave and reenter the area.

On its turn, the archdragon can Sustain this effect to move the illusions up to 35 feet each, or to swap spots with any illusion that is within 30 feet of itself. Any duplicate that is more than 60 feet away from the archdragon disappears.

MIRAGE ARCHDRAGON SPELLCASTERS

Arcane Prepared Spells DC 45, attack +37; As ancient mirage dragon (*Monster Core* 122) plus **10th** *manifestation*; **9th** *phantasmagoria*, *resplendent mansion*^{PC2}; **Cantrips (10th)** *daze*, *detect magic*, *light*, *prestidigitation*, *read aura*



Omen Dragon

Two rows of spikes emanate from the back of the neck. The scales are intermixed with fleshy root-like structures.

Atop the head is a perfectly smooth and reflective orb. It grows out of the skull and is crowned by a small root-like system.

The anatomy of the dragon is a mixture of plated scales and wrapping structures that resemble roots.

The wings are gnarled on the outside. The interior of the wings has mirror-like reflective properties, but only when open and expanded. Many omen dragons use these reflections in order to scry visions of the future.

The tail splits in two about halfway through its full length.



OMEN DRAGON

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While most of Golarion grapples with a loss of prophecy, omen dragons have the opposite dilemma: they are inundated with visions of potential futures and must find a way to take in the constant stream of information without feeling like they're drowning in it. This can be overwhelming in their earlier years, but omen dragons eventually become accustomed to the constant murmuring of fate, developing ways to process the potential of the future and share it with others that are specific and personal to each dragon—a signature of sorts that makes their understanding of the future their own.

An omen dragon's development of their signature is a major coming-of-age milestone that helps them to fully enter society. Before they cross this threshold, they're often erratic in their behavior and hard to communicate with, even for other omen dragons. Many jump rapidly between topics and approaches with each new potential path that they become aware of. Others become reclusive, focusing only on the potential danger that each future could bring them, and isolate themselves in the futile hope that having little to no interaction with the world will help them know less about its fate.

While these earlier years in an omen dragon's life are often fraught, most think back on them with a great deal of fondness, as they believe those years approximate the confusion about the future that other creatures must learn to deal with throughout their lives. Omen dragons' compulsion to share what they see with those who might be affected by that future stems in large part from the empathy and compassion that they develop during this time. Some argue that the same mysteries of fate that allow them to know future possibilities also force them to share it, as the feeling of revealing a future to another is somewhat euphoric for most omen dragons, and they feel physically ill if they hold back specific knowledge of what is to come.

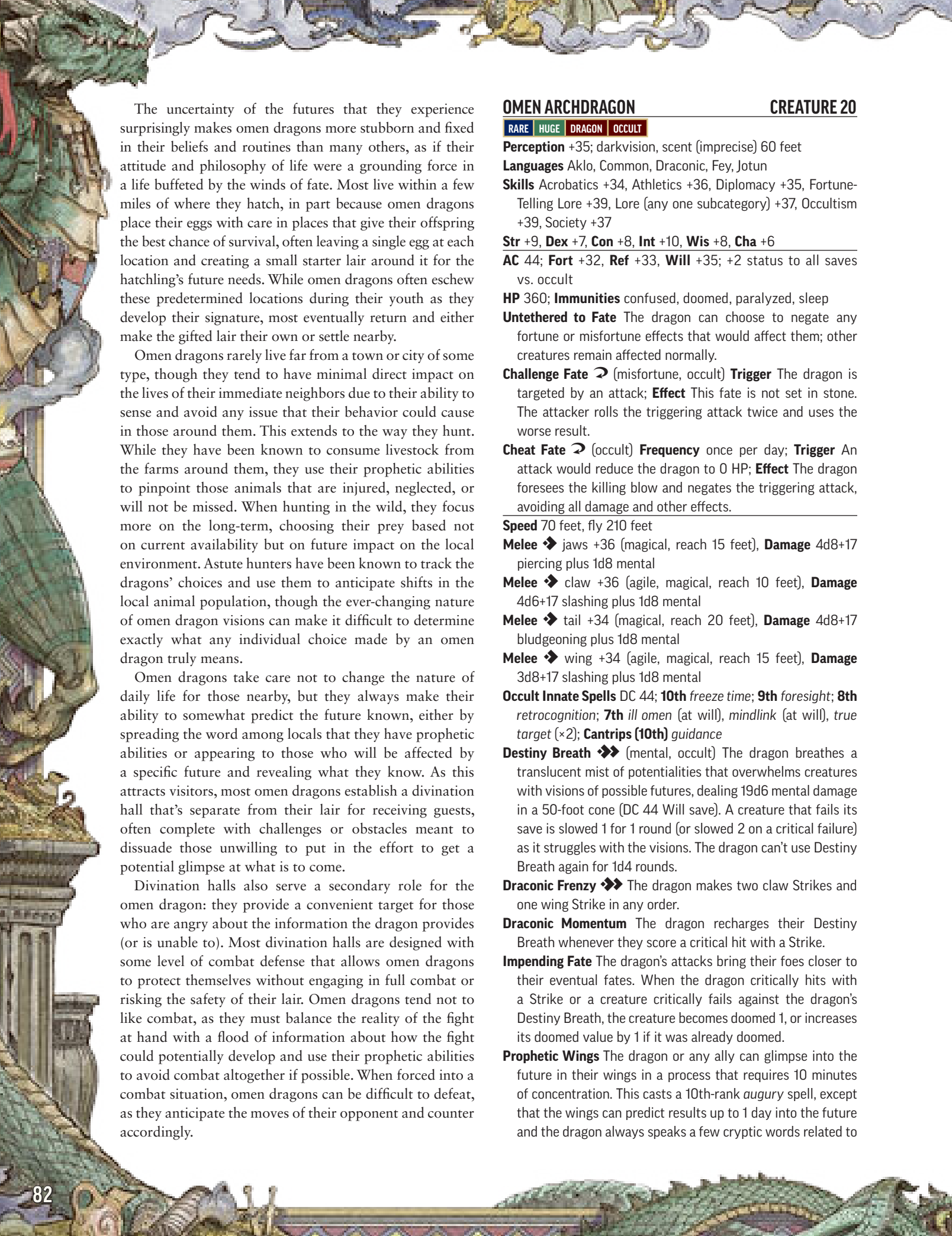
Despite the compulsion to share what they know, debates rage among omen dragons about how much of the future they should share and how unvarnished the information should be. Some consider themselves to be sheets of glass—clear conduits of information whose sole job is to pass on what they know without interpretation or embellishment. Others view themselves as lenses on the future, with a responsibility to attempt to provide what context or interpretation they can to those they advise. This fundamental difference in approach often leads to long discussions in which present and future are increasingly hard to separate, but despite the ongoing argument, omen dragons primarily

converse with each other. Other creatures can find their oblique knowledge about what is to come disturbing or distracting, though omen dragons do enjoy robust philosophical debates with groups of time and phase dragons and have been known to meet for rousing conversation that they aren't able to get elsewhere. Mostly, though, omen dragons enjoy the ways in which their different signatures give them different perspectives on the future that they can share with each other.

Each omen dragon's signature method of understanding and interpreting fate has its roots in how they perceive it. Some describe the future as sounding like a symphony of instruments playing parts that have yet to be written, while others see images from the future as if they were paintings drawn by life that quickly begin to fade. Many learn to discern the future from the many images of potential paths reflected in the mirrored underside of their wings, seeing clear visions where others find only cloudy or vague flickers. However they experience potential futures, omen dragons typically use that same form of communication when conveying them to others—an omen dragon that hears the whispers of fate might write prophetic verses, while one who sees visual glimpses might capture them in sketches.

An omen dragon's lair reflects their signature in its decorative touches—dragons that tend toward written prophecy might inscribe the walls or collect libraries full of books that will be of interest in a time yet to come, while those who are more artistically inclined could include murals of future moments or a statue garden featuring individuals of note who have yet to be born. Mirrors are also often used within omen dragon lairs as an homage to the reflective sheen of their wings, though the images they offer are rarely simple reflections of those who gaze into them, offering murky visions of a future face instead.

Many omen dragon lairs also include items that they believe could be of help in a future they've seen, ranging from seeds of a plant that will one day be lost to blight to vials of a cure for a disease that has not yet run rampant. Finding these items in an omen dragon's lair can be a challenge, as their layout is often full of stops, starts, and seemingly illogical changes that were made by the dragon in response to their future visions. Omen dragons rely, in part, on their sense of the future to avoid being harmed by any structural weaknesses caused by these abrupt stops and starts. Those who lack this ability can find themselves in danger as they attempt to navigate the oddities and dangers of the lair's many abruptly shifting passageways.



The uncertainty of the futures that they experience surprisingly makes omen dragons more stubborn and fixed in their beliefs and routines than many others, as if their attitude and philosophy of life were a grounding force in a life buffeted by the winds of fate. Most live within a few miles of where they hatch, in part because omen dragons place their eggs with care in places that give their offspring the best chance of survival, often leaving a single egg at each location and creating a small starter lair around it for the hatchling's future needs. While omen dragons often eschew these predetermined locations during their youth as they develop their signature, most eventually return and either make the gifted lair their own or settle nearby.

Omen dragons rarely live far from a town or city of some type, though they tend to have minimal direct impact on the lives of their immediate neighbors due to their ability to sense and avoid any issue that their behavior could cause in those around them. This extends to the way they hunt. While they have been known to consume livestock from the farms around them, they use their prophetic abilities to pinpoint those animals that are injured, neglected, or will not be missed. When hunting in the wild, they focus more on the long-term, choosing their prey based not on current availability but on future impact on the local environment. Astute hunters have been known to track the dragons' choices and use them to anticipate shifts in the local animal population, though the ever-changing nature of omen dragon visions can make it difficult to determine exactly what any individual choice made by an omen dragon truly means.

Omen dragons take care not to change the nature of daily life for those nearby, but they always make their ability to somewhat predict the future known, either by spreading the word among locals that they have prophetic abilities or appearing to those who will be affected by a specific future and revealing what they know. As this attracts visitors, most omen dragons establish a divination hall that's separate from their lair for receiving guests, often complete with challenges or obstacles meant to dissuade those unwilling to put in the effort to get a potential glimpse at what is to come.

Divination halls also serve a secondary role for the omen dragon: they provide a convenient target for those who are angry about the information the dragon provides (or is unable to). Most divination halls are designed with some level of combat defense that allows omen dragons to protect themselves without engaging in full combat or risking the safety of their lair. Omen dragons tend not to like combat, as they must balance the reality of the fight at hand with a flood of information about how the fight could potentially develop and use their prophetic abilities to avoid combat altogether if possible. When forced into a combat situation, omen dragons can be difficult to defeat, as they anticipate the moves of their opponent and counter accordingly.

OMEN ARCHDRAGON

CREATURE 20

RARE HUGE DRAGON OCCULT

Perception +35; darkvision, scent (imprecise) 60 feet

Languages Aklo, Common, Draconic, Fey, Jotun

Skills Acrobatics +34, Athletics +36, Diplomacy +35, Fortune-Telling Lore +39, Lore (any one subcategory) +37, Occultism +39, Society +37

Str +9, **Dex** +7, **Con** +8, **Int** +10, **Wis** +8, **Cha** +6

AC 44; **Fort** +32, **Ref** +33, **Will** +35; +2 status to all saves vs. occult

HP 360; **Immunities** confused, doomed, paralyzed, sleep

Untethered to Fate The dragon can choose to negate any fortune or misfortune effects that would affect them; other creatures remain affected normally.

Challenge Fate ⤵ (misfortune, occult) **Trigger** The dragon is targeted by an attack; **Effect** This fate is not set in stone. The attacker rolls the triggering attack twice and uses the worse result.

Cheat Fate ⤵ (occult) **Frequency** once per day; **Trigger** An attack would reduce the dragon to 0 HP; **Effect** The dragon foresees the killing blow and negates the triggering attack, avoiding all damage and other effects.

Speed 70 feet, fly 210 feet

Melee ✦ jaws +36 (magical, reach 15 feet), **Damage** 4d8+17 piercing plus 1d8 mental

Melee ✦ claw +36 (agile, magical, reach 10 feet), **Damage** 4d6+17 slashing plus 1d8 mental

Melee ✦ tail +34 (magical, reach 20 feet), **Damage** 4d8+17 bludgeoning plus 1d8 mental

Melee ✦ wing +34 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing plus 1d8 mental

Occult Innate Spells DC 44; **10th** freeze time; **9th** foresight; **8th** retrocognition; **7th** ill omen (at will), *mindlink* (at will), *true target* (x2); **Cantrips (10th)** guidance

Destiny Breath ✦✦ (mental, occult) The dragon breathes a translucent mist of potentialities that overwhelms creatures with visions of possible futures, dealing 19d6 mental damage in a 50-foot cone (DC 44 Will save). A creature that fails its save is slowed 1 for 1 round (or slowed 2 on a critical failure) as it struggles with the visions. The dragon can't use Destiny Breath again for 1d4 rounds.

Draconic Frenzy ✦✦ The dragon makes two claw Strikes and one wing Strike in any order.

Draconic Momentum The dragon recharges their Destiny Breath whenever they score a critical hit with a Strike.

Impending Fate The dragon's attacks bring their foes closer to their eventual fates. When the dragon critically hits with a Strike or a creature critically fails against the dragon's Destiny Breath, the creature becomes doomed 1, or increases its doomed value by 1 if it was already doomed.

Prophetic Wings The dragon or any ally can glimpse into the future in their wings in a process that requires 10 minutes of concentration. This casts a 10th-rank *augury* spell, except that the wings can predict results up to 1 day into the future and the dragon always speaks a few cryptic words related to

the result of the prediction. The dragon can use their wings in this way only once per hour and a given creature can seek a future in the wings only once per week. In addition, a creature can choose to predict events up to 1 year into the future—the dragon can view a year ahead in their own wings only once per day.

Walk the Timelines ♦♦ (occult) **Frequency** once per hour; **Effect** The dragon splits itself into two versions with different fates. Each copy Strides or Flies from the dragon's current space, then takes a single action. If the actions are both attacks, they use the same multiple attack penalty and count as one attack toward the dragon's multiple attack penalty. After both actions, the dragon chooses one of the two locations as their actual destination and the other version of themselves disappears.

ALTERNATE ABILITIES

Being inundated with nebulous glimpses of the future can change how an omen dragon uses their powers. You can apply the following adjustments to an omen dragon of any age.

Some omen dragons focus on staying a single step ahead of fate, using what they can see of the future to counteract immediate threats by giving up some of their long-term vision of the future. To make an omen dragon with these abilities, replace the dragon's Prophetic Wings with the following.

Forewarned and Forearmed (occult) At the start of the day, a dragon can perform a 10-minute ritual to prepare themselves for any fights they might have in the day ahead. The dragon chooses one of the following effects, which last for 24 hours.

- **Assured Fate** (fortune) When the omen dragon rolls initiative, instead of rolling, they can choose to have a result equal to 13 + their initiative modifier.
- **Instinctive Challenge** During an encounter, the fortune dragon gains an additional reaction at the start of their turn that can be used only for Challenge Fate.

Some omen dragons can partially manipulate the destinies of other creatures, linking them together. To make an omen dragon with this ability, replace Draconic Frenzy with the following.

Link Fates ♦♦ (curse, mental, occult) The omen dragon creates a bond between two creatures within 60 feet, entwining their destinies for 1 round. The first time during this duration that one of the creatures takes damage, the other takes an equal amount of mental damage, with a basic Will save (DC equal to the dragon's Destiny Breath DC).

OMEN ARCHDRAGON SPELLCASTERS

Occult Prepared Spells DC 44, attack +36; As ancient omen dragon (*Monster Core* 124) plus **9th foresight**, *visions of danger*^{PC2}; **8th confusing colors**^{PC2}, *hidden mind*, *pinpoint*; **Cantrips (9th)** *daze*, *detect magic*, *know the way*, *message*, *read aura*



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Phase Dragon

Wings are thin and lack extensive webbing. Rather than sustained flight, these wings are suited for bursts of speed or air brakes for slowing and turning rapidly.

Tail ends in a long, hooked blade.

Scales are tight and fine, resembling a single smooth surface. A layer of mirror-like outer scales are transparent like glass, refracting light around the dragon.

Limbs are suited for running and leaping rather than grabbing, grasping, or climbing.

Mouth has no teeth. They instead strike with a pronounced blade on their chin. At such high speeds, the blade cuts through material with the force of an axe.



PHASE DRAGON

Phase dragon legends say the first of their kind originated in the momentary space between the origin and destination of a teleportation before emerging fully formed to take their place on Golarion. From that moment, phase dragons have remained strangely untethered to location, able—and in many cases, almost compelled—to skip from place to place as easily and naturally as other creatures walk, swim, or fly.

The most lithe and sinuous of arcane dragons, phase dragons give the impression of being in constant motion, like a curl of smoke or a rolling wave. Their scintillating scales are so fine that they almost disappear, giving phase dragons smooth-looking skin. Few creatures can equal their mastery of teleportation magic. Not only can they leap from place to place, but they can also send attackers away in the blink of an eye. Their presence can disrupt other teleportation effects, drawing unsuspecting travelers to the dragon's location, or shunting them to unexpected destinations. At worst, a creature might be lost in the space between destinations, reappearing minutes, hours, even years later—if ever.

Phase dragons often have an intense curiosity and a thirst for knowledge and experiences. In conversation, they can appear absentminded, with their attention constantly jumping from one topic to another. Others can be direct, or even brusque to the point of abrasiveness, as they seek to get right to the point with no interest in engaging in small talk.

It's not uncommon for phase dragons to establish lairs in multiple locations—they hoard the places they go and the experience of discovering them as much as any valuables they accumulate there. Their lairs can be in population centers, but more often, they're in remote locations—perhaps accessible only by teleportation—which provide their greatest security. Alongside the gold and jewels in their lairs are innumerable keepsakes of the dragon's travels: a painting of a villager, a beautiful pressed flower, a stolen weathervane. Such mementos often are of little value to anyone but the dragon, though that's not a prerequisite for their interest. The phase dragon **Chayrarrait** (brash female young phase dragon thief) has drawn the ire of people across Golarion with her heists. Worse, her brazenness is matched only by her callousness about the consequences of her actions. Perhaps nowhere was this clearer than when she stole a magical basin from the village of Asma on Vudra's Matra River, condemning the village and its 300 residents to a watery grave.

Phase dragons often place teleportation wards and traps throughout their homes to deter or dispatch

unwanted visitors. Even so, they have been known to shrug their shoulders at a thief who steals riches from their vault as long as the dragon's mementos remain undisturbed. What phase dragons do not abide is the theft of their memories, even the hint of which can drive them into a murderous rage. Conspirator dragons especially draw their ire, and phase dragons will go to great lengths to remove a conspirator from an area they've decided to call home. Phase dragons also tend to be wary of fey creatures thanks to the memory-stealing abilities of draxies and pixies. That animus doesn't extend to gnomes; many phase dragons consider them kindred souls thanks to their shared interest in experiences and travel. Many phase dragons also have an affinity for elves due to the *aiudara*, though they can be surprised to find an individual elf doesn't know as much about these elf gates as they expect.

As arcane dragons, phase dragons tend to be less religiously inclined. Those who do follow a deity often gravitate toward Turvu, particularly their mandate to travel and explore the world, though other aspects of their faith usually don't speak as strongly to phase dragons. Alseta is also widely popular among phase dragons, and even those that don't worship the Welcomer frequently find common cause with her followers. **Esembramth** (nurturing genderless ancient phase dragon priest) is legendary in Alsetan lore for taking young clerics under their wing and nurturing them in their magic and faith, to the point that some have even questioned whether the dragon might be the goddess in disguise. Esembramth keenly feels the loss of their partner each time they die, often disappearing for a decade before reemerging to find a new partner. Relationships with followers or temples of Desna are also common among phase dragons, as a shared interest in travel makes them easy companions. Desnans whose interests lie more in the destination than the travel especially prize such relationships, and go to great lengths to cultivate them.

Travelers aren't the only ones interested in developing such relationships with phase dragons, hoping to use them to their benefit. Those who wish to wage war or conquer their neighbors can't help but see the tactical advantage a phase dragon could bring them—and try to ply them with incomparable wealth in return for their aid. At the same time, they know that phase dragons rarely stay in one place for long, and that their wealth could be spent for no certain return. Or even worse, that the dragon's abilities could just as easily be turned against them, a prospect that adds tension to any efforts to maintain such a dragon's

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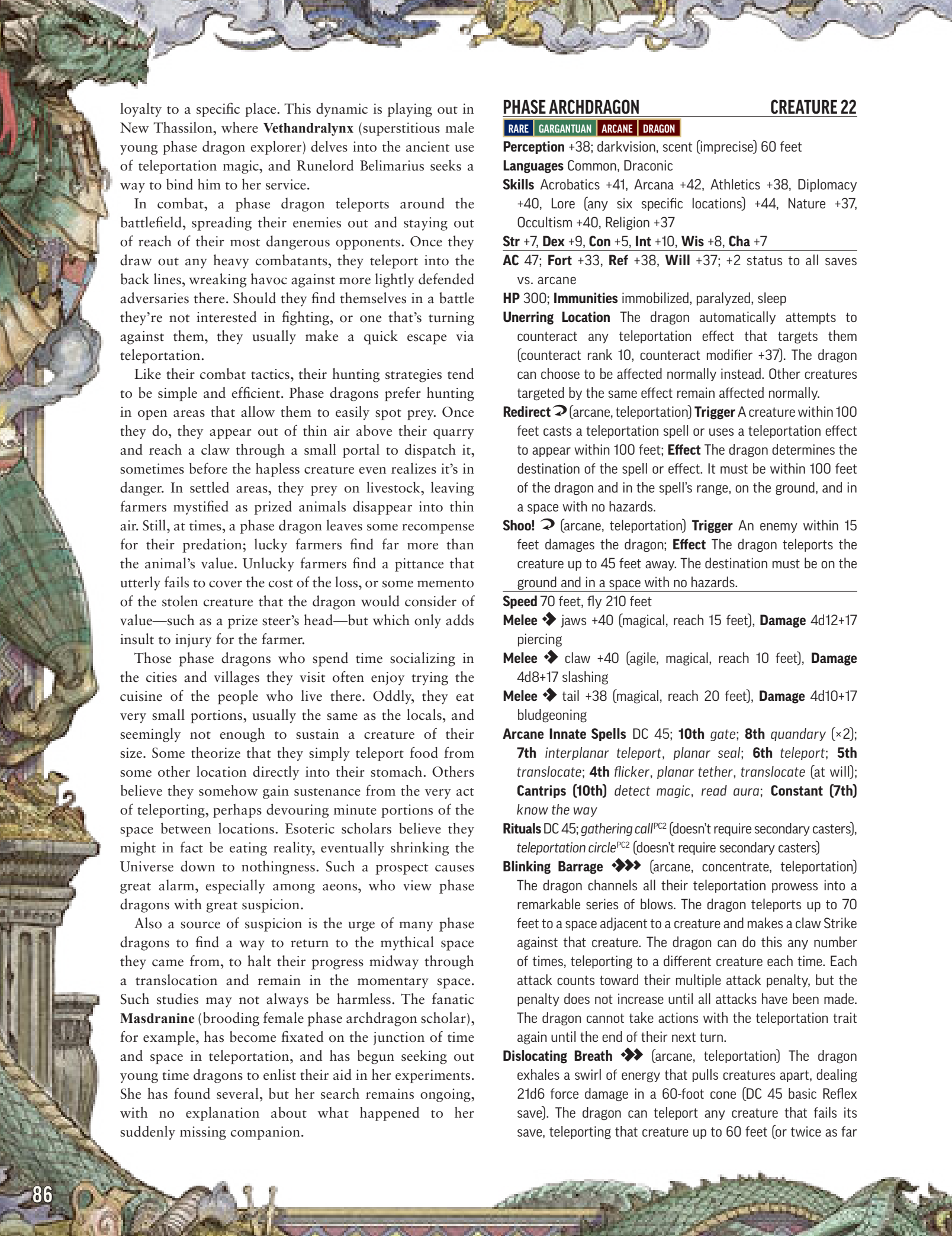
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loyalty to a specific place. This dynamic is playing out in New Thassilon, where **Vethandralynx** (superstitious male young phase dragon explorer) delves into the ancient use of teleportation magic, and Runelord Belimarius seeks a way to bind him to her service.

In combat, a phase dragon teleports around the battlefield, spreading their enemies out and staying out of reach of their most dangerous opponents. Once they draw out any heavy combatants, they teleport into the back lines, wreaking havoc against more lightly defended adversaries there. Should they find themselves in a battle they're not interested in fighting, or one that's turning against them, they usually make a quick escape via teleportation.

Like their combat tactics, their hunting strategies tend to be simple and efficient. Phase dragons prefer hunting in open areas that allow them to easily spot prey. Once they do, they appear out of thin air above their quarry and reach a claw through a small portal to dispatch it, sometimes before the hapless creature even realizes it's in danger. In settled areas, they prey on livestock, leaving farmers mystified as prized animals disappear into thin air. Still, at times, a phase dragon leaves some recompense for their predation; lucky farmers find far more than the animal's value. Unlucky farmers find a pittance that utterly fails to cover the cost of the loss, or some memento of the stolen creature that the dragon would consider of value—such as a prize steer's head—but which only adds insult to injury for the farmer.

Those phase dragons who spend time socializing in the cities and villages they visit often enjoy trying the cuisine of the people who live there. Oddly, they eat very small portions, usually the same as the locals, and seemingly not enough to sustain a creature of their size. Some theorize that they simply teleport food from some other location directly into their stomach. Others believe they somehow gain sustenance from the very act of teleporting, perhaps devouring minute portions of the space between locations. Esoteric scholars believe they might in fact be eating reality, eventually shrinking the Universe down to nothingness. Such a prospect causes great alarm, especially among aons, who view phase dragons with great suspicion.

Also a source of suspicion is the urge of many phase dragons to find a way to return to the mythical space they came from, to halt their progress midway through a translocation and remain in the momentary space. Such studies may not always be harmless. The fanatic **Masdranine** (brooding female phase archdragon scholar), for example, has become fixated on the junction of time and space in teleportation, and has begun seeking out young time dragons to enlist their aid in her experiments. She has found several, but her search remains ongoing, with no explanation about what happened to her suddenly missing companion.

PHASE ARCHDRAGON

CREATURE 22

RARE GARGANTUAN ARCANE DRAGON

Perception +38; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic

Skills Acrobatics +41, Arcana +42, Athletics +38, Diplomacy +40, Lore (any six specific locations) +44, Nature +37, Occultism +40, Religion +37

Str +7, **Dex** +9, **Con** +5, **Int** +10, **Wis** +8, **Cha** +7

AC 47; **Fort** +33, **Ref** +38, **Will** +37; +2 status to all saves vs. arcane

HP 300; **Immunities** immobilized, paralyzed, sleep

Unerring Location The dragon automatically attempts to counteract any teleportation effect that targets them (counteract rank 10, counteract modifier +37). The dragon can choose to be affected normally instead. Other creatures targeted by the same effect remain affected normally.

Redirect ⤵ (arcane, teleportation) **Trigger** A creature within 100 feet casts a teleportation spell or uses a teleportation effect to appear within 100 feet; **Effect** The dragon determines the destination of the spell or effect. It must be within 100 feet of the dragon and in the spell's range, on the ground, and in a space with no hazards.

Shoo! ⤵ (arcane, teleportation) **Trigger** An enemy within 15 feet damages the dragon; **Effect** The dragon teleports the creature up to 45 feet away. The destination must be on the ground and in a space with no hazards.

Speed 70 feet, fly 210 feet

Melee ✎ jaws +40 (magical, reach 15 feet), **Damage** 4d12+17 piercing

Melee ✎ claw +40 (agile, magical, reach 10 feet), **Damage** 4d8+17 slashing

Melee ✎ tail +38 (magical, reach 20 feet), **Damage** 4d10+17 bludgeoning

Arcane Innate Spells DC 45; **10th gate**; **8th quandary** (×2); **7th interplanar teleport**, **planar seal**; **6th teleport**; **5th translocate**; **4th flicker**, **planar tether**, **translocate** (at will); **Cantrips (10th)** *detect magic*, *read aura*; **Constant (7th)** *know the way*

Rituals DC 45; *gathering call*^{PC2} (doesn't require secondary casters), *teleportation circle*^{PC2} (doesn't require secondary casters)

Blinking Barrage ✎✎✎ (arcane, concentrate, teleportation) The dragon channels all their teleportation prowess into a remarkable series of blows. The dragon teleports up to 70 feet to a space adjacent to a creature and makes a claw Strike against that creature. The dragon can do this any number of times, teleporting to a different creature each time. Each attack counts toward their multiple attack penalty, but the penalty does not increase until all attacks have been made. The dragon cannot take actions with the teleportation trait again until the end of their next turn.

Dislocating Breath ✎✎ (arcane, teleportation) The dragon exhales a swirl of energy that pulls creatures apart, dealing 21d6 force damage in a 60-foot cone (DC 45 basic Reflex save). The dragon can teleport any creature that fails its save, teleporting that creature up to 60 feet (or twice as far

on a critical failure) in any direction. The destination must be on the ground and in a space with no hazards. The dragon can't use Dislocating Breath again for 1d4 rounds.

Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum Whenever they score a critical hit with a Strike, the dragon chooses to either recharge Dislocating Breath or regain an expended teleportation spell.

Phase Jump ♦ (arcane, concentrate, teleportation) **Frequency** once per round; **Effect** The dragon teleports up to 120 feet. If they are airborne, they maintain their momentum, and do not fall at the end of their turn, even if they didn't use an action to Fly.

Portal Strike ♦♦ (arcane, concentrate, manipulate, teleportation) The dragon momentarily opens a small portal, and makes a claw Strike against a creature within 120 feet. The target is off-guard to the Strike.

ALTERNATE ABILITIES

Some phase dragons' mastery of teleportation manifests in different ways. You can apply the following adjustments to a phase dragon of any age.

Some phase dragons can appear to be in two places at once. To make a dragon with such an ability, remove *flicker* from their innate spells and replace Shoo! with either of the following.

Afterimage Jumps ♦ (illusion, visual) **Frequency** once per 10 minutes; **Effect** The phase dragon teleports in a quick series of jumps around their own location, creating three illusory images of themselves that are hard to distinguish from the real thing. Any foe targeting the phase dragon with an attack must first succeed at a DC 15 flat check. On a failure, the phase dragon isn't affected and one of the illusory duplicates is shattered; the DC of the next flat check for Afterimage Jumps is reduced by 5. Any remaining images disappear at the start of the dragon's next turn.

Second Glance ♦ (illusion, spellshape, visual) If the phase dragon's next action is to use an ability or spell with the teleportation trait, they become invisible when they arrive at their destination

and leave an illusory duplicate at their initial location. The invisibility ends and the illusory duplicate disappears if the dragon takes a hostile action; if a creature interacts with the false image, including attempting to Strike it; or at the start of the dragon's next turn, whichever comes first.

Rarely, a phase dragon can tune their forms to be slightly out of phase with reality. To make a dragon with such an ability, remove *flicker* from their innate spells and replace Portal Strike with the following.

Dematerialize ♦ (concentrate, polymorph) **Frequency** once per hour; **Effect** The phase dragon becomes incorporeal, gaining the incorporeal trait, resistance to all damage (except force, *ghost touch*, and spirit) equal to half their level (double the resistance against non-magical damage), and immunity to precision damage. If the dragon attempts a Strike against a creature with any circumstance bonuses to AC (such as from a shield or cover), reduce that bonus by 2. This effect lasts for 1 minute or until the phase dragon Dismisses it.

PHASE ARCHDRAGON SPELLCASTERS

Arcane Prepared Spells DC 45, attack +37; As ancient phase dragon (*Monster Core 2* 126) plus **10th** *freeze time*, *gate*; **9th** *detonate magic*, *implosion*, *metamorphosis*; **Cantrips** (10th) *detect magic*, *figment*, *message*, *read aura*, *telekinetic projectile*



Requiem Dragon

The wings have a similar layering to the dragon's scales, sweeping in the direction of the wingtip. The last layer of the wing scales is much softer than others.

scales are long in form and take up long stretches of the body. The scales are layered and have a texture similar to the outer shell of an oyster.

Arms are webbed to the body, creating a pouch to swaddle a creature once lifted.

Eyes are small and perfect spheres, with almost no lid.

The horn splits in the front of the head, one crescent shape facing down and one facing up. They are identical in inverse shape and proportion.



REQUIEM DRAGON

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Requiem dragons are living links between life and death. Empowered by Creation's Forge yet found within the River of Souls, these dragons are a manifestation of divine healing magic able to grant second chances to promising individuals.

Requiem dragons can clearly discern the living from the undead. Warm light radiates from behind their achromatic scales, which are flecked with rose gold. This radiance is the power of Creation's Forge and dims or brightens with the dragon's vitality. They have long, blade-like horns that extend from their upper and lower jaws. These and their whip-like tails are commonly decorated with bells, which provide doleful accompaniment to their songs.

Requiem dragons are bound to the circle of life. As a soul begins with a spark from Creation's Forge, so too is each requiem dragon empowered by the plane's energy from birth. This spark nurtures them in their eggs and grows within them throughout their lives. But as the spark of every soul is ultimately drawn to the River of Souls, so too is every requiem dragon's life finite. Destined for death, yet full of raw life, they exist between two extremes as masters over mortality. So, it is the River of Souls that the dragons call home. Here—with a deep understanding of the ultimate finality of death—they aid souls on the final journey that all mortal beings must take after death.

Surprisingly, requiem dragons have little to do with Pharasma, the Spiral of Fate, though there are some dragons who worship her. For the most part, requiem dragons respect that death, like birth, is tied to life. Robbing someone of death is, to Pharasma, a travesty of this natural order. However, requiem dragons would never want to see potential wasted. By returning souls to life, they argue, they are only forestalling the inevitable, and only for the briefest moment in the endless eternity by which Pharasma marks her existence.

As such, requiem dragons deal closely with psychopomps. Flocks of nosois nest in requiem dragon lairs and serve the dragon and their allies; some of the bird-like psychopomps might even be spies for the dragon's enemies. Vanth war parties often rely on the aid of requiem dragons when they venture far from the Boneyard. Morrignas also deal with requiem dragons, but the dragons' proclivity for returning souls to life often complicates such partnerships.

Requiem dragons are social beings who patiently build strong relationships with other creatures besides psychopomps. Such diplomatic ties supplement their strength and ensure their survival. The River of Souls is full of deadly threats for mortal souls, even for a dragon, and trustworthy friends are hard to find. This outlook is seen in their interactions with daemons, which end in violence

far less frequently than one might suppose. Despite their natural enmity, requiem dragons strive for diplomatic outcomes with even the worst of daemons. They expend great energy in building an interconnected network of allies to keep their daemon enemies in check. When violence is the last resort, such well-planned preparations can tip the situation in the dragon's favor, as allies come to their aid and peace treaties rob their aggressor of their own allies. This is exemplified in the tale of Borbos, a young requiem dragon who made a treaty with the astradaemon Vathuil. Although the treaty was short-lived and ended in Borbos's own death, it allowed many souls to complete their journey through the River of Souls in peace.

Asking questions is a requiem dragon's best means of discovering a soul's history and potential, so they're tiresomely inquisitive, persistently probing every soul they encounter. Their questioning invariably leads them back to where the soul departed from. Here they hope to find evidence of the soul's story or witness the aftermath of the soul's demise. Many a war has abated with the sudden appearance of a requiem dragon. They pop up in stranger places too. It's not unheard of for an enormous dragon to appear in a small room that they can barely fit inside, only to inspect a trap that took the life of an unfortunate adventurer—or to surprise an assassin by appearing over a fresh corpse. However, requiem dragons maintain their stance as peaceful diplomats who are only drawn into battle if they have reason to do so. They prefer to save lives. Yet this, too, requires careful consideration, and most requiem dragons have little sense of urgency. Their peculiar relationship with mortality means they seldom rush matters of life and death, much to the chagrin of less powerful mortals.

Requiem dragon lairs consist of chunks of somber architecture rescued from the mortal Universe—elegant patchwork cathedrals floating within the River of Souls. Like their lairs, their collections consist of pieces of history: mementos of great events, diaries of explorers, and detailed eyewitness accounts recorded in the dragon's own hand on long scrolls and in thick books. What requiem dragons treasure most is always potential, and their collections are evidence of that potential acted out in the lives of mortals. Requiem dragons are most interested in humans' ambition and striving for betterment, and their collections often have more human relics than those of other ancestries. Requiem dragons ruminate on each item in their collection and nurture memories associated with each one's acquisition and the events it signifies.

The essence of Creation's Forge within each requiem dragon sustains them, so they eat very little. Most requiem

dragons enjoy sampling dishes from the places they visit, though their definition of “dish” has led to unfortunate incidents. Most requiem dragons travel widely, but briefly, so they seldom have a deep understanding of the cultures and places they visit. As for hunting, daemons that ignore offers of peace find that requiem dragons are fierce predators.

Requiem dragons enjoy ritual, symbolism, and tradition, though they are ever mindful of the meaning of the rituals and traditions they follow. Two rituals best define all requiem dragons, and both are open events that others may attend: Clutch Gatherings and the Singing of the Dirge.

The Singing of the Dirge is a frequent gathering of requiem dragons where they lament those who have passed through the River of Souls. During this time, the dragons often wear black or gray hoods and decorate their tails and horns with strips of linen torn from grave shrouds. The dragons take turns naming some of the departed or mentioning the past deeds of the souls they met during their wanderings. They end their gathering by singing the Dirge of the Unknown Departed, from which their ritual takes its name. The Singing of the Dirge takes different forms among different groups of requiem dragons, but they are always somber celebrations of life.

Because requiem dragon eggs create a nurturing portal to Creation’s Forge within them during their maturation, they’re often sought by daemons and other creatures wishing to travel to that plane. In the Clutch Gathering ritual, a mating pair of requiem dragons gather their family members, friends, and acquaintances after laying eggs. Not only is this a chance for the dragons to foster relationships, but the congregation also protects the eggs as a strong, unified community. The event takes place in the dragons’ lair, and guests are free to come and go as they please. However, only the most trusted friends and family may enter the chamber containing the clutch. Clutch Gatherings are an important opportunity for the dragons to celebrate the potential of their own bloodlines, their place within the societies they build, and their alliances. It’s not uncommon for a requiem dragon to invite their greatest opponents and detractors too. Requiem dragons spend months preparing for the event and stockpiling food palatable to all their guests. An invitation to a Clutch Gathering is an honor bestowed on many, but those who fail to present themselves at the event during the months-long incubation of the eggs offend the dragon parents in the deepest way.

REQUIEM ARCHDRAGON

CREATURE 24

RARE GARGANTUAN DIVINE DRAGON

Perception +42; lifesense 150 feet (page 229), scent (imprecise) 60 feet, status sight

Languages Chthonian, Common, Daemonic, Draconic, Empyrean, Requian

Skills Acrobatics +38, Athletics +44, Diplomacy +40, Medicine +47, Religion +44, River of Souls Lore +40

Str +10, **Dex** +6, **Con** +7, **Int** +6, **Wis** +12, **Cha** +7

Soul Journey (divine, exploration) The dragon spends 1 hour to travel through planar channels to reach the River of Souls, and then reach any point along the river. This has the effects of *interplanar teleport*, except that the dragon can arrive precisely where they like on any major plane.

Status Sight The requiem dragon automatically knows the Hit Points of all creatures they can see.

AC 50; **Fort** +38, **Ref** +36, **Will** +42; +2 status to all saves vs. divine

HP 500; **Immunities** death effects, paralyzed, sleep

Soul Anchor ⤵ (divine) **Trigger** A creature within 60 feet would drop to 0 Hit Points; **Effect** The dragon anchors the triggering creature’s soul to their body. The creature remains at 1 Hit Point, becomes doomed 2, and gains fast healing equal to the dragon’s level for 1 minute. The creature becomes temporarily immune to further Soul Anchor attempts for 24 hours.

Withhold Death ⤵ (divine) **Trigger** The dragon is critically hit by an attack; **Effect** The dragon resists the loosening of their own soul, preventing some of the damage. The dragon gains resistance 25 to all damage against the triggering attack.

Speed 70 feet, fly 210 feet, swim 70 feet

Melee ⬥ horn +43 (magical, reach 20 feet), **Damage** 4d10+20 piercing plus 2d8 spirit

Melee ⬥ claw +43 (agile, magical, reach 15 feet), **Damage** 4d6+20 slashing plus 2d8 spirit

Melee ⬥ tail +41 (magical, reach 25 feet), **Damage** 4d8+20 bludgeoning plus 2d8 spirit

Divine Innate Spells DC 48; **10th** *heal* (×3); **9th** *heal* (×4); **Cantrips (10th)** *stabilize*

Dooming Breath ⬥⬥ (divine, spirit) The raw energy of Creation’s Forge streams from the dragon’s mouth, dealing 20d8 spirit damage in a 150-foot line (DC 48 basic Reflex save). Undead creatures who fail the save must also succeed at a DC 48 Will save or become doomed 1. If the target is already doomed, the doomed value increases by 1 (to a maximum of doomed 4). The dragon can’t use Dooming Breath again for 1d4 rounds.

Draconic Frenzy ⬥⬥ The dragon makes two claw strikes and one tail strike in any order.

Draconic Momentum The dragon recharges their Dooming Breath whenever they score a critical hit with a Strike.

Redirect River ⬥ (concentrate, death, divine) The requiem dragon redirects a small portion of the River of Souls, using their body as a spiritual connection. The river swells around them, filling the area in a 20-foot emanation for 1 round, becoming difficult terrain to all other creatures. Additionally, creatures that begin their turn in the emanation or enter it for the first time each round must succeed a DC 48 basic Fortitude save or become drained 1 and doomed 1. If the target is already drained or doomed, the value increases by 1 (to a maximum of 4). The dragon can Sustain the effect.

Soul Shield ⬥⬥ (concentrate, divine) **Frequency** once per day; **Effect** The requiem dragon uses their life essence to create a shield of spiritual energy around a creature within 60 feet.

The shield creates a link between the dragon and the creature with the effects of *share life* except that the effect doesn't end regardless of distance and remains for 1 hour. In addition, the creature gains resistance 15 to physical and spirit damage that applies to the half of damage it receives. The dragon can Dismiss the effect.

Spare the Dying, Free the Tormented

◆◆ (concentrate, divine, healing, manipulate, vitality)

Frequency once per hour; **Effect**

The requiem dragon flaps their mighty wings to produce a gust of energy from Creation's Forge. Each dying creature within a 200-foot emanation immediately loses the dying condition, though it remains unconscious at 0 Hit Points. Each creature with void healing in the same area takes 16d6 vitality damage (DC 48 basic Fortitude save); a creature who is reduced to 0 Hit Points by this damage is immediately destroyed and its soul returns to the River of Souls, even if that creature has an ability like rejuvenation. The dragon can choose to exclude as many creatures from this effect as they wish.

ALTERNATE ABILITIES

A requiem dragon's control over souls manifests in various ways. You can apply the following adjustments to a requiem dragon of any age.

Some requiem dragons are spiteful enough to try to bring a living creature along with them when they die. To create a dragon with this ability, replace Withhold Death with the following.

Die Together ☞ (divine, incapacitation, void) **Trigger** The dragon dies; **Effect** The dragon tethers their soul to the soul of a living creature within 60 feet, pulling it along into death. The target must attempt a Fortitude save.

Critical Success The target is unaffected.

Success The target takes void damage equal to half the damage dealt by the dragon's Dooming Breath.

Failure The target takes void damage equal to the damage dealt by the dragon's Dooming Breath.

Critical Failure The target drops to 0 Hit Points and becomes dying 1, or increases its dying condition by 1 if it's already dying. While the target is dying, the dragon remains at 1 Hit Point and dies instantly if the target loses the dying condition.

Requiem dragons who specialize in fighting against and alongside armies can let out a mighty roar that

frightens their enemies and bolsters their allies. To create a dragon with this ability, replace Draconic Frenzy with the following.

Soul Roar ◆ (auditory, emotion, fear, mental, spirit)

Frequency once per round; **Effect** The dragon lets out a mighty roar that rouses their allies and rattles the souls of their enemies. Each ally in a 120-foot emanation gains temporary Hit Points equal to the dragon's level that last for 1 minute, while each enemy within that area must attempt a Will save.

Critical Success The creature is unaffected and is immune to Soul Roar for 1 minute.

Success The creature is frightened 1.

Failure The creature is frightened 2 and doomed 1. If the target is already doomed, the doomed value increases by 1 (to a maximum of doomed 4).

Critical Failure The creature gains the fleeing condition for 1 round, is frightened 4, and is doomed 1. If the target is already doomed, the doomed value increases by 1 (to a maximum of doomed 4).

REQUIEM ARCHDRAGON SPELLCASTERS

Divine Prepared Spells DC 48, attack +40; As ancient requiem dragon (*Monster Core 2* 128) plus **10th** *raise dead*, *revival*; **9th** *breath of life*; **Cantrips** (10th) *guidance*, *haunting hymn*^{PC2}, *message*, *sigil*, *stabilize*

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Resurrection Dragon

Wings are near-skeletal with massive holes in the webbing.



The dragon's skin is made of a material that's constantly growing, decaying, and sloughing away like the embers from a fire lifted by the heat. The material is dark and heavy, similar to tar or oil.

The inside of the eye and mouth resemble a distant view of an infinite sky.



RESURRECTION DRAGON

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Resurrection dragons stand with one clawed foot in each of two worlds: the realm of the living and the nothingness of death. While such an existence might be torture for other creatures, these divine dragons are quite comfortable with their control over both vital and void energy, bringing either to bear when the situation warrants. Many other dragons find their appearances to be abhorrent or their abilities to be blasphemous, but resurrection dragons care little about what anyone thinks or says about them.

Due to their connections with life and death, a resurrection dragon's scales are in a constant state of flux, forever sloughing away and regrowing. This gives the impression of melting candle wax, though in defiance of gravity, their scales mostly evaporate upward into the air. However, some resurrection dragons have been known to leave trails of dead and dying flesh. Their eye sockets appear empty, lit only by a profane glow that can pierce even the bravest of souls. Their terrible maws often hang open in a parody of hunger, for these dragons don't need sustenance to survive. Indeed, most resurrection dragons are missing part or all of their lower jaws, which would make eating nigh impossible. Despite their near-skeletal wings having jagged tears in the webbing, resurrection dragons can still fly, usually with an uncanny grace. All these factors lead many to mistake a resurrection dragon for an undead creature, a misconception that some resurrection dragons enjoy encouraging.

Legends of the first resurrection dragon tell a story of an unnamed dragon who suffered profound grief, possibly from the loss of a companion, though different versions give different reasons. When this dragon slipped from their mortal bonds, their last breath was expelled with such pain that it rent the raw fabric of the cosmos. The dragon's sorrow became manifest and attached itself to their spirit before it could reach the River of Souls, creating the first resurrection dragon at the boundary between life and death.

Resurrection dragons indulge in their innate draconic desire to hoard valuables but tend to hide their treasure away in hard-to-reach caverns and alcoves of their lairs, leaving the remaining areas of their lairs bereft of decoration. Some explorers and adventurers have stumbled through a resurrection dragon's lair without even realizing it, mistaking it for a disused cave system or abandoned castle. Had they been more observant, they might have seen the resurrection dragon lurking just out of sight, weighing their lives against the effort it would take to rip away their souls.

Many resurrection dragons include mundane keepsakes of those they've brought back to life or soon plan to near their hoards. These might range from articles of clothing to favorite books to pieces of jewelry, and are kept in places of honor, locked away in ornate boxes or placed lovingly on shelves. A resurrection dragon can discuss the provenance of each of these items in great detail and will eagerly do so if asked, though their stories are always tinged with melancholy for the associated loss of life. Some resurrection dragons become obsessed with cursed items and lore associated with sudden and tragic deaths, morbidly seeking them out in the world. When they find what they're looking for, they often do little to prevent any calamity but merely observe the results, only occasionally deigning to resurrect the affected individuals.

Those who learn of the existence of resurrection dragons might seek them out to petition the return of a loved one from an untimely fate or to bring a final peace to the restless dead. Such requests are always thoughtfully considered and never taken on lightly, though bringing back a single mortal being is as natural to a resurrection dragon as breathing. Death by age, the lack of remains, or even the length of time since the departure of the living mortal is of little concern to the dragon, though calamity often follows in the wake of one stolen away from the mechanisms of fate.

Several centuries ago, **Gevrezha** (vengeful female ancient resurrection dragon historian) approached the ruins of the Hanging City of Teskra in Rahadom to pay homage to those who left and were never seen again. She was driven off by the Pure Legion, fearful of what her divine presence might mean to their nation. Indignant, Gevrezha vowed her revenge and has spent the time since planning and plotting. She has recently been seen again in the Napsune Mountains, but no regiment can pin down her exact location. She gets closer and closer to Shepherd's Rock with every sighting. In response, the Pure Legion has doubled the number of soldiers stationed at the citadel.

In Razmiran, a resurrection dragon has seemingly embraced the Living God, wearing his mask and performing miracles at his behest. While **Thalgrir** (sociopathic male adult resurrection dragon seeker) has quickly risen through the ranks of the religion, he is in truth utterly indifferent to Razmir. Thalgrir finds this faith a curious anomaly and is secretly experimenting on the populace to tease out insights into the nature of life, death, and divinity. He has no aims to become

a god, but feels that he can uncover a greater truth to the cosmos if he can complete his grand plan to use his abilities on a deity... perhaps even a living one.

RESURRECTION ARCHDRAGON

CREATURE 23

RARE GARGANTUAN DIVINE DRAGON

Perception +40; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Necril

Skills Acrobatics +36, Arcana +36, Athletics +43, Diplomacy +40, Medicine +43, Necromancy Lore +46, Religion +43, Stealth +38

Str +11, **Dex** +6, **Con** +8, **Int** +6, **Wis** +10, **Cha** +8

Arise! (divine, exploration, healing) The resurrection dragon uses their mastery over life energy to cast their own soul into the Boneyard and pull a willing creature's soul back to their body in a process that takes 1 hour. This has the effects of *raise dead* except the maximum level of the target is 18 and the soul is tethered to the dragon's. Only one creature can be tethered to the dragon's soul at a time. If the creature and the dragon are no longer on the same plane or the dragon dies, the raised creature dies and can't be raised with *Arise!* again. The dragon can Dismiss the connection at any time. Doing so doesn't prevent the dragon from raising the creature with *Arise!* again.

While raised in this way, the creature is still a valid target for *raise dead*, *resurrection*, and similar effects. Returning the creature to life in this way fully restores the creature, severing the connection to the dragon and allowing the dragon to establish a connection with a different creature.

AC 48; **Fort** +36, **Ref** +35, **Will** +40

HP 470; **Immunities** death effects, paralyzed, sleep; **Resistances** spirit 25

Risen Commander (divine) A resurrection dragon has a strong connection with their minions and can Sustain *summon undead* or *invoke spirits* as a free action once per turn.

Reawaken! (divine, spirit, vitality) **Trigger** A living creature the resurrection dragon can see dies; **Effect** The resurrection dragon uses divine and vital energy to re-tether the soul to their dead body. The willing creature is returned to life with full Hit Points at the start of their next turn. A creature can only be resurrected by this ability once.

Siphon Life (divine, healing, vitality) **Trigger** A creature within 60 feet uses a healing effect that restores Hit Points; **Effect** The resurrection dragon redirects vital energies away from the effect, minimizing its impact. The triggering effect rolls the minimum amount on any dice rolls to restore Hit Points, and any flat values for restoring Hit Points (such as the additional Hit Points for a two-action *heal* spell), are cut in half. The dragon then gains 4d8 temporary Hit Points that last for 1 round.

Speed 60 feet, fly 240 feet

Melee (claw) +42 (magical, reach 20 feet), **Damage** 4d12+19 piercing plus 1d6 void

Melee (claw) +42 (agile, magical, reach 15 feet), **Damage** 4d10+19 slashing

Melee (tail) +40 (magical, reach 25 feet), **Damage** 4d12+19 bludgeoning

Divine Innate Spells DC 46, attack +38; **10th** *harm* (×2), *raise dead*, *summon undead* (at will); **9th** *invoke spirits* (×2); **4th** *talking corpse* (at will); **Cantrips (10th)** *guidance*, *stabilize*, *void warp*

Draconic Frenzy (divine) The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Soul Siphoning Breath whenever they score a critical hit with a Strike.

Mortal Fears (concentrate, emotion, fear, mental) The archdragon imposes the fear of death onto the living and fear of the living onto the undead. Each creature within a 120-foot emanation must attempt a DC 46 Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 2.

Failure The creature is frightened 3. A living creature can't reduce its frightened condition below 1 if it ends its turn within 15 feet of the archdragon or an undead creature. An undead creature can't reduce its frightened condition below 1 if it ends its turn within 15 feet of the archdragon or a living creature.

Critical Failure As failure, but frightened 4.

Necro Puppeteer (divine, void) The dragon siphons energy into an undead creature, a dying creature, or a corpse they can see within 60 feet. The dragon moves the target creature 30 feet and causes it to unleash a wave of void energy in a 10-foot emanation, dealing 8d8 void damage (DC 43 basic Reflex save).

Soul Siphoning Breath (divine, void) The archdragon unleashes a torrent of divine energy dealing 22d6 void damage in a 60-foot cone (DC 46 basic Fortitude save) that draws the life force from the creatures within. The dragon gains fast healing 20 until their Soul Siphoning Breath recharges. The resurrection dragon can't use Soul Siphoning Breath again for 1d4 rounds.

ALTERNATE ABILITIES

Some resurrection dragons can control life and death in different ways. You can apply the following adjustments to a resurrection dragon of any age.

As a resurrection dragon heals themselves, they can simultaneously weaken the living around them. To create a dragon with this ability, replace Draconic Momentum with the following.

Shred Souls (divine, void) **Trigger** The resurrection dragon ends their turn; **Requirements** The dragon's Soul Siphoning Breath recharged this turn; **Effect** Excess void energy spills out from the dragon in a 60-foot emanation. Each living creature in the area must succeed at a Fortitude save with a DC equal to the dragon's Soul Siphoning Breath or gain weakness to void equal to the

dragon's resistance to spirit for 1 round (or 1 minute on a critical failure).

Resurrection dragons who focus their power into slaying as much of the living as possible can wreak their claws in void energy. To create a dragon with this ability, replace Draconic Frenzy with the following.

Harmful Claw ♦♦ (divine) The resurrection dragon channels a divine spell into their claw. They Cast a 1-action version of *harm*, but the effects of the spell don't occur immediately. The dragon then makes a claw Strike. This counts as two attacks for the dragon's multiple attack penalty. The attack is imbued with the spell's effects according to the results of the Strike.

Critical Success The Strike deals double damage as normal, and the target must attempt a basic Fortitude save against the spell's damage, but treats its result as one degree of success worse.

Success The Strike deals damage as normal, and the target attempts a basic Fortitude save against the spell's damage.

Failure The Strike deals no damage, but the target must attempt a basic Fortitude save against the spell's damage.

Critical Failure The Strike deals no damage, and the target is unaffected by the spell.

More necromancy-focused resurrection dragons enjoy creating permanent undead minions. To create a dragon with this ability, give the dragon the *create undead* ritual and replace Risen Commander with the following.

Deathless Servant (divine, unholy) When a resurrection dragon performs the *create undead* ritual, they can create any common undead and don't require secondary casters. If the dragon creates a mindless undead creature whose level is at least 2 lower than themselves, it automatically becomes the dragon's minion—a deathless servant. This minion can't be destroyed unless the dragon is slain; if reduced to 0 Hit Points, such a minion returns to full Hit Points 1d6 days later. A resurrection dragon can have only one deathless servant at a time.

RESURRECTION ARCHDRAGON SPELLCASTERS

Divine Prepared Spells DC 46, attack +38; As ancient resurrection dragon (Monster Core 2 130) plus **10th** revival; **9th** massacre, wails of the damned; **Cantrips (10th)** detect magic, guidance, haunting hymn^{PC2}, read aura, stabilize



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Rune Dragon

The shingle-like scales are tough but brittle and often break off. The scales showcase different runes, and broken scales make for potent magic items.

The wings are feather-like rather than webbed. These long scales are not lightweight, but heavy, with a thickness and consistency similar to terracotta tile. Ridges on the wing scales form patterns that resemble runic text.



The runes on the dragon glow when an associated magic is nearby or activated in some way.

The forelegs are notably heavy with scales, giving the dragon a wide front paw.

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RUNE DRAGON

Rune dragons are masters of language and words used for magic and literature. While all rune dragons obsessively research languages, many also have special interests that they can spend centuries fixating on. This often includes things such as the history of a particular city, a person of great talent in war or art, the ecology of a biome, the political entanglements of a nearby nation, the mechanical potential of an invention, the limits and uses of a particular spell, mathematics, or even the nature and tendencies of other dragons.

A rune dragon's lair is often full of books, scrolls, and other literature in various languages, as well as magic and past and current interests. Despite their great love for their objects, they are rarely well organized. A rune dragon can always find exactly what they are looking for in an instant, but someone else trying to make sense of their hoards could spend days looking for a particular item. They find treasure useful only in its capacity to further their other collections. Occasionally a rune dragon will have a special interest and a hoard to match—for instance, one interested in geology might have a collection of rare gems and metals. Rune dragons are often excited to share the knowledge they have about their special interests. Sparking such a conversation will often lead to endless rambling and tangents brimming with obsessive detail. There are tales of an adventurer keeping a rune dragon's attention for over a week while their party planned a rescue simply by inquiring about the dragon's collection of rare insects.

Eating is often considered an annoyance for rune dragons. A rune dragon can go weeks before remembering to eat, as they often lose track of time while focusing on a project. Because of this, a rune dragon hunts with magical traps over a large region. These traps notify the dragon when a creature sets them off, but the dragon might take a while to check on them. For this reason, these traps are often made to preserve the caught food. This preservation could be freezing, time stasis, or even a small, sustained line of vitality magic enough to keep anything inside from dying naturally for a time.

Because of their infrequent eating habits, rune dragons often hunt for large animals that can sustain them for a long time. They like to find a favorite, easy-to-catch meal—but if they're not careful, they'll hunt their favorite animal into extinction over several years unless they're persuaded to stop or they grow tired of it before it becomes scarce. If a rune dragon's favorite meals become rare or learn to evade their traps, they might hire adventurers to hunt for it in their stead. Rune dragons

who are particularly interested in biology tend to be more careful in maintaining their local biome.

Rune dragons often face the paradox of constantly wanting to expand their ever-growing collections while simultaneously never wanting to leave their lair and research to do so. To this end, rune dragons often hire adventurers to travel outward and collect books, relics, or other objects of interest. They care little for anything else the adventurers find along the way, and rune dragons almost always have something the adventurers want, be it gold or knowledge. Occasionally, a rune dragon will send many parties after the same goal—not to test them or turn them against one another, but simply because they believe that obtaining the goal is very dangerous and some parties will simply die trying. Multiple parties heighten the chance that at least one will succeed, though sometimes rune dragons simply forget they already hired another party. Rune dragons likewise sometimes forget they sent a party to obtain something until the object of interest arrives or the dragon goes looking for it, assuming it was already taken care of. As a result, it's in the interest of any adventuring parties to find what a rune dragon seeks before the dragon becomes annoyed by its absence.

Academia often fails to acknowledge the subtle movements of rune dragons to further many fields of magic and study. This is by design. Rune dragons do not seek attention or recognition for their research, self-interested philanthropy, or the numerous donations they make to schools and libraries. Rune dragons are not afraid to share their discoveries; in fact, they're overly keen to do so. If they could get the entire Universe to further study in the field of their interest, they would, but they usually resort to secretly sharing their findings and anonymously funding research. A rune dragon might reveal themselves to particular experts in their field, or cultivate a mind for many years only to help answer a small question in the dragon's greater research. Those who are aware of this draconic meddling often conclude that rune dragons are either incredibly wasteful in their love of knowledge without ambition to act on it, or that rune dragons are the embodiment of pure curiosity.

While rune dragons do not often seek the company of others, they make exceptions for others with similar interests and patience. They prefer longer-lived minds, such as elves and other dragons, for this reason. Rune dragons don't typically study their interests with any malicious intent, but others they work with might have different ideas. If a rune dragon discovers this betrayal—

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that their work is unintentionally leading to the destruction of what they love—they might go as far as destroying their own work to save the subject. The resulting sorrow or depression can cause them to stop studying anything at all, lest it also be used as a means of its own demise. Without support during this stupor, a rune dragon might lash out and become destructive, mistakenly believing in their heartbreak that if what they love will inevitably be destroyed, then they should be the ones to destroy it. While this line of thought is irrational, convincing a rampaging dragon of this can prove difficult.

Rune dragons generally consider combat to be beneath them. This isn't because they're naturally averse, but rather because they often believe themselves to be so clever and powerful that the fight would be one-sided and boring. Occasionally, a rune dragon will take an interest in battle or warfare after an encounter with a particularly clever group of adventurers or when an army threatens or inspires them. These rune dragons fight strategically and passively, waiting for an opponent to make a reckless move. They often keep their distance, never getting close unless someone is caught off-guard or they're certain they can safely escape. A rune dragon fighting a foe they previously had to flee from might fight differently in the rematch after studying their enemy and planning a trap or gambit. This plotting is not generally born of revenge or anger, but rather of an interest in testing both their own limits and that of their enemies. Rune dragons who get a taste of fighting clever, adaptable warriors often carry that taste until the end of their days, ceaselessly seeking another worthy opponent. Some rune dragons even recruit and cultivate great warriors in hopes that one day they could prove a worthy challenger.

RUNE ARCHDRAGON

CREATURE 23

RARE GARGANTUAN ARCANE DRAGON

Perception +39, darkvision, magic sense (precise) 120 feet, scent (imprecise) 120 feet

Languages Common, Draconic, all common and uncommon languages, one rare language

Skills Acrobatics +38, Arcana +44, Athletics +42, Crafting +42, Diplomacy +37, Linguistic Lore +42, Performance +39, Rune Lore +44, Society +38, Survival +38

Str +7, **Dex** +7, **Con** +8, **Int** +9, **Wis** +7, **Cha** +6

Items up to 3 runes of 18th level or lower etched upon their scales

Magic Sense (arcane) The rune dragon is aware of any active magical abilities and effects within the listed range. When the dragon Seeks, it gains the benefits of a 4th-rank *detect magic* spell on the things it sees within the listed range (in addition to the normal benefits of Seeking).

Runic Scales The rune dragon's scales function as *runestones*. The rune dragon can't use the effects or abilities of the runes etched on its scales, but can transfer these runes to appropriate objects. Transferring a rune to or from an item

in this way requires 1 minute to complete, during which the dragon is off-guard. The process is automatic and doesn't require a check, but if the dragon stops or is interrupted in this process, the rune is destroyed. A rune dragon can have any number of runes etched on its scales, though they typically have only a handful of runes etched on their scales at a time.

AC 49; **Fort** +37, **Ref** +35, **Will** +39; +2 status to all saves vs. arcane

HP 460; **Immunities** paralyzed, Shifting Runes, sleep

Canceling Rune ⚡ (arcane) **Trigger** The dragon is the target of a spell that requires a saving throw; **Effect** The dragon attempts to unmake the spell's foundational runes. They attempt to counteract the spell (counteract rank 10, counteract modifier +42). If successful, the dragon is unaffected by the spell; other subjects are affected by the spell normally. The dragon can't use canceling rune again for 1d4 rounds.

Retributive Rune ⚡ **Trigger** A creature within 15 feet damages the rune dragon; **Effect** With a burst of runic magic, the rune dragon creates a detonating rune on the triggering creature and immediately causes it to detonate if it didn't automatically do so.

The rune dragon gains an additional reaction at the beginning of each of their turns that they can use only for a Retributive Rune.

Speed 100 feet, fly 200 feet

Melee ⚡ jaws +41 (magical, reach 15 feet), **Damage** 4d8+15 piercing plus detonating rune

Melee ⚡ claw +41 (agile, magical, reach 10 feet), **Damage** 4d6+15 slashing plus detonating rune

Melee ⚡ tail +39 (magical, reach 20 feet), **Damage** 4d10+15 bludgeoning plus Improved Push 20 feet (page 229)

Detonating Rune The rune dragon's Strikes and abilities can leave a detonating rune on their targets. If a creature would receive a detonating rune while they already have one, instead of adding another rune, their current detonating rune activates, dealing 8d6 damage to the target and expending the rune. The detonating rune's damage type matches the dragon's current Shifting Rune. A creature can use an Interact action to remove the rune. Detonating runes fade after 1 minute if not detonated.

Draconic Frenzy ⚡⚡ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Runic Breath whenever they score a critical hit with a Strike.

Entangling Rune ⚡ (arcane) The rune dragon creates large trapping runes in 3 non-overlapping 15-foot bursts within 60 feet. Creatures other than the dragon that enter a trapped space or end their turn in the trapped space activate the rune, causing it to entangle the creature. The creature must attempt a DC 46 Reflex save or become immobilized for 1 minute or until it Escapes. The rune can only trap a single creature at a time. The rune vanishes either when a creature succeeds against the rune, when a creature successfully Escapes the rune, or after 1 minute. A creature adjacent to the rune can use an Interact action to remove the rune.

Runic Breath ♦♦ (arcane) The dragon launches hundreds of exploding runes that detonate upon impact, dealing 20d6 damage in a 60-foot cone (DC 46 basic Reflex save). The damage type of this ability is determined by Shifting Rune. Creatures that take damage from the breath also gain a detonating rune. The dragon can't use Runic Breath again for 1d4 rounds.

Shifting Runes ♦ **Effect** The rune dragon chooses between acid, cold, electricity, fire, or sonic damage. The runes etched upon the dragon shift, forming runes of that energy on their scales. The dragon gains immunity to that damage type, and their detonating runes and Runic Breath deal that damage type. Anyone trained in Arcana can immediately recognize the energy type of the etched rune without a check.

Trail of Runes ♦♦ (arcane) The rune dragon Strides, leaving behind a collection of runes wherever it steps. The dragon chooses to leave behind either detonating runes or entangling runes. Every space that the dragon moves through, including spaces occupied by creatures, gains a rune. These runes automatically activate when a creature other than the rune dragon enters the space or ends its turn in the space. The runes can otherwise be removed or vanish like normal.

ALTERNATE ABILITIES

Many rune dragons find alternative ways to utilize their mastery of runes. Any one of the following abilities can be mastered by rune dragons. Remove Entangling Rune and replace it with one of the following.

ADULT RUNE DRAGON:

Runic Jail ♦ (arcane) The rune dragon conjures a prison that promises pain to those within and those who try to escape. The dragon creates a runic jail in a 10-foot burst up to 60 feet away. The area is difficult terrain and creatures outside the jail become concealed to creatures within it. If a creature uses a move action to leave the runic jail, they gain a detonating rune. The runic jail lasts for 1 round, but a creature adjacent to the jail, but not within it, can use an Interact action to remove the rune early.

Catalyzing Rune ♦ (arcane) The dragon creates a highly reactive rune in a 30-foot burst up to 60 feet away. Whenever a creature takes damage from a detonating rune while within the area, all other creatures in the area take the damage of the detonating rune (basic Reflex save DC 34). The Catalyzing Rune lasts for

1 minute but can be removed if creatures adjacent to the rune spend two Interact actions.

ANCIENT RUNE DRAGON:

Runic Jail ♦ (arcane) As adult rune dragon, but the area is a 20-foot burst.

Catalyzing Rune ♦ (arcane) As adult rune dragon, but the area is a 40-foot burst and the DC is 41.

RUNE ARCHDRAGON:

Runic Jail ♦ (arcane) As adult rune dragon, but the area is a 30-foot burst.

Catalyzing Rune ♦ (arcane) As adult rune dragon, but the area is a 60-foot burst and the DC is 46.

RUNE ARCHDRAGON SPELLCASTERS

Arcane Prepared Spells DC 46, attack +38; As ancient rune dragon (*Monster Core 2* 132) plus **10th** *cataclysm*; **9th** *dispel magic*, *implosion*; **Cantrips** (**10th**) *detect magic*, *ignition*, *message*, *sigil*, *telekinetic hand*



Whisper Dragon

Most types of dragons naturally grow in power as they age, from the youthful inexperience of young dragons to the fearsome might of their ancient elders. A whisper dragon's power, however, is directly proportional to the number of secrets they know and the size of their information network.

The five horns on their head are segmented and can collapse to better hide or fit in small spaces.

The body is very slender and flexible, allowing even a very large whisper dragon to hide easily in an urban or forest setting. The scales of the dragon are extremely articulated and allow for a full range of motion.

The tail has an upward hook that can be used in combat or to hang upside down.

The back legs are thin and possess a hooked claw that can be used to rake across the body of the dragon's targets.



WHISPER DRAGON

Few are as well-practiced in the art of gossip as whisper dragons. These consummate hoarders of rumors pride themselves on their extensive information networks, crafting complex webs of allied informants over their centuries-long lifespans. The most powerful whisper dragons have networks stretching across Golarion and even beyond the Universe to other planes. If one seeks to obtain information about the political situation in a region, secrets of the rich and powerful, or the absolute *best* local galas, a nearby whisper dragon is an excellent resource.

Whisper dragons are highly intelligent and naturally curious, using their networks to subtly influence political and social developments in nearby settlements, whether for benevolent reasons or selfish ones. Though laypeople sometimes confuse whisper dragons with conspirator dragons due to their shared reputation for subterfuge, whisper dragons lack the paranoia of most conspirator dragons and are far less quick to attribute malign intent to the schemes of others; a thwarted whisper dragon is more likely to react with a metaphorical tip of the hat than resentment or rage. They prize information for what it can do for them, certainly, but they value holding a piece of knowledge almost as much as using it. After all, once a secret is revealed, it ceases to be a secret at all.

Whisper dragons are fiercely defensive of their allies and informants; targeting a whisper dragon's associates is a surefire way to win their eternal ire. They view those in their information network as part of their hoard, which their mortal informants might view with amusement or vexation, depending on their dispositions. The tacit inclusion of living creatures isn't the only thing that makes whisper dragons' hoards unusual. While they enjoy living in luxury, typically setting up lairs in opulent palaces or villas, their hoards often appear sparse compared to those of other dragons. The only physical objects a whisper dragon keeps within their hoard are mementos of departed informants who earned their esteem, or souvenirs symbolizing a secret used well, which they carefully arrange in special galleries. Otherwise, the true value of their hoards lies solely in their minds: not items, but their carefully accumulated secrets, gossip, and information. Some do maintain written records and files of their knowledge, but most consider this both a security risk and a lazy shortcut. Instead, they keep encoded journals that contain not their knowledge, but reminders of the complicated memorization techniques and mnemonics they use to mentally sort through their information.

Although they're plenty capable in a fight, whisper dragons usually prefer to settle conflicts diplomatically, even turning former foes to allies when possible; after all, while

it's helpful to rid oneself of an enemy, taking the opportunity to add to one's friends is more advantageous still. Unless a challenger has grievously offended them, they tend to view the prospect of combat with amused indifference, first offering their potential opponents the chance to negotiate. If these overtures are rejected, however, they won't hesitate to defend themselves, though they might spare the lives of particularly interesting foes whom they believe could be useful to them if granted a second chance to be reasonable.

Whisper dragons are omnivorous, eating a variety of meats, fishes, grains, and plants. Keen to understand the mortal societies they study, they generally adopt the culinary traditions and customs of the predominant cultures around them. They're perfectly capable of ingesting meats raw but prefer to eat the same cooked dishes that a humanoid of their region would, albeit in dragon-sized proportions, and frequently maintain small armies of kitchen staff to sate their appetites.

Whisper dragons prefer to make their homes within or near humanoid settlements, the better to keep a claw on the pulse of information. They enjoy spending time with others, whether dragon or otherwise, and their large households boast an ever-revolving door of inhabitants, from staff to family (by birth or choice) to favored informants. A whisper dragon views their estate as a status symbol, but also as a tempting web to attract others to social events, gaining more information and gossip with each successful soiree. For whisper dragons without a ready magical means of communication, couriers are also a common sight around their households, bringing news from far-flung friends and informants.

The effect of a nearby whisper dragon's presence on the surrounding societies largely depends on the dragon's reputation. A whisper dragon known for their benevolence is often treated as a respected community patron, with the locals happily going to them for advice and gossip—though the wise are careful what they say in the presence of even the kindest whisper dragon, as any secret shared could end up as fodder for the rumor mill! Whisper dragons of a crueler disposition are viewed with fear by their neighbors, who do all in their power to avoid the dragon's notice. The truly desperate might still attempt to bargain with them for information, though these deals rarely work out in the supplicant's favor.

Humanoid monarchs and governments view whisper dragons in their regions as a mixed blessing. A friendly whisper dragon can be an excellent source of information on their populace and neighboring nations; however, one opposed to their interests can pose a serious threat, although

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whisper dragons' interest in humanoid politics can be less invasive and more academic than shorter-lived creatures fear. Some governments make efforts to ally with a nearby whisper dragon, while others dedicate entire departments to feeding them misinformation or diverting the flow of gossip away from the dragon's network.

The Black Triune, Nidal's shadowy rulers, have opted for the former strategy with **Jyxanthra** (captivating female whisper archdragon informer), a whisper archdragon who makes her home in the Uskwood near Pangolais. Theirs is an alliance that's lasted for millennia, though none know precisely how long; it's rumored that it might even date back to the Black Triune's original pact with Zon-Kuthon at the time of Earthfall. Jyxanthra acts as the Black Triune's spymaster, keeping an eye on the aristocrats of the Umbral Court, the common folk, and potential foreign provocateurs alike.

In Osirion, meanwhile, Ruby Prince Khemet III and his Council of Sun and Sky have had rather more trouble with **Mevrekha** (boisterous male adult whisper dragon archaeologist), an inquisitive whisper dragon dwelling in the deserts outside Shiman-Sekh. Shiman-Sekh has long been a pleasure retreat for the pharaoh and the Osirian elite, and they take a dim view toward anyone trying to plumb their secrets. Mevrekha's recent interest in an unearthed complex known as the Labyrinth of Shiman-Sekh, a site sealed by the Ruby Prince's orders, has only exacerbated the tensions. Now, Osirian agents debate whether it's best to encourage the meddlesome dragon to relocate, or quietly find some adventurers unconnected to the court to eliminate him.

WHISPER ARCHDRAGON

CREATURE 20

RARE HUGE DRAGON OCCULT

Perception +33 (+35 to Sense Motive); darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Elven, Empyrean, Fey, Pyric, Sussuran; telepathy 100 feet (page 230)

Skills Acrobatics +32, Athletics +34, Deception +35, Diplomacy +37, Intimidation +35, Occultism +36, Society +39, Stealth +34, Underworld Lore +36

Str +8, **Dex** +6, **Con** +7, **Int** +10, **Wis** +7, **Cha** +9

Communal Knowledge ◆◆◆ (concentrate, occult, scrying) The dragon mentally communes with all their current active informants simultaneously. They learn the present state of all the informants, as *status*, and any new information the informants have learned since they were last in communication. Fragments of extraneous information briefly remain after using Communal Knowledge; for the next hour, the dragon can attempt Recall Knowledge checks for any skill with a modifier of +36.

Information Network The dragon can attempt a Society check to Recall Knowledge in place of a check to Gather Information, recalling intelligence from prior informants.

AC 44; **Fort** +35, **Ref** +34, **Will** +37

HP 370; **Immunities** confused, paralyzed, sleep

Diplomatic Solution ◆ (emotion, incapacitation, mental, occult)

Trigger The dragon rolls initiative; **Effect** The dragon affects all enemies it can see within 60 feet with *calm* heightened to half the dragon's level rounded up (Will DC 42). The dragon doesn't need to Sustain this effect, but if the dragon takes any hostile action against those affected, it breaks the effect for all creatures.

Distracting Whisper ◆ (mental) **Trigger** The dragon is targeted with an attack; **Effect** A mysterious voice whispers something disconcerting in the triggering creature's ear, inflicting a -2 circumstance penalty to the triggering attack.

Speed 60 feet, fly 200 feet

Melee ◆ jaws +37 (magical, reach 20 feet), **Damage** 4d12+16 piercing

Melee ◆ claw +37 (agile, magical, reach 15 feet), **Damage** 4d10+16 slashing

Melee ◆ tail +35 (magical, reach 25 feet), **Damage** 4d10+16 bludgeoning

Occult Innate Spells DC 42; **9th** *foresight*, *retrocognition*; **8th** *charm*, *suggestion*; **6th** *truesight*; **5th** *mind probe* (at will); **4th** *clairvoyance* (at will), *embed message* (at will); **3rd** *clairaudience* (at will), *mind reading* (at will), *ring of truth*; **Cantrips** (9th) *daze*, *message*; **Constant** (9th) *hidden mind*

Cogitation Breath ◆◆ (mental, occult) The dragon unleashes a befuddling miasma, dealing 19d6 mental damage in an 80-foot cone (DC 42 basic Will save). A creature that fails its save is stupefied 1 (stupefied 2 on a critical failure) for 1 minute. The dragon can't use Cogitation Breath again for 1d4 rounds.

Draconic Frenzy ◆◆ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge their Cogitation Breath.

Steal Knowledge ◆ (concentration, mental, occult) The dragon plucks a fragment of knowledge from the mind of a creature within 60 feet, choosing a skill to affect. The creature must attempt a DC 42 Will save.

Success The creature is unaffected.

Failure For the next minute, the creature takes a -1 status penalty to checks using that skill, and the dragon gets a +1 status bonus to using that skill.

Critical Failure As failure, but the penalty is -2 and the bonus is +2.

Thought Whispers ◆◆ (occult, mental) **Frequency** once per minute; **Effect** The dragon sends their mind out to seek others' thoughts, affecting all creatures within 80 feet with *mind reading* (Will DC 42).

Unveil Secret ◆◆ (fear, mental, occult) The dragon delves into the mind of a creature within 60 feet, learning something they'd find embarrassing or shameful unless they succeed at a DC 42 Will save. The target becomes frightened 1 and cannot reduce their frightened condition for 1 minute or until the dragon reveals the secret. As a reaction when the affected creature attempts a check, the dragon can reveal their secret to discomfit them, requiring them to roll twice and take the lower result; this is a misfortune effect.

ALTERNATE ABILITIES

Whisper dragons can develop different skills and abilities than are typical. You can apply the following adjustments to whisper dragons of any age.

Some whisper dragons bind an informant's secrets into contracts, obtaining their information in exchange for granting them a boon. To make a dragon with this ability, replace Steal Knowledge with the following.

Draft Contract ◆◆◆ (occult, manipulate) The dragon produces a contract for a single living mortal. This contract can grant a single boon or ability, the extent of which is dependent on the power of the dragon, in exchange for one piece of knowledge the mortal possesses. The mortal must willingly sign their true name to the contract, as well as the knowledge they wish to surrender. Upon signing, the mortal forgets the bartered information, which cannot be restored by any means short of a *wish* ritual; if they restore this knowledge, they lose the boon granted by the contract.

A whisper dragon can develop strong bonds with their informants that allow them to view the world through their informants' senses. To make a dragon with this ability, replace Information Network with the following ability.

Share Sight ◆◆ (concentrate, occult, scrying) The dragon states the name of an allied informant within 100 miles, giving them a mental alert. The informant can choose whether to accept the contact. If they consent, the dragon projects their senses into the informant's, allowing them to perceive through their informant. When they do, they lose all sensory information from their own body. The dragon can Sustain this effect for up to 1 hour and Dismiss it as a free action.

A whisper dragon might take on a humanoid guise to gather information without attracting notice. To make a dragon with this ability, give them the following ability.

Change Shape ◆ (concentrate, occult, polymorph) The dragon takes on the appearance of a Small or Medium humanoid (page 228). Their humanoid shape has a specific, persistent appearance. In humanoid shape, the dragon loses their jaws, claws, and tail Strikes, but retains their attack bonuses with any weapons they wield. Their Speed is reduced to 25 feet.

WHISPER ARCHDRAGON SPELLCASTERS

Occult Prepared Spells DC 42, attack +34; As ancient whisper dragon (*Monster Core 2* 134) plus **9th** *overwhelming presence*, *telepathic demand*^{PC2}; **8th** *disappearance*, *hidden mind*, *unrelenting observation*; **Cantrips (9th)** *daze*, *detect magic*, *forbidding ward*, *message*, *telekinetic hand*



Barrage Dragon

Barrage dragons are creatures of constant movement and change. Their scales shimmer with rolling iridescence, like oil on water in the first moments of ignition.

Morphic scales are in a perpetual state of flux, constantly grinding against each other and shifting in place, their shapes and positions never remaining the same for more than a moment.

The barrage dragon's flesh is in constant flux as arcane energy rewrites their form in a churning, chaotic process.

Hard round lumps roll and shift beneath the dragon's skin, similar to marbles or mechanical bearings.

The front legs of the dragon are heavier and bulkier than the hind legs. These forelimbs serve to ground the dragon when firing arcane bolts.





BARRAGE DRAGON

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To the uninitiated, spellcasting is an art for those with iron wills, people who reach out and grab hold of the fundamental laws of the universe and bend them to their whim. It takes discipline, study, and above all else, it takes control. Fail to control the very building blocks of reality and everything could fall apart.

Those who have even dabbled in the arcane arts know that this is nonsense. Magic is chaos, and channeling arcane forces is less akin to exerting one's will over the world and more like surfing on a bolt of lightning through a world-shaking storm and hoping to steer it without falling off. Spellcasting is barely contained panic, a lance of adrenaline, the constant danger of burning oneself out of existence. And the more powerful someone becomes, the more real this danger is.

The first barrage dragon materialized from the midst of an ancient cataclysmic spell battle, forming itself from the chaotic surges of raw arcane energy unleashed by magic users who tore themselves apart in their rage. As they clashed, the sheer force of the magic they were harnessing—or failing to harness, rather—coalesced into living entities that took flight and spread across the world. These dragons are the living embodiment of arcane chaos, their existence a testament to the unrestrained potential of raw magic.

When barrage dragons choose to come among people in their humanoid forms, this constant motion of the skin is one of the easiest signs that a person is a barrage dragon in disguise. Whatever magic the dragons use to disguise themselves as humanoids, the rolling lumps beneath the skin never cease. These lumps are spheres of raw arcane energy that circulate through the dragon's body constantly, with no regard for such base things as veins or a natural circulatory system. Those few hunters who have fought the barrage dragons and lived to tell the tale report that, when piercing the dragon's flesh, this energy is often unleashed in a blast of magic shrapnel that causes massive damage to those too close for comfort.

Because barrage dragons are so closely tied to their arcane roots and are not fully biological beings, their dietary needs are much simpler than their size might suggest. Their main source of sustenance appears to be iron ore, which they devour in huge quantities. As a result, mining operations are often on high alert for the presence of barrage dragons, especially should a barrage dragon enter a mine, as their chaotic and explosive abilities can be catastrophic in such a confined space. They're also known to drink the rare skymetal djezet, and the greatest collections of barrage dragons ever recorded have been at the site of meteoroid impacts where quick iron is present.

Barrage dragons are largely solitary creatures. They make their lairs in secluded, hard-to-find places like the peaks of mountains or the depths of abandoned mines and quarries. They tend to stay away from large population centers, especially where there's an abundance of arcane magic being used. Even young barrage dragons are usually found alone, and it's suspected that they don't breed in a biological sense. It's instead theorized that as barrage dragons age and grow, the arcane energy that forms them becomes too potent to be contained within their physical form. As it begins to arc and sputter out, uncontained and uncontrollable, it creates a mass of chaotic energy similar to that which formed the first barrage dragons. If the dragon does not find a way to shed its arcane energy, it eventually coalesces into a new barrage dragon.

An interesting side effect of this is that, at a time when many other dragons are learning to stay away from the so-called civilized areas of the world, older barrage dragons become more aggressive and more likely to stray from their lairs in search of violence. Through fighting, they can shed much of the arcane energy that builds up within their bodies, thus preventing the coalescing of a new dragon that might one day grow to be a dangerous rival.

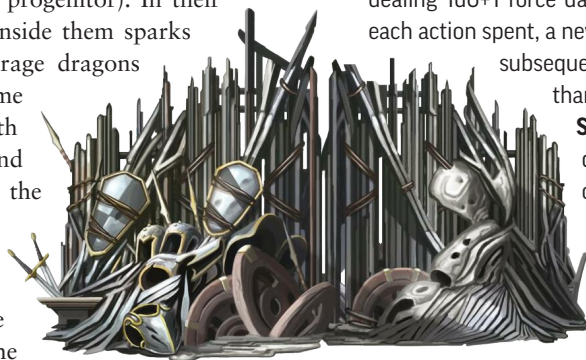
In combat, barrage dragons don't just thrive in chaos, but create it. To fight a barrage dragon is to throw oneself into a constantly shifting hell of magical projectiles and pummeling energy. Often, it becomes impossible to see the dragon through the vortex of magic that constantly swirls around the creatures. How does one fight a hailstorm? How does one fight a hailstorm with a dragon at the heart of it?

Barrage dragon hoards are curious things. Due to their iron-based diet, barrage dragons tend to collect just that: iron, in all its forms. Their hoards are mountains of rust and sharp edges formed of fences, old mining tools, broken vehicles, forges, and more than a few broken swords. They don't seek out magical items, but it seems that if a creature of pure arcane energy spends long enough sleeping on a bed of iron, some of their body's magic might seep into the metal beneath them. Those who have recovered barrage dragon hoards report that even mundane, rusted items often come imbued with some sort of strange, entirely unexpected arcane power that was almost certainly not there when the item was designed. This makes barrage dragon hoards particularly valuable in their own unique way.

Barrage dragons seek out places with an abundance of iron, tunneling into mountains and deep beneath the earth to extract veins of ore from the rock directly. More rarely, they invade mines dug by humanoids, though the younger barrage dragons that have not yet become imbued

with the restless energy of age often prefer to avoid such confrontations. Because their bodies are constantly shedding arcane energy, barrage dragon lairs can often be identified by unnatural phenomena surrounding them: rocks that glow in the presence of magic, flying insects leaving trails of light in the air behind them, or even areas where arcane magic functions in strange and unpredictable ways.

The largest and oldest known barrage dragon is said to dwell somewhere among the plains of Numeria, in a deep gorge formed when a starship crashed many centuries ago. There at the bottom of the jagged, twisted pit sleeps the ancient beast named **Thalferrakarn** (mysterious agender barrage archdragon progenitor). In their slumber, the arcane energy inside them sparks and spits, forming new barrage dragons every few years that come tumbling up out of the earth before their sire can wake and destroy them. Some say that the creature sleeps atop a bed made from skymetals and strange artifacts from the depths of space, though none who have gone in search of the dragon have ever returned with proof of such claims. Still, other barrage dragons speak Thalferrakarn's name with a mixture of fear and awe, and there's a distinct lack of other barrage dragons to be found in Numeria despite the prime conditions for them there.



YOUNG BARRAGE DRAGON

CREATURE 8

LARGE **ARCANE** **DRAGON**

Perception +16; ironsense (precise) 30 feet

Languages Common, Draconic

Skills Acrobatics +16, Arcana +18, Athletics +16, Intimidation +16, Survival +18

Str +2, **Dex** +5, **Con** +2, **Int** +1, **Wis** +4, **Cha** +4

Ironsense The dragon can detect the presence of iron and other ferrous metals as a precise sense at the listed range.

AC 26; **Fort** +13, **Ref** +19, **Will** +16

HP 140; **Immunities** force, paralyzed, sleep

Arcane Whirlwind (arcane, aura, force) 15 feet. A vortex of fist-sized balls of pure magic swirls around the dragon. Air within the emanation is difficult terrain for Flying creatures other than the dragon. A creature that enters the aura or begins its turn within the aura takes 4d6 force damage (DC 23 basic Reflex save).

Shrapnel Splash **Trigger** The dragon is critically hit with a melee weapon or unarmed attack; **Effect** The dragon's blood forms into hard spheres as it erupts from the wound, battering the attacker. The creature who dealt the triggering damage takes 5d6 bludgeoning damage with a DC 26 basic Reflex save.

Speed 50 feet, fly 120 feet

Melee **claw** +19 (finesse, magical, reach 10 feet), **Damage** 2d8+8 piercing plus Grab (page 359)

Melee **claw** +19 (agile, finesse, magical), **Damage** 2d6+8 slashing

Melee **tail** +17 (magical, reach 15 feet), **Damage** 2d10+8 bludgeoning

Ranged **force ball** +19 (force, range increment 100 feet) **Damage** 2d10+6 force

Draconic Frenzy **Two** The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge Scattershot.

Force Pulse **to** **to** (arcane, force) The dragon emits pulses of energy that radiates outward in a 10-foot emanation, dealing 1d6+1 force damage (DC 26 basic Reflex save). For each action spent, a new pulse of energy is created and each subsequent pulse after the first is 5 feet larger than the previous one.

Scattershot **Two** (arcane, force) The dragon exhales a cloud of small balls of pure energy that deal 5d4+5 force damage in a 30-foot cone with no save. The dragon can't use Scattershot again for 1d4 rounds.

ADULT BARRAGE DRAGON

CREATURE 12

LARGE **ARCANE** **DRAGON**

Perception +22; ironsense (precise) 30 feet

Languages Common, Draconic

Skills Acrobatics +22, Arcana +25, Athletics +22, Intimidation +22, Survival +25

Str +3, **Dex** +7, **Con** +4, **Int** +3, **Wis** +5, **Cha** +4

Ironsense As young barrage dragon.

AC 32; **Fort** +19, **Ref** +25, **Will** +22

HP 220; **Immunities** force, paralyzed, sleep

Arcane Whirlwind As young barrage dragon, but 6d6 force damage and DC 29.

Shrapnel Splash **Two** As young barrage dragon, but 7d6 bludgeoning damage and DC 32.

Speed 50 feet, fly 120 feet

Melee **claw** +26 (finesse, magical, reach 10 feet), **Damage** 3d8+11 piercing plus Grab (page 359)

Melee **claw** +26 (agile, finesse, magical), **Damage** 3d6+11 slashing

Melee **tail** +24 (magical, reach 15 feet), **Damage** 3d10+11 bludgeoning

Ranged **force ball** +26 (force, range increment 100 feet) **Damage** 3d10+8 force

Draconic Frenzy **Two** As young barrage dragon.

Draconic Momentum As young barrage dragon.

Force Pulse **to** **to** As young barrage dragon, but 2d6+2 force damage, DC 32, and the initial pulse is a 15-foot emanation.

Pushing Pulse **Two** The barrage dragon performs a 2-action Force Pulse. Each creature who fails its save is pushed 5 feet away from the dragon (10 feet on a critical failure).

Scattershot ♦♦ (arcane, force) As young barrage dragon, but 7d4+7 force damage in a 40-foot cone.

ANCIENT BARRAGE DRAGON

CREATURE 17

UNCOMMON HUGE ARCANIC DRAGON

Perception +29; **ironsense** (precise) 30 feet

Languages Common, Draconic

Skills Acrobatics +30, Arcana +33, Athletics +30, Intimidation +30, Survival +33

Str +4, **Dex** +9, **Con** +5, **Int** +4, **Wis** +6, **Cha** +5

Ironsense As young barrage dragon.

AC 39; **Fort** +26, **Ref** +32, **Will** +29

HP 340; **Immunities** force, paralyzed, sleep

Arcane Whirlwind As young barrage dragon, but 7d6 force damage and DC 35.

Ray Displacement ⤵ (arcane, misfortune) **Trigger** The dragon is targeted with a ranged spell attack; **Effect** The dragon creates a field of distorted space between themselves and the caster. The creature targeting the barrage dragon must roll the spell attack twice and take the worse result.

Shrapnel Splash ⤵ As young barrage dragon, but 8d6 bludgeoning damage and DC 38.

Speed 50 feet, fly 120 feet

Melee ♦ jaws +33 (finesse, magical, reach 15 feet), **Damage** 3d8+14 piercing plus Grab (page 359)

Melee ♦ claw +33 (agile, finesse, magical, reach 10 feet), **Damage** 3d6+14 slashing

Melee ♦ tail +31 (magical, reach 20 feet), **Damage** 3d10+14 bludgeoning

Ranged ♦ force ball +33 (force, range increment 100 feet) **Damage** 3d10+10 force

Draconic Frenzy ♦♦ As young barrage dragon.

Draconic Momentum As young barrage dragon.

Force Pulse ♦ to ♦♦♦ As young barrage dragon, but 2d8+2 force damage, DC 40, and the initial pulse is a 20-foot emanation.

Pushing Pulse ♦♦ As adult barrage dragon, but affected creatures are pushed 10 feet (20 feet on a critical failure).

Scattershot ♦♦ (arcane, force) As young barrage dragon, but 9d4+9 force damage in a 50-foot cone.

BARRAGE ARCHDRAGON

CREATURE 20

RARE HUGE ARCANIC DRAGON

Perception +35; **ironsense** (precise) 30 feet

Languages Common, Draconic

Skills Acrobatics +38, Arcana +41, Athletics +38, Intimidation +38, Survival +41

Str +5, **Dex** +10, **Con** +6, **Int** +5, **Wis** +7, **Cha** +6

Ironsense As young barrage dragon.

AC 45; **Fort** +33, **Ref** +39, **Will** +36

HP 440; **Immunities** force, paralyzed, sleep

Arcane Whirlwind As young barrage dragon, but 8d6 force damage and DC 39.

Ray Displacement ⤵ (arcane, misfortune) As ancient barrage dragon.

Shrapnel Splash ⤵ As young barrage dragon, but 9d6 bludgeoning damage and DC 44.

Speed 50 feet, fly 120 feet

Melee ♦ jaws +38 (finesse, magical, reach 15 feet), **Damage** 4d8+20 piercing plus Grab (page 359)

Melee ♦ claw +38 (agile, finesse, magical, reach 10 feet), **Damage** 4d6+20 slashing

Melee ♦ tail +36 (magical, reach 20 feet), **Damage** 4d10+20 bludgeoning

Ranged ♦ force ball +38 (force, range increment 100 feet) **Damage** 4d10+15 force

Draconic Frenzy ♦♦ As young barrage dragon.

Draconic Momentum As young barrage dragon.

Force Pulse ♦ to ♦♦♦ As young barrage dragon, but 3d8+3 force damage, DC 42, and the initial pulse is a 25-foot emanation.

Pushing Pulse ♦♦ As adult barrage dragon, but affected creatures are pushed 15 feet (30 feet on a critical failure).

Scattershot ♦♦ (arcane, force) As young barrage dragon, but 11d4+11 force damage in a 60-foot cone.

Unstoppable Onslaught ♦♦♦ (arcane, force) **Frequency** once per minute; **Effect** The barrage archdragon transforms into pure energy and surges across the battlefield. They fly up to their Speed, and during this movement they have resistance 30 to all damage (except spirit damage). At any point during this movement, the dragon can make up to two claw Strikes; each of these Strikes deals an additional 3d8+3 force damage.

BARRAGE DRAGON SPELLCASTERS

Barrage dragon spellcasters tend to cast the following spells.

YOUNG BARRAGE DRAGON

Arcane Prepared Spells DC 26, attack +18; **3rd** force barrage, lightning bolt, wall of wind; **2nd** blazing bolt, force barrage, telekinetic maneuver; **1st** dizzying colors, force barrage, pummeling rubble; **Cantrips (3rd)** detect magic, electric arc, figment, shield, telekinetic projectile

ADULT BARRAGE DRAGON

Arcane Prepared Spells DC 32, attack +24; As young barrage dragon, plus **6th** disintegrate, force barrage, wall of force; **5th** force barrage, impaling spike, telekinetic haul; **4th** creation, flicker, force barrage; **Cantrips (6th)** detect magic, electric arc, figment, shield, telekinetic projectile

ANCIENT BARRAGE DRAGON

Arcane Prepared Spells DC 38, attack +30; As adult barrage dragon, plus **9th** detonate magic, force barrage, implosion; **8th** force barrage, hidden mind, quandary; **7th** duplicate foe, energy aegis, force barrage; **Cantrips (9th)** detect magic, electric arc, figment, shield, telekinetic projectile

BARRAGE ARCHDRAGON

Arcane Prepared Spells DC 42, attack +34; As ancient barrage dragon, plus **9th** containment^{PC2}, project image

Bog Dragon

Thin spines run down the upper side of the dragon's body, allowing it to camouflage effectively among reeds and swamp grasses.

Both wings and limbs are thin and partially atrophied. They are primarily used to propel the dragon through the water rather than for running or flying.

The eyes are on the upper part of the head, looking upward rather than outward. The nose and mouth are both hooked upward, allowing them to breathe and speak while mostly submerged.

Much like a crocodile, the tail is broad and powerful, useful both as a means of propulsion or a blunt weapon if need be.



BOG DRAGON

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The bogs of Golarion are timeless places, unyielding against the encroachment of civilization and greedily hoarding the dead of epochs long past within the murky depths of the morass. Thus, it doesn't take a bard to note that a bog dragon represents the most primal embodiment of their namesake. These dragons are as calm as the brackish waters, as perfectly patient as any crocodile mistaken for debris, and as ancient as any fear held of the realms they dwell within. To the many cultures they've stalked since the first humanoids dared to build their dwellings near brackish fens, a bog dragon is a terror consigned to the nebulous realm of monster and abomination. Though most have been relegated to the stuff of legends and the mythic nightmares of river valley city-states, bog dragons are still out there, lurking beneath the loam.

Bog dragons haunt the parables of old, their primal characteristics a raw expression of a primeval world that rebukes the tyranny of time's progression. Their bodies are those of a belly-dragging thing, corpulent and richly shielded by a scabrous hide of spurs and spines. Their claws, much like their wings, are feeble things, vestiges of a more graceful draconic concept that only the eldest bog archdragon might attain. Their faces are masks of terror; their lips curl back in a snarl to expose brutish grins of dagger-like fangs, pock-marked by vicious stomach acids that give their latent breath the malodorous turpitude that stings the senses almost unto dizziness. They're every inch a night-going monstrosity, a harrowing horror that would drive terror into any who behold them, the pinnacle of marsh-born predators.

These amphibious dragons like to trace their lineage to the draconic god Garhaazh. According to their legends, after the Primal King was surprised by the empyreal lord Cernunnos's use of arrows in battle, he momentarily took refuge in the ancient mud. As he lay low, his pompous utterances to himself bubbled through the bog water, lacing it with draconic power. The first bog dragons were born of these ripples soon after Garhaazh left to resume the fight. As the hatchlings burst onto the surface, they gazed upon the surrounding swamplands and knew this was home. When Garhaazh's boasts and legends reached the bog dragons, they took the stories into their burrows and lairs, expanding on them and making them more elaborate. Reveling in the myths of their creator gave the dragons their love of stories.

Where others see rot and stagnation in the swamp, bog dragons see beauty. They marvel at the scintillating colors that often play upon the surface of the water. They appreciate the rich array of life that flourishes in these places

of peat and rankling stench, even if they must consume it to survive. They embody the overall unchanging nature of the mire and the way that it can preserve and protect while simultaneously drowning or suffocating.

Due to their habitat, bog dragons are seldom present in history, save for the odd record that often misattributes their violence to other creatures. Notably, hieroglyphs within classical Ghol-Gan structures tell of a particularly vicious bog dragon whose brood would strike out at the great city of Egregzia from the fetid shores of Terwa Lake. Verse states that for every cyclops she devoured, she would produce a clutch of hatchlings within their belched-up bones. Later commentaries upon this conflict claim discovery of a grand ossuary nest of strewn bones beneath the lake, though by this point in Ghol-Gan's history it had fallen into violent depravity—thus this discovery was viewed as either a boon from some foul deity or simply a horror of the time. The presence of any bog dragon in these latter accounts are ambiguous, claiming only that the “fell beasts of Reguare” rose up from Nar-Voth and were prolific in their violence. Transcription errors easily draw the veracity of these texts into question.

Bog dragons have always been known to dwell in the Lands of the Linnorm Kings within Avistan, but their territorial habits have made them a point of conjecture. A motif used in Skald linguistics relates to etymological roots originating from the conflict wherein the Wild Moors were made deserted, wasted land due to a grand battle between all manner of venomous and bile-spewing misbegotten horrors. Academic marginalia out of Jol has long disputed it to be a war between trolls and linnorms, with any accounts of bog dragons being treated as mere exaggeration.

Such ambiguity isn't surprising. Bog dragons tend to only dwell within the eldest portions of a bog, where the ground is most fetid and where few would dare trespass. They engage in violence on a territorial basis, and unlike other draconic entities, they shun the idea of supplication or tribute granted by fearful locals. Only a fool would think them mere animals at their preference for gnawing on the bones of an elk they've snapped up in a death roll—but fools are often plentiful, and thus interlopers who explore festering backwater mangroves and sodden mires often find their doom therein. Bog dragons only truly become a problem for others when they become aware of how deeply they've been underestimated or forgotten about by the civilizations near their lairs.

Much to the surprise of those encountering them for the first time, bog dragons take joy in the stories of others.

A bog dragon's urge to hoard manifests in a strange, indulgent, and horrific way: for bog dragons collect heroes so that they might hear their stories, condemning them to an indignant eternity in their mud-swollen lairs. They make use of digestive unguents within their own gullets and the primal preserving qualities of the bog to bequeath undeath upon their chosen prize. The oldest among them host veritable troves of fallen heroes, bound deep in the earth, forever conscious and aware, existing on a whim so some dragon might hear the same stories retold until some mercy claims them.

Only the Rumawa people on the Vanji River hold bog dragons in a place of veneration, for they tell the stories of **Babajide the Woe-Maker** (penitent male bog archdragon storyteller), and how Old-Mage Jatembe taught him to change. The original tale has long been lost, but recent generations of Rumawa place Babajide in the role of a belligerent creature ignorant to the plights of others. Jatembe then appears and lashes the dragon with a mangrove stick, forcing him to listen to the struggles of the young. Babajide abides this role, both because it's true and because he has overseen Rumawa for generations, witnessing their stories unfold from afar—either as a crocodile upon the edge of the bog, or as a traveling storyteller repeating the tales of the heroes he shamefully condemned to undeath in ages long ago.



YOUNG BOG DRAGON

CREATURE 7

LARGE **AMPHIBIOUS** **DRAGON** **PRIMAL**

Perception +16; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Necril

Skills Arcana +15, Athletics +17, Intimidation +17, Nature +15, Society +15, Stealth +17, Survival +15

Str +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** +4, **Cha** +2

AC 24; **Fort** +16, **Ref** +13, **Will** +17; +2 status to all saves vs. primal

HP 115; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 25 (page 228)

Tail Lash **Trigger** A creature within reach of the dragon's tail makes a Strike or attempts a skill check as part of an attack action; **Effect** The dragon Strikes with their tail at the triggering creature with a -2 penalty. If the Strike hits, the creature takes a -2 circumstance penalty to the triggering roll.

Speed 25 feet, burrow 20 feet, fly 60 feet, swim 30 feet; swamp passage

Melee **Damage** **Str** +18 (magical, reach 10 feet), **Damage** 2d10+8 piercing plus bog rot and Grab (*Monster Core* 359)

Melee **Damage** **Str** +18 (agile, magical), **Damage** 2d4+8 slashing

Melee **Damage** **Str** +16 (magical, reach 15 feet), **Damage** 2d8+8 bludgeoning plus Knockdown (*Monster Core* 359)

Bog Rot (acid, disease, primal) **Saving Throw** DC 22 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 3d6 acid damage and clumsy 1 (1 day); **Stage 3** 4d6 acid damage, clumsy 1, and a -5-foot status penalty to Speed (1 day); **Stage 4** 5d6 acid damage, clumsy 2, and a -10-foot status penalty to Speed (1 day); **Stage 5** death

Draconic Frenzy **Damage** The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Nidorous Breath whenever they score a critical hit with a Strike.

Nidorous Breath **Damage** (primal) The dragon belches a boiling spray of fermenting stomach acid that deals 6d8 acid damage in a 30-foot cone (DC 25 basic Reflex save). They can't use Nidorous Breath again for 1d4 rounds.

Swallow Whole **Damage** (attack) Medium, 2d10+6 acid plus bog rot, Rupture 20 (*Monster Core* 360)

Swamp Passage The bog dragon ignores difficult terrain caused by swamp terrain features.

ADULT BOG DRAGON

CREATURE 11

HUGE **AMPHIBIOUS** **DRAGON** **PRIMAL**

Perception +22; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 90 feet (page 230)

Languages Common, Draconic, Necril

Skills Arcana +21, Athletics +23, Intimidation +23, Nature +21, Society +21, Stealth +23, Survival +21

Str +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +3

AC 30; **Fort** +22, **Ref** +18, **Will** +23; +2 status to all saves vs. primal

HP 200; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30 (page 228)

Tail Lash **Damage** As young bog dragon.

Speed 30 feet, burrow 25 feet, fly 80 feet, swim 40 feet; swamp passage

Melee **Damage** **Str** +24 (magical, reach 10 feet), **Damage** 2d10+13 piercing plus bog rot and Grab (*Monster Core* 359)

Melee **Damage** **Str** +24 (agile, magical), **Damage** 2d4+13 slashing

Melee **Damage** **Str** +22 (magical, reach 15 feet), **Damage** 2d8+13 bludgeoning plus Knockdown (*Monster Core* 359)

Bog Rot (acid, disease, primal) As young bog dragon, but DC 27.

Draconic Frenzy **Damage** As young bog dragon.

Draconic Momentum As young bog dragon.

Nidorous Breath **Damage** (acid, primal) As young bog dragon, but 9d8 acid damage, 40-foot cone, and DC 30.

Slain to Serve (downtime) A bog dragon can perform a special ritual over the body of a humanoid creature slain by bog rot to raise it as a humanoid intelligent undead. This functions like a 6th-rank *create undead* ritual, except that it takes only 8 hours, the bog dragon doesn't require any secondary casters, and they don't need to pay a cost. If the bog dragon critically fails the ritual's skill check, they get a failure instead.

Swallow Whole **Damage** Large, 3d10+7 acid plus bog rot, Rupture 28 (*Monster Core* 360)

Swamp Passage As young bog dragon.

ANCIENT BOG DRAGON

CREATURE 16

UNCOMMON GARGANTUAN AMPHIBIOUS DRAGON PRIMAL

Perception +29; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 120 feet (page 230)

Languages Aklo, Common, Draconic, Necril

Skills Arcana +28, Athletics +32, Intimidation +32, Nature +28, Society +28, Stealth +32, Survival +28

Str +10, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +5

AC 38; **Fort** +29, **Ref** +25, **Will** +30; +2 status to all saves vs. primal

HP 335; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37 (page 228)

Rise Up **Trigger** A creature walks on top of an ancient bog dragon who is burrowed into the mud or peat below; **Requirements** Initiative has not yet been rolled; **Effect** The bog dragon automatically notices the creature and Burrows before rolling initiative.

Tail Lash As young bog dragon.

Speed 40 feet, burrow 30 feet, fly 100 feet, swim 60 feet; swamp passage

Melee jaws +32 (magical, reach 15 feet), **Damage** 3d12+18 piercing plus bog rot and Grab (*Monster Core* 359)

Melee claw +32 (agile, magical, reach 10 feet), **Damage** 3d6+18 slashing

Melee tail +30 (magical, reach 20 feet), **Damage** 3d10+18 bludgeoning plus Knockdown (*Monster Core* 359)

Bog Rot (acid, disease, primal) As young bog dragon, but DC 34.

Draconic Frenzy As young bog dragon.

Draconic Momentum As young bog dragon.

Nidorous Breath (acid, primal) As young bog dragon, but 12d8 acid damage and 2d6 persistent acid, 50-foot cone, and DC 37.

Slain to Serve As adult bog dragon, but rank 8.

Swallow Whole Large, 3d12+10 acid plus bog rot, Rupture 33 (*Monster Core* 360)

Swamp Passage As young bog dragon.

BOG ARCHDRAGON

CREATURE 19

RARE GARGANTUAN AMPHIBIOUS DRAGON PRIMAL

Perception +33; greater darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 120 feet (page 230)

Languages Aklo, Common, Draconic, Necril

Skills Arcana +33, Athletics +37, Intimidation +37, Nature +33, Society +33, Stealth +40, Survival +37

Str +11, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +5

AC 42; **Fort** +33, **Ref** +29, **Will** +34; +2 status to all saves vs. primal

HP 415; **Immunities** acid, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 41 (page 228)

Rise Up As ancient bog dragon.

Tail Lash As young bog dragon.

Speed 50 feet, burrow 40 feet, fly 120 feet, swim 60 feet; swamp passage

Melee jaws +36 (magical, reach 15 feet), **Damage** 4d12+20 piercing plus bog rot and Grab (*Monster Core* 359)

Melee claw +36 (agile, magical, reach 10 feet), **Damage** 4d6+20 piercing

Melee tail +34 (magical, reach 20 feet), **Damage** 4d8+20 bludgeoning plus Knockdown (*Monster Core* 359)

Primal Innate Spells DC 41; **8th** earthquake; **7th** summon undead (at will); **6th** acid grip (at will)

Bog Rot (acid, disease, primal) As young bog dragon, but DC 38.

Draconic Frenzy As young bog dragon.

Draconic Momentum As young bog dragon.

Drag Beneath the Muck **Requirements** The bog archdragon is in a swamp and doesn't have a creature grabbed or restrained in their jaws; **Effect** The dragon Burrows, and if they end their movement directly under a creature, they make a jaws Strike against that creature, who is off-guard against the attack. If the Strike is successful, the dragon makes an Athletics check to grapple the target with their jaws; like Grab, this check doesn't use or contribute to the archdragon's multiple attack penalty. The dragon then Burrows again; any creature they have grabbed or restrained in their jaws moves with them.

Nidorous Breath (acid, primal) As young bog dragon, but 14d8 acid damage and 2d6 persistent acid damage, 60-foot cone, and DC 41.

Slain to Serve As adult bog dragon, but rank 10.

Swallow Whole Large, 3d12+11 acid plus bog rot, Rupture 35 (*Monster Core* 360)

Swamp Passage As young bog dragon.

BOG DRAGON SPELLCASTERS

Bog dragon spellcasters tend to cast the following spells.

YOUNG BOG DRAGON

Primal Prepared Spells DC 25, attack +17; **4th** hydraulic torrent, misty memory^{RoE}, vapor form; **3rd** aqueous orb, earthbind, wall of thorns; **2nd** mist, sudden blight^{PC2}, vomit swarm^{PC2}; **1st** fear, mud pit^{PC2}, vanishing tracks; **Cantrips (4th)** caustic blast, detect magic, know the way, tangle vine, tremor signs^{RoE}

ADULT BOG DRAGON

Primal Prepared Spells DC 30, attack +22; As young bog dragon, plus **6th** blinding fury^{PC2}, tangling creepers, tree of seasons; **5th** control water, corrosive muck^{PC2}, toxic cloud; **Cantrips (6th)** caustic blast, detect magic, know the way, tangle vine, tremor signs^{RoE}

ANCIENT BOG DRAGON

Primal Prepared Spells DC 37, attack +29; As adult bog dragon, plus **8th** acid grip, desiccate, earthquake; **7th** execute, mask of terror, regenerate; **Cantrips (8th)** caustic blast, detect magic, know the way, tangle vine, tremor signs^{RoE}

BOG ARCHDRAGON

Primal Prepared Spells DC 41, attack +33; As ancient bog dragon, plus **9th** harm, massacre, wrathful storm; **Cantrips (9th)** caustic blast, detect magic, know the way, tangle vine, tremor signs^{RoE}

Brine Dragon

sleek and stout, brine dragons tend to be smaller than other dragons, though only a fool would mistake their compact frames of muscle and blubber for weakness.

The wings serve the primary purpose of swimming, with flight secondary.

Large fins, gills, and blubber suit the dragon to life in the deep, granting them blisteringly fast speeds. They're less dangerous on land or in the air, where they have greatly lessened maneuverability.

The tail is very long and slender, with prominent webbing that the dragon uses to swim.

Brine dragons can use their connection to the crushing depths of the Plane of Water to pulverize foes and create pockets of deadly pressure. They can also inflict the full weight of the sea with a powerful bite.





BRINE DRAGON

Native to the deepest regions of the Elemental Plane of Water, primal brine dragons have mastered the secrets of the Boundless Sea's deadly pressures, wielding the might of the deep as a weapon. The majority of these primal dragons dwell in that plane's inky-black depths, ruling over the aquatic fiefdoms of Kelizandrika, the Brackish Empire, though brine dragons have been known to create aquatic communities elsewhere, notably Golarion.

Within these fiefdoms, brine dragons rule over the athamarus, faydhaans, merfolk, murajaus, sulis, and undines who dwell in their domain. Most dragons encourage their citizens to form complex social hierarchies in the name of governmental efficiency, though the actual natures of these humanoid courts vary wildly. The dragons tend to be fiercely protective of their people, as each dragon believes they're the only one who knows how to properly manage their civilization. Despite the zeal with which the dragons maintain their settlements, territorial disputes are rare, owing to the dragons' preference for order.

This tendency stems from their very ecology. Born in the intense pressures of the Plane of Water, brine dragons streamline everything from their bodies to their social interactions. This is more than mere efficiency; the crushing depths of their home require rigid adherence to rules of buoyancy and pressurization. For their first few years, hatchlings depend on their elders for instruction on thriving in the water's steely grip. Those who fail to heed these lessons litter the boneyards outside of the creches.

Because of this harsh rearing, brine dragons see obedience to superior knowledge as the proper way of the world. This naturally led to a gerontocratic system of governance; humanoids obey brine dragons, and younger dragons at least pretend to listen to elder dragons, with the elemental lord Kelizandri, the Brackish Emperor, serving as the head of the Brackish Empire. Once a dragon reaches adulthood, they generally believe they know their subjects best and begin discarding the opinions of everyone save for Kelizandri. Adult brine dragons who don't rule a fiefdom or other settlement are rare; most have both the desire to impose their will on the world and the power to force a civilization to follow their orders. This desire to rule creates sovereigns that span the political gamut, from beneficent rulers seeking to optimize the safety and happiness of their subjects to tyrants who view their citizens as ignorant children who would die without their dragon's wisdom.

Most brine dragons fall between these extremes, making them competent and just rulers, albeit ones who react poorly to criticism, especially from anyone they view as lesser. Despite the dragons' egos, their subjects are generally loyal,

except for faydhaans, who are too willful to blindly accept the edicts of their draconic overlords. The brine dragons' other humanoid subjects tend to see the dragons as powerful and wise. Even subjects suffering under a despotic brine dragon generally count themselves lucky to be under their dragon's protection, especially when krakens attack.

Krakens are brine dragons' natural enemies. Though the dragons are potent combatants, the extreme reach of the krakens' tentacles gives the cephalopods the ability to confront a brine dragon head-on, while simultaneously harrying the dragon's humanoid troops. This, coupled with the fact that krakens are more than a match for all but the oldest brine dragons, means that dragons have struggled to keep their people safe from kraken predation. Fortunately for the aquatic dragons, they're much better at cooperation than krakens, and they've forced many of the squid-like beasts out of the deep toward shallower waters, much to the chagrin of surface-dwellers. The few krakens who stayed to fight until the bitter end died to well-coordinated attacks and then were devoured by the omnivorous dragons, which was a great boon to their subjects' fishing industry, as it briefly didn't have to support them.

Brine dragons living outside of Kelizandrika tend to be older, more powerful dragons who tired of skirmishes with krakens or who lost a rare territorial dispute. But even these brine dragons can't shake the desire to rule. They tend to adopt small colonies or at least form mutually beneficial arrangements with locals, like the archdragon **Hyntheragha** (gregarious female brine archdragon monarch) in the Obari Ocean's center; she rules over a colony of merfolk, who revere her as a benevolent god. Infrequently, brine dragons are overthrown, such as the late Razethka the Scarred, who once hatched a convoluted plot to seize control of a settlement of sedachty near the city of Vialesk. On even rarer occasions, brine dragons would rather live in solitude than issue edicts, like **Machazmroh** (unlucky male adult brine dragon hermit), who dwells in the Shackles near Raptor Island.

In social situations, brine dragons come off as arrogant and self-assured, much as any other feudal noble might. They prize knowledge and shrewd thinking; those who make it clear they possess either are quick to gain the dragons' attention, though gaining their respect can take longer. Most brine dragons want for little, as their fiefdoms provide plenty of resources, so it's difficult to bribe a brine dragon with material goods. Secret knowledge, on the other hand, is an attractive commodity to them, as is intelligence that might aid in their battles against the krakens. Although brine dragons nearly always assume they're the smartest being in

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any room they might find themselves in, most of them aren't unreasonably arrogant.

Unlike most other dragons, brine dragons generally don't have impressive collections of physical objects. Any hoarding instinct that they possess is satisfied by their subjects. This isn't to say that the dragons don't hoard magical items and other treasures; they certainly do, though most of their stockpiles are gifts presented by their citizens.

YOUNG BRINE DRAGON

CREATURE 8

LARGE **AQUATIC** **DRAGON** **ELEMENTAL** **PRIMAL** **WATER**

Perception +16 (+18 to Sense Motive); aquatic echolocation 120 feet, darkvision

Languages Common, Draconic, Thalassic

Skills Acrobatics +14, Athletics +18, Deception +16, Diplomacy +18, Intimidation +18, Nature +16, Settlement Lore (one settlement the dragon controls) +16, Society +16, Stealth +14

Str +6, **Dex** +4, **Con** +3, **Int** +3, **Wis** +3, **Cha** +4

Aquatic Echolocation A brine dragon can use their hearing as a precise sense at the listed range, but only underwater.

AC 26; **Fort** +19, **Ref** +16, **Will** +14; +2 status to all saves vs. primal

HP 170; **Immunities** clumsy, controlled, paralyzed, sleep; **Resistances** acid 5, force 5

Regent's Glower (primal, emotion, fear, mental) **Trigger** The dragon is critically hit with a melee attack; **Effect** The dragon focuses their weighty gaze upon their assailant, filling their foe with dread. The triggering creature takes 4d6 mental damage with a DC 26 basic Will save. Any creature who fails the save also becomes frightened 1 (frightened 2 on a critical failure).

Speed 25 feet, fly 90 feet, swim 120 feet

Melee (claw) +20 (magical, reach 10 feet), **Damage** 2d8+9 piercing plus benthic bite

Melee (tail) +18 (magical, reach 15 feet), **Damage** 2d10+9 bludgeoning

Melee (bite) +20 (magical, reach 10 feet), **Damage** 2d6+9 slashing

Melee (tail) +18 (magical, reach 15 feet), **Damage** 2d10+9 bludgeoning

Ranged (caustic spit) +18 (acid, range increment 60 feet), **Damage** 2d10+3 acid

Benthic Bite (primal) A creature who takes damage from a brine dragon's jaws Strike must succeed at a DC 26 Fortitude save or be enfeebled 1 for 1 round.

Crushing Breath (primal) The dragon spews a 50-foot line of pressurized water that deals 8d6 bludgeoning damage with a DC 26 basic Reflex save. A creature that fails the save is also clumsy 1 (clumsy 2 on a critical failure) for 1 minute. The dragon can't use Crushing Breath again for 1d4 rounds.

Draconic Frenzy (primal) The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge Crushing Breath.

Pressurized Pool (primal) The dragon expels a 10-foot burst of pressurized water within 120 feet that lasts for 1 minute. A creature other than a brine dragon that enters or begins their turn within a burst must succeed at a DC 26 Fortitude save or become encumbered until the beginning of their next turn.

ADULT BRINE DRAGON

CREATURE 12

LARGE **AQUATIC** **DRAGON** **ELEMENTAL** **PRIMAL** **WATER**

Perception +22 (+24 to Sense Motive); aquatic echolocation 120 feet, darkvision

Languages Common, Draconic, Thalassic

Skills Acrobatics +20, Athletics +25, Deception +22, Diplomacy +25, Intimidation +25, Nature +22, Settlement Lore (one settlement the dragon controls) +22, Society +22, Stealth +20

Str +7, **Dex** +4, **Con** +5, **Int** +4, **Wis** +4, **Cha** +5

Aquatic Echolocation As young brine dragon.

AC 32; **Fort** +25, **Ref** +22, **Will** +20; +2 status to all saves vs. primal

HP 270; **Immunities** clumsy, controlled, paralyzed, sleep; **Resistances** acid 10, force 10

Regent's Glower (primal, emotion, fear, mental) As young brine dragon, but 6d6 mental damage and DC 29.

Speed 30 feet, swim 150 feet, fly 120 feet

Melee (jaws) +26 (magical, reach 10 feet), **Damage** 3d8+13 piercing plus benthic bite

Melee (claw) +26 (magical, reach 10 feet), **Damage** 3d6+13 slashing

Melee (tail) +24 (magical, reach 15 feet), **Damage** 3d10+13 bludgeoning

Ranged (caustic spit) +24 (acid, range increment 60 feet), **Damage** 3d10+6 acid

Bathogenic Barrage (primal) **Frequency** once per day; **Effect** The dragon uses Pressurized Pool three times. None of the bursts can overlap.

Benthic Bite (primal) As young brine dragon, but DC 29 and enfeebled 2.

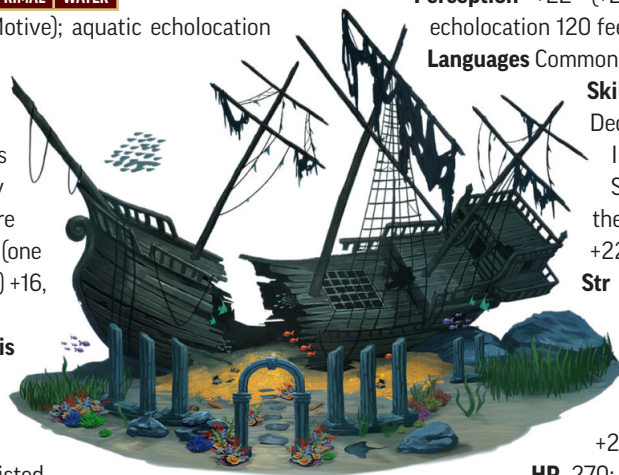
Crushing Breath (primal) As young brine dragon, but 13d6 bludgeoning damage, an 80-foot line, and DC 32.

Draconic Frenzy (primal) As young brine dragon.

Draconic Momentum As young brine dragon.

Pressurized Pool (primal) As young brine dragon, but DC 32.

Tidal Surge (primal) The dragon sweeps their wings, creating a 30-foot cone of buffeting water that deals 8d8 bludgeoning damage with a DC 32 basic Fortitude save. Each unattended object and each creature that fails the save is also pushed away from the dragon 10 feet (20 feet on a critical failure) and is knocked prone. The dragon can't use Tidal Surge again for 1d4 rounds.



ANCIENT BRINE DRAGON

CREATURE 17

UNCOMMON HUGE AQUATIC DRAGON ELEMENTAL PRIMAL WATER

Perception +29 (+31 to Sense Motive); aquatic echolocation 120 feet, greater darkvision

Languages Common, Draconic, Thalassic

Skills Acrobatics +28, Athletics +33, Deception +30, Diplomacy +33, Intimidation +33, Nature +30, Settlement Lore (one settlement the dragon controls) +30, Society +30, Stealth +28

Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +5, **Cha** +6

Aquatic Echolocation As young brine dragon.

AC 39; **Fort** +32, **Ref** +29, **Will** +30; +2 status to all saves vs. primal
HP 395; **Immunities** clumsy, controlled, paralyzed, sleep;

Resistances acid 15, force 15

Regent's Glow (primal, emotion, fear, mental) As young brine dragon, but 6d8 mental damage and DC 35.

Speed 35 feet, swim 180 feet, fly 150 feet

Melee (jaws) +33 (magical, reach 15 feet), **Damage** 3d10+19 piercing plus benthic bite

Melee (claw) +33 (agile, magical, reach 10 feet), **Damage** 3d8+19 slashing

Melee (tail) +31 (magical, reach 20 feet), **Damage** 3d12+19 bludgeoning

Ranged (caustic spit) +31 (acid, range increment 60 feet), **Damage** 3d12+10 acid

Bathogenic Barrage (primal) As adult brine dragon.

Benthic Bite (primal) As young brine dragon, but DC 35 and enfeebled 2.

Crushing Breath (primal) As young brine dragon, but 18d6 bludgeoning damage, a 100-foot line, and DC 38.

Draconic Frenzy As young brine dragon.

Draconic Momentum As young brine dragon.

Pressurized Pool (primal) As young brine dragon, but DC 38.

Tidal Surge (primal) As adult brine dragon, but 12d8 bludgeoning damage, DC 38, and creatures and unattended objects that fail are knocked back 20 feet (30 feet on a critical failure) and are knocked prone.

BRINE ARCHDRAGON

CREATURE 20

RARE GARGANTUAN AQUATIC DRAGON ELEMENTAL PRIMAL WATER

Perception +36 (+38 to Sense Motive); aquatic echolocation 120 feet, greater darkvision

Languages Common, Draconic, Thalassic

Skills Acrobatics +34, Athletics +40, Deception +34, Diplomacy +40, Intimidation +38, Nature +34, Settlement Lore (one settlement the dragon controls) +38, Society +34, Stealth +32

Str +11, **Dex** +6, **Con** +7, **Int** +6, **Wis** +6, **Cha** +7

Aquatic Echolocation As young brine dragon.

AC 44; **Fort** +37, **Ref** +33, **Will** +35; +2 status to all saves vs. primal
HP 460; **Immunities** clumsy, controlled, paralyzed, sleep;

Resistances acid 15, force 15

Decompression Sickness (aura, primal, water) 20 feet. After the dragon uses their Crushing Breath, the pressure of the depths surrounds them for 1 round. Any creature that leaves the aura during this time must succeed at a DC 39 Fortitude save or become dizzy and unbalanced from the sudden

change in pressure, treating all squares as difficult terrain until the end of their next turn. Incorporeal creatures are immune to this aura.

Regent's Glow (primal, emotion, fear, mental) As young brine dragon, but 9d6 mental damage and DC 42.

Speed 40 feet, swim 180 feet, fly 180 feet

Melee (jaws) +38 (magical, reach 15 feet), **Damage** 4d10+21 piercing plus benthic bite

Melee (claw) +38 (agile, magical, reach 10 feet), **Damage** 4d8+21 slashing

Melee (tail) +36 (magical, reach 20 feet), **Damage** 4d12+21 bludgeoning

Ranged (caustic spit) +36 (acid, range increment 60 feet), **Damage** 4d12+10 acid

Bathogenic Barrage (primal) As adult brine dragon.

Benthic Bite (primal) As young brine dragon, but DC 39 and enfeebled 3.

Crushing Breath (primal) As adult brine dragon, but 21d6 bludgeoning damage, a 120-foot line, and DC 42.

Draconic Frenzy As young brine dragon.

Draconic Momentum As young brine dragon.

Pressurized Pool (primal) As young brine dragon, but DC 42.

Tidal Surge (primal) As adult brine dragon, but 14d8 bludgeoning damage, DC 42, and creatures and unattended objects that fail are knocked back 20 feet (30 feet on a critical failure) and are knocked prone.

BRINE DRAGON SPELLCASTERS

Brine dragon spellcasters tend to cast the following spells.

YOUNG BRINE DRAGON

Primal Prepared Spells DC 26, attack +18; **4th** *crashing wave*^{PC2}, *hydraulic torrent*, *unfettered movement*; **3rd** *aqueous orb*, *feet to fins*, *slow*; **2nd** *acid grip*, *darkness*, *water breathing*; **1st** *air bubble*, *create water*, *hydraulic push*; **Cantrips (3rd)** *caustic blast*, *detect magic*, *guidance*, *read aura*, *spout*^{PC2}

ADULT BRINE DRAGON

Primal Prepared Spells DC 32, attack +24; As young brine dragon, plus **6th** *acid grip*, *hydraulic torrent*, *truesight*; **5th** *control water*, *corrosive muck*^{PC2}, *mariner's curse*; **Cantrips (6th)** *caustic blast*, *detect magic*, *guidance*, *read aura*, *spout*^{PC2}

ANCIENT BRINE DRAGON

Primal Prepared Spells DC 38, attack +30; As adult brine dragon, plus **8th** *desiccate*, *hydraulic torrent*, *migration*; **7th** *eclipse burst*, *energy aegis*, *regenerate*; **Cantrips (8th)** *caustic blast*, *detect magic*, *guidance*, *read aura*, *spout*^{PC2}

BRINE ARCHDRAGON

Primal Prepared Spells DC 42, attack +34; As ancient brine dragon, plus **9th** *detonate magic*, *implosion*, *wrathful storm*; **Cantrips (9th)** *caustic blast*, *detect magic*, *guidance*, *read aura*, *spout*^{PC2}

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Cloud Dragon

Four main horns emerge from the dragon's head. The horns continue growing throughout the dragon's life and tend to develop additional forks as the dragon ages.

The dragon's wings possess a thin membrane that appears nearly intangible.

Despite its stout stature, cloud dragons are much lighter than their size and bulk might imply.

Thick and stout limbs are well suited to climbing and balancing on precarious edges.



CLOUD DRAGON

Imagine a cat, just your average, workaday mouser—probably a tabby. Now, make this cat the size of a barn. Give it wings. Give it scales (ranging in shade from pale blue to milky white). Give it thick, curling horns and a short snout. Give it the ability to talk. Give it mastery over the elements, the power to raise a storm or call forth a mist. What you have is, admittedly, not very much like a cat anymore. But there remains a kernel of fundamental felinity.

You have imagined a cloud dragon.

Cloud dragons are the primal dragons of sky and mist. Long, long ago, in the days before folks wrote things down with any sort of consistency, cloud dragons might have been visitors to Golarion, hailing first from the endless air beyond reality. If so, they've settled in quite comfortably. Cloud dragons dwell in the high places of the world, nesting atop the peaks of mountains or the tallest of trees of alpine forests. They revel in flight even more than other dragons, and fly higher than most any of their kin, to the places where the air grows thin and the sky takes on the shades of night. They travel often and journey far.

Mostly, though, cloud dragons are like cats. Cloud dragons are characterized by their whimsical, mercurial temperaments, as changeable and fickle as the wind. To a one, they have unusually short attention spans compared to other dragons and are prone to sudden fancies and quicksilver enthusiasms. One day, a cloud dragon might decide to take up pottery on a lark and show up at the kiln of a village potter with a demand for lessons. Another day, that same cloud dragon might choose to follow a single monarch butterfly on its seasonal migration, a multi-ton monstrosity acting as a bodyguard for an insect weighing a few grams. A cloud dragon might realize that they've never actually eaten a zebra before and fly a thousand miles on a whim to find one. Cloud dragons are never, ever predictable.

Cloud dragons rarely plan ahead, but this is spontaneity, not foolishness. A cloud dragon's many fleeting passions give them a wide range of knowledge, and older dragons tend to know a little about a lot—by dragon standards, that is. By mortal standards, an ancient cloud dragon knows a lot about a lot, from typically draconic topics like magic and the natural world to more niche interests like weaving or the works of a specific novelist or playwright.

Cloud dragons are simply confident. They are, after all, dragons, and there's very little that a dragon can't handle. A suitably serious threat will make a cloud dragon take precautions, but in general, they tend to figure that tomorrow will take care of itself. And when one is a magical creature the size of a schooner, tomorrow does indeed usually take care of itself.

In morality, cloud dragons are as fickle as everywhere else. One day, a cloud dragon might take to a passing traveler and give them a gift from their eclectic hoard. That same dragon, on another day, might toy with a hapless person, leading them astray with mist and fog and eerie sounds. Cloud dragons can flip from playful cruelty to kindness at a moment's notice, though they do tend to veer away from moral extremes, whether of virtue or vice. Neither murder nor martyrdom appeals to cloud dragons, and they're rarely malicious so much as easily bored.

Cloud dragons prefer their lairs to be high above the earth, where clouds transform to mist upon the ground; they're not so light as to be able to sleep nestled in the air itself, so this is the best compromise they can manage. Physical lairs also provide ample space for a cloud dragon's hoard, as they are just as prone to collecting as other members of dragonkind. The hoards of cloud dragons are full of past passions and projects and tend to be interesting as a result. Cloud dragons are prone to swooping down and nabbing anything that catches their eye, and it's not surprising for a cloud dragon's home to be littered with lost history from a dozen nearby villages.

A cloud dragon's diet is as eclectic as the rest of their whims but tends to be omnivorous. Some believe that cloud dragons can subsist off mere drops of dew in the morning or evening; this is not true, though they tend to eat far less than their size and bulk would indicate. Young cloud dragons often aim for aerial prey such as swifts and dragonflies, as much for the joy of the chase as for whatever meager sustenance such creatures might provide.

Cloud dragons can be found across Golarion, but by far the majority of them dwell in the Terwa Uplands among the Mbe'ke peoples. Ages ago, when the world was younger, the dwarves embarked on a great Quest for Sky. They saw wonders and they saw horrors, but as it turned out, what they had not seen was a good picture of what the sky looked like. When the dwarves emerged in a narrow valley, they looked up and saw a vast blue dome, and figured it was an odd sort of cavern. They braced the sky and started digging. In short order, they broke into the Endless Sky. Eventually, a cloud dragon asked the dwarves what in the seven stars above and the three stars below the dwarves thought they were doing. Some awkward explanations followed, and the dwarves and cloud dragons returned to Golarion, becoming the Mbe'ke.

Historians have a more reasonable explanation, involving planar portals drawing cloud dragons to the Uplands. Today, Mbe'ke are a confederation of city-states, ostensibly dwarven but in practice accepting anyone who

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opts to immigrate (there are several communities of Mbe'ke kobolds, for instance). Cloud dragons have long been accepted as prized colleagues and venerated elders within the halls of Mbe'ke. Typically, the relationship takes the form of a quid-pro-quo partnership. A dragon dwelling near a community of Mbe'ke provides protection from outside threats and the power of their strength and magic, while the villagers provide a comfortable nest, a steady supply of trinkets, and a multitude of eyes and hands as necessary. As the dragons grow older, they become valued not just for their strength but also for their insight, though dwarves have long since grown used to the fickleness of cloud dragons and take it into account. Every few decades, the relationship is renegotiated, with older and stronger dragons moving to larger and more prosperous communities. A small mining village high in the Uplands will be guarded by a horse-sized young cloud dragon, while the Sky Citadel of Cloudspire accepts the patronage of the dragon matriarch Cykurarreot the Mist.

Cykurarreot (impish female cloud archdragon matriarch) might be the most powerful cloud dragon in Golarion—certainly she's the most high-profile, and perhaps one of the few dragons in the world who accepts visitors by appointment. Ancient beyond measure, her wings tattered, her eyes clouded over, she's still as canny as a cat and as cunning as a politician. She's attended to by the Dragon Wardens, a fellowship of Mbe'ke that sees to her needs, and spends most of her time either as a counselor to the Mbe'ke Assembly of Kings, annoying her innumerable grandchildren, or engaged in curious personal projects. Currently she's creating a symphonic arrangement of wind chimes to sing to the howl of a hurricane.



YOUNG CLOUD DRAGON

CREATURE 10

LARGE **AIR** **DRAGON** **PRIMAL**

Perception +22; darkvision, mist vision, scent (imprecise) 60 feet

Languages Common, Draconic, Sussuran

Skills Acrobatics +20, Athletics +22, Deception +20, Diplomacy +20, Intimidation +20, Nature +18, Stealth +18, Survival +16

Str +7, **Dex** +2, **Con** +5, **Int** +2, **Wis** +3, **Cha** +3

Mist Vision Fog and mist don't impair a cloud dragon's vision; they ignore the concealed condition from fog and mist.

AC 30; **Fort** +19, **Ref** +17, **Will** +21

HP 175; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26

Speed 40 feet, fly 140 feet

Melee ♦ jaws +23 (electricity, magical, reach 10 feet), **Damage** 2d10+13 piercing plus 1d12 electricity

Melee ♦ claw +23 (agile, magical), **Damage** 2d8+13 slashing

Melee ♦ tail +21 (magical, reach 15 feet), **Damage** 2d12+13 bludgeoning

Melee ♦ horn +21 (deadly d8, magical, reach 10 feet), **Damage** 1d12+13 piercing

Primal Innate Spells DC 29; **1st** *gust of wind* (at will)

Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one horn Strike in any order.

Draconic Momentum The dragon recharges their Thundercloud Breath whenever they score a critical hit with a Strike.

Dragonmist ♦ (concentrate, manipulate, water) The dragon conjures up a sudden mist in a 20-foot burst within 120 feet. All creatures within the mist become concealed, and all creatures outside the mist become concealed to creatures within it. The dragon can use this action again to dismiss the mist—anyone else attempting to remove the dragonmist (via *gust of wind* or similar) must succeed at a counteract check. A young dragon can have up to three clouds of dragonmist active at a time.

Thundercloud Breath ♦♦ (electricity, primal) The dragon breathes a thundercloud that deals 11d6 electricity damage in a 40-foot cone (DC 29 basic Reflex save). They can't use Thundercloud Breath again for 1d4 rounds.

ADULT CLOUD DRAGON

CREATURE 14

HUGE **AIR** **DRAGON** **PRIMAL**

Perception +28; darkvision, mist vision, scent (imprecise) 60 feet

Languages Common, Draconic, Jotun, Sussuran

Skills Acrobatics +23, Athletics +28, Deception +26, Diplomacy +26, Intimidation +26, Nature +24, Stealth +23, Survival +26

Str +8, **Dex** +3, **Con** +5, **Int** +4, **Wis** +5, **Cha** +5

Mist Vision As young cloud dragon.

AC 36; **Fort** +25, **Ref** +23, **Will** +27; +1 status to all saves vs. magic

HP 255; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31

Master of Clouds ♦ **Trigger** The dragon rolls initiative; **Effect**

A cloud dragon controls their element as easily as they breathe. The dragon uses Dragonmist.

Speed 50 feet, fly 160 feet

Melee ♦ jaws +29 (electricity, magical, reach 15 feet), **Damage** 3d10+14 piercing plus 1d12 electricity

Melee ♦ claw +29 (agile, magical, reach 10 feet), **Damage** 3d10+14 slashing

Melee ♦ tail +27 (magical, reach 20 feet), **Damage** 3d12+14 bludgeoning

Melee ♦ horn +27 (deadly d10, magical, reach 15 feet), **Damage** 2d12+14 piercing

Primal Innate Spells DC 34; **4th** *vapor form* (at will); **3rd** *wall of wind*; **2nd** *gust of wind* (at will)

Draconic Frenzy ♦♦ As young cloud dragon.

Draconic Momentum As young cloud dragon.

Dragonmist ♦ (concentrate, manipulate, water) As young cloud dragon, but an adult dragon may have up to four clouds of dragonmist active at a time.

Shapes in the Fog ♦ (visual) With a cloud dragon's mastery of their element, creating shapes and images in a fog is child's play. All creatures within or adjacent to one cloud of dragonmist must attempt a DC 34 Will save or be off-guard for 1 round (on a critical failure, they are also frightened 1).

Thundercloud Breath ♦♦ (electricity, primal) As young cloud dragon, but a 50-foot cone, 15d6 electricity damage, and DC 34.

ANCIENT CLOUD DRAGON

CREATURE 19

UNCOMMON GARGANTUAN AIR DRAGON PRIMAL

Perception +34; darkvision, mist vision, scent (imprecise) 60 feet
Languages Common, Draconic, Fey, Jotun, Sussuran
Skills Acrobatics +33, Athletics +38, Deception +36, Diplomacy +36, Intimidation +36, Nature +34, Stealth +33, Survival +36
Str +10, **Dex** +4, **Con** +7, **Int** +5, **Wis** +6, **Cha** +6
Mist Vision As young cloud dragon.

AC 43; **Fort** +34, **Ref** +30, **Will** +36; +1 status to all saves vs. magic
HP 355; **Immunities** electricity, paralyzed, sleep
Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 38
Master of Clouds ♦ As adult cloud dragon, but the dragon uses Dragonmist twice.

Speed 60 feet, fly 160 feet

Melee ♦ jaws +36 (electricity, magical, reach 20 feet, sonic), **Damage** 3d10+18 piercing plus 1d12 electricity and 2d6 sonic
Melee ♦ claw +36 (agile, magical, reach 15 feet), **Damage** 4d10+18 slashing
Melee ♦ tail +34 (magical, reach 25 feet), **Damage** 4d12+18 bludgeoning
Melee ♦ horn +34 (deadly d12, magical, reach 20 feet), **Damage** 3d12+18 piercing

Primal Innate Spells DC 41; **5th** *toxic cloud*; **4th** *gust of wind* (at will), *vapor form* (at will), *wall of wind* (at will)

Draconic Frenzy ♦♦ As young cloud dragon.

Draconic Momentum As young cloud dragon.

Dragonmist ♦ (concentrate, manipulate, water) As young cloud dragon, but an ancient dragon may have up to five clouds of dragonmist active at a time.

Mist Step ♦ (teleportation) **Requirements** The dragon is within a cloud of dragonmist; **Effect** The dragon dissolves into wisps of cloud, reforming within another cloud of dragonmist within 1 mile.

Shapes in the Fog ♦ (visual) As adult cloud dragon, but DC 41.

Thundercloud Breath ♦♦ (electricity, primal) As young cloud dragon, but a 60-foot cone, 20d6 electricity damage, DC41, and the cloud remains in the area for 1d4 rounds, with the effects of Dragonmist.

CLOUD ARCHDRAGON

CREATURE 22

RARE GARGANTUAN AIR DRAGON PRIMAL

Perception +39; darkvision, mist vision, scent (imprecise) 60 feet
Languages Common, Draconic, Fey, Jotun, Sussuran
Skills Acrobatics +37, Athletics +42, Deception +40, Diplomacy +40, Intimidation +40, Nature +38, Stealth +37, Survival +40
Str +11, **Dex** +6, **Con** +8, **Int** +6, **Wis** +8, **Cha** +8
Mist Vision As young cloud dragon.

AC 48; **Fort** +39, **Ref** +36, **Will** +43; +1 status to all saves vs. magic
HP 475; **Immunities** electricity, paralyzed, sleep

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 42

Master of Clouds ♦ As adult cloud dragon, but the dragon uses Dragonmist four times.

Speed 60 feet, fly 160 feet

Melee ♦ jaws +40 (electricity, magical, reach 20 feet, sonic), **Damage** 4d10+20 piercing plus 2d12 electricity and 4d6 sonic

Melee ♦ claw +40 (agile, magical, reach 15 feet), **Damage** 4d10+20 slashing

Melee ♦ tail +38 (magical, reach 25 feet), **Damage** 5d12+20 bludgeoning

Melee ♦ horn +38 (deadly d12, magical, reach 20 feet), **Damage** 4d12+20 piercing

Primal Innate Spells DC 45; **10th** *wrathful storm*; **8th** *punishing winds*, *toxic cloud*; **7th** *gust of wind* (at will), *vapor form* (at will), *wall of wind* (at will)

Draconic Frenzy ♦♦ As young cloud dragon.

Draconic Momentum As young cloud dragon.

Dragonmist ♦ (concentrate, manipulate, water) As young cloud dragon, but an archdragon has a range of 500 feet and can maintain up to six clouds of dragonmist at a time.

Mist Step ♦ (teleportation) As ancient cloud dragon.

Shapes in the Fog ♦ (visual) As adult cloud dragon, but DC 45.

Thundercloud Breath ♦♦ (electricity, primal) As ancient cloud dragon, but a 70-foot cone, 23d6 electricity damage, and DC 45.

Toothsome Air An archdragon's mist becomes akin to an extension of their body, to be shaped into fangs and claws. Their jaws and claw Strikes can originate from any square of dragonmist that's within 100 feet of the dragon.

CLOUD DRAGON SPELLCASTERS

Cloud dragon spellcasters tend to cast the following spells.

YOUNG CLOUD DRAGON

Primal Prepared Spells DC 29, attack +21; **4th** *lightning bolt*, *mirage*, *vapor form*; **3rd** *haste*, *lightning bolt*, *slow*; **2nd** *humanoid form*, *resist energy*, *sure footing*; **1st** *tailwind*, *thunderstrike*, *ventriloquism*; **Cantrips** (4th) *detect magic*, *electric arc*, *frostbite*, *prestidigitation*, *sigil*

ADULT CLOUD DRAGON

Primal Prepared Spells DC 34, attack +26; As young cloud dragon, plus **6th** *chain lightning*, *cursed metamorphosis*, *truesight*; **5th** *banishment*, *howling blizzard*, *lightning bolt*; **Cantrips** (6th) *detect magic*, *electric arc*, *frostbite*, *prestidigitation*, *sigil*

ANCIENT CLOUD DRAGON

Primal Prepared Spells DC 41, attack +33; As adult cloud dragon, plus **9th** *falling stars*, *metamorphosis*, *wrathful storm*; **8th** *arctic rift*, *desiccate*, *punishing winds*; **7th** *eclipse burst*, *energy aegis*, *regenerate*; **Cantrips** (9th) *detect magic*, *electric arc*, *frostbite*, *prestidigitation*, *sigil*

CLOUD ARCHDRAGON

Primal Prepared Spells DC 45, attack +37; As ancient cloud dragon, plus **10th** *cataclysm*, *revival*; **Cantrips** (10th) *detect magic*, *electric arc*, *frostbite*, *prestidigitation*, *sigil*

Crystal Dragon

The wings have a heavy outer coating, reminiscent of a stone cavern.

Crystal dragons make their homes underground, close to the precious gems that gave them their name. Such caves are far from dark, cramped spaces; crystal dragons value beauty above all else. Their vanity and obsession with aesthetics translate into exquisite displays.

Thick crystal spines fan from the dragon's head down the length of the back.

Crystal spikes on the tail create a heavy counterbalance for steering in flight.



Crystals grow and shed throughout the dragon's lifespan, though shedding from damage is more common than loss from age.



CRYSTAL DRAGON

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Crystal dragons consider themselves among the more beautiful dragon species and expect others to recognize this. They see little need to accessorize their crystalline hides but might spend hours each day tending to their appearance. They clean themselves frequently, and each scale must be properly faceted and free of imperfections. A crystal dragon may retreat into its lair if its hide gets damaged, manually removing the damaged scales (a painful process!) and then waiting for the replacements to grow in.

Crystal dragons are also proud of their lairs, which typically contain hoards of gems and crystals. An individual dragon's creative nature shows through in their decor. So do their organizational skills—they can't tolerate a mess. Their habit of constantly updating and rearranging their spaces means visitors might see a fair bit of disarray, however, depending on their timing.

Because personality plays such a factor in crystal dragons' decoration choices, few generalities apply to their lairs. The one unifying factor is an abundance of reflective surfaces, and plenty of light to show them off. Some crystal dragons search out caverns with skylights, others make abundant use of light magic, and all are fond of collecting *everlight crystals* to make their hoard glimmer as it ought.

The other features of a crystal dragon's hoard might tell visitors about their values and personality. Their chosen lairs often have precious stones still embedded in their walls. Those who are more inclined toward luxury might hire artisans to facet them; those who are more attuned to nature are likely to leave them as is. Dragons who favor aggregate or amorphous gems tend to be more open-minded and adventurous, while those who tend toward crystalline stones are fond of order and more set in their ways. The colors a crystal dragon chooses to emphasize in its decoration typically correspond to its temperament. A dragon whose lair sparkles with vivid carnelian, crocoite, and ruby is likely high-energy, but might have an even shorter temper than the average crystal dragon. Those who opt for bright citrine, sulfur, and pyrite are typically cheerful and optimistic—unlike the more serious and sophisticated individuals who cloak their spaces in jet, bornite, and obsidian. Individuals who surround themselves with decorations of emerald, diopase, and peridot tend to be both kind and curious, whereas a lair filled with amethyst, sugilite, and charoite would suit an introspective and imaginative individual.

Some dragons heavily favor one color above all others, or they may decorate parts of their lair to suit different moods. Just like any sentient being, no crystal dragon can be reduced to a single personality trait. While the decor may help a visitor

gain an initial impression, it's wise to keep an open mind—these creatures can and do surprise many with their depth.

Those who wish to know more about crystal dragons are likely to have an easy time of it. The species is known for preferring to live in harmony with the larger world. That doesn't mean they don't have their social quirks; given their size and power, crystal dragons expect others to approach them with respect. Typically, a compliment or two is sufficient to earn an invitation for further conversation. They are also easily won over by gifts, though the giver should do their research first. Presenting a gift that falls outside of the dragon's aesthetic sensibilities might be seen as a lack of respect for their ways, or as a subtle insult of their tastes.

Among dragons, crystal dragons are known for their kindness; more cynical species often look down on them for their utter lack of guile and craftiness. Those who do so, of course, miss that crystal dragons are extremely talented in bringing others together. Many find it odd they don't gather into large communities, but it is a choice made of necessity rather than desire—most ecosystems cannot support very many creatures of their size. While a family might stay together, it's rare to see a collective of more than five or six crystal dragons in the same place. Notably, these creatures often befriend smaller dragon and dragonet species, especially those with a similar eye for shiny and colorful treasures.

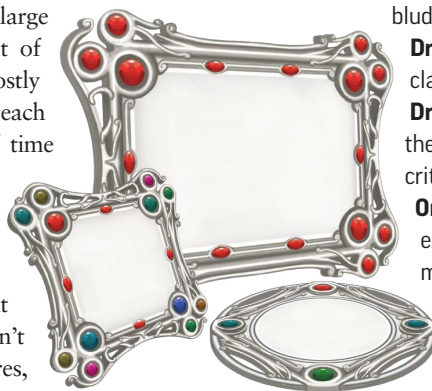
A crystal dragon who finds themselves in disagreement with another is likely to attempt talking things out. This holds true for family disputes, arguments over territory, and conflict with those the dragon could easily overpower. So long as the other party engages in good faith, a crystal dragon works toward a peaceful resolution. Any sign of disrespect or aggression is met in kind, however. Those who have angered crystal dragons see the extent of their creatures' volatility. Crystal dragons coined the aphorism "every crystal shatters into a million knives." When their patience breaks, it's best to be out of range. Given their size and intuitive command of primal power, a fight with a crystal dragon is a dangerous undertaking. They don't chase those who flee and are more likely than many other dragons to accept a peaceful surrender. They still fiercely defend their pride, their lairs, and their communities when they see the need.

These traits make them good associates, and many creatures found villages near crystal dragon lairs or invite dragons to move in near an existing settlement. However, living near a crystal dragon is often a mixed blessing. Crystal dragons are generous with their magic and with other skills—such as hunting. In return, they expect others to be generous with gems and crystals. They hoard precious stones that might otherwise form the basis of a local economy.

Multiple locales have found a way to profit by treating the crystal dragon's lair as a tourist attraction. Though dragons block access to private areas of their lairs, they're thrilled by the steady stream of new people who come with compliments and appreciation for their territory. The townspeople make what they need from the sales of room, board, souvenirs, and travel supplies. It's a strange sort of symbiosis, but one that works with crystal dragons' way of life.

There's one category of creature that doesn't benefit from the presence of a crystal dragon: local wildlife. Like all primal dragons, crystal dragons are extremely large by adulthood, and thus require a lot of sustenance. They are omnivores mostly because they need so many calories each day. That means they spend a lot of time hunting and foraging. Some may befriend other creatures who help them cultivate food, but no garden is sufficient to feed a full-grown dragon. For the most part, crystal dragons hunt large animals out of efficiency. They don't like to hunt other intelligent creatures, and they try to spare those with an affinity for rocks and gems. These rules are less enforced among juvenile and adolescent crystal dragons, however, who don't like to venture out lest someone notice they are much less beautiful than their adult relatives.

Crystal dragons' size makes them unafraid to take on any foe in combat. They're offensive fighters who rely on their tough hides for protection should their prey fight back. Though not extremely strategic, they tend to take on obvious threats first and try to disable creatures early in combat if possible. The exception to this comes when they're fighting out of anger—they'll focus on the target of their ire and aim for maximum damage. Angering a crystal dragon may be the last thing a person ever does, so it's advisable to learn enough about these creatures to avoid sparking a conflict.



square between themselves and the attacker. The dragon gains standard cover against the triggering attack. The stone falls on the first person other than the dragon who enters that square, dealing 4d6 bludgeoning damage with a DC 22 basic Reflex save. Otherwise, it crumbles harmlessly after 1 round.

Speed 30 feet, fly 120 feet

Melee ♦ jaws +17 (magical, reach 10 feet), **Damage** 2d8+9 piercing

Melee ♦ claw +17 (agile, magical), **Damage** 2d6+9 slashing

Melee ♦ tail +15 (magical, reach 15 feet), **Damage** 2d10+9 bludgeoning

Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Ornamental Breath whenever they score a critical hit with a Strike.

Ornamental Breath ♦♦ (primal) The dragon exhales a torrent of shattered rocks and minerals in a 30-foot cone dealing 7d6 piercing damage (DC 25 Reflex save). A creature who fails the save is weighed down by the stones, becoming clumsy 1 (clumsy 2 on a critical failure).

ADULT CRYSTAL DRAGON

CREATURE 11

HUGE DRAGON EARTH PRIMAL

Perception +21; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Petran, Sakvroth

Skills Acrobatics +18, Athletics +23, Crafting +20, Diplomacy +22, Intimidation +20, Nature +21, Stealth +20, Survival +21, Thievery +18

Str +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +4, **Cha** +5

AC 31; **Fort** +24, **Ref** +18, **Will** +22; +2 status to all saves vs. primal

HP 190; **Immunities** fascinated, paralyzed, sleep

Cobblegems (aura) 10 feet. The dragon constantly sheds crystalline scales onto the ground around it. The area is uneven ground (DC 27).

Shielding Stone ➤ As young crystal dragon, but 6d6 bludgeoning damage and DC 27.

Speed 40 feet, fly 150 feet

Melee ♦ jaws +23 (magical, reach 15 feet), **Damage** 3d10+11 piercing

Melee ♦ claw +23 (agile, magical, reach 10 feet), **Damage** 3d8+11 slashing

Melee ♦ tail +21 (magical, reach 20 feet), **Damage** 2d12+11 bludgeoning

Draconic Frenzy ♦♦ As young crystal dragon.

Draconic Momentum As young crystal dragon.

Lustrous Lunge ♦ (visual) The dragon strikes a pose that makes its hide sparkle in the light. Each creature within 20 feet must succeed at a DC 27 Fortitude save or become dazzled for 1 round.

Ornamental Breath ♦♦ (primal) As young crystal dragon, but 11d6 piercing damage, DC 30, and a 40-foot cone.

YOUNG CRYSTAL DRAGON

CREATURE 7

LARGE DRAGON EARTH PRIMAL

Perception +16; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Petran, Sakvroth

Skills Acrobatics +11, Athletics +17, Crafting +13, Diplomacy +15, Intimidation +13, Nature +14, Stealth +13, Survival +14, Thievery +11

Str +6, **Dex** +2, **Con** +4, **Int** +2, **Wis** +3, **Cha** +4

AC 25; **Fort** +17, **Ref** +12, **Will** +16; +2 status to all saves vs. primal

HP 110; **Immunities** fascinated, paralyzed, sleep

Shielding Stone ➤ **Trigger** A creature at least 10 feet away from the dragon targets them with an attack; **Requirements** The dragon is on the ground and there is at least one unoccupied square between themselves and the attacker; **Effect** The dragon conjures a thin slab of stone in an unoccupied

ANCIENT CRYSTAL DRAGON

CREATURE 16

UNCOMMON HUGE DRAGON EARTH PRIMAL

Perception +29; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Petran, Sakvroth

Skills Acrobatics +25, Athletics +35, Crafting +28, Diplomacy +31, Intimidation +29, Nature +29, Stealth +28, Survival +29, Thievery +25

Str +9, **Dex** +4, **Con** +6, **Int** +4, **Wis** +5, **Cha** +6

AC 39; **Fort** +30, **Ref** +25, **Will** +28; +2 status to all saves vs. primal

HP 290; **Immunities** fascinated, paralyzed, sleep; **Resistances** physical 10 (except adamantite)

Cobblegems (aura) 10 feet. As adult crystal dragon, but DC 34.

Shimmering Armor When the dragon takes a critical hit from any attack that deals physical damage, its hide chips, releasing sharp slivers. All creatures in a 10-foot emanation take 13d8 piercing damage with a DC 34 basic Reflex save.

Shielding Stone ➤ As young crystal dragon, but 8d6 bludgeoning damage and DC 34.

Speed 50 feet, fly 150 feet

Melee ➤ jaws +32 (magical, reach 15 feet), **Damage** 3d10+17 piercing

Melee ➤ claw +32 (agile, magical, reach 10 feet), **Damage** 3d8+17 slashing plus crystallize

Melee ➤ tail +30 (magical, reach 20 feet), **Damage** 3d12+17 bludgeoning

Crystallize (incapacitation, primal) The claws of an ancient crystal dragon embed shards that slowly turns the flesh of those they Strike to crystal. The target must succeed at a DC 34 Fortitude save or become slowed 1 (slowed 2 on a critical failure) for 1 minute. Further failed saves against crystallize increase the slowed condition. Once a creature's actions are reduced to 0 by crystallize, that creature becomes petrified, turned into crystal instead of stone.

Draconic Frenzy ➤➤ As young crystal dragon.

Draconic Momentum As young crystal dragon.

Lustrous Lunge ➤ (visual) As adult crystal dragon, but DC 34.

Ornamental Breath ➤➤ (primal) As young crystal dragon, but 16d6 piercing damage, DC 37, and a 50-foot cone.

CRYSTAL ARCHDRAGON

CREATURE 19

RARE HUGE DRAGON EARTH PRIMAL

Perception +35; darkvision, scent (imprecise) 60 feet, tremorsense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Petran, Sakvroth

Skills Acrobatics +33, Athletics +40, Crafting +35, Diplomacy +37, Intimidation +36, Nature +36, Stealth +35, Survival +36, Thievery +33

Str +10, **Dex** +5, **Con** +6, **Int** +5, **Wis** +5, **Cha** +6

AC 43; **Fort** +35, **Ref** +29, **Will** +33; +2 status to all saves vs. primal

HP 350; **Immunities** fascinated, paralyzed, sleep; **Resistances** physical 15 (except adamantite)

Cobblegems (aura) 10 feet. As adult crystal dragon, but the DC is 38.

Shimmering Armor As ancient crystal dragon, but a 15-foot emanation, 16d8 piercing damage, and DC 38.

Shielding Stone ➤ As young crystal dragon, but 9d6 bludgeoning damage and DC 38.

Speed 60 feet, fly 180 feet

Melee ➤ jaws +37 (magical, reach 15 feet), **Damage** 6d12+8 piercing

Melee ➤ claw +37 (agile, magical, reach 10 feet), **Damage** 6d8+8 slashing damage plus crystallize

Melee ➤ tail +35 (magical, reach 20 feet), **Damage** 8d8+8 bludgeoning plus crystallize

Crystallize (incapacitation, primal) As ancient crystal dragon, but DC 38 and their tail Crystallizes as well.

Draconic Frenzy ➤➤ As young crystal dragon.

Draconic Momentum As young crystal dragon.

Lustrous Lunge ➤ (visual) As adult crystal dragon, but DC 38.

Ornamental Breath ➤➤ (primal) As young crystal dragon, but 19d6 piercing damage, DC 41, and a 60-foot cone.

Shard Spray ➤➤ **Frequency** once per minute; **Effect** The crystal archdragon makes 2 tail Strikes, both using its current multiple attack penalty, then spins in a circle, releasing crystalline projectiles. All creatures within a 15-foot emanation take 9d6 piercing damage (DC 41 basic Reflex save). A creature who critically fails the save is also exposed to crystallize. This counts as two attacks when calculating the dragon's multiple attack penalty.

CRYSTAL DRAGON SPELLCASTERS

Crystal dragon spell casters tend to cast the following spells.

YOUNG CRYSTAL DRAGON

Primal Prepared Spells DC 25, attack +17, **4th** *mountain resilience*, *shatter*; **3rd** *cave fangs*^{RoE}, *earthbind*, *one with stone*; **2nd** *burrow ward*^{RoE}, *everlight*, *expeditious excavation*^{LODM}; **1st** *pummeling rubble*, *shattering gem*^{LODM}, *shockwave*^{LODM}; **Cantrips** (4th) *detect magic*, *glass shield*^{RoE}, *light*, *scatter scree*^{PC2}, *tremor signs*^{RoE}

ADULT CRYSTAL DRAGON

Primal Prepared Spells DC 30, attack +22; As young crystal dragon, plus **6th** *petrify*, *vitrifying blast*^{RoE}; **5th** *creation*, *speaking with stones*, *wall of stone*; **4th** *shape stone*; **Cantrips** (6th) *detect magic*, *glass shield*^{RoE}, *light*, *scatter scree*^{PC2}, *tremor signs*^{RoE}

ANCIENT CRYSTAL DRAGON

Primal Prepared Spells DC 37, attack +29; As adult crystal dragon, plus **8th** *cave fangs*^{RoE}, *earthquake*, *moment of renewal*; **7th** *heaving earth*^{RoE}; **Cantrips** (8th) *detect magic*, *glass shield*^{RoE}, *light*, *scatter scree*^{PC2}, *tremor signs*^{RoE}

CRYSTAL ARCHDRAGON

Primal Prepared Spells DC 41, attack +33; As ancient crystal dragon, plus **10th** *indestructibility*; **9th** *heaving earth*^{RoE}, *implosion*; **Cantrips** (10th) *detect magic*, *glass shield*^{RoE}, *light*, *scatter scree*^{PC2}, *tremor signs*^{RoE}

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Delight Dragon

With a single touch, a delight dragon can offer the sensation of a perfect moment as if it were happening anew; serving as evidence that no matter what might transpire, there was joy and delight in the world, and there always will be again.

There are an infinite number of intangible joyous occasions that delight dragons strive to find. Each memory accepted as an offering, living as immutable records within one of the dragon's scales, adding to their radiance.



Gossamer wings appear to be extremely thin and nearly transparent, but are very difficult to tear.

Delight dragons love few art forms more than dance, and they take any opportunity to show off their moves. Each dragon's dance is a unique conglomeration of all it's learned, designed to show off their splendid colors, physical prowess, and creativity—especially useful when it comes to finding a mate.



DELIGHT DRAGON

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Some would say delight dragons are like children. They would be correct. At least, as correct as if they said a puff of chimney smoke resembled a massive storm cloud or compared a toddler's drawing of a horse to a prized thoroughbred. Which is to say, they are completely and utterly incorrect. Of course, having a smoke cloud or child's drawing running around one's home might be vastly preferable to a delight dragon.

As residents of the Outer Plane Elysium, delight dragons are embodiments of the plane's proclivity toward joy, mischief, passion, and spontaneity. Their massive gossamer wings refract the light of a thousand rainbows between translucent layers. Purple-green scales shimmer in opalescent splendor, while a long, sinuous tail flicks in spiral figures, darting to catch the feet out from under distracted observers. A pair of feathery antennae direct the delight dragon to their next source of amusement—whether play, treat, or general amusement, all surely to become a great time in the dragon's presence, whether a plane's denizens know it or not.

As self-proclaimed defenders of games, whimsy, and the freedom to sow a little chaos, delight dragons are often found on the front line against those that would strip such choice away from others. Demonic forces deployed at the Worldwound whispered of the "lights of doom," massive rainbows that heralded the approach of a delight dragon. The winged crusader would descend upon these fiends with claws and fangs, cackling all the while.

Aside from this occasional necessary indulgence in great violence, delight dragons spend much time traveling. Flights of fancy are their preferred method of transportation, and they can thusly be found wandering all manners of vistas in search of the new and the tasty. More so than other dragons, delight dragons enjoy journeying with adventuring companions, so long as those companions don't attempt to enforce inane rules. As friends, delight dragons can be trusted to offer loyalty, protection from infernal powers, trinkets, and exclamations about how silly someone is for not splashing around in a perfectly suitable body of water.

Delight dragons require hearty, well-balanced meals to maintain optimal levels of shenanigans and whimsy. This "fact" has been met with a great deal of contempt by many delight dragons, who instead maintain the superiority of nosing around for little snacks. Finding one with a snout in a basket of candies or claw-deep in a fruit tart, thus, is no surprise. The presence of cookies in particular has been known to do wonders for their mood.

Festivals and celebrations of all kinds serve as great ways to attract a delight dragon's attention, doubly so if any manner of competition is involved. Many a local party has become a city-wide problem upon a delight dragon catching

wind of the merriment, bringing with them a whirlwind of unmatched high-octane energy—like oversized, hyper moths to a dancing flame. Look only to the tale of delight dragon **Onachoutal** (overly curious male delight dragon tourist) who, while traveling in Katapesh, learned of a local festival and, upon his excited arrival, caused a stampede of camels that caused much property damage. Onachoutal has since apologized, spending an excruciating 7 months completing the requisite one-page apology form.

No delight dragon celebration is greater than the Symposium of Joy, a decennial gathering of delight dragons on Elysium. Each attending dragon takes a turn sharing that which sparked the most joy for them in the last decade, then celebrating each one. It concludes with a feast consisting of each dragon's favorite snack, handled by a trusted panel so as not to be eaten beforehand. A vote then determines what shall receive the prestigious title of "Delight of the Decade." A different manner of cookie has won the last six symposiums.

Delight dragon lairs can be found near their current obsession, or as hubs from which to visit their favorite friends. A delight dragon will often have multiple small lairs across Golarion. Each lair contains a felicitous hoard, themed to the dragon's latest passion. These vary between personalities but are always, simply put, items of joy. Colorful rocks, heartfelt letters, an inventor's first gizmo, a first-edition copy of *Epunymous: The Comprehensive Guide to Puns Across Golarion* (penned by delight dragon **Ipynevean** and available now in most languages)—all have been found among the seemingly unorganized piles in a delight dragon's lair.

An unwillingness to haul entire collections means delight dragons also hoard more abstract expressions of joy. Of special note is a group of gnomes that stave off the Bleaching by acting as a traveling hoard for delight dragon **Bebbicys** (melodramatic female adult delight dragon wanderer). Most dragons prefer collecting experiences: the warmth of a fire wisp enticing slumber, the soft touch of grass under starry skies, the elation of a perfectly executed prank, the exhilarating rush of completing a powerful ritual, the succulent taste of a sweet mango, and the feeling of seeing one's work published.

Though more serious dragons tend to scoff at their delightful cousins, **Nyzil** (hardworking female adult delight dragon food critic) is highly respected among dragons, traveling to even the most unsavory places to complete their record and ranking of every sweet treat in the Universe. *Nyzil's Delicacies* is the premier guidebook for many denizens across the planes. A high ranking means significantly more business—at least, once the establishment has been reconstructed following damages from a dragon jumping for joy.

YOUNG DELIGHT DRAGON

CREATURE 10

LARGE **DIVINE** **DRAGON** **HOLY**

Perception +22; **lifesense** (imprecise) 30 feet (page 229), **scent** (imprecise) 60 feet, **whimsysense** (imprecise) 30 feet

Languages Common, Diabolic, Draconic, Empyrean; **truespeech**
Skills Acrobatics +22, Athletics +19, Elysium Lore +20, Games Lore +20, Performance +22, Religion +21

Str +4, **Dex** +6, **Con** +4, **Int** +3, **Wis** +5, **Cha** +4

Lover of the Arts Checks by or against the dragon to change a creature's attitude using Diplomacy can be attempted with Performance instead.

Whimsysense Delight dragons can sense the presence of laughter, games, celebrations, and sweets within the listed range.

AC 30; **Fort** +18, **Ref** +21, **Will** +19; +2 status to all saves vs. divine

HP 165; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 10

Play Scape (aura, divine) 15 feet.

Delight dragon magic alters their surroundings, turning weapons into toys and spells into stage effects. All Strikes and other damaging effects used in the aura gain the nonlethal trait and are accompanied by magical sound effects. A creature entering or beginning their turn in the aura must attempt a DC 29 Will save.

Failure The creature's first damaging effect (such as a Strike) this round does half damage.

Critical Failure All the creature's damaging effects this turn do half damage.

Reactive Tail **Trigger** A creature within reach of the dragon's tail uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The dragon attempts an Athletics check to Trip the triggering creature. This check doesn't count toward the dragon's multiple attack penalty, and its multiple attack penalty doesn't apply to this check.

Speed 40 feet, fly 120 feet

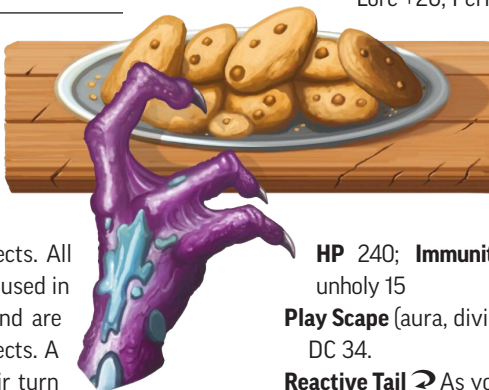
Melee **✦** jaws +22 (holy, magical, reach 10 feet), **Damage** 2d10+8 piercing plus 1d8 spirit

Melee **✦** claw +22 (agile, holy, magical), **Damage** 2d8+8 slashing plus 1d8 spirit

Melee **✦** tail +20 (holy, magical, reach 15 feet), **Damage** 2d10+8 bludgeoning plus 1d8 spirit and Knockdown (*Monster Core* 359)

Divine Innate Spells DC 29, attack +21; **5th** *banishment*; **4th** *unfettered movement*; **3rd** *safe passage*; **Constant (5th)** *truespeech*

Breath of Fresh Air **✦✦** (divine, emotion, mental) The dragon unleashes a stream of magical bubbles in a 30-foot cone. Each creature within the area takes 7d8 spirit damage (DC 29 basic Will save). A creature who fails the save is also slowed 1 as they give in to the joyful urge to dance, sing, laugh, or admire the world around them. On a critical failure, the creature is slowed 1 for 1 minute and can't use reactions for as long as



they are slowed; they can attempt a new save at the end of each of its turn to end the slowed condition early.

Draconic Frenzy **✦✦** The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge their Breath of Fresh Air.

ADULT DELIGHT DRAGON

CREATURE 14

LARGE **DIVINE** **DRAGON** **HOLY**

Perception +28; **lifesense** (imprecise) 30 feet (page 229), **scent** (imprecise) 60 feet, **whimsysense** (imprecise) 60 feet

Languages Common, Diabolic, Draconic, Empyrean; **truespeech**
Skills Acrobatics +28, Athletics +25, Elysium Lore +26, Games Lore +26, Performance +28, Religion +27

Str +5, **Dex** +7, **Con** +5, **Int** +4, **Wis** +6, **Cha** +5

Lover of the Arts As young delight dragon.

Whimsysense As young delight dragon.

AC 36; **Fort** +24, **Ref** +27, **Will** +25; +2 status to all saves vs. divine

HP 240; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 15

Play Scape (aura, divine) 30 feet. As young delight dragon, but DC 34.

Reactive Tail **✦** As young delight dragon.

Speed 50 feet, fly 140 feet

Melee **✦** jaws +28 (holy, magical, reach 10 feet), **Damage** 3d10+11 piercing plus 1d8 spirit

Melee **✦** claw +28 (agile, holy, magical), **Damage** 3d8+11 slashing plus 1d8 spirit

Melee **✦** tail +26 (holy, magical, reach 15 feet), **Damage** 3d10+11 bludgeoning plus 1d8 spirit and Knockdown (*Monster Core* 359)

Divine Innate Spells DC 34, attack +26; **7th** *interplanar teleport* (at will, self only); **5th** *banishment*; **4th** *unfettered movement* (at will); **3rd** *safe passage* (at will); **Constant (5th)** *truespeech*

Breath of Fresh Air **✦✦** (divine, emotion, mental) As young delight dragon, but 40-foot cone, 10d8 spirit damage, and DC 34.

Draconic Frenzy **✦✦** As young delight dragon.

Draconic Momentum As young delight dragon.

Let's Play! **✦✦** (concentrate, divine, manipulate) The dragon conjures up a magical arena to play a game, making up rules on the spot. Up to four target creatures inside the dragon's aura take 8d6 mental damage from the dragon's baffling explanation (DC 34 basic Will save). Creatures who fail the save are confused for 1 round (1 minute on a critical failure). Regardless of result, all targets are immune for 24 hours.

ANCIENT DELIGHT DRAGON

CREATURE 19

UNCOMMON **LARGE** **DIVINE** **DRAGON** **HOLY**

Perception +35; **lifesense** (imprecise) 30 feet (page 229), **scent** (imprecise) 60 feet, **whimsysense** (imprecise) 120 feet

Languages Common, Diabolic, Draconic, Empyrean; **truespeech**
Skills Acrobatics +37, Athletics +32, Elysium Lore +33, Games Lore +33, Performance +37, Religion +34

Str +6, **Dex** +9, **Con** +6, **Int** +5, **Wis** +8, **Cha** +6

Lover of the Arts As young delight dragon.

Whimsysense As young delight dragon.

AC 43; **Fort** +31, **Ref** +35, **Will** +32; +2 status to all saves vs. divine
HP 325; **Immunities** fear, paralyzed, sleep; **Weaknesses** unholy 20
Play Scope (aura, divine) 30 feet. As young delight dragon, but
DC 41.

Reactive Tail ➤ As young delight dragon.

Speed 60 feet, fly 160 feet

Melee ➤ jaws +35 (holy, magical, reach 10 feet), **Damage**
4d10+12 piercing plus 2d8 spirit

Melee ➤ claw +35 (agile, holy, magical, reach 10 feet), **Damage**
4d8+12 slashing plus 2d8 spirit

Melee ➤ tail +33 (holy, magical, reach 15 feet), **Damage** 4d10+12
bludgeoning plus 2d8 spirit and Knockdown (Monster Core 359)

Divine Innate Spells DC 41, attack +33; **8th** divine inspiration;
7th interplanar teleport (at will, self only); **5th** banishment (at
will); **4th** unfettered movement (at will); **3rd** safe passage (at
will); **Constant (5th)** truespeech

Breath of Fresh Air ➤➤ (divine, emotion, mental) As young delight
dragon, but 50-foot cone, 14d8 spirit damage, and DC 41.

Cloud of Giggles ➤➤ (concentrate, divine, polymorph) **Frequency**
once per day; **Effect** The delight dragon transforms into a Huge
sparkling cloud of gas for 10 minutes. During this time, the
dragon gains resistance 20 to physical damage and is immune
to precision damage, but they can't cast spells, activate items,
or use Strikes or actions that have the attack or manipulate
trait. They can only use their fly Speed, can slip through tiny
cracks, and occupy the same space as other creatures. If
the dragon ends their turn sharing the same space as other
creatures, each of those creatures must attempt a DC 41 Will
save or be off-guard from a fit of giggles until the end of the
dragon's next turn. The dragon can Dismiss this action as long
as it has space to take its original size.

Draconic Frenzy ➤➤ As young delight dragon.

Draconic Momentum As young delight dragon.

Let's Play! ➤➤ (concentrate, divine, manipulate) As adult delight
dragon, but up to six creatures, 12d6 mental damage, and DC 41.

DELIGHT ARCHDRAGON

CREATURE 22

RARE LARGE DIVINE DRAGON HOLY

Perception +40; **lifesense** (imprecise) 30 feet (page 229), **scent**
(imprecise) 60 feet, **whimsysense** (imprecise) 180 feet

Languages Common, Diabolic, Draconic, Empyrean; **truespeech**
Skills Acrobatics +43, Athletics +38, Elysium Lore +40, Games
Lore +40, Performance +43, Religion +39

Str +6, **Dex** +11, **Con** +7, **Int** +6 **Wis** +8, **Cha** +7

Lover of the Arts As young delight dragon.

Whimsysense As young delight dragon.

AC 48; **Fort** +35, **Ref** +40, **Will** +36; +2 status to all saves vs. divine
HP 400, can't kill fun; **Immunities** fear, paralyzed, sleep;
Weaknesses unholy 20

Can't Kill Fun (divine) Once per day, if the delight archdragon
would die, it instead automatically resurrects in its most
recently visited lair with half its maximum Hit Points.

Play Scope (aura, divine) 30 feet. As young delight dragon, but
DC 45.

Reactive Tail ➤ As young delight dragon.

Speed 80 feet, fly 200 feet

Melee ➤ jaws +40 (holy, magical, reach 10 feet), **Damage**
4d10+14 piercing plus 2d8 spirit

Melee ➤ claw +40 (agile, holy, magical, reach 10 feet), **Damage**
4d8+14 slashing plus 2d8 spirit

Melee ➤ tail +38 (holy, magical, reach 15 feet), **Damage**
4d12+14 bludgeoning plus 2d8 spirit and Knockdown
(Monster Core 359)

Divine Innate Spells DC 45, attack +37; **9th** overwhelming
presence; **8th** divine inspiration, moment of renewal; **7th**
interplanar teleport (at will, self only); **5th** banishment (at
will); **4th** unfettered movement (at will); **3rd** safe passage (at
will); **Constant (5th)** truespeech

Breath of Fresh Air ➤➤ (divine, emotion, mental) As young
delight dragon, but 60-foot cone, 16d8 spirit damage, and
DC 45.

Cloud of Giggles ➤➤ (concentrate, divine, polymorph) As
ancient delight dragon, but DC 45.

Draconic Frenzy ➤➤ As young delight dragon.

Draconic Momentum As young delight dragon.

Let's Play! ➤➤ (concentrate, divine, manipulate) As adult
delight dragon, but any number of creatures in the aura,
14d6 mental damage, and DC 45.

DELIGHT DRAGON SPELLCASTERS

Delight dragon spellcasters tend to cast the following spells.

YOUNG DELIGHT DRAGON

Divine Prepared Spells DC 29, attack +21; **5th** banishment,
dispel magic; **4th** cleanse affliction, noise blast, vital beacon;
3rd cozy cabin, heroism, locate; **2nd** clear mind, laughing
fit, revealing light; **1st** concordant choir^{PC2}, item facade,
ventriloquism; **Cantrips (5th)** bullhorn^{PC2}, detect magic, divine
lance, prestidigitation, summon instrument

ADULT DELIGHT DRAGON

Divine Prepared Spells DC 34, attack +26; As young delight dragon
plus **7th** dispel magic, regenerate, sunburst; **6th** blessed boundary,
spirit blast, truesight; **5th** breath of life; **Cantrips (7th)** bullhorn^{PC2},
detect magic, divine lance, prestidigitation, summon instrument

ANCIENT DELIGHT DRAGON

Divine Prepared Spells DC 41, attack +33; As adult delight dragon
plus **9th** dispel magic, divine decree, overwhelming presence; **8th**
moment of renewal (×2), pinpoint; **Cantrips (9th)** bullhorn^{PC2},
detect magic, divine lance, prestidigitation, summon instrument

DELIGHT ARCHDRAGON

Divine Prepared Spells DC 45, attack +37; As adult delight
dragon plus **10th** gate; **Cantrips (10th)** bullhorn^{PC2}, detect magic,
divine lance, prestidigitation, summon instrument

DRAGONET

Though dragonets are smaller and lacking the raw power of great dragons, they are every bit as varied and fascinating as their larger relatives. Like dragons, dragonets have strong ties to magic. These ties influence the contrasting natures exhibited by different dragonet types. For example, fey dragonets (*Monster Core* 127) and house drakes (*Monster Core* 2 137) make fascinating pets and companions, and thus are a popular familiar for spellcasters. Tidepool dragonets, on the other hand, are arrogant and untamable.

Assuming dragonets are harmless due to their size, or the fact that they often live near people, is dangerous. Pest drakes, for instance, are weak and shy individually but are inclined to form dangerous swarms when unsettled. By contrast, pearl dragonets are gentle oddities that seem naturally friendly.

Dragonets range in size from little bigger than songbirds to no larger than house cats. Unlike most great dragons, they stop growing after reaching maturity. They vary greatly in intelligence; fey dragonets are known for their tricks and wit, while feral racing drakes have the average problem solving capacity of a pigeon. Each type of dragonet has its own lairing and hoarding habits, and they have unique abilities that reveal their magical nature.

PEARL DRAGONET

Pearl dragonets are fortune magic incarnate.

Nobody takes small, round dragonets seriously, but they're lucky to have around. Social and relatively defenseless, pearl dragonets have thrived by providing good luck in exchange for food and protection. This reputation for bringing fortune—which the dragonets encourage—has led to the popularity of good-luck charms featuring this plump dragonet species and the belief that harming a pearl dragonet can incur a lifetime of ill luck.

Pearl dragonets have pearlescent scales and a round body with stumpy legs. Their minute wings cannot support flight, so they rely on magic to fly. They have long tails that can be up to five times the length of

their bodies. This odd build exacerbates their ungainly, waddling gait, which is punctuated by head-over-heel rolls and erratic flight paths.

Pearl dragonets are attentive, with an acute ability to understand the world around them. They are commonly found in the mountains of Tian Xia, living close to remote or insular highland communities that show due respect for their insight. Communities seeking to attract pearl dragonets often hang up round, red paper lanterns, though both the dragonets and the villagers take minor offense toward anyone who compares the relative shape of the dragonets and the lanterns.

PEARL DRAGONET

CREATURE 1

UNCOMMON TINY ARCANIC DRAGON

Perception +9; darkvision

Languages Common, Draconic

Skills Acrobatics +7, Arcana +6, Fortune-Telling Lore +7, Society +4

Str -2, **Dex** +3, **Con** +0, **Int** +1, **Wis** +4, **Cha** +1

AC 16; **Fort** +5, **Ref** +10, **Will** +8

HP 17; **Immunities** paralyzed, sleep

Bounce Away  **Trigger** The dragonet is hit by a melee Strike that deals bludgeoning damage;

Effect The dragonet absorbs the blow by rolling into a ball and bouncing away. It gains resistance 3 to bludgeoning damage against the triggering attack and Flies away from the attacker. This movement does not trigger reactions.

Speed 10 feet, fly 25 feet

Melee  bite +7 (finesse, magical, reach 0 feet), **Damage** 1d10 piercing

Melee  claw +7 (agile, finesse, magical, reach 0 feet), **Damage** 1d8 slashing

Arcane Innate Spells DC 19; **Cantrips (1st)** *light*, *figment*, *prestidigitation*

Fog of Chance  (arcane, concentrate) The pearl dragonet breathes a 15-foot cone of golden, fortune-altering mist. The dragonet chooses fortune or misfortune when using this ability, which gains the corresponding trait. If the dragonet chooses fortune, all creatures in the mist gain a bit of luck; the first time in the next round each affected creature attempts an attack roll or skill check, they roll twice and use the better result. If the dragonet chooses misfortune, each creature in the mist must attempt a DC 17 Will save. On a failure, the first time in the next round

that creature attempts an attack roll or skill check, it must roll twice and use the worse result. The dragonet can't use Fortune Fog again for 1d4 rounds.

TIDEPOL DRAGONET

Tidepool dragonets are lithe, eel-like sovereigns of their miniature tidal territories. Found in the marine environments that their name suggests, tidepool dragonets have strong jaws adapted to cracking open shells. While shellfish are their main food source, they are adaptive foragers. They'll happily catch and eat octopuses, tidal fish, starfish, sea anemones, and seabirds if the opportunity arises. Their long, webbed claws make them nimble hunters and allow them to reach into rocky recesses. They have muscular wings that work well both above and below water.

Tidepool dragonets are proud bullies who habitually harass wildlife and fishers. They frequently steal brightly painted floats, flags, and shiny hooks to decorate their tidal caves. Prized pieces are reserved for ornamenting themselves, and they cover their scales with shards of glass, necklaces of coral, or crowns of silverware retrieved from wrecks.

TIDEPOL DRAGONET CREATURE 3

TINY AMPHIBIOUS DRAGON WATER

Perception +10; darkvision

Languages Common, Draconic

Skills Acrobatics +10, Athletics +7, Nature +9, Survival +9

Str +0, **Dex** +4, **Con** +2, **Int** -1, **Wis** +3, **Cha** +3

AC 17; **Fort** +7, **Ref** +12, **Will** +9

HP 53; **Immunities** paralyzed, sleep

Crushing Jaws  **Trigger** A creature grabbed by the dragonet's jaws fails a check to Escape; **Effect** The dragonet's jaws deals 1d12+3 bludgeoning damage to the triggering creature.

Speed 15 feet, fly 25 feet, swim 45 feet

Melee  bite +10 (finesse, magical, reach 0 feet), **Damage** 1d12+3 bludgeoning plus Grab (*Monster Core* 359)

Melee  claw +10 (agile, finesse, magical, reach 0 feet), **Damage** 1d10+3 slashing

Primal Innate Spells DC 20, attack +12; **1st** *hydraulic push*; **Cantrips** (1st) *daze*, *gale blast*^{PC2}, *read aura*, *spout*^{PC2}

Boiling Breath   (arcane, fire) The dragonet breathes a 15-foot line of superheated gas. The dragonet can use this ability underwater even though it has the fire trait. If it does, the activity gains the water trait and emerges as a 20-foot cone of boiling water. Each creature in the area must succeed at a DC 20 Reflex save or take 4d6 fire damage. The dragonet can't use Boiling Breath again for 1d4 rounds.



PEST DRAKE SWARM

Pest drakes are the feral descendants of valuable racing "pace drakes." Prized for their colors, speed, and homing ability, pace drakes have been bred, traded, and raced throughout Golarion. Their popularity invariably led to the establishment of feral populations, as these naturally nervous creatures used their homing ability to establish protective flocks. Readily agitated, these rat-sized dragonets are dangerous in large numbers. They are easily overlooked in urban areas, however, as familiarity breeds complacency from those who see these dragonets every day with little incident.

Many pest drakes are a dun or dusty brown in color, though some flocks retain the brilliant blues, reds, and greens of their captive relatives. Both varieties have many tiny spines that resemble hairs and short, stubby noses that earned them the derogatory nickname of "dragon-winged rats." Much like other urban animals, pest drakes are highly adaptable, adept at scavenging food from trash piles or discarded foodstuffs. People likewise find the tiny dragons cute and will feed them, despite laws or warnings.

Pest drakes live in cities and ruins. They build their lairs atop hidden stone ledges and within inaccessible monument alcoves.

There, their acidic mess often does irreparable damage before it is discovered and removed. Such lairs are usually full of tiny trinkets swiped off the street, such as earrings, coins, and nails they pull from cart wheels.

PEST DRAKE SWARM

CREATURE 9

LARGE DRAGON SWARM

Perception +19; darkvision

Skills Acrobatics +20, Athletics +16, Stealth +20

Str -1, **Dex** +6, **Con** +4, **Int** -4, **Wis** +4, **Cha** +0

AC 27; **Fort** +17, **Ref** +21, **Will** +15

HP 120; **Immunities** acid, grabbed, paralyzed, precision, prone, restrained, sleep, swarm mind (*Monster Core* 360); **Weaknesses** area damage 10, splash damage 10; **Resistances** bludgeoning 12, piercing 12, slashing 6

Flummocking Flurry  (mental) **Trigger** The swarm takes damage; **Effect** The swarm's frenzied flapping intensifies as the dragonets attempt to confuse their foes. Each creature in the swarm's space must succeed at a DC 28 Will save or become dazzled until they are outside of the swarm's space.

Speed 20 feet, fly 50 feet

Acrid Bites  Each enemy in the pest drake swarm's space takes 3d6 piercing damage and 2d6 persistent acid damage (DC 28 basic Reflex save).

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Executor Dragon

A nourishing diet for an executor dragon is primarily spiritual, as they can subsist almost entirely on divine energy and the power of faith. Despite this, many delight in the fare from non-draconic ancestries in copious amounts.

The body of the dragon is covered in thick, shaggy brown fur. Large spines made of the same material as the dragon's horns run down its back.

The rage of an executor dragon is terrible to behold. Executor dragons can use their aura of authority to break the will of those who seek to harm them. Executor dragons believe in utilizing unrelenting force to end a conflict as soon as possible. Fang, claw, tail whips, and pure dragon rage tend to destroy most attackers.

The dragon holds a golden egg between its teeth. Cracking the egg unleashes its divine wrath.



EXECUTOR DRAGON

Legends state the first executor dragons formed from the rage-filled screams of Sarenrae during her struggle against the Rough Beast. In the face of an enemy even she had no hope of redeeming, the ever-compassionate Dawnflower allowed her divine fury to escape from her lips as she struck down the primordial god, and from this act of anathema, the first executor dragons were given form. Since that moment, executor dragons represent the full wrath of the gods. Divine in nature, executor dragons typically appear to punish those who have strayed so far from the path of their deity's edicts as to begin embracing the anathema. Due to their potent nature as weapons of the divine, executor dragons are generally drawn to target not a single misbehaving follower, but entire villages, cities, or towns that have turned their backs on their gods. Many of the gods prefer not to use executor dragons as part of their punishment of mortal transgressors, and instead keep them reserved for the days of apocalyptic battles.

Though many believe executor dragons are spawned from divine magic, they are fully biological creatures. Compelled by faith and devotion and disgusted by hypocrisy and base cruelty, executor dragons tend to live near human settlements, but rarely within them. They form small familial groups when young, but grow more independent as they age, seeking to claim territory uninhabited by other dragons. Their chosen lairs tend to be locations secreted away, either in the ruins of mountaintop monasteries or in the cavernous depths beneath abandoned places of worship. For the few executor dragons that live actively among non-draconic peoples, even fewer do so in their natural forms. They are sometimes found living disguised as traveling lay priests who bring healing and alms for the needy, choristers singing hymnals, wandering monastic scholars who ask challenging and conflicted questions about faith, or quiet church custodians who protect and beautify their chosen houses of worship. It's said that one or more executor dragons might have even taken up the defense of Kenebres after its near destruction at the hands of the Khorramzadeh, Storm King of the Worldwound.

An annual ritual among executor dragons is a gathering hidden in a pocket dimension within a set of deep mountain ranges where no non-draconic peoples are allowed to participate or observe. Even the closest followers or mortal mates are barred entry to this event. During this time, executor dragons discuss happenings in the multiverse, discuss their own philosophical or religious views, train together, sing together, and, in many cases, engage in bone-breaking, sky-rending combat. Sometimes, these conflicts are based on disagreements over points of philosophy, incorrectly singing a hymn or chant, or religious doctrine,

but in other cases they're simply friendly sparring matches. In either case, the landscape is left blasted and barren, only to be remade with great effort by the custodians of the battleground, an annually selected group of executor dragons whose sole purpose is to protect the entrance to the gathering grounds, and to make sure next year's gathering is "even more interesting."

Executor dragons tend to be aligned with Heaven, but there are some who would consider themselves otherwise. Gods like Sarenrae, Iomedae, and Trudd all have executor dragon allies, acting as either generals in their godly armies, bodyguards, heralds, or as loyal retainers in the gods' efforts on Golarion. In some instances, executor dragons choose instead to align themselves with the deities who are not of Heaven, but instead have other divine allies. Psychopomps speak of one executor dragon that serves Urgathoa as both bodyguard and pet, gorging itself at the endless feasts that Urgathoa holds nearly daily.

There are a variety of executor dragons that are aligned with the various wicked regions of the Outer Sphere, with one specific and notable exception: there are no executor dragons that align with Hell. No one knows exactly why, but none have ever been seen in Hell's service at all. If there's a specific reason for this, executor dragons don't speak on it, and if the question is brought up to them, many will likewise deny the existence of executor dragons that support the Outer Rifts or even Abaddon. It is not known if this is specifically a schism between executor dragons who have different religious and philosophical bends toward the heavens, or if there is a deeper conflict occurring among the executor dragons.

Despite their fearsome reputation in times of wrath, executor dragons are not terrifying unless they wish to be, instead tending to evoke a sense of religious awe in those who meet them. When engaged socially, many executor dragons are urbane, educational, and happy to speak with mortals on points of philosophy, religious doctrine, and the general state of the divine as they understand it. They often engage deeply with questions of faith, dogma, destiny, and free will—often being kind and supportive of the asker but presenting counter arguments and questions that test the knowledge and determination of most mortal seekers. When confronted socially with someone who is obviously parroting a particular faith or philosophy, the executor dragon tends to debate them strongly, attacking their hypocrisy, as many among the executor dragons consider it to be the highest sin imaginable. They expect believers to walk in their faith and believe strongly, but even the strictest executor dragon recognizes that mortals are fallible, and

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can differentiate mistakes and lapses of faith as different from truly turning one's back on the faith entirely.

The executor dragon community is largely split on the subject of atheism. Many of them feel that it's inherently foolish to be an atheist in a world where the gods make themselves known, but many posit that as long as the atheist is kind and good-hearted, they care not where one's faith may or may not lie. It remains a discussion among executor dragons as to if any atheist executor dragons exist given their innate connection to the divine, and while many scoff at such a notion, the executor dragon who steps outside of the philosophical war of the cosmos might find themselves an example for others who wish to follow. So far, no executor dragons have advertised their atheism.

Hoard among executor dragons tend to be objects of significant divine energies. Magical scrolls, holy books, hymnals, and sacred relics of bygone faiths all can be found in the hoard of elder executor dragons. Perfectly preserved manuscripts of cults long ago hunted to extinction by the main branch of the faith seem to be an object many executor dragons hold in high regard. This fascination with heretical treatises might seem counter to the executors and their genuine connection to the divine, but overall, many feel connected to even these fleeting flashes of misplaced faith.

YOUNG EXECUTOR DRAGON

CREATURE 9

LARGE **DIVINE** **DRAGON**

Perception +18; darkvision, lifesense (imprecise) 30 feet (page 229), scent (imprecise) 60 feet

Languages Common, Draconic, plus one additional language spoken by celestials, fiends, or monitors as appropriate

Skills Acrobatics +16, Athletics +20, Intimidation +18, Plane Lore +20, Religion +19, Survival +19

Str +6, **Dex** +2, **Con** +3, **Int** +1, **Wis** +4, **Cha** +2

AC 27; **Fort** +18, **Ref** +16, **Will** +21; +2 status to all saves vs. divine

HP 155; **Immunities** paralyzed, sleep, sonic

Rage of the Divine  (divine, sanctified, spirit)

Trigger The dragon is critically hit by an attack; **Effect** Raw divine power flashes through the executor dragon harming anyone who dares strike it so brazenly. The creature who dealt the triggering attack takes 4d8 spirit damage with a DC 25 basic Will save.

Speed 60 feet, fly 150 feet

Melee  jaws +21 (magical, reach 10 feet),

Damage 2d10+9 piercing

Melee  claw +21 (agile, magical), **Damage**

2d8+9 slashing plus Grab (*Monster Core* 359)

Melee  tail +19 (magical, reach 15 feet), **Damage**

2d12+9 bludgeoning

Divine Innate Spells DC 28; **5th** *divine immolation*;

3rd *crisis of faith*; **Cantrips** (5th) *bullhorn*^{PC2}

Divine Utterance  (divine, sonic) The dragon screams the truth of the divine,

dealing 8d8 sonic damage in a 30-foot cone (DC 28 basic Reflex save). They can't use Divine Utterance again for 1d4 rounds.

Draconic Frenzy  The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Divine Utterance whenever they score a critical hit with a Strike.

ADULT EXECUTOR DRAGON

CREATURE 13

LARGE **DIVINE** **DRAGON**

Perception +23; darkvision, lifesense (imprecise) 30 feet (page 229), scent (imprecise) 60 feet

Languages Common, Draconic, plus one additional language spoken by celestials, fiends, or monitors as appropriate; *truespeech*

Skills Acrobatics +22, Athletics +27, Intimidation +24, Plane Lore +24, Religion +27, Survival +24

Str +8, **Dex** +3, **Con** +4, **Int** +2, **Wis** +5, **Cha** +3

Divine Sanctification Once an executor dragon reaches adulthood, they are expected to sanctify as either holy or unholy; they gain the corresponding trait and weakness 10 to the opposing sanctification.

AC 33; **Fort** +25, **Ref** +23, **Will** +28; +2 status to all saves vs. divine

HP 235; **Immunities** paralyzed, sleep, sonic; **Weaknesses** divine sanctification

Aura of Authority (aura, emotion, mental) 60 feet. The divine majesty of an adult executor dragon can't be denied. A creature that enters or begins their turn in the aura must attempt a DC 30 Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this dragon's aura of authority for 1 minute.

Critical Success The creature is unaffected.

Success The creature is stupefied 1 for 1 minute.

Failure The creature is stupefied 2 for 1 minute.

Critical Failure The creature is stupefied 3 for 10 minutes.

Rage of the Divine  (divine, sanctified, spirit) As young executor dragon, but 6d8 spirit damage and DC 30.

Speed 70 feet, fly 150 feet

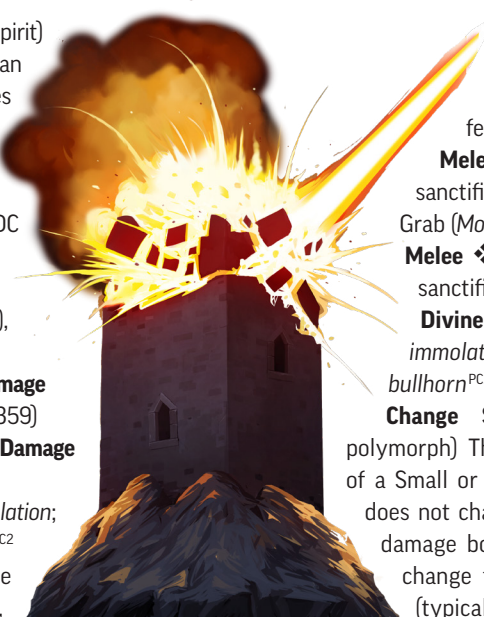
Melee  jaws +27 (magical, reach 10 feet, sanctified), **Damage** 3d10+14 piercing

Melee  claw +27 (agile, magical, sanctified), **Damage** 3d8+14 slashing plus Grab (*Monster Core* 359)

Melee  tail +25 (magical, reach 15 feet, sanctified), **Damage** 3d12+14 bludgeoning

Divine Innate Spells DC 33; **7th** *divine immolation*; **5th** *crisis of faith*; **Cantrips** (7th) *bullhorn*^{PC2}; **Constant** (5th) *truespeech*

Change Shape  (concentrate, divine, polymorph) The dragon takes on the appearance of a Small or Medium humanoid (page 228). This does not change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).



Divine Utterance ♦♦ (divine, sonic) As young executor dragon, but 40-foot cone, 11d8 sonic damage, and DC 33.

Draconic Frenzy ♦♦ As young executor dragon.

Draconic Momentum As young executor dragon.

ANCIENT EXECUTOR DRAGON

CREATURE 18

UNCOMMON HUGE DIVINE DRAGON

Perception +30; darkvision, lifesense (imprecise) 30 feet (page 229), scent (imprecise) 60 feet

Languages Common, Draconic, plus one additional language spoken by celestials, fiends, or monitors as appropriate; *truespeech*

Skills Acrobatics +29, Athletics +35, Intimidation +31, Plane Lore +31, Religion +35, Survival +31

Str +9, **Dex** +4, **Con** +5, **Int** +3, **Wis** +6, **Cha** +4

Divine Sanctification As adult executor dragon, but weakness 15.

AC 42; **Fort** +32, **Ref** +30, **Will** +35; +2 status to all saves vs. divine **HP** 335; **Immunities** paralyzed, sleep, sonic; **Weaknesses** divine sanctification

Aura of Authority (aura, emotion, mental) As adult executor dragon, but DC 37.

Rage of the Divine ⤵ (divine, sanctified, spirit) As young executor dragon, but 7d8 spirit damage and DC 37.

Speed 80 feet, fly 150 feet

Melee ♦ +35 (magical, reach 15 feet, sanctified), **Damage** 3d10+17 piercing

Melee ♦ +35 (agile, magical, reach 10 feet, sanctified), **Damage** 3d8+17 slashing plus Grab (*Monster Core* 359)

Melee ♦ +33 (magical reach 20 feet, sanctified), **Damage** 3d12+17 bludgeoning

Divine Innate Spells DC 40; **9th** *overwhelming presence*; **7th** *divine immolation*; **5th** *crisis of faith*; **Cantrips** (9th) *bullhorn*^{PC2}; **Constant** (5th) *truespeech*

Change Shape ♦ (concentrate, divine, polymorph) As adult executor dragon.

Divine Utterance ♦♦ (divine, sonic) As young executor dragon, but 50-foot cone, 15d8 sonic damage, and DC 40.

Draconic Frenzy ♦♦ As young executor dragon.

Draconic Momentum As young executor dragon.

EXECUTOR ARCHDRAGON

CREATURE 21

RARE GARGANTUAN DIVINE DRAGON

Perception +35; darkvision, lifesense (imprecise) 30 feet (page 229), scent (imprecise) 60 feet

Languages Common, Draconic, plus one additional language spoken by celestials, fiends, or monitors as appropriate; *truespeech*

Skills Acrobatics +34, Athletics +41, Intimidation +36, Plane Lore +36, Religion +41, Survival +36

Str +11, **Dex** +5, **Con** +6, **Int** +4, **Wis** +7, **Cha** +5

Divine Sanctification As adult executor dragon, but weakness 20.

AC 45; **Fort** +35, **Ref** +33, **Will** +38; +2 status to all saves vs. divine **HP** 400; **Immunities** paralyzed, sleep, sonic; **Weaknesses** divine sanctification

Aura of Authority (aura, emotion, mental) As adult executor dragon, but DC 44.

Rage of the Divine ⤵ (divine, sanctified, spirit) As young executor dragon, but 8d8 spirit damage and DC 41.

Speed 90 feet, fly 150 feet

Melee ♦ jaws +38 (magical, reach 20 feet, sanctified), **Damage** 4d10+19 piercing

Melee ♦ claw +38 (agile, magical, reach 15 feet, sanctified), **Damage** 4d8+19 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +36 (magical, reach 25 feet, sanctified), **Damage** 4d12+19 bludgeoning

Divine Innate Spells DC 44, attack +37; **10th** *weapon of judgment*^{PC2}; **9th** *overwhelming presence*; **7th** *divine immolation*; **5th** *crisis of faith*; **Cantrips** (10th) *bullhorn*^{PC2}; **Constant** (5th) *truespeech*

Apocalyptic Roar ♦♦ (divine, sanctified, sonic) **Frequency** once per day; **Effect** The executor archdragon calls down the full power of the divine. All creatures in a 30-foot burst within 120 feet take 9d8 sonic damage plus 6d12 spirit damage, with a DC 44 basic Will save.

Change Shape ♦ (divine, polymorph) As adult executor dragon.

Divine Utterance ♦♦ (divine, sonic) As young executor dragon, but 60-foot cone, 17d8 sonic damage, and DC 44.

Draconic Frenzy ♦♦ As young executor dragon.

Draconic Momentum As young executor dragon.

EXECUTOR DRAGON SPELLCASTERS

Executor dragon spellcasters might focus on holy or unholy spells, depending on their personality and sanctification. The following spell choices represent a holy executor dragon.

YOUNG EXECUTOR DRAGON

Divine Prepared Spells DC 28, attack +20; **4th** *divine wrath*, *spiritual armament*, *unfettered movement*; **3rd** *blindness*, *holy light*, *ring of truth*; **2nd** *deafness*, *revealing light*, *spiritual armament*; **1st** *bless*, *infuse vitality*, *sanctuary*; **Cantrips** (4th) *detect magic*, *divine lance*, *guidance*, *light*, *shield*

ADULT EXECUTOR DRAGON

Divine Prepared Spells DC 33, attack +25; As young executor dragon, plus **6th** *blessed boundary*, *spirit blast*, *spiritual armament*; **5th** *divine immolation*, *holy light*, *spiritual guardian*; **Cantrips** (6th) *detect magic*, *divine lance*, *guidance*, *light*, *shield*

ANCIENT EXECUTOR DRAGON

Divine Prepared Spells DC 40, attack +32; As adult executor dragon, plus **8th** *canticle of everlasting grief*, *divine inspiration*, *spiritual armament*; **7th** *divine decree*, *execute*, *holy light*; **Cantrips** (8th) *detect magic*, *divine lance*, *guidance*, *light*, *shield*

EXECUTOR ARCHDRAGON

Divine Prepared Spells DC 44, attack +36; As ancient executor dragon, plus **10th** *divine decree*; **9th** *massacre*, *overwhelming presence*; **Cantrips** (10th) *detect magic*, *divine lance*, *guidance*, *light*, *shield*

Forest Dragon

As their elemental nature is still close to their origin, forest dragons can sustain themselves off ambient energy efficiently. Beyond magic, the plants of the dragon's body can also photosynthesize. A forest dragon can forgo eating their entire life. This lack of need for food overall means many forest dragons see partaking in meals and eating as a serious affair.

The appearances of any forest dragon can change if they move to a different biome, though the older the dragon is, the slower the shift.



Many forest dragons shave and buff their wooden scales for a polished appearance.

Forest dragon territories often show an increase of ambient primal energy and ley lines, though there is debate on which comes first, the ley line or the dragon lair.



FOREST DRAGON

“Never pick a wildflower you have not paid for, unless you dare risk the wrath of a dragon.” This saying, and its variations, reflect the trepidations continental Tian Xia holds toward the forest dragon. The botanical dragons are considered wardens over life, plants, and the element of wood. Other imperial dragons seek them for their instincts and long memory, which make forest dragons invaluable consultants and decision makers during moments of crisis.

Like the rest of their imperial cousins, the forest dragon likely originated from the elemental plane they embody, namely the Plane of Wood. That some forest dragons yet reside in the recently returned Eternal Forest supports this theory, though this only answers the location of origin, not how the dragons came to be. The Elemental Lord Shumunue might resemble a forest dragon, but she is not one herself, so the mystery of the dragons’ progenitor remains unanswered to this day.

Of all the imperial dragons, the forest dragons are the most likely to rear their young from eggs. These eggs are camouflaged, which is critical in protecting the egg and giving the dragon parent a greater degree of freedom in guarding their young. However, almost all forest dragon hatchlings are born highly visible, pale green in hues and soft-scaled. Even their claws are like fragile white roots. Obtaining a tougher hide, stronger scales, and color that better hides their presence requires days to weeks of exposure to sunlight.

How freely a hatchling then explores has a large impact on their appearance as young dragons. Those left or forced to roam naturally pick up seeds and spores from the environments. Those sheltered are exposed only to plants cultivated within their lair or carried by their parents. Young roaming dragons sport lush grass, moss, and weeds, with many insects or tiny animals living beneath their scales. Dragons that were sheltered, meanwhile, bear resemblance to a single type of tree or plant, with symbiotic fauna or flora being sparse though strategically placed.

In general, forest dragon lairs are a territory of forested land with loose borders, with the canopy layer serving as the primary habitat. Despite the lair’s natural look or unkempt wilderness, most require significant construction and maintenance. This could involve hollowing trees, changing soil acidity to grow specific plants, cultivating an area to attract a specific animal, or helping nature claim abandoned structures difficult to grow around. However natural the process, a forest dragon must expedite them in order to shape their lairs to their liking.

As the dragon’s handiwork is in the details, it is not uncommon for travelers to accidentally stumble into a lair and only realize their mistake when the dragon is breathing

down their neck. Usually, as long as nothing of the dragon’s has been touched, most dragons are willing to point the trespasser to the exit and let them leave unharmed. A hefty price—a treasure, service, or life—might otherwise be involved. A vigilant parent guarding eggs or hatchlings on the forest floor, meanwhile, is the worst thing one can stumble across. Travelers therefore trade tips for spotting lairs, from listening for the absence of animal and insect chirps to noticing the air turning thick with the scent of earth, trees, or flowers.

Relationships are complicated for forest dragons. Many are solitary by nature, even while they are parents. Fights for territory are common among siblings as soon as the clutch ages out of being hatchlings, and feuds over contested borders can last centuries. Forest dragons that can live together as a family unit usually have a strong bond over a particular mission, such as maintaining a particular patch of unspoiled forest. Paradoxically, the more different the ecologies of the forest dragon’s body, the more likely they are to get along upon first meeting. While forest dragons might need to live apart due to temperature needs, long-distance relationships appear to last longer than those in close proximity. The same principle appears to extend to other imperial dragons.

Between forest dragons, especially forest dragons of the same region, hostility—or bickering at least—is often unavoidable. Living close to a forest dragon can be a mixed blessing as a result. Encounters with curious hatchlings or young dragons can be amusing, until the dragons engage in “playful” chases. Adult dragons and older outgrow the impulse, but many learn to regard civilization with disdain and disgust. Creatures born of nature or whose culture keeps nature largely unspoiled, such as leshies and sprites, have an easier time getting on the forest dragon’s good side. Animals—wild, domesticated, even awakened—can expect courtesy and kindness. Occasionally, an animal or beast in the dragon’s territory whose power rivals that of the dragon is treated as a worthy opponent, though their insistence at such rivalry commonly confuses others.

People who live near forest dragons are generally fearful of accidentally offending the dragon or becoming collateral damage during the dragon’s territorial disputes. Societies that venerate nature, including beasts such as kaiju, can form working partnerships. Exceptionally old forest dragons are sometimes venerated as spiritual guardians, for it is rumored that such forest dragons can cure all illnesses and neutralize all poisons. Some regions pay regular tribute, therefore, in hopes that, should the need arise, the dragon would be inclined to assist.

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YOUNG FOREST DRAGON

CREATURE 10

LARGE **DRAGON** **ELEMENTAL** **PRIMAL** **WOOD**

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Fey, Muan

Skills Acrobatics +18, Athletics +21, Deception +18, Intimidation +18, Nature +22, Stealth +18 (+22 in forests), Survival +19

Str +6, **Dex** +2, **Con** +5, **Int** +2, **Wis** +4, **Cha** +3

AC 30; **Fort** +22, **Ref** +16, **Will** +20; +1 status to all saves vs. magic
HP 180; **Immunities** paralyzed, poison, sleep; **Weaknesses** fire 10

Countered by Metal If the forest dragon takes damage from a metal item or effect with the metal trait, they lose woodland passage and *vanishing tracks* until the end of their next turn.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 27 (page 228). Creatures with the animal, fungus, or plant trait take a -2 circumstance penalty to the save.

Fed by Water (healing, primal, vitality)

Frequency once per hour; **Trigger** The forest dragon is targeted with a water spell or effect; **Effect** The forest dragon gains 30 temporary Hit Points that last for 1 minute.

Speed 40 feet, fly 100 feet; woodland passage

Melee (claw) +23 (magical, reach 10 feet), **Damage** 2d10+12 piercing plus 1d6 poison

Melee (tail) +21 (magical, reach 20 feet), **Damage** 2d8+12 bludgeoning plus Grab (Monster Core 359)

Melee (bite) +23 (magical, reach 5 feet), **Damage** 2d6+12 slashing plus Grab (Monster Core 359)

Primal Innate Spells DC 29; **3rd** *fear* (animal, fungi, and plants only); **2nd** *entangling flora*; **Cantrips** (3rd) *know the way*; **Constant (1st)** *vanishing tracks* (forest terrain only)

Azure Swarm Breath (primal) The dragon unleashes a swarm of insects that deals 10d6 piercing damage in a 30-foot cone (DC 29 basic Reflex save) before dispersing. A creature that critically fails takes 1d6 persistent poison damage. The dragon can't use Azure Swarm Breath again for 1d4 rounds.

Coiling Frenzy (primal) The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon can attempt to Grab the target with that limb as a free action. The dragon can have up to three creatures grabbed at a time; one in each of their two front claws, and one with their tail.

Constrict (primal) 2d8+6 bludgeoning, DC 29 (Monster Core 358)

Draconic Momentum The dragon recharges their Azure Swarm Breath whenever they score a critical hit with a Strike.

Woodland Passage The forest dragon ignores difficult terrain and greater difficult terrain from non-magical plants and fungi, such as bushes, vines, and undergrowth.



ADULT FOREST DRAGON

CREATURE 14

HUGE **DRAGON** **ELEMENTAL** **PRIMAL** **WOOD**

Perception +25; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Fey, Muan

Skills Acrobatics +24, Athletics +27, Deception +24, Intimidation +24, Nature +28, Stealth +24 (+28 in forests), Survival +25

Str +7, **Dex** +3, **Con** +6, **Int** +3, **Wis** +5, **Cha** +4

AC 36; **Fort** +25, **Ref** +22, **Will** +27; +1 status to all saves vs. magic
HP 260; **Immunities** paralyzed, poison, sleep; **Weaknesses** fire 15

Countered by Metal As young forest dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 32 (page 228). Creatures with the animal, fungus, or plant trait take a -2 circumstance penalty to the save.

Fed by Water (healing, primal, vitality) As young forest dragon except 40 temporary Hit Points.

Speed 40 feet, fly 120 feet; woodland passage

Melee (claw) +29 (magical, reach 15 feet), **Damage** 3d10+13 piercing plus 2d6 poison

Melee (tail) +27 (magical, reach 25 feet), **Damage** 3d6+13 slashing plus Grab (Monster Core 359)

Melee (bite) +29 (magical, reach 5 feet), **Damage** 3d8+13 bludgeoning plus Grab (Monster Core 359)

Primal Innate Spells DC 34; **4th** *one with plants*; **3rd** *fear* (animal, fungi, and plants only); **2nd** *entangling flora*; **Cantrips** (4th) *know the way*; **Constant (1st)** *vanishing tracks* (forest terrain only)

Azure Swarm Breath (primal) As young forest dragon, but 40-foot cone, 14d6 piercing damage, 2d6 persistent poison damage on a critical failure, and DC 34.

Coiling Frenzy (primal) As young forest dragon.

Draconic Momentum As young forest dragon.

Draining Blight (primal) (healing, primal, void) **Frequency** once per day; **Effect** The dragon draws moisture from the living creatures surrounding them to heal their own wounds. Each living creature in a 30-foot emanation takes 7d10 void damage (DC 34 basic Fortitude save). Creatures made entirely of water and plant creatures use the outcome one degree of success worse than they rolled. The dragon regains Hit Points equal to half of the highest damage a single creature takes from this effect. All non-creature plant life in the area withers and dies, eliminating non-magical undergrowth and any associated difficult terrain, cover, and concealment.

Forest Shape When casting *one with plants*, a forest dragon can become a tree of the same size and age as themselves, using their own AC.

Greater Constrict (primal) 3d8+7 bludgeoning, DC 34 (Monster Core 359)

Woodland Passage As young forest dragon.

ANCIENT FOREST DRAGON

CREATURE 19

UNCOMMON **GARGANTUAN** **DRAGON** **ELEMENTAL** **PRIMAL** **WOOD**

Perception +33; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Fey, Muan, Nagaji

Skills Acrobatics +33, Athletics +36, Deception +33, Intimidation +33, Nature +36, Stealth +33 (+37 in forests), Survival +35

Str +9, **Dex** +4, **Con** +6, **Int** +5, **Wis** +7, **Cha** +5

AC 43; **Fort** +32, **Ref** +29, **Will** +35; +1 status to all saves vs. magic
HP 375; **Immunities** paralyzed, poison, sleep; **Weaknesses** fire 15

Countered by Metal As young forest dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 39 (page 228). Creatures with the animal, fungus, or plant trait take a -2 circumstance penalty to the save.

Fed by Water (healing, primal, vitality) As young forest dragon, but 50 temporary Hit Points.

Speed 40 feet, fly 160 feet; woodland passage

Melee (claw) +36 (magical, reach 20 feet), **Damage** 4d10+17 piercing plus 3d6 poison

Melee (claw) +36 (agile, magical, reach 15 feet), **Damage** 4d6+17 slashing plus Grab (Monster Core 359)

Melee (tail) +34 (magical, reach 30 feet), **Damage** 4d8+17 bludgeoning plus Grab (Monster Core 359)

Primal Innate Spells DC 41; **6th** *tangling creepers*; **4th** *one with plants*; **3rd** *fear* (animal, fungi, and plants only); **2nd** *entangling flora*; **Cantrips** (6th) *know the way*; **Constant** (1st) *vanishing tracks* (forest terrain only)

Azure Swarm Breath (primal) As young forest dragon but 60-foot cone, 18d6 piercing damage, 3d6 persistent poison damage on a critical failure, and DC 41.

Coiling Frenzy As young forest dragon.

Draconic Momentum As young forest dragon.

Draining Blight (healing, primal, void) As adult forest dragon, but 10d10 void damage and DC 41.

Forest Shape As adult forest dragon.

Greater Constrict 4d8+9 bludgeoning, DC 41 (Monster Core 359)

Lignifying Bite (plant, primal, wood) When a creature made of flesh is reduced to 0 Hit Points by the dragon's jaws Strike, that creature must attempt a DC 41 Fortitude save. If it fails, it dies, and its flesh, made of earth in a metaphysical sense, turns to wood. The wood is living and might grow into a tree over time, but it can't be used as a body or piece of a body for *raise dead* or other magic that would return the creature to life.

Woodland Passage As young forest dragon.

FOREST ARCHDRAGON

CREATURE 22

RARE GARGANTUAN DRAGON ELEMENTAL PRIMAL WOOD

Perception +36; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Elven, Fey, Muan, Nagaji

Skills Acrobatics +38, Athletics +42, Deception +38, Intimidation +38, Nature +42, Stealth +38 (+42 in forests), Survival +40

Str +10, **Dex** +5, **Con** +8, **Int** +6, **Wis** +9, **Cha** +7

AC 48; **Fort** +36, **Ref** +32, **Will** +39; +2 status to all saves vs. magic

HP 480; **Immunities** disease, paralyzed, poison, sleep;

Weaknesses fire 20

Countered by Metal As young forest dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 45 (page 228). Creatures with the animal, fungus, or plant trait take a -2 circumstance penalty to the save.

Fed by Water (healing, primal, vitality) As young forest dragon except 60 temporary Hit Points.

Speed 50 feet, fly 200 feet; woodland passage

Melee (claw) +43 (magical, reach 20 feet), **Damage** 4d12+20 piercing plus 4d6 poison

Melee (claw) +43 (agile, magical, reach 15 feet), **Damage** 4d8+20 slashing plus Grab (Monster Core 359)

Melee (tail) +41 (magical, reach 30 feet), **Damage** 4d10+20 bludgeoning plus Grab (Monster Core 359)

Primal Innate Spells DC 45; **8th** *migration*; **6th** *tangling creepers*; **4th** *one with plants*; **3rd** *fear* (animal, fungi, and plants only); **2nd** *entangling flora*; **Cantrips** (8th) *know the way*; **Constant** (1st) *vanishing tracks* (forest terrain only)

Azure Swarm Breath (primal) As young forest dragon, but 60-foot cone, 20d6 piercing damage, 4d6 persistent poison damage on a critical failure, and DC 45.

Coiling Frenzy As young forest dragon.

Draconic Momentum As young forest dragon.

Draining Blight (healing, primal, void) As adult forest dragon, but 12d10 void damage and DC 45.

Forest Shape As adult forest dragon.

Greater Constrict 4d8+10 bludgeoning, DC 45 (Monster Core 359)

Lignifying Bite (plant, primal, wood) As ancient forest dragon, but DC 45 Fortitude save.

Ultimate Remedy (concentration, primal) **Frequency** once per day; **Effect** The dragon can cure most ailments. The dragon attempts to a Nature check to counteract a disease or poison afflicting a creature within 30 feet.

Woodland Passage As young forest dragon.

FOREST DRAGON SPELLCASTERS

Forest dragon spellcasters tend to cast the following spells.

YOUNG FOREST DRAGON

Primal Prepared Spells DC 29, attack +21; **4th** *mirage*, *speaking with plants*, *vapor form*; **3rd** *insect form*, *mad monkeys*, *wall of thorns*; **2nd** *animal messenger*, *darkness*, *gecko grip*; **1st** *goblin pox*, *pest form*, *weaken earth*^{RoE}; **Cantrips** (4th) *caustic blast*, *detect magic*, *guidance*, *read aura*, *tangle vine*; **Rituals** DC 29; *plant growth*

ADULT FOREST DRAGON

Primal Prepared Spells DC 34, attack +26; As young forest dragon, plus **6th** *cursed metamorphosis*, *lignify*^{RoE}, *tangling creepers*; **5th** *moon frenzy*, *nature's pathway*, *toxic cloud*; **Cantrips** (6th) *caustic blast*, *detect magic*, *guidance*, *read aura*, *tangle vine*; **Rituals** DC 34; *primal call*

ANCIENT FOREST DRAGON

Primal Prepared Spells DC 41, attack +33; As adult forest dragon, plus **9th** *implosion*, *massacre*; **8th** *desiccate*, *punishing winds*, *rainbow fumarole*^{RoE}; **7th** *eclipse burst*, *regenerate*, *true target*; **Cantrips** (9th) *caustic blast*, *detect magic*, *guidance*, *read aura*, *tangle vine*

FOREST ARCHDRAGON

Primal Prepared Spells DC 45, attack +37; As ancient forest dragon, plus **10th** *indestructibility*, *manifestation*; **9th** *nature's enmity*^{PC2}; **(10th)** *caustic blast*, *detect magic*, *guidance*, *read aura*, *tangle vine*

Magma Dragon

The layers of magma serve as both defensive armor and camouflage. When the dragon becomes enraged, the magma can heat up and start flowing once again.

Horns are large and branched, with cruel obsidian edges.

Heavy aggregations of cooled magma hang in layers from the dragon's body. Cooled lava is thicker around the dragon's hips, shoulders, neck, and outer wings.

Cooling slag hangs in thinner strings around the tail.

Powerful limbs and claws allow the dragon to dig through the density of volcanic rock.



MAGMA DRAGON

Magma dragons represent a brash and volatile aspect of dragonkind. Territorial and unpredictable, magma dragons are known for protecting their hunting grounds with a fierce and proud demeanor that brooks no challengers. Passionate in the extreme, magma dragons in their draconic forms can often seem utterly bestial, impulsively jumping at threats and challenges with a wild abandon, but this belies an intellect that many underestimate.

For many magma dragons, they begin life in small clutches and struggle immediately for dominance. These fights can be brutal and are sometimes fatal, but magma dragon parents understand that to survive in this world, one must be strong and powerful, and thus make allowances for this. There are few among magma dragons where an impassioned killing does not appear somewhere in their history, but were one to get close enough to get reasons out of a magma dragon, many often can explain exactly why the kill needed to happen and how there was no alternative.

To say that “might makes right” among magma dragons is a gross oversimplification of their ethos as a society. They believe that the strongest should, in fact, rule—that much is true—but also, they very specifically believe that claims of rulership must be backed by not only strength and aggression, but also a careful cultivation of resources, protection of chosen communities, and an overall appreciation of the lands they call their own. To do anything less is considered an affront by other magma dragons, and many a battle has begun due to one magma dragon stumbling on the domain of another and assuming it’s unkept, or unkempt in some way, and attempting to claim it. This battle for dominance and stewardship often leads magma dragons to believe that their way is better, for they’re stronger and assumed wiser through their use of fine battle tactics and skill at arms.

As befitting their name, magma dragons very often live in areas of volcanic activity, including the islands around the Arcadian Ocean and Tian Xia. The Steamy Peaks are known to host several magma dragons, as are the World’s Edge mountains, wherein the closest thing to a magma dragon community can be said to live. Unsurprisingly, these dragons can also be found on the Plane of Fire. Magma dragons tend to make their primary dens deep underground, often within vast lava tubes and close to flows of liquid magma. They hunt for food among the peaks near their homes and occasionally within the magma itself for the rare creature that can swim in the depths of intensely hot rock. This can include magma krakens, fire elementals, and other such beasts, although creatures that can survive the temperatures of magma are rare and considered a delicacy by most magma dragons.

Many would assume that magma dragons only interact with other peoples of Golarion in a combative and aggressive context, but they would be wrong. In many cases, should non-draconic peoples live within a magma dragon’s domain, they’re benignly ignored for the most part, as long as they aren’t disrupting the landscape in significant ways or making things “untidy.” Alternatively, a magma dragon might see those non-draconic peoples living within their territory as part of their hoard in some respects, protecting and nurturing those communities as they see fit. Many islander communities who know they’re under the protection of a magma dragon make offerings in the form of food or treasures the islanders believe can survive the heat of the magma itself.

For the few magma dragons who grow bored enough to attempt some manner of life among non-draconic populations, they often find themselves drawn to immigrant islander populations and live within those communities for a time. They enjoy human foods cooked by those who know how to handle fish, octopus, eel, and other delicacies of the sea, which most magma dragons would feast upon normally given their island abodes. Some scholars noted with a curious fascination how often magma dragons are attracted to ice cream. Every few years magma dragons travel for miles to find this delicacy, and often attempt to bring the secret of its creation back to any communities that might support them, kobold or otherwise. No one knows how information regarding ice cream even began to circulate among magma dragon populations, but now that the information is out there, many a magma dragon is at least curious to try it.

Another interesting phenomenon is how well magma dragons seem to treat populations of kobolds that occasionally pop up around them. Magma dragons tend to the needs of the kobold retainers and use them as advocates among non-dragon populations that live within their claimed dominion. Even the most inhospitable or antisocial magma dragons seem to treat “their” kobolds with profound respect and affection, often using them as egg tenders and wardens for their dens for when the magma dragon is away. No one truly understands why kobolds are so esteemed, but it’s said that one of the major signs of untidy domains among magma dragons is either having no kobold population at all or having a kobold population that’s in disarray or acting against the magma dragon’s wishes. Magma dragon wars have been launched over desiring specific kobold tribes under their protection or control, and one can only watch with fascination over the pride with which a magma dragon oversees their kobold followers.

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Among the non-draconic peoples of Golarion, magma dragons are often seen as profoundly dangerous, but only if that group of people is not considered part of the magma dragon's collection. New colonies, land expansion, or imperialist land grabs by those who are not under the protections of a magma dragon usually result in immediate reprisals and can lead to all-out war with a significantly aggrieved magma dragon. On the subject of adventurers, many magma dragons feel it's better to exterminate the pests who attempt to steal from their hoards or kill their kobold followers. However, adventurers who might be indigenous to a given area and are considered part of the magma dragon's "hoard" are often given some leniency regarding their dealings with the local magma dragon, but these adventurers likely know that there are treasures worth taking. While most would consider this an ethical quandary, magma dragons tend to just eat any offending adventurers and be done with it. With the implied threat against those who would invade their home secured, they can focus on what they wish to, and not the troublesome meddlers who have figured out some method of surviving the heat and depths it would require to access the magma dragon's lair in the first place.



YOUNG MAGMA DRAGON

CREATURE 9

LARGE **DRAGON** **FIRE** **PRIMAL**

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Pyric

Skills Acrobatics +16, Athletics +20, Deception +14, Nature +15, Stealth +16, Survival +18

Str +6, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +3

AC 27; **Fort** +19, **Ref** +16, **Will** +18; +1 status to all saves vs. magic

HP 175; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 25 (page 228)

Wing Deflection **Trigger** The dragon is targeted with an attack; **Effect** The dragon raises a wing, gaining a +2 circumstance bonus to AC against the triggering attack. If the dragon is Flying, they descend 10 feet after the attack.

Speed 30 feet, burrow 30 feet, fly 100 feet; magma burrow

Melee **◆** jaws +21 (fire, magical, reach 10 feet), **Damage** 2d8+10 piercing plus 2d6 fire

Melee **◆** claw +21 (agile, magical), **Damage** 2d10+10 slashing

Melee **◆** tail +19 (magical, reach 15 feet), **Damage** 2d12+10 bludgeoning

Melee **◆** horn +19 (magical, reach 10 feet), **Damage** 1d10+10 piercing

Primal Innate Spells DC 28, attack +18; **5th** *breathe fire* (at will); **Cantrips** (5th) *ignition*

Pyroclastic Breath **◆◆** (fire, primal) The dragon breathes a blast of magma that deals 5d6 fire damage and 3d12 bludgeoning

damage in a 30-foot cone (DC 28 basic Reflex save). They can't use Pyroclastic Breath again for 1d4 rounds.

Draconic Frenzy **◆◆** The dragon makes two claw Strikes and one horn Strike in any order.

Draconic Momentum The dragon recharges their Pyroclastic Breath whenever they score a critical hit with a Strike.

Magma Burrow A magma dragon's burrow Speed functions only when the dragon is Burrowing through magma or molten lava.

ADULT MAGMA DRAGON

CREATURE 13

HUGE **DRAGON** **FIRE** **PRIMAL**

Perception +23; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Petran, Pyric

Skills Acrobatics +21, Athletics +27, Deception +19, Intimidation +25, Nature +21, Stealth +21, Survival +23

Str +8, **Dex** +2, **Con** +5, **Int** +2, **Wis** +4, **Cha** +4

AC 33; **Fort** +25, **Ref** +21, **Will** +23; +1 status to all saves vs. magic

HP 270; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30 (page 228)

Wing Deflection **↷** As young magma dragon.

Speed 40 feet, burrow 40 feet, fly 140 feet; magma burrow

Melee **◆** jaws +27 (fire, magical, reach 15 feet), **Damage** 3d8+12 piercing plus 2d6 fire

Melee **◆** claw +27 (agile, magical, reach 10 feet), **Damage** 3d10+12 slashing

Melee **◆** tail +25 (magical, reach 20 feet), **Damage** 3d12+12 bludgeoning

Melee **◆** horn +25 (magical, reach 15 feet), **Damage** 2d10+12 piercing

Primal Innate Spells DC 33, attack +23; **6th** *breathe fire* (at will), *wall of fire* (at will); **Cantrips** (6th) *ignition*

Pyroclastic Breath **◆◆** (fire, primal) As young magma dragon, but 40-foot cone, 7d6 fire damage and 4d12 bludgeoning damage, and DC 33.

Change Shape **◆** (concentrate, polymorph, primal) The dragon takes on the appearance of a Medium humanoid (page 228). This does not change their Speed or their attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Draconic Frenzy **◆◆** As young magma dragon.

Draconic Momentum As young magma dragon.

Magma Burrow As young magma dragon.

Volcanic Purge **◆** If the next action the dragon uses is Pyroclastic Breath, the magma clings to those it damages. Each creature that fails its save against Pyroclastic Breath takes 4d6 persistent fire damage, and as long as it has this persistent fire damage, it also takes a -10-foot status penalty to its Speeds.

ANCIENT MAGMA DRAGON

CREATURE 18

UNCOMMON **GARGANTUAN** **DRAGON** **FIRE** **PRIMAL**

Perception +33; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Petran, Pyric, Sakvroth
Skills Acrobatics +28, Athletics +35, Deception +28, Intimidation +34, Nature +28, Stealth +28, Survival +29
Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +5, **Cha** +6

AC 42; **Fort** +33, **Ref** +28, **Will** +30; +1 status to all saves vs. magic

HP 380; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 37 (page 228)

Wing Deflection ➤ As young magma dragon.

Speed 50 feet, burrow 50 feet, fly 200 feet; magma burrow

Melee ♦ jaws +36 (magical, reach 20 feet), **Damage** 3d8+16 piercing plus 3d6 fire

Melee ♦ claw +36 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing

Melee ♦ tail +34 (magical, reach 25 feet), **Damage** 3d12+16 bludgeoning

Melee ♦ horn +34 (magical, reach 20 feet), **Damage** 2d10+16 piercing

Primal Innate Spells DC 40, attack +32; **8th** *breathe fire* (at will), *fireball*, *wall of fire* (at will); **Cantrips** (8th) *ignition*

Pyroclastic Breath ♦♦ (fire, primal) As young magma dragon, but 60-foot cone, 10d6 fire damage and 5d12 bludgeoning damage, and DC 40.

Change Shape ♦ (concentrate, polymorph, primal) As adult magma dragon.

Draconic Frenzy ♦♦ As young magma dragon.

Draconic Momentum As young magma dragon.

Magma Burrow As young magma dragon.

Magma Tomb ♦♦ (fire, primal) **Frequency** once per day; **Effect** The dragon spits a molten boulder at a target within 120 feet. This deals 12d6 fire damage and 5d12 bludgeoning damage, with a DC 40 basic Reflex save. If the creature fails its save, it's encased in magma that instantly cools and has Hardness 10, HP 40, and BT 20. The encased creature can't breathe and is restrained (Escape DC 40).

Volcanic Purge ♦ As adult magma dragon, but 5d6 persistent fire damage.

MAGMA ARCHDRAGON

CREATURE 21

RARE GARGANTUAN DRAGON FIRE PRIMAL

Perception +38; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Petran, Pyric, Sakvroth

Skills Acrobatics +34, Athletics +43, Deception +34, Intimidation +40, Nature +34, Stealth +34, Survival +36

Str +10, **Dex** +6, **Con** +8, **Int** +6, **Wis** +6, **Cha** +8

AC 46; **Fort** +39, **Ref** +32, **Will** +35; +1 status to all saves vs. magic

HP 450; **Immunities** fire, paralyzed, sleep; **Weaknesses** cold 20

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 44 (page 228)

Wing Deflection ➤ As young magma dragon.

Speed 50 feet, burrow 50 feet, fly 200 feet; magma burrow

Melee ♦ jaws +40 (magical, reach 20 feet), **Damage** 4d8+20 piercing plus 3d6 fire

Melee ♦ claw +40 (agile, magical, reach 15 feet), **Damage** 4d10+20 slashing

Melee ♦ tail +38 (magical, reach 25 feet), **Damage** 4d12+20 bludgeoning

Melee ♦ horn +38 (magical, reach 20 feet), **Damage** 3d10+20 piercing

Primal Innate Spells DC 44, attack +36; **9th** *breathe fire* (at will), *fireball*, *wall of fire* (at will); **Cantrips** (9th) *ignition*

Pyroclastic Breath ♦♦ (fire, primal) As young magma dragon, but 60-foot cone, 11d6 fire damage and 6d12 bludgeoning damage, and DC 44.

Cataclysm ♦♦♦ (concentrate, fire, primal) **Frequency** once per day; **Effect** The magma archdragon releases its primal fury in full. Magma rips from the ground in a 30-foot burst within 240 feet. Each creature in the area takes 14d6 fire damage and 4d12 bludgeoning damage, with a DC 44 basic Reflex save.

Change Shape ♦ (concentrate, polymorph, primal) As adult magma dragon.

Draconic Frenzy ♦♦ As young magma dragon.

Draconic Momentum As young magma dragon.

Magma Burrow As young magma dragon.

Magma Tomb ♦♦ (fire, primal) As ancient magma dragon, but 14d6 fire damage and 6d12 bludgeoning damage and DC 44; the cooled magma instead has Hardness 12, HP 50, BT 25, and an Escape DC of 44.

Volcanic Purge ♦ As adult magma dragon, but the persistent fire damage is 6d6.

MAGMA DRAGON SPELLCASTERS

Magma dragon spellcasters often know the following spells.

YOUNG MAGMA DRAGON

Primal Prepared Spells DC 28, attack +20; **4th** *fireball*, *mountain resilience*, *wall of fire*; **3rd** *fireball*, *haste*, *slow*; **2nd** *mist*, *revealing light*, *sound body*; **1st** *air bubble*, *grease*, *vanishing tracks*; **Cantrips** (4th) *detect magic*, *ignition*, *prestidigitation*, *read aura*, *sigil*

ADULT MAGMA DRAGON

Primal Prepared Spells DC 33, attack +25; as young magma dragon, plus **6th** *fireball*, *petrify*, *truesight*; **5th** *fireball*, *toxic cloud*, *wall of stone*; **Cantrips** (6th) *detect magic*, *ignition*, *prestidigitation*, *read aura*, *sigil*

ANCIENT MAGMA DRAGON

Primal Prepared Spells DC 40, attack +32; as adult magma dragon, plus **8th** *desiccate*, *earthquake*, *fireball*; **7th** *fiery body*, *fireball*, *volcanic eruption*; **Cantrips** (8th) *detect magic*, *ignition*, *prestidigitation*, *read aura*, *sigil*

MAGMA ARCHDRAGON

Primal Prepared Spells DC 44, attack +36; as ancient magma dragon, plus **9th** *falling stars*, *massacre*; **Cantrips** (9th) *detect magic*, *ignition*, *prestidigitation*, *read aura*, *sigil*

Mocking Dragon

The long, agile tails of mocking dragons are flexible and semi-prehensile; with practice, a mocking dragon can use it to grasp objects or trip unwary opponents.

Mocking dragons are notable for their facial frills and the brightly colored scales that they sometimes use to distract enemies in combat. Lithe-bodied and acrobatic, mocking dragons enjoy performing aerial tricks.



Mocking dragons enjoy leaving amusing scars with their claws as a "calling card," typically at the scene of a crime or on the hides of stubborn combatants.

Lucky court entertainers have escaped punishment for an ill-timed joke due to a king's suspicion that the fool is a dragon in disguise, a belief that jesters reinforce.

Mocking dragons are sensualists and enjoy eating and drinking fine foods, soaking in hot springs, or taking warm sand baths. Availability of luxuries is one of the reasons that mocking dragons spend most of their time in or around cities.



MOCKING DRAGON

Wily pranksters and enthusiastic show-offs, mocking dragons amuse their friends and humiliate their foes using trickery, satire, and bombast to disgrace the powerful and lift the spirits of the oppressed. Among the most likely of dragons to interact closely with humanoids, mocking dragons often settle in or near communities where they can easily find targets for their wiles. Mocking dragons are inveterate entertainers, though they're more likely to recite satirical poems or witty quips than compose ballads. Experts in disguise, mocking dragons sometimes change their form to better spy on interesting people, ferret out embarrassing information, or execute elaborate ruses. More serious dragons often view mocking dragons as feckless showboaters, but beneath their jovial exterior, mocking dragons harbor a burning desire to fight injustice. They're easily recruited into campaigns against tyrants, and younger dragons often work to remove gang leaders or landlords that oppress working folk.

Considering their shape-changing abilities, it's difficult to anticipate the guise that a mocking dragon might take. Unless trying hard to avoid attention, a dragon's animal and beast forms have whimsical details that indicate they're more than they seem, like a black mask on a fox or strangely colored plumage on a goose. Mocking dragons also love to employ their ability to shock the unwary by speaking to them in the guise of a dog or squirrel.

Quick to act in most cases, mocking dragons don't have the patience for decades-long schemes or conspiracies, preferring bold tactics filled with daring and panache. The exception to this is their near-obsession with elaborate political farce. For example, the dragon **Jarquistine** (methodical male adult mocking dragon gambler) posed as a royal advisor in Taldor for years to orchestrate a food fight at Adavarine IV's coronation banquet as a punishment for the young noble's habit of cheating at cards.

Mocking dragons love biting humor and satire, leading them to spend time as wandering entertainers or jesters. At court, a disguised dragon might use their quips to urge or shame rulers into benevolent actions—or away from policies that would harm the common people. Mocking dragons are expert propagandists, spending their time in taverns spreading rumors or singing satirical folk songs that undermine the grip of the wealthy and powerful. Among the common people, mocking dragons also watch closely for potential adventurers, providing nudges or offering cryptic advice in the form of amusing riddles. Sometimes their intervention is more direct; many a fledgling hero has been saved from corrupt town guards by a flashy distraction provided by a canny draconic ally.

When not traveling, mocking dragons make their homes in comfortable and well-appointed lairs. Though not stuffed with treasures, mocking dragon lairs contain a variety of trophies commemorating the owners' exploits. Such items might be valuable, like a set of jewelry or a magic harp, but they're as likely to be things like an earl's dueling glove or a lady's hair ribbon. Older mocking dragons sometimes take up residence in bardic academies or similar schools, either working incognito as professors or living on the grounds as honored guests. Those who enjoy academic life might establish schools of their own. Under the pseudonym "Poet Ji-hun," the dragon **Crystanista** (mercurial genderfluid adult mocking dragon author) ran such an institution in the city of Haseong in pre-Imperial Hwanggot. Unfortunately, the government in Lung Wa suppressed the work of the School of Boisterous Laughter as seditious after the conquest of Hwanggot, and only fragments remain of their compositions.

Mocking dragons are happy to work together to support each other, particularly when undermining a powerful tyrant on multiple fronts. They also collaborate easily with cohorts from other species and ancestries, as long as the team members agree to keep a good sense of humor. Mocking dragons can't stand working with bullies or snobs; they make a particular point of complicating the plans of any conspirator dragons they discover. They often linger in a city they know to be home to such a dragon, upending carefully orchestrated designs with indecorous pratfalls, outrageous spectacles, and disruptive antics. If the mocking dragons can't be eliminated, conspirator dragons are apt to quit the city in the face of relentless harassment.

Mocking dragons often arrange audiences for battles that they know are coming, the better to spread the story of their opponents' defeats. While more ruthless or practical allies might prefer to quietly eliminate a foe, these dragons aren't satisfied unless they expose enemies before the royal court, drum them out of the town square, or strip them of all their power and position. An embattled mocking dragon is slow to retreat when outmatched, often taking the adage "laughing in the face of death" quite literally, particularly when tackling a powerful enemy can allow their companions to escape. Mocking dragons are not gracious victors, and though they often spare fallen enemies, it's more from a desire to gloat than a sense of mercy. Consequently, older mocking dragons have long lists of enemies nursing grudges against them and eagerly seeking revenge for past embarrassments.

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YOUNG MOCKING DRAGON

CREATURE 8

LARGE **DRAGON** **OCCULT**

Perception +19; darkvision

Languages Common, Draconic, plus three additional languages
Skills Acrobatics +16, Athletics +17, Deception +18, Diplomacy +18, Intimidation +18, Performance +18, Politics Lore +16, Society +16, Thievery +16

Str +5, **Dex** +3, **Con** +2, **Int** +3, **Wis** +2, **Cha** +6

AC 26; **Fort** +14, **Ref** +19, **Will** +16; +2 status to all saves vs. occult

HP 135; **Immunities** fear, paralyzed, sleep

Graceless Domain (aura, misfortune, occult) 90 feet. A creature who enters or begins its turn in the area must attempt a DC 23 Will save. Regardless of the result of the saving throw, the creature is temporarily immune to the graceless domain aura for 1 minute. The dragon can exclude creatures from this aura.

Critical Success The creature is unaffected.

Success For 1 round, the first time the creature rolls an Athletics, Acrobatics, or Performance skill check, it must roll twice and take the worse result.

Failure For 1 minute, the first time each round the creature rolls an Athletics, Acrobatics, or Performance skill check, it must roll twice and take the worse result.

Critical Failure For 1 minute, every time the creature rolls an Athletics, Acrobatics, or Performance skill check, it must roll twice and take the worse result.

Jeer at Failure  (auditory, emotion, occult) **Trigger** A foe within 90 feet becomes prone or critically fails on a Strike; **Effect** The mocking dragon laughs dismissively at the foe, attempting an Intimidation check to Demoralize the creature. They do not take a penalty if the creature doesn't understand their language.

Speed 25 feet, fly 90 feet

Melee  jaws +19 (magical, reach 10 feet), **Damage** 2d10+9 piercing

Melee  claw +19 (agile, magical), **Damage** 2d6+9 slashing

Melee  tail +17 (magical, reach 15 feet), **Damage** 2d8+9 bludgeoning plus Vex

Ranged  spit +17 (acid, magical, propulsive, range 90 feet), **Damage** 2d6+6 acid

Occult Innate Spells DC 26; **4th** *blistering invective*^{PC2}

Change Shape  (concentrate, occult, polymorph) The dragon takes on the appearance of any Small, Medium, or Large humanoid, or any Tiny animal (page 228). This doesn't change their Speed or their attack and damage bonuses with their Strikes, but might change the damage type their Strikes deal (typically to bludgeoning).

Draconic Frenzy  The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Hilarious Exhalation whenever they score a critical hit with a Strike.

Hilarious Exhalation  (occult) The dragon unleashes their breath in one of two ways. The dragon can't use Hilarious Exhalation again for 1d4 rounds.

- **Laughing Gas** (emotion, mental) The dragon breathes a cloud of mood-altering gas in a 30-foot cone. This has the effect of *laughing fit* (Will DC 26) with a duration of 1 round.

- **Slippery Puddle** The dragon expels a glob of viscous goo at a solid surface at a range of 60 feet. This creates a 15-foot burst with the area effect of *grease* (DC 26).

Insistent Heckling The dragon can Demoralize targets within 90 feet. Targets become immune to the mocking dragon's attempts to Demoralize them for 1 minute after each attempt.

Vex  **Requirements** The dragon's last action was a successful tail Strike; **Effect** The mocking dragon attempts a Dirty Trick (Player Core 2 229) against the target of their tail Strike. This attempt neither applies nor counts toward the creature's multiple attack penalty.

ADULT MOCKING DRAGON

CREATURE 12

HUGE **DRAGON** **OCCULT**

Perception +25; darkvision

Languages Common, Draconic, plus four additional languages
Skills Acrobatics +22, Athletics +24, Deception +25, Diplomacy +25, Intimidation +25, Performance +25, Politics Lore +22, Society +22, Thievery +22

Str +6, **Dex** +4, **Con** +3, **Int** +4, **Wis** +3, **Cha** +7

AC 32; **Fort** +20, **Ref** +25, **Will** +22; +2 status to all saves vs. occult

HP 215; **Immunities** fear, paralyzed, sleep

Graceless Domain (aura, misfortune, occult) As young mocking dragon, but DC 29.

Jeer at Failure  As young mocking dragon.

Speed 30 feet, fly 150 feet

Melee  jaws +26 (magical, reach 10 feet), **Damage** 3d12+10 piercing

Melee  claw +26 (agile, magical), **Damage** 3d8+10 slashing plus humiliating mark

Melee  tail +24 (magical, reach 15 feet), **Damage** 3d10+10 bludgeoning plus Vex

Ranged  spit +24 (acid, magical, propulsive, range 90 feet), **Damage** 3d6+7 acid

Occult Innate Spells DC 32; **6th** *blistering invective*^{PC2}

Change Shape  (concentrate, occult, polymorph) As young mocking dragon, but the dragon takes on the appearance of any Tiny, Small, Medium, or Large animal, beast, or humanoid.

Draconic Frenzy  As young mocking dragon.

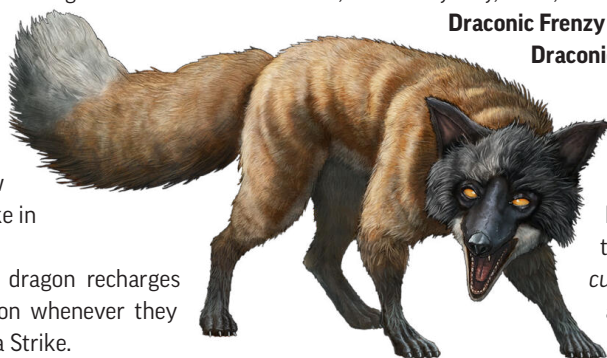
Draconic Momentum As young mocking dragon.

Hilarious Exhalation  As young mocking dragon, but DC 32.

Insistent Heckling As young mocking dragon.

Humiliating Mark On a critical hit, the dragon's claws inflict *outcast's curse* on the target as if they had rolled a success.

Vex  As young mocking dragon.



ANCIENT MOCKING DRAGON

CREATURE 17

UNCOMMON GARGANTUAN DRAGON OCCULT

Perception +32; darkvision

Languages Common, Draconic, plus five additional languages

Skills Acrobatics +32, Athletics +33, Deception +34, Diplomacy +34, Intimidation +36, Performance +36, Politics Lore +33, Society +33, Thievery +32

Str +7, **Dex** +5, **Con** +4, **Int** +5, **Wis** +4, **Cha** +9

AC 39; **Fort** +27, **Ref** +32, **Will** +29; +2 status to all saves vs. occult

HP 325; **Immunities** fear, paralyzed, sleep

Graceless Domain (aura, misfortune, occult) As young mocking dragon, but DC 35.

Jeer at Failure ➤ As young mocking dragon.

Speed 40 feet, fly 180 feet

Melee ♦ jaws +33 (magical, reach 10 feet), **Damage** 3d12+17 piercing

Melee ♦ claw +33 (agile, magical), **Damage** 3d8+17 slashing plus humiliating mark

Melee ♦ tail +31 (magical, reach 15 feet), **Damage** 3d10+17 bludgeoning plus Improved Vex

Ranged ♦ spit +31 (acid, magical, propulsive, range 90 feet), **Damage** 3d6+13 acid

Occult Innate Spells DC 38; **9th blistering invective**^{PC2}

Change Shape ♦ (concentrate, occult, polymorph) As young mocking dragon, but the dragon takes on the appearance of any Tiny, Small, Medium, Large, or Huge animal, beast, or humanoid (page 228).

Draconic Frenzy ♦♦ As young mocking dragon.

Draconic Momentum As young mocking dragon.

Hilarious Exhalation ♦♦ As young mocking dragon, but DC 38.

Humiliating Mark As adult mocking dragon.

Improved Vex ♦ **Requirements** The dragon's last action was a successful tail Strike; **Effect** The ancient mocking dragon attempts a Dirty Trick (Player Core 2 229) against the target of their tail Strike. This attempt neither applies nor counts toward the creature's multiple attack penalty.

Insistent Heckling As young mocking dragon, and creatures Demoralized by the ancient mocking dragon are stupefied 1 while they are frightened.

MOCKING ARCHDRAGON

CREATURE 20

UNCOMMON GARGANTUAN DRAGON OCCULT

Perception +39, darkvision

Languages Common, Draconic, plus six additional languages

Skills Acrobatics +34, Athletics +38, Deception +38, Diplomacy +38, Intimidation +41, Performance +41, Politics Lore +36, Society +36, Thievery +34

Str +9, **Dex** +7, **Con** +6, **Int** +7, **Wis** +6, **Cha** +10

AC 45; **Fort** +33, **Ref** +38, **Will** +35

HP 420; **Immunities** fear, paralyzed, sleep

Graceless Domain (aura, misfortune, occult) As ancient mocking dragon, but DC 42.

Jeer at Failure ➤ As young mocking dragon.

Speed 50 feet, fly 200 feet

Melee ♦ jaws +38 (magical, reach 10 feet), **Damage** 4d12+19 piercing

Melee ♦ claw +38 (agile, magical), **Damage** 4d8+19 slashing plus humiliating mark

Melee ♦ tail +36 (magical, reach 15 feet), **Damage** 4d10+19 bludgeoning plus Improved Vex

Ranged ♦ spit +36 (acid, magical, propulsive, range 90 feet), **Damage** 4d6+14 acid

Occult Innate Spells DC 42; **10th blistering invective**^{PC2}

Change Shape ♦ (concentrate, occult, polymorph) As ancient mocking dragon.

Draconic Frenzy ♦♦ As young mocking dragon.

Draconic Momentum As young mocking dragon.

Gales of Laughter ♦ (auditory, emotion, mental, occult) **Frequency** once per round; **Effect** The dragon surrounds a creature within 90 feet with cacophonous laughter, deafening it for 1 round and causing 10d4 persistent mental damage unless it succeeds on a DC 42 Will save.

Hilarious Exhalation ♦♦ As young mocking dragon, but DC 42.

Humiliating Mark As adult mocking dragon.

Improved Vex ♦ As ancient mocking dragon.

Insistent Heckling As ancient mocking dragon.

MOCKING DRAGON SPELLCASTERS

Mocking dragon spellcasters tend to cast the following spells.

YOUNG MOCKING DRAGON

Occult Prepared Spells DC 26, attack +18; **4th** *confusion*, *dispel magic*, *mirage*; **3rd** *hypnotize*, *paralyze*, *slow*; **2nd** *blur*, *illusory creature*, *phantasmal treasure*^{PC2}; **1st** *dizzying colors*, *fear*, *sleep*; **Cantrips (4th)** *detect magic*, *figment*, *summon instrument*, *telekinetic hand*, *telekinetic projectile*

ADULT MOCKING DRAGON

Occult Prepared Spells DC 32, attack +24; As young mocking dragon, plus **6th** *cursed metamorphosis*, *truesight*, *vibrant pattern*; **5th** *cloak of colors*^{PC2}, *strange geometry*^{PC2}, *synesthesia*^{PC2}; **Cantrips (6th)** *detect magic*, *figment*, *summon instrument*, *telekinetic hand*, *telekinetic projectile*

ANCIENT MOCKING DRAGON

Occult Prepared Spells DC 38, attack +30; As adult mocking dragon, plus **8th** *confusing colors*^{PC2}, *quandary*, *uncontrollable dance*; **7th** *duplicate foe*, *visions of danger*^{PC2}, *warp mind*; **Cantrips (8th)** *detect magic*, *figment*, *summon instrument*, *telekinetic hand*, *telekinetic projectile*

MOCKING ARCHDRAGON

Occult Prepared Spells DC 42, attack +34; As ancient mocking dragon, plus **10th** *fabricated truth*; **9th** *overwhelming presence*, *phantasmagoria*, *unfathomable song*; **Cantrips (10th)** *detect magic*, *figment*, *summon instrument*, *telekinetic hand*, *telekinetic projectile*

Oath Dragon

Oath dragons never use their magic to force an oath on the unwilling, though a villain facing a choice between swearing an oath or being devoured might be heavily swayed toward the former option.

Some apocryphal texts claim that oath dragons first appeared as servants of Abadar, who bound them in an oath to protect the First Vault from any intruders. Others believe that they're a living extension of Axis, the plane of pure order.

The dragon's scales are rounded and well-defined at the edges.

Despite their appearance, the scales are firm and sharp at the edges.

Red scales represent oaths taken. Broken oaths turn the scales black.

The dragon's steadfastness shines brightly through a bonded companion, allowing their companion to heal rapidly from wounds and keep their resolve even when faced with overwhelming opposition.

The wings are made of sharp, thin scales that resemble feathers.





OATH DRAGON

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Oath dragons are the embodiment of a cause that they pursue with unerring determination. They draw their power not from mere words, but from the meaning and ideals that those words carry. Their dedication has led to the widespread imagery of oath dragons fighting alongside noble champions trying to bring goodness where only corruption is thought to dwell. Yet, there is nothing more terrifying than the power of an oath dragon who swears to a violent cause or who is dragged into damnation by their loyalty.

While an oath dragon can theoretically be dedicated to multiple ideals, they usually choose a single cause that they pursue with incredible devotion. They provide aid to those who share their dedication and fight fiercely against those who oppose it, all to uphold their ideals. Regardless of the causes they embrace, these dragons do so wholeheartedly. This unwavering determination gives them an intensity that is rarely matched by other creatures, spurring even the most reluctant ally to action.

Each oath leaves a mark on a dragon's soul, which manifests on a dragon's body in patterns of red scales. Most noteworthy, however, is their ability to form a truly unbreakable bond with a single other intelligent creature. If a dragon believes that a creature might be a worthy candidate for the bond and their cause aligns with the oath dragon's moral compass, they might offer to perform a binding oath that joins the two creatures in an unbreakable bond that lasts as long as both oath-takers live. This bond effectively opens the oath dragon's power to their partner and infuses them with some of the dragon's resolve and steadfastness. Since oath dragons can only have one bonded companion at a time, it's no surprise that they take incredible care in selecting the right person to forge a bond with.

Creating such a bond is considered a sacred act among these dragons, and no oath dragon swears this unique oath lightly, since it makes their bonded companion virtually immune to most of the dragon's powers, including their breath. Swearing a binding oath is an hour-long ceremony. During the ceremony, each participant is expected to speak freely and without falsehood, baring their souls and intentions for one another. The ceremony ends with each oath-taker speaking the words of the oath freely. Although both participants take great care in choosing the right words when the vow is formulated, oaths are a matter of the soul. A bonded pair swearing themselves to the cause of justice won't be tied to a definition that can be twisted by silver-tongued opportunists, but to the idea of justice itself.

If a bonded companion willingly breaks the oath, the oath gnaws at the oathbreaker's soul, sapping away at its strength. Although this weakens the oathbreaker, it doesn't

remove the bond between the dragon and the betrayer. Most oath dragons consider it their duty to hunt down the oathbreaker, yet they're keenly aware that the outcome of this inevitable showdown is not as certain since the betrayer is still able to call upon the dragon's protection and vitality. Despite rumors, oath dragons can break their oaths themselves, but almost never do so—not even when their oath will clearly lead them into evil or to their undoing.

Oath dragons never swear pacts that last beyond the time that both oath-takers live, as oath dragons believe that the afterlife is the domain of the gods. Since a binding oath must be entered willingly by both participants, oath dragons can't transfer their oath through multiple generations, unless the original bonded companion dies and their descendant decides to swear the oath anew.

Oath dragons grow in small family units, rarely numbering more than four dragons sharing the same lair or territory. Parents take their role of caretakers very seriously, spending most of their energies imparting their knowledge and wisdom to their offspring. As the hatchlings mature, their patient parents teach them how to see the impact of their words and actions on themselves and others, whether through intellectual exercises or divinatory rituals. Only when a young dragon demonstrates their ability to fully understand the importance of an oath and the true power tied to such a solemn vow are they then taught the words and means to create a vow for themselves.

Oath dragons tend to roam far and wide, finding places where they can support the cause they embrace. They're often intrigued by important cultural centers, fascinated by how timeless ideals like beauty, charity, power, or glory are thought of and celebrated. They display a curiosity for things that are infused with meaning, whether it's a collection of poems, philosophical debates, religious scriptures, or monuments dedicated to a cause that's still upheld today. A few are fascinated by the written word itself, seeing it as the best chance to truly study how something changed over time not only in shape and sound, but also meaning.

An oath dragon's lair is usually a reflection of the cause they embrace or the vows they have taken, but oath dragons are more interested in items of significance than in simply collecting large hoards. An oath dragon vowing to be a champion of Iomedae would rather have a single book that comforted a pious follower of the Inheritor through their trials and challenges than have an entire collection of books detailing the Inheritor's dogma. In the same vein, other oath dragons might collect prized artifacts or relics from half-forgotten causes and battles, trying to keep the ideals that shined so brightly ages ago alive.

YOUNG OATH DRAGON

CREATURE 10

UNCOMMON LARGE DIVINE DRAGON

Perception +22; darkvision, scent (imprecise) 60 feet

Languages Common, Diabolic, Draconic, Empyrean, Utopian

Skills Acrobatics +17, Athletics +19, Diplomacy +22, Religion +19, Society +22

Str +5, **Dex** +2, **Con** +5, **Int** +3, **Wis** +5, **Cha** +6

Binding Oath (divine, linguistic, mental) The dragon forges a bond with a willing creature over an hour-long ceremony, making them a bonded companion. The dragon can always sense their distance from the companion and if they're moving closer or farther away. A bonded companion automatically critically succeeds on basic saving throws against the oath dragon's abilities and spells. This link is permanent and neither can form a new link until one member dies. If the dragon or the bonded companion dies, the survivor learns the identity of the killer, but the shock leaves the survivor stupefied 2 for 24 hours and prevents forming a new link for 1 month.

AC 30; **Fort** +19, **Ref** +16, **Will** +22; +2 status to all saves vs. emotion
HP 175; **Immunities** paralyzed, sleep

Heartening Aura (aura, emotion, mental) 30 feet. All allies in the aura gain a +1 status bonus to attack and damage rolls. The dragon's bonded companion also gains fast healing 5.

Shielding Wing  **Trigger** The oath dragon or a bonded companion within 15 feet is targeted with an attack; **Effect** The dragon raises its wing to protect itself or the bonded companion, providing a +2 circumstance bonus to AC against the triggering attack. If the dragon is flying, it descends 10 feet after the attack is complete.

Speed 40 feet, fly 100 feet

Melee  jaws +21 (magical, reach 10 feet), **Damage** 2d12+11 piercing plus 1d6 spirit

Melee  claw +19 (agile, magical), **Damage** 2d8+11 slashing plus 1d6 spirit

Melee  tail +19 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning plus 1d6 spirit and Push 10 feet (*Monster Core* 359)

Divine Innate Spells DC 26, attack +18; **5th** *spiritual guardian*; **3rd** *ring of truth* (at will); **2nd** *share life* (at will)

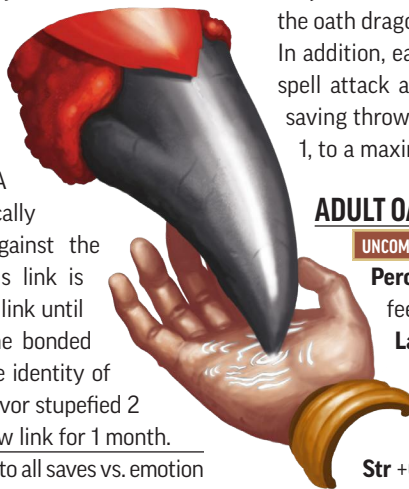
Rituals DC 26; *geas* (willing targets only)

Castigating Breath  (divine, spirit) The dragon unleashes a pronouncement that strikes at the soul of its enemies, dealing 7d10 spirit damage in a 30-foot cone (DC 29 basic Will save). The dragon can't use Castigating Breath for 1d4 rounds.

Draconic Frenzy  The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum Whenever they score a critical hit with a Strike, the dragon recharges their Castigating Breath.

Inspiring Word  (auditory, divine, emotion, mental) All allies within the dragon's heartening aura become quickened for 1 round. Allies can use this extra action to Raise a Shield, Step, Stride, or Strike.



Oathbreaker's Curse (curse, death, divine) If a bonded companion willingly breaks their oath, they retain the benefit of being a bonded companion but are immediately cursed with no initial saving throw. The cursed creature can attempt saving throws as noted to prevent the curse from worsening. **Saving Throw** DC 32 Will; **Effect** The cursed creature is doomed 1 and can't reduce their doomed value below 1 while they're cursed. The first time the cursed creature encounters the oath dragon each day, they must attempt a saving throw. In addition, each time the creature critically fails a Strike or spell attack against the oath dragon, they must attempt a saving throw. On a failure, their doomed value increases by 1, to a maximum of doomed 2.

ADULT OATH DRAGON

CREATURE 14

UNCOMMON HUGE DIVINE DRAGON

Perception +28; darkvision, scent (imprecise) 60 feet

Languages Common, Diabolic, Draconic, Empyrean, Utopian

Skills Acrobatics +23, Athletics +25, Diplomacy +28, Religion +25, Society +28

Str +6, **Dex** +3, **Con** +6, **Int** +4, **Wis** +6, **Cha** +8

Binding Oath (divine, linguistic, mental) As young oath dragon.

AC 36; **Fort** +25, **Ref** +22, **Will** +28; +2 status to all saves vs. emotion

HP 255; **Immunities** paralyzed, sleep

Heartening Aura (aura, emotion, mental) 40 feet. As young oath dragon, but the bonded companion gains fast healing 10.

Shielding Wing  As young oath dragon.

Speed 60 feet, fly 140 feet

Melee  jaws +27 (magical, reach 15 feet), **Damage** 3d12+14 piercing plus 1d6 spirit

Melee  claw +25 (agile, magical, reach 10 feet), **Damage** 3d8+14 slashing plus 1d6 spirit and Pull (*Monster Core* 359)

Melee  tail +25 (magical, reach 20 feet), **Damage** 3d10+14 bludgeoning plus 1d6 spirit and Push 15 feet (*Monster Core* 359)

Divine Innate Spells DC 31, attack +23; **7th** *scintillating safeguard*^{PC2}; **5th** *spiritual guardian*; **3rd** *ring of truth* (at will); **2nd** *share life* (at will)

Rituals DC 31; *geas* (willing targets only)

Castigating Breath  (divine, spirit) As young oath dragon, but a 40-foot cone, 10d10 spirit damage, and DC 34.

Draconic Frenzy  As young oath dragon.

Draconic Momentum As young oath dragon.

Inspiring Word  (auditory, divine, emotion, mental) As young oath dragon.

Oathbreaker's Curse (curse, death, divine) As young oath dragon, but DC 38 and a maximum of doomed 3.

ANCIENT OATH DRAGON

CREATURE 19

UNCOMMON GARGANTUAN DIVINE DRAGON

Perception +35; darkvision, scent (imprecise) 60 feet

Languages Common, Diabolic, Draconic, Empyrean, Utopian

Skills Acrobatics +31, Athletics +33, Diplomacy +37, Religion +33, Society +37

Str +8, **Dex** +4, **Con** +8, **Int** +5, **Wis** +8, **Cha** +10

Binding Oath (divine, linguistic, mental) As young oath dragon.

AC 43; **Fort** +32, **Ref** +29, **Will** +37; +2 status to all saves vs. emotion

HP 375; **Immunities** paralyzed, sleep

Heartening Aura (aura, emotion, mental) 50 feet. As young oath dragon, but the status bonus is +2 and the bonded companion also gains fast healing 15.

Shielding Wing  As young oath dragon.

Speed 60 feet, fly 180 feet

Melee  jaws +34 (magical, reach 20 feet), **Damage** 3d12+18 piercing plus 2d6 spirit

Melee  claw +32 (agile, magical, reach 15 feet), **Damage** 3d8+18 slashing plus 2d6 spirit and Pull 10 feet (*Monster Core* 359)

Melee  tail +32 (magical, reach 25 feet), **Damage** 3d10+18 bludgeoning plus 2d6 spirit and Push 20 feet (*Monster Core* 359)

Divine Innate Spells DC 38, attack +30; **9th** *weapon of judgment*; **7th** *scintillating safeguard*^{PC2}; **5th** *spiritual guardian* (at will), **3rd** *ring of truth* (at will), **2nd** *share life* (at will)

Rituals DC 38; *geas* (willing targets only)

Castigating Breath  (divine, holy, spirit) As young oath dragon, but a 50-foot cone, 13d10 spirit damage, and DC 41.

Draconic Frenzy  As young oath dragon.

Draconic Momentum As young oath dragon.

Inspiring Word  (auditory, divine, emotion, mental) As young oath dragon.

Oathbreaker's Curse (curse, death, divine) As young oath dragon, but DC 45, a creature's doomed value increases by 2 on a critical failure, and a maximum of doomed 3.

OATH ARCHDRAGON

CREATURE 22

RARE **GARGANTUAN** **DIVINE** **DRAGON**

Perception +43; darkvision, scent (imprecise) 60 feet

Languages Common, Diabolic, Draconic, Empyrean, Utopian

Skills Acrobatics +37, Athletics +42, Diplomacy +45, Religion +42, Society +45

Str +9, **Dex** +4, **Con** +9, **Int** +6, **Wis** +9, **Cha** +12

Binding Oath (divine, linguistic, mental) As young oath dragon.

AC 50; **Fort** +37, **Ref** +34, **Will** +42; +2 status to all saves vs. emotion

HP 400; **Immunities** paralyzed, sleep

Heartening Aura (aura, emotion, mental) 50 feet. As young oath dragon, but the status bonus is +2 and the bonded companion gains fast healing 20.

Shielding Wing  As young oath dragon.

Speed 60 feet, fly 180 feet

Melee  jaws +40 (magical, reach 20 feet), **Damage** 3d12+24 piercing plus 3d6 spirit

Melee  claw +38 (agile, magical, reach 15 feet), **Damage** 3d8+24 slashing plus 3d6 spirit and Pull 10 feet (*Monster Core* 359)

Melee  tail +38 (magical, reach 25 feet), **Damage** 3d10+24

bludgeoning plus 3d6 spirit and Push 20 feet (*Monster Core* 359)

Divine Innate Spells DC 42, attack +34; **10th** *indestructibility*; **9th** *weapon of judgment*; **7th** *scintillating safeguard*^{PC2}; **5th** *spiritual guardian* (at will); **3rd** *ring of truth* (at will); **2nd** *share life* (at will)

Rituals DC 42; *geas* (willing targets only)

Castigating Breath  (divine, spirit) As young oath dragon, but a 60-foot cone, 15d10 spirit damage, and DC 45.

Draconic Frenzy  As young oath dragon.

Draconic Momentum As young oath dragon.

Dread Promise  (auditory, emotion, fear, mental) The dragon's roar shakes the resolve of all those who oppose them. The roar can be heard up to 1 mile away under the open sky. Any enemy who hears it is cowed by the dragon's resolve and must attempt a DC 45 Will save.

Critical Success The creature is unaffected and becomes temporarily immune for 1 hour.

Success The creature becomes frightened 2.

Failure The creature becomes frightened 3 and is immobilized for as long as it's frightened.

Critical Failure The creature becomes frightened 4 and is fleeing for as long as it's frightened.

Inspiring Word  (auditory, divine, emotion, mental) As young oath dragon.

Oathbreaker's Curse (curse, death, divine) As ancient oath dragon, but DC 50.

OATH DRAGON SPELLCASTERS

Oath dragon spellcasters tend to cast the following spells.

YOUNG OATH DRAGON

Divine Prepared Spells DC 29, attack +21; **4th** *clear mind*, *heal*, *vital beacon*; **3rd** *cleanse affliction*, *heal*, *heroism*; **2nd** *cleanse affliction*, *status*, *translate*; **1st** *protection*, *spirit link*, *thoughtful gift*^{PC2}; **Cantrips** (4th) *bullhorn*^{PC2}, *detect magic*, *forbidding ward*, *guidance*, *stabilize*

ADULT OATH DRAGON

Divine Prepared Spells DC 34, attack +26; As young oath dragon, plus **6th** *clear mind*, *heroism*, *zealous conviction*; **5th** *resist energy*, *spirit link*, *truespeech*; **Cantrips** (6th) *bullhorn*^{PC2}, *detect magic*, *forbidding ward*, *guidance*, *stabilize*

ANCIENT OATH DRAGON

Divine Prepared Spells DC 41, attack +33; As adult oath dragon, plus **9th** *field of life*, *foresight*, *heroism*; **8th** *clear mind*, *divine decree*, *sound body*; **7th** *dispel magic*, *energy aegis*, *spell riposte*^{PC2}; **Cantrips** (9th) *bullhorn*^{PC2}, *detect magic*, *forbidding ward*, *guidance*, *stabilize*

OATH ARCHDRAGON

Divine Prepared Spells DC 45, attack +37; As ancient oath dragon, plus **10th** *revival*; **9th** *heal*; **Cantrips** (10th) *bullhorn*^{PC2}, *detect magic*, *forbidding ward*, *guidance*, *stabilize*

Rime Dragon

The structure of the scales allows the dragon to be heavily armored while still maintaining graceful movement.

Overlapping crests on the dragon's head create a webbed crown.

The wings are split into even sections. They're diaphanous at birth but gain permanent color and opacity from the frost that naturally gathers along their surface.

Tines around the bridge of the dragon's head make the scales resemble snowflakes. The scales are frosty white and nearly transparent in places.





RIME DRAGON

Rime dragons are the embodiment of the frigid cold and ice. These hardy creatures have adapted to harsh arctic climates, able to survive indefinitely in sub-zero temperatures. Rime dragons are shades of white and pale blue that perfectly camouflage them in their natural habitat, resembling glaciers or mounds of snow when curled up. They can break through large slabs of ice and dive into frozen waters in search of prey. Due to their natural lower body temperature, they can slow their digestive tract, which allows them to live a long time on little food. Large prey—such as whales, caribou, or moose—offer the best sustenance, but they aren't picky when it's time to eat.

Rime dragons have a deep curiosity for things hidden and lost in the ice. The ocean's currents bring all kinds of artifacts from across the world to their frigid waters. Self-described caretakers and scholars, rime dragons search the arctic regions for ancient antiquities. Rime dragons with an academic interest in archaeology peer into glaciers for pieces of civilizations both recent and ancient, which they preserve in their lairs. Others might search for fossils or preserved corpses. Rime dragons also have an interest in more biological aspects of the world. As preservers of life, some of these dragons collect flora to log and study, and they protect endangered species by using low temperatures to conserve them. They also act as paleopathologists, studying ancient diseases that could cause havoc if they were brought back to a populace unknowingly. These they carefully contain while researching mitigation strategies should the pathogens be reintroduced to the world.

Every century or so, rime dragons with common interests gather in symposiums where they show off the artifacts or findings they've uncovered. As with any intellectual conference, disagreements occur, debates occasionally leading to arguments of frost and claws. These academic battles eventually settle down; rime dragons might have strong opinions on their own research and interests, but they usually have enough sense to respect their colleagues.

While each dragon might have their dedicated resting place, a true rime dragon lair is more of an archive or a museum than a home. A single dragon fills their glacial cave with their research and findings. Younger dragons with aligned interests might live together, bringing their own artifacts to their shared lair, though each dragon still claims ownership of the things they find and care for. When a rime dragon hibernates, they entrust their hoard to another dragon to watch and even continue their research. This shared hoard might seem odd to other dragons, but for rime dragons, a shared hoard is better than a hoard lost to the ice or opportunistic scavengers.

Rime dragons are prone to long periods of hibernation within glaciers or under permafrost. Younger dragons typically hibernate for a few months at most when they need to heal from grievous wounds or illnesses. Ancient archdragons can suddenly decide to hibernate, going deep into the frozen wilderness to sleep for years, sometimes even centuries. The reasons for older dragons enter hibernation are varied. Some are merely acting like other hibernating animals—except instead of conserving energy in the winter, they do it when the climate is warmer. Others use their magical, slumbering bulk to create more glaciers or permafrost. In hibernation, rime dragons lower their body temperature to near freezing, which radiates out and slowly freezes everything around them. Because of this, people sometimes find ancient rime dragons frozen deep within glaciers. These dragons have a strong connection with the ice and deep earth, sensing minor changes within the environment such as the cracking of glaciers, the shifting of tectonic plates, or the great migration of animals. When an ancient rime dragon wakes from their slumber, it's seen by some as an omen of massive ecological disasters.

Rime dragons make their home wherever it's cold enough, preferring arctic tundras or taigas. On Golarion, these dragons are most commonly seen in the Crown of the World, though many younger rime dragons spend their days within the Saga Lands. More rambunctious rime dragons choose to dwell in the Lands of Linnorm Kings, where they can uncover the remains of battles in the frigid blood-soaked hills and occasionally spar with their draconic cousins, the linnorms. Other residents of these lands have conflicted relationships with rime dragons. They recognize that they're different from linnorms but are still wary of their presence. Similarly, the dragons respect Baba Yaga's ancient power and wisdom but are leery of the cruel reputation of her descendants, so they often steer clear of Irrisen.

A legend told in the Realm of the Mammoth Lords says that rime dragons helped create the Winterwall glacier and maintain it to this day, repairing any destruction they caused during their excavations. The argument is furthered by the rime dragons' watch over Icestair. When large construction efforts are underway on the glacier, rime dragons keep a close eye out for potential hazards that can destroy the ice or dislodge artifacts they can claim for their collections.

With the rise of New Thassilon, rime dragons have developed a special interest in picking at the bones of the old empire, and they've frequently been seen within the new nation. In an unlikely move, Sorshen, the ruler

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of Eurythnia, established an intellectual relationship with some rime dragon broods. With their combined knowledge, they've uncovered ancient runic magic to help move the city away from the sins of their old empire. Many rime dragons now use the nation as an outpost to Varisia, where those with an interest in the ruins of the old Thassilon empire uncover its lost history and grim secrets. There have also been occasional sightings of rime dragons on the high peaks of Zi Ha in Tian Xia; they find the reincarnation cycles of samsaras particularly fascinating.

The rime dragon migration to New Thassilon has given rise to the Draconic Institute of Natural History, a unique rime dragon lair in the city of Xin-Eurythnia. Carved within the mountainside of Mhar Massif and run by a rotating board of rime dragons, the lair has become a museum and an intellectual haven. The institute boasts an extensive collection of the natural history of the northern Saga Lands and the Crown of the World. In addition to dragons, many residents of the new capital come to the institute to learn and participate in various archaeological pursuits.

Despite a rime dragon's introverted nature, they don't shy away from interacting with others outside their brood and species. They often contract academics or mercenaries to help excavate smaller, delicate sites. These dragons are always willing to share research with fellow intellectuals, especially those within their same field. When a rime dragon, especially an older one, begins a debate with someone, it's a sign of respect—a way for the dragon to evaluate the potential for collaboration and alliances regardless of the debate's outcome.



YOUNG RIME DRAGON

CREATURE 6

LARGE **COLD** **DRAGON** **PRIMAL**

Perception +16; darkvision, scent (imprecise) 60 feet, snow vision

Languages Common, Draconic

Skills Architecture Lore +14, Arctic Lore +14, Athletics +15, Nature +13, Occultism +12, Stealth +11 (+15 in arctic terrain), Survival +14

Str +5, **Dex** +2, **Con** +6, **Int** +3, **Wis** +4, **Cha** +2

Arctic Hunter A rime dragon's natural camouflage allows them to Hide in arctic terrain without cover. A rime dragon also ignores difficult terrain and greater difficult terrain from ice and snow and doesn't risk falling when crossing ice.

Snow Vision Snow doesn't impair the rime dragon's vision; they ignore concealment from snowfall.

AC 23; **Fort** +17, **Ref** +11, **Will** +14; +2 status to all saves vs. primal **HP** 98; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 5

Speed 40 feet, fly 100 feet, swim 30 feet

Melee ♦ jaws +14 (cold, magical, reach 10 feet), **Damage** 2d10+5 piercing plus 1d6 cold and Grab (*Monster Core* 359)

Melee ♦ claw +12 (agile, cold, magical), **Damage** 2d8+5 slashing plus 1d6 cold

Melee ♦ tail +12 (cold, magical, reach 15 feet), **Damage** 2d12+5 bludgeoning plus 1d6 cold

Blizzard Breath ♦♦ (cold, primal) The dragon breathes out a gust of frost and ice that deals 6d8 cold damage in a 30-foot cone (DC 24 basic Reflex save). They can't use Blizzard Breath again for 1d4 rounds.

Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Blizzard Breath whenever they score a critical hit with a Strike.

Piercing Ice ♦ (cold, concentrate, primal)

Requirements The dragon has temporary Hit Points from Rime Shield; **Effect** The dragon launches the collected ice shards from its scales in a 5-foot emanation, dealing 3d6 piercing damage and 2d6 cold damage (DC 24 basic Reflex save). The dragon then loses the AC bonus and temporary Hit Points from Rime Shield.

Rime Shield ♦ (cold, primal) **Requirements**

The rime dragon's last action was to Fly at least 40 feet; **Effect** Water vapor collected on the dragon's scales quickly freezes over. The dragon gains a +2 circumstance bonus to AC and 5 temporary Hit Points that last until the end of the dragon's next turn.

ADULT RIME DRAGON

CREATURE 10

HUGE **COLD** **DRAGON** **PRIMAL**

Perception +20; darkvision, scent (imprecise) 60 feet, snow vision

Languages Common, Draconic, Jotun

Skills Architecture Lore +20, Arctic Lore +20, Athletics +22, Nature +13, Occultism +19, Stealth +18 (+22 in arctic terrain), Survival +21

Str +6, **Dex** +3, **Con** +7, **Int** +4, **Wis** +5, **Cha** +3

Arctic Hunter As young rime dragon.

Snow Vision As young rime dragon.

AC 29; **Fort** +22, **Ref** +16, **Will** +19; +2 status to all saves vs. primal

HP 175; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 10

Radiate Cold (aura, cold, primal) 10 feet. The adult rime dragon's presence lowers the temperature around them. A creature who enters or begins their turn in the aura must attempt a DC 26 Fortitude save.

Critical Success The creature is unaffected.

Success The creature begins to shiver as the biting cold affects it. It takes a -5-foot status penalty to its Speeds until the end of its next turn.

Failure The creature's body temperature begins to drop. It takes a -10-foot status penalty to their Speeds and is enfeebled 1 until the end of its next turn.

Critical Failure Ice begins to form on the creature. It's immobilized (Escape DC 26) and enfeebled 2 until the end of their its turn.

Speed 40 feet, fly 100 feet, swim 30 feet

Melee ♦ jaws +21 (cold, magical, reach 10 feet), **Damage** 2d10+8 piercing plus 2d6 cold and Grab (*Monster Core* 359)

Melee ♦ claw +21 (agile, cold, magical), **Damage** 2d8+8 slashing plus 2d6 cold

Melee ♦ tail +19 (cold, magical, reach 15 feet), **Damage** 2d12+8 bludgeoning plus 2d6 cold.

Primal Innate Spells DC 29; **5th wall of ice**

Blizzard Breath ♦♦ (cold, primal) As young rime dragon, but 40-foot cone, 9d8 cold damage, and DC 29.

Draconic Frenzy ♦♦ As young rime dragon.

Draconic Momentum As young rime dragon.

Piercing Ice ♦ (cold, concentrate, primal) As young rime dragon, but 4d6 piercing damage and 3d6 cold damage, and DC 29.

Rime Shield ♦ (cold, primal) As young rime dragon, but 10 temporary Hit Points.

ANCIENT RIME DRAGON

CREATURE 15

UNCOMMON GARGANTUAN COLD DRAGON PRIMAL

Perception +29; darkvision, scent (imprecise) 60 feet, snow vision

Languages Common, Draconic, Jotun, Thalassic

Skills Architecture Lore +28, Arctic Lore +28, Athletics +30, Nature +29, Occultism +27, Stealth +26 (+30 in arctic terrain), Survival +29

Str +7, **Dex** +4, **Con** +8, **Int** +5, **Wis** +6, **Cha** +4

Arctic Hunter As young rime dragon.

Snow Vision As young rime dragon.

AC 37; **Fort** +32, **Ref** +25, **Will** +29; +2 status to all saves vs. primal **HP** 275; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 15

Radiate Cold (aura, cold, primal) As adult rime dragon, but a 15-foot emanation and DC 33.

Speed 60 feet, fly 120 feet, swim 40 feet

Melee ♦ jaws +28 (cold, magical, reach 15 feet), **Damage** 3d10+15 piercing plus 2d6 cold and Grab (*Monster Core* 359)

Melee ♦ claw +28 (agile, cold, magical, reach 10 feet), **Damage** 3d8+15 slashing plus 2d6 cold

Melee ♦ tail +26 (cold, magical, reach 20 feet), **Damage** 3d12+15 bludgeoning plus 2d6 cold.

Primal Innate Spells DC 36; **7th wall of ice**

Blizzard Breath ♦♦ (cold, primal) As young rime dragon, but 40-foot cone, 12d8 cold damage, and DC 36.

Draconic Frenzy ♦♦ As young rime dragon.

Draconic Momentum As young rime dragon.

Piercing Ice ♦ (cold, primal) As young rime dragon, but 6d6 piercing damage and 4d6 cold damage, and DC 36.

Rime Shield (cold, primal) As young rime dragon, but 15 temporary Hit Points.

RIME ARCHDRAGON

CREATURE 18

RARE GARGANTUAN COLD DRAGON PRIMAL

Perception +34; darkvision, scent (imprecise) 120 feet, snow vision

Languages Aklo, Common, Draconic, Jotun, Thalassic

Skills Architecture Lore +35, Arctic Lore +35, Athletics +38, Nature +35, Occultism +33, Stealth +34 (+38 in arctic terrain), Survival +35

Str +8, **Dex** +4, **Con** +9, **Int** +6, **Wis** +7, **Cha** +5

Arctic Hunter As young rime dragon.

Snow Vision As young rime dragon.

AC 42; **Fort** +34, **Ref** +28, **Will** +30; +2 status to all saves vs. primal **HP** 375; **Immunities** cold, paralyzed, sleep; **Weaknesses** fire 20

Radiate Cold (aura, cold, primal) As adult rime dragon, but a 20-foot emanation and DC 37.

Speed 60 feet, fly 120 feet, swim 40 feet

Melee ♦ jaws +35 (cold, magical, reach 15 feet), **Damage** 5d12+8 piercing plus 1d6 cold and Grab (*Monster Core* 359)

Melee ♦ claw +35 (agile, cold, magical, reach 10 feet), **Damage** 6d8+8 slashing plus 1d6 cold

Melee ♦ tail +33 (magical, cold, reach 20 feet), **Damage** 5d10+8 bludgeoning plus 1d6 cold

Primal Innate Spells DC 40; **9th wall of ice** (×2)

Blizzard Breath ♦♦ (cold, primal) As young rime dragon, but 40-foot cone, 15d8 cold damage, and DC 40.

Draconic Frenzy ♦♦ As young rime dragon.

Draconic Momentum As young rime dragon.

Piercing Ice ♦ (cold, primal) As young rime dragon, but 8d6 piercing damage and 4d6 cold damage, and DC 40.

Rime Shield (cold, primal) As young rime dragon, but 20 temporary Hit Points.

RIME DRAGON SPELLCASTERS

Rime dragon spellcasters tend to cast the following spells.

YOUNG RIME DRAGON

Primal Prepared Spells DC 24; attack +16; **3rd aqueous orb**, *chilling spray*^{PC2}, *slow*; **2nd dismantle**^{PC2}, *environmental endurance*, *shatter*; **1st chilling spray**^{PC2}, *hydraulic push*, *vanishing tracks*; **Cantrips (3rd)** *detect magic*, *frostbite*, *gale blast*^{PC2}, *know the way*, *spout*^{PC2}

ADULT RIME DRAGON

Primal Prepared Spells DC 29; attack +21; As young rime dragon, plus **5th control water**, *howling blizzard*, *speak with stones*; **4th ice storm**^{PC2}, *shape stone*, *unfettered movement*; **Cantrips (5th)** *detect magic*, *frostbite*, *gale blast*^{PC2}, *know the way*, *spout*^{PC2}

ANCIENT RIME DRAGON

Primal Prepared Spells DC 36; attack +28; As adult rime dragon, plus **8th arctic rift**, *earthquake*; **7th howling blizzard**, *regenerate*, *unfettered pack*; **6th chilling spray**^{PC2}, *frost pillar*^{RoE}, *truesight*; **Cantrips (8th)** *detect magic*, *frostbite*, *gale blast*^{PC2}, *know the way*, *spout*^{PC2}

RIME ARCHDRAGON

Primal Prepared Spells DC 40; attack +32; As ancient rime dragon, plus **9th implosion**, *wrathful storm*; **8th desiccate**; **Cantrips (9th)** *detect magic*, *frostbite*, *gale blast*^{PC2}, *know the way*, *spout*^{PC2}

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Sage Dragon

Sage dragons can be any color, though they're often hidden under moss and parchment. Their scales darken as they age, evolving from a shiny tin to a lustrous silver or a pale lavender to a deep plum.

Though typically mild-mannered, sage dragons become vicious when confronted by foes keeping secrets or attempting to steal magic or information.



The "fur" on the body is actually moss.

Sage dragon claws excrete a powerful acid that lets them create permanent etchings in their shining scales. While such markings might be merely decorative, most

sage dragons use their scales as spellbooks, inscribing the spells and rituals they learn on their bodies.



SAGE DRAGON

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A shining, rune-inscribed scale is all that most people, even adventurers, see of a sage dragon during their lifetimes. Even then, only those familiar with dragon lore will likely recognize the scale as anything other than an elaborate spell scroll. Collectors and scholars of esoteric lore, sage dragons become increasingly reclusive as they age, and, even in their youths, they're prone to work through trusted intermediaries. For those able to locate and gain the trust of such a creature, even the youngest sage dragons are founts of difficult-to-find knowledge and rare magical techniques. The oldest sage dragons are living combinations of gargantuan libraries and endless grimoires, accumulating the secrets of the Universe, and beyond, in their isolated lairs.

Organized and methodical, with an insatiable curiosity and eidetic memory, sage dragons are the devout researchers of the dragon world. The intellectual pursuits of sage dragons demand extended periods of quiet study, one of the reasons that such dragons live in isolated, hidden locations. Young dragons tend to specialize in a particular area of research. As they age, these research interests also broaden, with an expert in a particular river expanding into topics such as the water cycle, ecology, or the Plane of Water. Sage dragons interested in religious topics often worship Nethys or a god dedicated to knowledge, such as Gruhastha, Qi Zhong, or Ydajisk. Dragons who seek grim rituals or cryptic knowledge might join the church of Abraxas or worship Norgorber in his aspect of the Reaper of Reputation.

Visitors who manage to locate a sage dragon are often welcomed into their lair if they approach openly, but these researchers refuse to be interrupted except in dire circumstances, and those seeking an audience with a sage dragon might be forced to wait for extended periods of time. When they're finally received, such visitors are asked to state their case quickly and succinctly, unless the dragon deems them noteworthy. In these rare cases, visitors might find the dragon's interest very intense and have difficulty extracting themselves from extensive examinations and interview sessions. Through trusted intermediaries, sage dragons often hire bands of adventurers to obtain rare tomes or conduct interviews in distant locations. Some of these arrangements develop into long-term partnerships, with the dragon acting as the mastermind of the crew. The notorious Amaranth Band, famous for the daring heists they perpetrated in Nex during 4650 AR, is one well-known example. Led by the young sage dragon **Hiron** (contrary nonbinary sage dragon schemer), the band plundered the academy libraries of Quantum until the dragon moved on to other pursuits.

Though they seldom dwell near one another, sage dragons do call on each other, particularly when the object of their intellectual pursuits touches on another dragon's expertise. Older dragons also consult each other via magical means on a regular basis. Sage dragons who chose to live as family groups often pursue related fields of study. The dragons Friandir, Tolidarius, and Jurelle, for instance, became Golarion's foremost experts on the poetry, music, and sculpture of the ancient empire of Ninshabur while raising their clutch in the World's Edge Mountains during the 35th century AR.

Sage dragons value their privacy, but they seldom live in total solitude, recognizing the usefulness of research assistants and freelance agents. They're more likely than most dragons to tolerate a colony of kobolds in their lairs, with such followers often developing an erudition and scholarship rarely associated with their kind. (Sage dragons would point out that kobolds are naturally soft-footed, private, and crafty, all excellent qualities in research assistants.) No matter their ancestry, these assistants typically take care of procuring materials and food for the dragon, who is then able to focus more completely on their chosen pursuits.

The lairs of sage dragons appear more like libraries or archives than treasure troves. Magical tomes and divination devices are common in such collections, though the information contained in a dragon's repository is often more valuable than the material possession. Sage dragons are tenacious in hunting down rare or unique books that pertain to their areas of interest, and dragon lairs are often the best place to find volumes thought lost, even by such large institutions as the Forae Logos in Absalom or the secret Sarzari Library of the Red Mantis. The organization and filing systems of such hoards are extremely idiosyncratic. Even left alone in such a collection, a would-be thief would have difficulty finding anything useful without assistance. Particularly among older sage dragons, the rare spells and rituals contained on their scales are their greatest treasures. Sage dragons might grant a spell-inscribed scale to adventurers who provided noteworthy boons or worthwhile aid, though such gifts are as extraordinary as they are valuable. Conventional wisdom holds that the lairs of sage dragons are always on mountain peaks, but in fact they can be found in any secluded location: a desert oasis, a remote cove, or even a walled estate in the quietest neighborhood of a city.

Quick to use their expertise to tactical advantage, sage dragons plan carefully when assaulting a known enemy, and they often seek to bewilder or shock adversaries by revealing private information. Even when confronting an unknown attacker, the dragon's ability to glean information

from spilled blood means that they're well informed as soon as they strike. In addition to being painful, a sage dragon's breath causes intense hallucinations in those it affects, often forcing them to confront shameful secrets or hidden fears. Though they rarely engage in battle, sage dragons are capable of unleashing powerful secrets that can literally injure others, their eldritch knowledge overwhelming most mortal minds. A prepared sage dragon is unlikely to enter battle alone, either identifying followers with useful skills or recruiting allies to best complement their schemes.

YOUNG SAGE DRAGON CREATURE 9

LARGE **DRAGON** **OCCULT**

Perception +21; darkvision

Languages Common, Draconic, and five additional languages

Skills Acrobatics +15, Arcana +20, Intimidation +17, Nature +17, Occultism +20, Religion +17, Scribing Lore +17

Str +4, **Dex** +4, **Con** +2, **Int** +6, **Wis** +3, **Cha** +2

AC 28; **Fort** +15, **Ref** +17, **Will** +19; +2 status to all saves vs. spells

HP 150; **Immunities** paralyzed, sleep

Eldritch Interference (aura, occult) 90 feet, DC 25. Overlapping fields near the dragon make spellcasting unpredictable. A creature that enters or begins its turn in the area must attempt a Will save. Regardless of the result of the saving throw, the creature is temporarily immune to this dragon's eldritch interference for 1 minute.

Critical Success For 1 round, when the creature Casts a Spell that either deals damage or restores Hit Points, they gain a status bonus to the spell's damage or healing equal to the spell's rank.

Success The creature is unaffected.

Failure For 1 round, when the creature Casts a Spell that either deals damage or restores Hit Points, they take a status penalty to the spell's damage or healing equal to the spell's rank.

Critical Failure As failure, but the effect lasts 1 minute.

Divert Essence (occult) **Trigger** A creature within 90 feet Casts a Spell that targets the dragon; **Effect** The sage dragon steals energy from the spell to protect itself, gaining resistance to damage from spells equal to the triggering spell's rank until the beginning of their next turn.

Speed 25 feet, fly 60 feet

Melee ♦ jaws +21 (magical, reach 10 feet), **Damage** 2d10+8 piercing plus sanguine knowledge

Melee ♦ claw +21 (agile, magical), **Damage** 2d8+8 slashing

Melee ♦ tail +19 (magical, reach 15 feet), **Damage** 2d12+8 bludgeoning

Ranged ♦ thoughtbarb +19 (magical, mental, range 90 feet), **Damage** 2d6+4 mental

Occult Innate Spells DC 28; **5th** *dispel magic*, *mind probe*, *synaptic pulse*, *truespeech*; **Cantrips** (5th) *detect magic*, *read aura*



Draconic Frenzy ♦♦ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Overwhelming Proclamation whenever they score a critical hit with a Strike.

Mystic Facility The dragon can activate scrolls and wands of any tradition as if the spells they contain were occult spells.

Overwhelming Proclamation ♦♦ (mental, occult) The dragon exclaims hidden truths that only they have been able to understand, dealing 10d6 mental damage in a 30-foot cone (DC 28 basic Will save). On a critical failure, creatures are also stunned 1. The dragon can't use Overwhelming Proclamation again for 1d4 rounds.

Sanguine Knowledge The first time each encounter a dragon hits and deals damage to a creature with their jaws Strike, they receive information about the creature as if the dragon had succeeded at a check to Recall Knowledge about that creature.

ADULT SAGE DRAGON CREATURE 13

HUGE **DRAGON** **OCCULT**

Perception +26; darkvision

Languages Common, Draconic, and seven additional languages

Skills Acrobatics +20, Arcana +27, Intimidation +22, Nature +22, Occultism +27, Religion +22, Scribing Lore +24

Str +6, **Dex** +5, **Con** +3, **Int** +8, **Wis** +4, **Cha** +3

AC 34; **Fort** +22, **Ref** +24, **Will** +26; +2 status to all saves vs. spells

HP 230; **Immunities** paralyzed, sleep

Eldritch Interference (aura, occult) As young sage dragon, but DC 30.

Divert Essence (occult) As young sage dragon.

Speed 25 feet, fly 60 feet

Melee ♦ jaws +27 (magical, reach 10 feet), **Damage** 3d10+12 piercing plus sanguine knowledge

Melee ♦ claw +27 (agile, magical), **Damage** 3d8+12 slashing

Melee ♦ tail +25 (magical, reach 15 feet), **Damage** 3d12+12 bludgeoning

Ranged ♦ thoughtbarb +25 (magical, mental, range 90 feet), **Damage** 3d6+6 mental

Occult Innate Spells DC 33; **7th** *dispel magic*, *energy aegis*, *synaptic pulse*; **5th** *mind probe*, *truespeech* **Cantrips** (7th) *detect magic*, *read aura*

Draconic Frenzy ♦♦ As young sage dragon.

Draconic Momentum As young sage dragon.

Mystic Facility As young sage dragon.

Overwhelming Proclamation ♦♦ (mental, occult) As young sage dragon, but 14d6 damage and DC 33.

Reveal Shame ♦♦ (auditory, emotion, fear, mental, occult) **Requirements** The dragon has successfully Recalled Knowledge about an enemy within 90 feet; **Effect** The dragon utters an embarrassing secret about the creature, unnerving them and their allies. Every enemy within 90 feet that can hear the secret must attempt a DC 33 Will save.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is confused for 1 round and frightened 3.

Sanguine Knowledge As young sage dragon.

ANCIENT SAGE DRAGON

CREATURE 18

UNCOMMON GARGANTUAN DRAGON OCCULT

Perception +33; darkvision, *detect magic*

Languages Common, Draconic; *truespeech*

Skills Acrobatics +29, Arcana +35, Intimidation +31, Nature +31, Occultism +35, Religion +31, Scribing Lore +33

Str +10, **Dex** +6, **Con** +4, **Int** +9, **Wis** +5, **Cha** +4

AC 42; **Fort** +27, **Ref** +31, **Will** +33; +2 status to all saves vs. spells
HP 330; **Immunities** paralyzed, sleep

Eldritch Interference (aura, occult) As young sage dragon, but DC 40.

Divert Essence As young sage dragon.

Speed 25 feet, fly 90 feet

Melee ✦ jaws +35 (magical, reach 15 feet), **Damage** 3d10+18 piercing plus sanguine knowledge

Melee ✦ claw +35 (agile, magical, reach 10 feet), **Damage** 3d8+18 slashing

Melee ✦ tail +33 (magical, reach 20 feet), **Damage** 3d12+18 bludgeoning

Ranged ✦ thoughtbarb +33 (magical, mental, range 90 feet), **Damage** 3d6+10 mental

Occult Innate Spells DC 40; **9th** *detonate magic*, *dispel magic*, *synaptic pulse*; **7th** *energy aegis*; **5th** *mind probe*; **Cantrips (9th)** *read aura*; **Constant (9th)** *detect magic*, *truespeech*

Draconic Frenzy As young sage dragon.

Draconic Momentum As young sage dragon.

Mystic Facility As young sage dragon.

Overwhelming Proclamation As young sage dragon, but 19d6 damage and DC 40.

Reflexive Understanding (occult) **Frequency** once per hour; **Requirements** The dragon was targeted by a spell of 8th rank or lower in the last round; **Effect** The dragon analyzes the spell's inner workings. For the next 10 minutes, the dragon can cast the spell at the same rank as if it were one of their innate occult spells.

Reveal Shame (auditory, emotion, fear, mental, occult) As adult sage dragon, but DC 40.

Sanguine Knowledge As young sage dragon.

SAGE ARCHDRAGON

CREATURE 21

RARE GARGANTUAN DRAGON OCCULT

Perception +38; darkvision, *detect magic*

Languages Common, Draconic; *truespeech*

Skills Acrobatics +34, Arcana +40, Intimidation +36, Nature +36, Occultism +40, Religion +36, Scribing Lore +38

Str +11, **Dex** +7, **Con** +5, **Int** +10, **Wis** +6, **Cha** +5

AC 46; **Fort** +32, **Ref** +36, **Will** +38; +2 status to all saves vs. spells
HP 390; **Immunities** paralyzed, sleep

Eldritch Interference (aura, occult) As young sage dragon, but DC 44.

Divert Essence As young sage dragon.

Speed 25 feet, fly 120 feet

Melee ✦ jaws +39 (magical, reach 15 feet), **Damage** 4d10+21 piercing plus sanguine knowledge

Melee ✦ claw +39 (agile, magical, reach 10 feet), **Damage** 4d8+21 slashing

Melee ✦ tail +37 (magical, reach 20 feet), **Damage** 4d12+21 bludgeoning

Ranged ✦ thoughtbarb +37 (magical, mental, range 90 feet), **Damage** 4d6+11 mental

Occult Innate Spells DC 44; **10th** *indestructibility*; **9th** *detonate magic*, *dispel magic*, *synaptic pulse*; **7th** *energy aegis*; **5th** *mind probe*; **Cantrips (9th)** *read aura*; **Constant (9th)** *detect magic*, *truespeech*

Draconic Frenzy As young sage dragon.

Draconic Momentum As young sage dragon.

Endless Spellscapes to As young sage dragon, the dragon expends a spell inscribed on one of their scales, casting a common spell of 7th rank or lower from any tradition, using the spell's typical number of actions and their spell DC.

Mystic Facility As young sage dragon.

Overwhelming Proclamation (mental, occult) As young sage dragon, but 22d6 damage and DC 44.

Reflexive Understanding (occult) As ancient sage dragon, but spells of 9th rank or lower.

Reveal Shame (auditory, emotion, fear, mental, occult) As adult sage dragon, but DC 44.

Sanguine Knowledge As young sage dragon.

SAGE DRAGON SPELLCASTERS

Sage dragon spellcasters tend to cast the following spells.

YOUNG SAGE DRAGON

Occult Prepared Spells DC 28, attack +20; **5th** *scouting eye*, *synesthesia*; **4th** *confusion*, *dispelling globe*, *translocate*; **3rd** *haste*, *hypercognition*, *mind reading*; **2nd** *humanoid form*, *stupefy*, *translate*; **1st** *command*, *déjà vu*^{PC2}, *ill omen*; **Cantrips (5th)** *daze*, *detect magic*, *read aura*, *shield*, *sigil*

ADULT SAGE DRAGON

Occult Prepared Spells DC 33, attack +25; As young sage dragon, plus **7th** *project image*, *visions of danger*^{PC2}; **6th** *dominate*, *repulsion*, *spellwrack*; **5th** *subconscious suggestion*; **Cantrips (7th)** *daze*, *detect magic*, *read aura*, *shield*, *sigil*

ANCIENT SAGE DRAGON

Occult Prepared Spells DC 44, attack +36; As adult sage dragon, plus **9th** *foresight*, *telepathic demand*^{PC2}; **8th** *pinpoint*, *quandary*, *spiritual epidemic*^{PC2}; **7th** *spell riposte*^{PC2}; **Cantrips (9th)** *daze*, *read aura*, *shield*, *sigil*, *telekinetic hand*

ARCHDRAGON SAGE DRAGON

Occult Prepared Spells DC 48, attack +40; As ancient sage dragon, plus **10th** *manifestation*; **9th** *overwhelming presence*; **Cantrips (10th)** *daze*, *read aura*, *shield*, *sigil*, *telekinetic hand*

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Sea Dragon

Despite the name "sea dragon," these dragons are often freshwater dwellers found in or near rivers, lakes, and waterfalls.

Sea dragons reproduce like other imperial dragons, birthing live hatchlings usually one at a time, with occasional twins or triplets.



Being close to their elemental nature, sea dragons do not actually experience hunger or need to eat. Almost all partake, however, and with incredible gusto.

A sea dragon's scale and hide color are usually set at birth. The hue can range from chalk white to navy black. It's said that the body of water a sea dragon inhabits changes to match the dragon's color, rather than the other way round. This does not go so far as to make the waters supernatural in color, but a brightly colored dragon might attract underwater flora and fauna that bear similar colors.

SEA DRAGON

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Imperial sea dragons are associated with elemental water and oversee rain, storms, rivers, and oceans. They live adjacent to the civilizations of Tian Xia, ready to aid mortal affairs and prove their worth. For some sea dragons, providing assistance in matters of the weather and arcane knowledge is a duty. For others, it's a perk that leads to valuable tributes or delicious meals. Visiting petitioners are all too eager to provide, for it's said that when a sea dragon is pleased, the rain is gentle and plentiful. In contrast, when they're angered, the storm spares none from its fury.

Despite common Tian belief, civilization hardly lives at the mercy of the sea dragons, for most are subjects of kingdoms sworn to assist mortals. Most sea dragons are subjects of one of the four sea dragon kings, whose nation or united territories are based out in the Embaral Ocean, Ivory Sea, Okaiyo Ocean, and Songil Sea. Given the lack of native sea dragons on the Plane of Water, it's theorized that these kingdoms might be remnants of a mass exodus from the Boundless Sea. The sea dragon's own myths say their kings of old took oaths to escape persecution from the Elemental Lord Kelizandri. While it's uncertain if the Brackish Emperor yet seeks to exterminate the sea dragons, most uphold the sworn promise as part of their cultural heritage or in honor of their forebears.

Today, most sea dragon nations encompass large areas of inhabitable reefs with citizens of many ancestries, such as athamarus and merfolk. While sea dragons are no majority, their innate might allows them to easily secure a place among the society's elite. A great number can trace their lineage to the ruling family of one nation or another. While such illustrious backgrounds impart a great sense of pride, it also makes many sea dragons spoiled and fickle. They're difficult to please despite their eagerness to help. Young sea dragons often experience a cultural shock when they first venture out. Fortunately, most quickly adapt and learn from their mistakes and disappointments, and grow to be far more considerate of their neighbors.

Due to their frequent interactions, sea dragon logic operates much like that of the mortals they assist. The common people generally feel sea dragons are the most approachable of the imperial dragons, in comparison to the lofty sovereign dragons, sky dragon hermits, hostile forest dragons, or sly underworld dragons. They also have a keen understanding of mortal woes, especially those associated with living off the land. Other imperial dragons share the same assessment on the sea dragons' social skills and employ them to serve as diplomats, intermediaries, and negotiators. The one task that sea dragons don't appear to

participate in is communication with Tian Xia's celestials, whose bureaucracy the dragons find too tedious to navigate.

Those sea dragons who live independently of the monarchies have a more fearsome reputation with their threats of floods and storms. A number of these dragons are not born as usual. Rather, they simply manifest in natural bodies of water spontaneously. These "hatchlings of nature" possess strong instincts and even some innate knowledge, such that they can flourish easily on their own. Exposure to society with or without dragons—or lack of exposure at all—then shapes their behavior and attitude. Even the sea dragons themselves have yet to ascertain where these dragons come from. Some theorize the phenomenon to be a special method of reproduction within the water cycle's elemental energy, while others say it's more like reincarnation, as sea dragons are said to dissolve into water upon death.

As hatchlings, most sea dragons have fur or hair where their fins and spines will later grow. While most shed by their fifties or later, many river-dwelling dragons keep their hair and fur well into their ancient years. This is a conscious process and choice, reportedly undertaken by dragons who wish to look more austere than their peers, who otherwise grow vibrant coral-like crowns to mark their (distant) noble heritage and wealthy background.

Sea dragons are used to living in luxury and opulence. Even seemingly austere sea dragons often possess elegant furniture or possessions that are worth a nation's ransom. Perhaps the only sea dragons who truly eschew luxuries are the mysterious hermit wizards and sorcerers that live in the ocean's deepest trenches.

Sea dragons are notorious for their materialism as well as their gluttony. While many dragons do learn to forage or hunt, most develop a taste for gourmet food cooked by mortal creatures. Knowledge of a sea dragon's favorite type of food has often been exploited for good and ill, whether to pacify a dragon terrorizing settlements or bribe a corrupt dragon into ignoring their duties.

YOUNG SEA DRAGON

CREATURE 8

LARGE AMPHIBIOUS ARCANE DRAGON WATER

Perception +15; darkvision, wavesense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Thalassic

Skills Acrobatics +16, Arcana +14, Athletics +19, Deception +14, Intimidation +16, Nature +15, Society +14, Stealth +16, Survival +13

Str +5, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +2

AC 26, fed by metal; **Fort** +17, **Ref** +18, **Will** +15

HP 140; **Immunities** paralyzed, sleep

Countered by Earth If the sea dragon is targeted by a spell with the earth trait, Liquefy ends and they can't use it until the end of their next turn.

Fed by Metal (arcane) When a sea dragon is damaged by a spell or unarmed Strike of a creature with the metal trait, or a metallic weapon, the dragon's scales transform and grant them a +1 item bonus to AC until the start of their next turn.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 24 (page 228)

Liquefy ⤵ (arcane, water) **Trigger** The dragon takes fire damage; **Effect** The dragon turns momentarily into water while maintaining their shape. They gain fire resistance 10, including against the triggering effect, until the end of their next turn.

Speed 30 feet, fly 100 feet, swim 50 feet; *water walk*

Melee ⬥ jaws +20 (reach 10 feet), **Damage** 2d10+11 piercing plus hyponatremia

Melee ⬥ claw +20 (agile), **Damage** 2d8+11 slashing plus Grab (*Monster Core* 359)

Melee ⬥ tail +20 (reach 20 feet), **Damage** 2d8+11 bludgeoning plus Grab (*Monster Core* 359)

Arcane Innate Spells DC 26; **2nd** *environmental endurance* (self only); **1st** *create water*; **Constant (2nd)** *water walk*

Black Water Breath ⬥⬥ (arcane, water) The dragon shoots a ball of water that deals 9d6 bludgeoning damage in a 20-foot burst within 40 feet (DC 26 basic Reflex save). All non-magical fire in the radius is extinguished. The dragon can't use Black Water Breath again for 1d4 rounds.

Coiling Frenzy ⬥⬥ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon can attempt to Grab the target with that limb as a free action. The dragon can have up to three creatures grabbed or restrained at a time; one in each of their front claws, and a third with their tail.

Constrict ⬥ 2d8+6 bludgeoning, DC 26 (*Monster Core* 358)

Draconic Momentum The dragon recharges their Black Water Breath whenever they score a critical hit with a Strike.

Hyponatremia (water) A living creature that takes damage from the sea dragon's jaws Strike must succeed at a DC 26 Fortitude save or become sickened 1 as a surge of excess water floods its body.

ADULT SEA DRAGON

CREATURE 12

HUGE AMPHIBIOUS ARCANE DRAGON WATER

Perception +21; darkvision, wavesense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Sussuran, Thalassic

Skills Acrobatics +23, Arcana +18, Athletics +26, Deception +19, Intimidation +21, Nature +22, Society +18, Stealth +18, Survival +20

Str +6, **Dex** +5, **Con** +4, **Int** +2, **Wis** +4, **Cha** +3

AC 32, fed by metal; **Fort** +22, **Ref** +25, **Will** +20

HP 225; **Immunities** paralyzed, sleep

Countered by Earth As young sea dragon.

Fed by Metal (arcane) As young sea dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 30 (page 228)

Vortex (aura, water) 40 feet. Water in the aura that's also in the same body of water as the dragon is difficult terrain for Swimming creatures who don't have the water trait.

Liquefy ⤵ (arcane, water) As young sea dragon, except fire resistance 15.

Speed 40 feet, fly 120 feet, swim 60 feet; *water walk*

Melee ⬥ jaws +26 (magical, reach 15 feet), **Damage** 3d10+12 piercing plus hyponatremia

Melee ⬥ claw +26 (agile, magical, reach 10 feet), **Damage** 3d8+12 slashing plus Grab (*Monster Core* 359)

Melee ⬥ tail +26 (reach 20 feet), **Damage** 3d8+12 bludgeoning plus Grab (*Monster Core* 359)

Arcane Innate Spells DC 32; **2nd** *create water* (at will), *environmental endurance* (self only); **1st** *create water*; **Constant (2nd)** *water walk*

Rituals DC 32; **8th** *control weather* (doesn't require secondary casters)

Black Water Breath ⬥⬥ (arcane, water) As young sea dragon but 13d6 bludgeoning damage in a 25-foot burst within 50 feet (DC 32 basic Reflex save).

Coiling Frenzy ⬥⬥ As young sea dragon.

Draconic Momentum As young sea dragon.

Greater Constrict ⬥ 3d8+6 bludgeoning, DC 30 (*Monster Core* 359)

Hyponatremia (water) As young sea dragon, but DC 32.

ANCIENT SEA DRAGON

CREATURE 17

UNCOMMON GARGANTUAN AMPHIBIOUS ARCANE DRAGON WATER

Perception +30; darkvision, wavesense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Empyrean, Sussuran, Thalassic
Skills Acrobatics +32, Arcana +26, Athletics +33, Deception +25, Intimidation +27, Nature +28, Society +26, Stealth +32, Survival +26

Str +8, **Dex** +7, **Con** +5, **Int** +3, **Wis** +5, **Cha** +4

AC 39, fed by metal; **Fort** +29, **Ref** +32, **Will** +27; +1 status to all saves vs. magic

HP 350; **Immunities** paralyzed, sleep

Countered by Earth As young sea dragon.

Fed by Metal (arcane) As young sea dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 36 (page 228)

Vortex (aura, water) 40 feet. As adult sea dragon.

Liquefy ⤵ (arcane, water) As young sea dragon, except fire resistance 20.

Speed 50 feet, fly 140 feet, swim 70 feet; *water walk*

Melee ⬥ jaws +32 (magical, reach 20 feet), **Damage** 3d12+16 piercing plus hyponatremia

Melee ♦ claw +32 (agile, magical, reach 15 feet), **Damage** 3d10+16 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +32 (reach 25 feet), **Damage** 3d10+16 bludgeoning plus Grab (*Monster Core* 359)

Arcane Innate Spells DC 38; **5th** *control water, create water* (at will); **3rd** *environmental endurance* (self only); **Constant** (2nd) *water walk*

Rituals DC 38; **8th** *control weather* (doesn't require secondary casters)

Black Water Breath ♦♦ (arcane, water) As young sea dragon, but 18d6 bludgeoning damage in a 30-foot burst within 60 feet (DC 38 basic Reflex save).

Coiling Frenzy ♦♦ As young sea dragon.

Draconic Momentum As young sea dragon.

Greater Constrict ♦ 3d10+8 bludgeoning, DC 38 (*Monster Core* 359)

Hyponatremia (water) As young sea dragon, but DC 38 and sickened 2.

Tidal Wave ♦♦♦ (arcane, manipulate, water) **Frequency** once per 10 minutes; **Effect** The dragon slams their body down, sending a towering wave outward. This wave deals 10d12 bludgeoning damage in a 90-foot emanation. Each creature in the area must attempt a DC 38 Reflex save. Structures and unattended objects in the area take full damage with no saving throw.

Critical Success The creature takes no damage but is pushed 30 feet from the dragon.

Success The creature takes half damage and is pushed 60 feet from the dragon.

Failure The creature takes full damage, is pushed 120 feet from the dragon, and falls prone.

Critical Failure As failure, but double damage.

SEA ARCHDRAGON

CREATURE 20

RARE GARGANTUAN AMPHIBIOUS ARCANE DRAGON WATER

Perception +36; darkvision, wavesense (imprecise) 60 feet (page 230)

Languages Common, Draconic, Emyrean, Sussuran, Thalassic; *truespeech*

Skills Acrobatics +38, Arcana +26, Athletics +40, Deception +33, Intimidation +34, Nature +35, Society +33, Stealth +36, Survival +33

Str +10, **Dex** +8, **Con** +6, **Int** +5, **Wis** +6, **Cha** +6

AC 44, fed by metal; **Fort** +34, **Ref** +38, **Will** +33; +2 status to all saves vs. magic

HP 450; **Immunities** paralyzed, sleep

Countered by Earth As young sea dragon.

Fed by Metal (arcane) As young sea dragon, except +2 item bonus to AC.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 42 (page 228)

Vortex (aura, water) 40 feet. As adult sea dragon.

Liquefy ♫ (arcane, water) As young sea dragon, except fire resistance 25.

Speed 60 feet, fly 160 feet, swim 80 feet; *water walk*

Melee ♦ jaws +37 (magical, reach 25 feet), **Damage** 4d12+18 piercing plus hyponatremia

Melee ♦ claw +37 (agile, magical, reach 20 feet), **Damage** 4d10+18 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +37 (reach 30 feet), **Damage** 4d10+18 bludgeoning plus Grab (*Monster Core* 359)

Arcane Innate Spells DC 42; **5th** *control water, create water* (at will); **3rd** *environmental endurance* (self only); **Constant** (5th) *truespeech, water walk*

Rituals DC 42; **8th** *control weather* (doesn't require secondary casters)

Black Water Breath ♦♦ (arcane, water) As young sea dragon, but 21d6 bludgeoning damage in a 40-foot burst within 80 feet (DC 42 basic Reflex save).

Coiling Frenzy ♦♦ As young sea dragon.

Draconic Momentum As young sea dragon.

Greater Constrict ♦ 4d10+8 bludgeoning, DC 42 (*Monster Core* 359)

Hyponatremia (water) As ancient sea dragon, but DC 42.

Tidal Wave ♦♦♦ (arcane, manipulate, water) As ancient sea dragon, but 11d12 bludgeoning damage (DC 42 Reflex save).

Typhoon Fling ♦♦ (air, arcane, water) **Frequency** once per hour; **Effect** The dragon Flies up to half its Fly speed. All creatures the dragon passes within 10 feet of must attempt a DC 42 Fortitude save or be blown 120 feet up in the air and then fall, taking fall damage as appropriate. Creatures already airborne add their current height to the distance fallen.

SEA DRAGON SPELLCASTERS

Sea dragon spellcasters are likely to cast the following spells.

YOUNG SEA DRAGON

Arcane Prepared Spells DC 26, attack +18; **3rd** *feet to fins, haste, wall of wind*; **2nd** *laughing fit, resist energy, water breathing*; **1st** *air bubble, grease, grim tendrils*; **Cantrips** (3rd) *detect magic, message, prestidigitation, read aura, shield*

ADULT SEA DRAGON

Arcane Prepared Spells DC 32, attack +24; As young sea dragon, plus **5th** *mariner's curse, truespeech, wall of ice*; **4th** *dispelling globe, translocate, vapor form*; **Cantrips** (5th) *detect magic, message, prestidigitation, read aura, shield*; **Rituals** DC 32; *commune*

ANCIENT SEA DRAGON

Arcane Prepared Spells DC 38, attack +30; As adult sea dragon, plus **8th** *desiccate, disappearance, pinpoint*; **7th** *energy aegis, project image, spell riposte*^{PC2}; **6th** *phantasmal calamity, repulsion, truesight*; **Cantrips** (8th) *detect magic, message, prestidigitation, read aura, shield*; **Rituals** DC 38; *commune*

SEA ARCHDRAGON

Arcane Prepared Spells DC 42, attack +34; As ancient sea dragon, plus **10th** *cataclysm, manifestation*; **9th** *foresight, wrathful storm*; **Cantrips** (10th) *detect magic, message, prestidigitation, read aura, shield*; **Rituals** DC 42; *commune*

Sky Dragon

Most sky dragons are white, the color of clouds. The blue coloration that most see comes from their translucent scales scattering light.

sky dragon scales resemble glass in texture. Closer inspection reveals small fragments of metal inside these scales, similar to suspended glitter or metallic powder.

sky dragons go to great lengths to hide their identity, and only reveal their draconic nature when they feel safe to do so.



When young, sky dragons are dispassionate and thoughtful. The older they grow, the less inhibited and more playful they become. Hatchlinghood is a very somber period of life; living long is worth celebrating.

A few sky dragons do have a very light hue of color to them. In such cases, the dragon's mane and hair usually indicate what that color is.



SKY DRAGON

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When the imperial dragons first arrived in the Universe, each was well-attuned to the elemental planes they hailed from. As the war between the Elemental Lords raged on and the benevolent lords fell one by one, the Planes of Metal and Wood sealed themselves away. For the dragons who originated from the Corroded Core, their very existence was now at stake. These dragons flew from mountaintop to mountaintop, seeking refuge from the then-perilous Tian Xia overrun by warring yaoguai. Finally, upon the mountain peaks of Chenlun, Gossamer, Kelsang, Kimu, Kullan, Kyojin, and the Wall of Heaven, celestial beings answered the dragons' cries for help. What the dragons no longer had in elemental metal, these celestials provided through divine blessings and essence. With their nature changed, the dragons as a species survived. In time, their proximity to the sky and the deities they serve became their namesake. Their past as elemental metal dragons became but a faded memory and creation myth for all but the sky dragons themselves to remember.

The sky dragons proved their gratitude with eternal service. Some became infused with the planar energies of the gods they served, becoming massive and powerful; many were among the progenitors of the modern empyreal dragon. Others stayed in the Universe, practicing their faith and perfecting the divine arts over life and spirit. Rare indeed are sky dragons who strike out on their own, wielding non-divine powers on missions unrelated to a greater will. The few who do retain much of their reclusive and contemplative nature, at least during their younger years.

With the recent return of the Plane of Metal, there have been careful inquiries about sky dragons' connection to that plane. Some wonder if they might find surviving distant relations. These inquiries are not out of curiosity, but need. While being empowered by celestial beings gave the sky dragons the power to defend themselves, it didn't solve the issue of elemental deficiency. Worse, the deficiency continues despite the Corroded Core's return. Sky dragon hatchlings, from eggs or live birth, are born vulnerable, with only patches of scales or none at all. Even with exposure to large deposits of mineral or salt veins (which serve as magnets and reservoirs for elemental metal energy), it can take decades before a hatchling's scales toughen to the point that they have adequate protection to leave the lair. If the Plane of Metal has an answer to this issue—either locations that might serve as a safe birthing or hatching grounds or a way to restore the dragon's ability to absorb ambient elemental energy—it's of utmost importance that all sky dragons learn of the method and opportunity.

The need for mineral deposits plus the defenselessness of their young greatly limits the locations where sky dragons

build their lairs. That competition was and remains quite fierce on the flatlands, which is why sky dragons took to the mountains. Most lairs today are isolated temples carved deep into the mountains, founded by the forebears of a sky dragon's family millennia ago. The most reclusive of these families ensure their homes are reachable only by flight, though a few have made theirs more accessible to assist those in need of divine elucidation.

The few visitors who've had the privilege of entering a sky dragon's lair report they're bereft of the wealth most dragons covet. There might be a few ancient religious relics or antiques of great value simply due to their age, but sky dragons don't desire treasure or material goods. Rather, they seek religious knowledge and enlightenment. Most lairs have a vast collection of religious texts, and sky dragons spend much of their time reciting or transcribing them.

Given that they can't efficiently absorb elemental energy, sky dragons are one of the few imperial dragons that must eat, however sparingly. Most families have developed high-altitude or cave farming techniques that allow them to have a plant-based diet. They don't keep livestock, reportedly due to a historical fallout and compromise with the forest dragons. The few sky dragons who choose to consume meat hunt, usually for large animals that can be found in the mountains. Older dragons who perfect their hunting skills also take to the skies to ambush aerial swarms of birds or similar prey. Their children are often waiting a distance below, both ready to eat and learning by example. Sky dragons of sufficiently advanced age are also able to feed off lightning as a substitute to elemental metal. Archdragons especially can master their control over electricity such that they regain a semblance of the might that elemental metal dragons once possessed. Since their aerial hunting and the capturing of lightning is conducted in the sky, these imperial dragons are some of the most witnessed in Tian Xia.

Given the connection sky dragons have with the divine, most imperial dragons choose to respect the sky dragons' discretion even when they suspect there's something more to their mysterious and pensive acquaintance. Out in open dragon society, sky dragons are almost always found in religious roles and serve as ambassadors to celestials, spirits, and the dead. Strangely, out of all the religious services they can provide, healing is not often one of them. Whether this is a philosophic choice to not interfere with life as it was planned by divinity or some quirk of their lingering elemental deficiency is uncertain. Death is rather strange for the sky dragons, as they leave no remains upon dying. Some say they become air. Others report they dissolve into shiny dust. Attempts to ask about this topic have resulted

in electrocution, enough that it has become a bit of a superstition in some cultures to avoid talking about death altogether when before a sky dragon.

Among humanoids, sky dragons have historically acted in an advisory role. For some young sky dragons, this is a mandatory pilgrimage and trial they undertake to come of age. Many consider sky dragons to be mystics who magically have all the answers to their problems. Sky dragons know all too well that they're not. They try, nonetheless, to make use of their distance from civil affairs to better see the whole picture and consider ramifications.

YOUNG SKY DRAGON

CREATURE 9

LARGE **DIVINE** **DRAGON** **ELECTRICITY** **METAL**

Perception +19; darkvision, mist vision, scent (imprecise) 60 feet

Languages Common, Draconic, Sussuran, Talican

Skills Acrobatics +16, Athletics +19, Deception +16, Intimidation +18, Religion +20, Society +18, Stealth +18, Survival +17

Str +6, **Dex** +1, **Con** +3, **Int** +1, **Wis** +4, **Cha** +3

Mist Vision Fog and mist don't impair a sky dragon's vision; they ignore the concealed condition from fog and mist.

AC 28; **Fort** +18, **Ref** +16, **Will** +21

HP 155; **Immunities** electricity, paralyzed, sleep

Countered by Fire If the sky dragon takes fire damage, the elemental magic of metal within them is tempered. Until the end of their next turn, they take a -1 circumstance penalty to attack rolls and AC, and their jaws Strikes don't deal electricity damage. This limitation ends if the dragon uses Steel Lightning Breath.

Fed by Earth (divine) When a sky dragon is targeted by an earth spell or effect, they crystallize the minerals in their scales to create a light-bending or light-scattering layer for camouflage. For 1 minute, the dragon is concealed while flying.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 26 (page 228)

Speed 30 feet, fly 120 feet

Melee ♦ jaws +21 (electricity, magical, reach 10 feet), **Damage** 2d6+12 piercing plus 1d12 electricity

Melee ♦ claw +21 (agile, magical), **Damage** 2d4+12 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +19 (magical, reach 20 feet), **Damage** 2d10+12 bludgeoning plus Grab (*Monster Core* 359)

Divine Innate Spells DC 28; **2nd** invisibility; **1st** gentle landing, gust of wind

Coiling Frenzy ♦♦ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon can attempt to Grab the target with that limb as a free action. The dragon can have up to three creatures grabbed or restrained at a time; one in each of its front claws, and a last with their tail.

Constrict ♦ 2d6+6 bludgeoning, DC 26 (*Monster Core* 358)



Draconic Momentum The dragon recharges Steel Lightning Breath whenever they score a critical hit with a Strike.

Perfected Flight A sky dragon can hover in place without spending an action, and they automatically succeed at all Acrobatics checks to Maneuver in Flight.

Steel Lightning Breath ♦♦ (divine, electricity) The dragon shoots a ball of electricity that deals 5d12 electricity damage in a 20-foot burst within 40 feet (DC 28 basic Reflex save). They can't use Steel Lightning Breath again for 1d4 rounds.

ADULT SKY DRAGON

CREATURE 13

HUGE **DIVINE** **DRAGON** **ELECTRICITY** **METAL**

Perception +24; darkvision, mist vision, scent (imprecise) 60 feet

Languages Common, Diabolic, Draconic, Empyrean, Sussuran, Talican

Skills Acrobatics +21, Athletics +26, Deception +21, Intimidation +23, Religion +27, Society +21, Stealth +21, Survival +19

Str +7, **Dex** +2, **Con** +4, **Int** +2, **Wis** +5, **Cha** +4

Mist Vision As young sky dragon.

AC 34; **Fort** +23, **Ref** +21, **Will** +26; +1 status to all saves vs. magic

HP 235; **Immunities** electricity, paralyzed, sleep

Countered by Fire As young sky dragon.

Fed by Earth (divine) As young sky dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 31 (page 228)

Speed 40 feet, fly 140 feet

Melee ♦ jaws +27 (magical, reach 15 feet), **Damage** 3d8+13 piercing plus 2d12 electricity

Melee ♦ claw +27 (agile, magical, reach 10 feet), **Damage** 3d6+13 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +25 (magical, reach 25 feet), **Damage** 3d10+13 bludgeoning plus Grab (*Monster Core* 359)

Divine Innate Spells DC 33; **4th** vapor form; **2nd** invisibility; **1st** gentle landing, gust of wind

Coiling Frenzy ♦♦ As young sky dragon.

Draconic Momentum As young sky dragon.

Divine Lightning (divine, holy) **Requirements** The dragon worships a deity whose sanctification entry lists "holy"; **Effect** The sky dragon channels divine power through its attacks, making them more effective against the unholy. Any electricity damage it deals becomes spirit damage against unholy creatures.

Greater Constrict ♦ 3d8+6 bludgeoning, DC 33 (*Monster Core* 359)

Perfected Flight As young sky dragon.

Steel Lightning Breath ♦♦ (divine, electricity) As young sky dragon, but 25-foot burst within 50 feet, 8d12 electricity damage, and DC 33.

ANCIENT SKY DRAGON

CREATURE 18

UNCOMMON **GARGANTUAN** **DIVINE** **DRAGON** **ELECTRICITY** **METAL**

Perception +32; darkvision, mist vision, scent (imprecise) 60 feet

Languages Common, Diabolic, Draconic, Empyrean, Sussuran, Talican

Skills Acrobatics +28, Athletics +34, Deception +28, Intimidation +32, Religion +35, Society +26, Stealth +28, Survival +28

Str +8, **Dex** +4, **Con** +5, **Int** +4, **Wis** +6, **Cha** +6

Mist Vision As young sky dragon.

AC 42; **Fort** +31, **Ref** +28, **Will** +32; +1 status to all saves vs. magic
HP 335; **Immunities** electricity, paralyzed, sleep

Countered by Fire As young sky dragon.

Fed by Earth (divine) As young sky dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 38 (page 228)

Speed 60 feet, fly 160 feet

Melee ♦ jaws +35 (magical, reach 15 feet), **Damage** 3d10+16 piercing plus 3d12 electricity

Melee ♦ claw +35 (agile, magical, reach 10 feet), **Damage** 3d8+16 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +33 (magical, reach 25 feet), **Damage** 3d12+16 bludgeoning plus Grab (*Monster Core* 359)

Divine Innate Spells DC 40; **4th** *vapor form, invisibility; 1st gentle landing, gust of wind*

Coiling Frenzy ♦♦ As young sky dragon.

Draconic Momentum As young sky dragon.

Divine Lightning (divine, holy) As adult sky dragon.

Greater Constrict ♦ 3d10+8 bludgeoning, DC 40 (*Monster Core* 359)

Perfected Flight As young sky dragon.

Steel Lightning Breath ♦♦ (divine, electricity) As young sky dragon, but 30-foot burst within 60 feet, 10d12 electricity damage, and DC 40.

Stunning Electricity ♦♦ (divine, electricity, incapacitation)
The dragon rapidly coils, then unleashes crackling lightning that deals 5d12 electricity damage in a 60-foot emanation. Each creature in the area must attempt a DC 40 Fortitude save; regardless of the outcome, the creature then becomes temporarily immune for 10 minutes.

Critical Success The creature is unaffected.

Success The creature takes half damage and is stunned 1.

Failure The creature takes full damage, is stunned for 1 round, and can't fly for 4 rounds.

Critical Failure The creature takes double damage, is stunned for 2 rounds, and can't fly for 1 minute.

SKY ARCHDRAGON

CREATURE 21

RARE GARGANTUAN DIVINE DRAGON ELECTRICITY METAL

Perception +38; darkvision, mist vision, scent (imprecise) 60 feet
Languages Common, Diabolic, Draconic, Empyrean, Sussuran, Talican

Skills Acrobatics +35, Athletics +39, Deception +34, Intimidation +39, Religion +40, Society +34, Stealth +34, Survival +33

Str +9, **Dex** +4, **Con** +5, **Int** +4, **Wis** +6, **Cha** +6

Mist Vision As young sky dragon.

AC 46; **Fort** +35, **Ref** +33, **Will** +39; +2 status to all saves vs. magic
HP 400; **Immunities** electricity, paralyzed, sleep

Countered by Fire As young sky dragon.

Fed by Earth (divine) As young sky dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 42 (page 228)

Speed 75 feet, fly 175 feet

Melee ♦ jaws +39 (magical, reach 25 feet), **Damage** 4d10+18 piercing plus 3d12 electricity

Melee ♦ claw +39 (agile, magical, reach 20 feet), **Damage** 4d8+18 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +37 (magical, reach 40 feet), **Damage** 4d12+18 bludgeoning plus Grab (*Monster Core* 359)

Divine Innate Spells DC 44; **5th** *truespeech; 4th* *vapor form, invisibility; 1st* *gentle landing, gust of wind*

Coiling Frenzy ♦♦ As young sky dragon.

Draconic Momentum As young sky dragon.

Divine Lightning (divine, holy) As adult sky dragon.

Greater Constrict ♦ 4d10+10 bludgeoning, DC 44 (*Monster Core* 359)

Metallic Strikes The sky archdragon's jaws and claw Strikes counts as any metal for the purposes of calculating immunities, resistances, and weaknesses.

Perfected Flight As young sky dragon.

Steel Lightning Breath ♦♦ (divine, electricity) As young sky dragon, but a 40-foot burst within 75 feet, 12d12 electricity damage, and DC 44.

Stunning Electricity ♦♦ (divine, electricity, incapacitation) As ancient sky dragon, but 5d12 electricity damage and DC 44.

SKY DRAGON SPELLCASTERS

Sky dragon spellcasters tend to cast the following spells.

YOUNG SKY DRAGON

Divine Prepared Spells DC 28, attack +20; **4th** *dispel magic, divine wrath, read omens; 3rd* *dream message, heroism, locate; 2nd* *augury, translate, create food; 1st* *alarm, bless, sanctuary; Cantrips (4th)* *detect magic, divine lance, read aura, shield, stabilize; Rituals* DC 28; *consecrate*

ADULT SKY DRAGON

Divine Prepared Spells DC 33, attack +25; As young sky dragon, plus **6th** *blessed boundary, spirit blast, truesight; 5th* *banishment, scouting eye, truespeech; Cantrips (6th)* *detect magic, divine lance, read aura, shield, stabilize; Rituals* DC 33; *atone*

ANCIENT SKY DRAGON

Divine Prepared Spells DC 40, attack +32; As adult sky dragon, plus **8th** *canticle of everlasting grief, divine decree, pinpoint; 7th* *energy aegis, interplanar teleport, sunburst; Cantrips (9th)* *detect magic, divine lance, read aura, shield, stabilize; Rituals* DC 42; *collective memories*

SKY ARCHDRAGON

Divine Prepared Spells DC 44, attack +36; As ancient sky dragon, plus **10th** *cataclysm, gate; 9th* *falling stars, wrathful storm; Cantrips (10th)* *detect magic, divine lance, read aura, shield, stabilize; Rituals* DC 44

Sovereign Dragon

Almost all sovereign dragons today descend from a shared ancestor: the first empress of Xa Hoi, Pham Toan Nguyen. There were other sovereign dragon families once, though most perished during Lung Wa's reign and lust for dragon hunting.

Unlike other imperial dragons, whose talons sprout or separate as they grow older, sovereigns are born with all five talons intact.

Some sovereign dragons choose to exclusively give birth while in their humanoid forms. These "birthlings" are born of the ancestry of their birth parent's humanoid form, with a few draconic traits such as draconic eyes or a mane.

Almost all sovereign dragons have golden scales, with hair and mane red as the vivid sunset.

Sovereign dragons are known for their martial traditions, especially in the practice of wearing armor, which they start at the hatchling stage. The armor is custom-fitted and gilded to match the color of their hide.

Portions of the sovereign dragon's body are scaleless, leading to the long tradition of these dragons wearing carefully crafted armor. This explains their preference for being in humanoid form, which would conceal this flaw altogether.





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There were supposedly dragons of pure elemental earth, once. These were imperial dragons who, like their other elemental counterparts, came to the Universe, lived, and died, their bodies becoming part of the continent. As fire became lava, wood became forests, water the seas, lakes, and rivers, and metal the veins of precious minerals, so earth became the land, the stone, the mountains. By way of logic, if there exist such environments and entities today, then earth dragons must exist too. Or have existed, once upon a primeval time.

And yet among the imperial dragons today there are only sovereign dragons, who leave serpentine skeletons behind upon death in place of rock, stone, or land. The dragons' innate spellcasting, weakness to unheated iron, and other traits highly suggest that they're associated with elemental earth. The rest of their powers have little to no such association, instead centered on the mysteries of the metaphysical spirit and mind.

There's no clear explanation for why sovereign dragons are the way they are today. Some guess it might have been a deal to fulfill personal ambition, to go from those tasked with selecting rulers to becoming the rulers themselves. Others wonder if the lands of Tian Xia were corrupted in the past, and the earth dragons walked away from their elemental natures to save themselves. Perhaps they too became empyreal dragons, but then returned to the lands of mortals when no suitable ruler rose to the throne.

Given the importance of armor to sovereign dragons, most have a member of the extended family trained in blacksmithing each generation to fulfill this need. Such a dragon armorer is required to take on an oath of silence, reportedly so they cannot betray any weaknesses inherent in the armor they create. The practice is also said to commemorate Pham Toan Nguyen being gifted a set of armor upon her coronation by her unnamed father, who was unable to attend the ceremony.

Despite their preference for humanoid forms, a sovereign dragon's personality is undoubtedly the most draconic out of all the imperial dragons. When a sovereign dragon has a desire, they efficiently use their power to achieve the result they want. In favorable terms, they're paragons of leadership and dignity and can set a great example to other rulers. In unsavory terms, they're arrogant, callous, demeaning, and sometimes insist on being an authority of a subject, only to then delegate responsibility to the actual expert.

While tempers might flare over who is in charge among sovereign dragons themselves, this is often easily defused as they're quick to organize based on age, experience, or merit. With other creatures, it's rather fortunate that most—dragons or not—tend to have a great impression

of sovereign dragons on first meeting. It's not uncommon for sovereign dragons to navigate society with ease, thus becoming the face or leader of a group. Their allure and charisma do appear to have a magical element to it, though how it works depends on the dragon. Some take great pains to direct their magic toward enhancing their natural charm and skills. Others use it to bolster others and gain favor that way. A few are far more unscrupulous, willing to manipulate the minds and wills of other creatures to get what they want. Fortunately, as most sovereign dragons are part of the extended Xa Hoi royal family, they're governed by not only Xa Hoi's laws even when beyond the country's borders, but also by an extensive family creed. Breaking the laws or creeds comes with a host of punishments, from lost privileges to imprisonment or permanent exile.

Exile might as well be a death sentence, for sovereign dragons are urban creatures. While not all sovereign dragons are extroverted, they have a great need of social interaction outside of family. Most therefore try to establish a large network of contacts from all walks of life. Dragons who find someone of exceptional talent are inclined to recruit the person as an underling. This tendency is sometimes mocked by the other imperial dragons, who accuse sovereigns of having a "people collecting" problem—in some ways, one could say they prefer a horde over a hoard. The insult often falls flat, as sovereigns rather pride themselves in having a skilled artist, bodyguard, or scholar as a companion.

Like sky dragons, sovereign dragons also need to eat due to their detachment from their elemental roots. Their diet is more carnivorous in comparison to other dragons, though this does appear to be a case of picky eating rather than necessity. Out of all foods, game meat and alcohol are a common favorite. Many dragons therefore take up brewing or hunting as a skill. Otherwise, cooking and eating are important social interactions and events for sovereign dragons, especially among family members.

The preferred lairs of sovereign dragons are large sprawling estates, which they share with immediate or extended families. That said, not all sovereign dragons are open about their draconic nature or move among humanity as dragons. Those who prefer to keep a low profile live as humanoids above the surface, while the vast complex underground allows them to be at ease in their draconic forms. These structures are just as elaborate as their mansion above and contain a locked vault used to store the families' organized and priceless treasures. Beyond mansions, many sovereign dragon families also own private hunting lands, which they use both for hunting and general martial training.

YOUNG SOVEREIGN DRAGON

CREATURE 11

LARGE **DRAGON** **EARTH** **OCCULT**

Perception +22; darkvision, sanctified sight, scent (imprecise) 60 feet

Languages Common, Diabolic, Draconic, Emyrean

Skills Acrobatics +18, Athletics +22, Deception +21, Diplomacy +25, Intimidation +23, Occultism +18, Society +20, Stealth +18, Survival +20

Sanctified Sight The dragon can automatically detect if a creature, effect, or item is sanctified, and whether it's holy or unholy.

Str +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +5, **Cha** +6

AC 31; **Fort** +22, **Ref** +18, **Will** +24; +1 status to all saves vs. magic

HP 195; **Immunities** paralyzed, sleep;

Weakness cold iron 10; **Resistances** mental 10

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28 (page 228)

Violent Retort **Trigger** A creature within the sovereign dragon's reach critically hits the dragon; **Effect** The sovereign dragon makes a claw or tail Strike against the creature, after applying all the effects of the critical hit to the dragon.

Speed 40 feet, fly 120 feet

Melee **✦** jaws +24 (magical, reach 10 feet), **Damage** 2d8+13 piercing plus 1d6 mental

Melee **✦** claw +24 (agile, magical), **Damage** 2d6+13 slashing plus Grab (*Monster Core* 359)

Melee **✦** tail +22 (magical, reach 15 feet), **Damage** 2d10+13 bludgeoning plus Grab (*Monster Core* 359)

Occult Innate Spells DC 30; **6th** shape stone, suggestion (at will)

Change Shape **✦** (concentrate, polymorph) The dragon takes on the appearance of any Large or smaller humanoid. This doesn't change their Speed or attack and damage bonuses with their Strikes but might change the damage type their Strikes deal (typically to bludgeoning).

Coiling Frenzy **✦✦** The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon can attempt to Grab the target with that limb as a free action. The dragon can have up to three creatures grabbed or restrained at a time; one in each of their front claws, and a third with their tail.

Constrict **✦** 2d8+7 bludgeoning, DC 26 (*Monster Core* 358)

Draconic Momentum The dragon recharges Sovereign's Rebuke whenever they score a critical hit with a Strike.

Gleaming Armor **✦** (light, occult) **Frequency** once per hour; **Effect** The dragon's armor glows with a golden light. The dragon gains a +2 status bonus to AC and resistance 10 to acid, cold, electricity, fire, and sonic damage. Each enemy in a 20-foot emanation must succeed at a DC 30 Fortitude save or be dazzled. All these effects last until the end of the dragon's next turn.

Sovereign's Rebuke **✦✦** (mental, occult) The dragon unleashes a roar charged with psychic energy, dealing 12d6 mental

damage in a 30-foot cone (DC 30 basic Will save). The dragon can't use Sovereign's Rebuke again for 1d4 rounds.

ADULT SOVEREIGN DRAGON

CREATURE 15

HUGE **DRAGON** **EARTH** **OCCULT**

Perception +29; darkvision, sanctified sight, scent (imprecise) 60 feet

Languages Chthonian, Common, Diabolic, Draconic, Emyrean; *truespeech*

Skills Acrobatics +25, Athletics +31, Deception +28, Diplomacy +32, Intimidation +30, Occultism +25, Society +27, Stealth +25, Survival +27

Sanctified Sight As young sovereign dragon.

Str +8, **Dex** +4, **Con** +6, **Int** +4, **Wis** +6, **Cha** +7

AC 37; **Fort** +27, **Ref** +23, **Will** +29; +1 status to all saves vs. magic

HP 275; **Immunities** paralyzed, sleep;

Weakness cold iron 15; **Resistances** mental 15

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 34 (page 228)

Violent Retort **✦** As young sovereign dragon.

Speed 50 feet, fly 150 feet

Melee **✦** jaws +30 (magical, reach 15 feet), **Damage** 3d10+14 piercing plus 2d6 mental

Melee **✦** claw +30 (agile, magical, reach 10 feet), **Damage** 3d8+14 slashing plus Grab (*Monster Core* 359)

Melee **✦** tail +28 (magical, reach 20 feet), **Damage** 3d12+14 bludgeoning plus Grab (*Monster Core* 359)

Occult Innate Spells DC 36; **8th** shape stone, suggestion, wall of stone; **7th** suggestion (at will); **Constant (5th)** *truespeech*

Change Shape **✦** (concentrate, polymorph) As young sovereign dragon.

Coiling Frenzy **✦✦** As young sovereign dragon.

Draconic Momentum As young sovereign dragon.

Gleaming Armor **✦** (light, occult) As young sovereign dragon except resistance 15 and DC 36.

Greater Constrict **✦** 3d10+8 bludgeoning, DC 36 (*Monster Core* 359)

Inspire Envoy **✦✦** (mental, occult) **Frequency** once per day; **Effect** The dragon chooses a mortal and offers their august blessing in exchange for the creature carrying out a specific directive, such as defeating a tyrant or protecting a sacred site. If the creature agrees, until its next daily preparations, it gains a +1 status bonus to the dragon's choice of attack rolls, AC, or all of the following: Perception, Will saves, and Charisma-based skill checks. The dragon can Dismiss this benefit, which they're swift to do if the mortal dares to defy the dragon's directive.

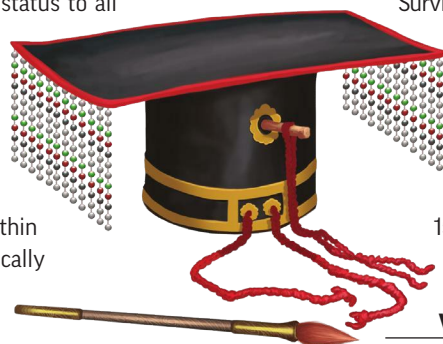
Sovereign's Rebuke **✦✦** (mental, occult) As young sovereign dragon, but 40-foot cone, 16d6 mental damage, and DC 36.

ANCIENT SOVEREIGN DRAGON

CREATURE 20

UNCOMMON **GARGANTUAN** **DRAGON** **EARTH** **OCCULT**

Perception +36; darkvision, scent (imprecise) 60 feet, sanctified sight



Languages Chthonian, Common, Diabolic, Draconic, Empyrean; *truespeech*

Skills Acrobatics +31, Athletics +38, Deception +37, Diplomacy +41, Intimidation +37, Occultism +31, Society +35, Stealth +31, Survival +34

Sanctified Sight As young sovereign dragon.

Str +10, **Dex** +5, **Con** +7, **Int** +5, **Wis** +8, **Cha** +9

AC 45; **Fort** +35, **Ref** +31, **Will** +36; +1 status to all saves vs. magic
HP 410; **Immunities** paralyzed, sleep; **Weakness** cold iron 20;
Resistances mental 20

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 40 (page 228)

Mentalist Counterspell (occult) **Trigger** The dragon is targeted by a mental effect they're aware of; **Effect** The dragon immediately attempts to counteract the triggering effect (counteract modifier +32, counteract rank 10).

Violent Retort (As young sovereign dragon.)

Speed 60 feet, fly 180 feet

Melee (jaws) +38 (magical, reach 20 feet), **Damage** 4d10+18 piercing plus 3d6 mental

Melee (claw) +38 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing plus Grab (*Monster Core* 359)

Melee (tail) +36 (magical, reach 25 feet), **Damage** 4d12+18 bludgeoning plus Grab (*Monster Core* 359)

Occult Innate Spells DC 42; **9th** *shape stone*, *suggestion*, *wall of stone*; **7th** *suggestion* (at will); **Constant (5th)** *truespeech*

Change Shape (concentrate, polymorph) As young sovereign dragon.

Coiling Frenzy (As young sovereign dragon.)

Draconic Momentum As young sovereign dragon.

Gleaming Armor (light, occult) As young sovereign dragon, except resistance 20 and DC 42.

Greater Constrict 4d8+10 bludgeoning, DC 42 (*Monster Core* 359)

Inspire Envoy (mental, occult) As adult sovereign dragon, but +2 status bonus.

Sovereign's Rebuke (mental, occult) As young sovereign dragon, but 50-foot cone, 21d6 mental damage, and DC 42.

SOVEREIGN ARCHDRAGON

CREATURE 23

RARE GARGANTUAN DRAGON EARTH OCCULT

Perception +37; darkvision, scent (imprecise) 60 feet, sanctified sight

Languages Chthonian, Common, Diabolic, Draconic, Empyrean; *truespeech*

Skills Acrobatics +38, Athletics +43, Deception +42, Diplomacy +46, Intimidation +42, Occultism +38, Society +40, Stealth +38, Survival +38

Sanctified Sight As young sovereign dragon.

Str +12, **Dex** +6, **Con** +8, **Int** +7, **Wis** +9, **Cha** +11

AC 50; **Fort** +41, **Ref** +42, **Will** +44; +1 status to all saves vs. magic
HP 520; **Immunities** paralyzed, sleep; **Weakness** cold iron 20;
Resistances mental 20

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 44 (page 228)

Mentalist Counterspell (occult) As ancient sovereign dragon, but counteract modifier +38 and counteract rank 10.

Violent Retort (As young sovereign dragon.)

Speed 80 feet, fly 200 feet

Melee (jaws) +42 (magical, reach 20 feet), **Damage** 4d10+27 piercing plus 4d6 mental

Melee (claw) +42 (agile, magical, reach 15 feet), **Damage** 4d8+27 slashing plus Grab (*Monster Core* 359)

Melee (tail) +40 (magical, reach 25 feet), **Damage** 4d12+27 bludgeoning plus Grab (*Monster Core* 359)

Occult Innate Spells DC 46; **10th** *fabricated truth*; **9th** *shape stone*, *suggestion*, *wall of stone*; **7th** *suggestion* (at will); **Constant (5th)** *truespeech*

Rituals DC 46; **9th** *wish* (doesn't require secondary casters)

Change Shape (concentrate, polymorph) As young sovereign dragon.

Coiling Frenzy (As young sovereign dragon.)

Draconic Momentum As young sovereign dragon.

Gleaming Armor (light, occult) As young sovereign dragon, but resistance 25 and DC 46.

Greater Constrict 4d10+12 bludgeoning, DC 46 (*Monster Core* 359)

Inspire Envoy (mental, occult) As adult sovereign dragon, but +3 status bonus.

Sovereign's Rebuke (mental, occult) As young sovereign dragon, but 60-foot cone, 24d6 mental damage, and DC 46. A creature who fails their save is also confused for 1 round (or controlled by the dragon for 1 round on critical failure).

SOVEREIGN DRAGON SPELLCASTERS

Sovereign dragon spellcasters tend to cast the following spells.

YOUNG SOVEREIGN DRAGON

Occult Prepared Spells DC 30, attack +22; **4th** *detect scrying*, *flicker*, *silence*; **3rd** *enthral*, *heroism*, *hypnotize*; **2nd** *clear mind*, *status*, *translate*; **1st** *command*, *illusory disguise*, *sure strike*; **Cantrips (4th)** *daze*, *detect magic*, *prestidigitation*, *read aura*, *shield*

ADULT SOVEREIGN DRAGON

Occult Prepared Spells DC 36, attack +28; As young sovereign dragon, plus **6th** *dominate*, *never mind*, *zealous conviction*; **5th** *dreaming potential*, *subconscious suggestion*, *truespeech*; **Cantrips (6th)** *daze*, *detect magic*, *prestidigitation*, *read aura*, *shield*

ANCIENT SOVEREIGN DRAGON

Occult Prepared Spells DC 42, attack +34; As adult sovereign dragon, plus **9th** *foresight*, *overwhelming presence*, *telepathic demand*^{PC2}; **8th** *disappearance*, *dream council*^{PC2}, *quandary*; **7th** *planar palace*, *planar seal*, *true target*; **Cantrips (9th)** *daze*, *detect magic*, *prestidigitation*, *read aura*, *shield*

SOVEREIGN ARCHDRAGON

Occult Prepared Spells DC 46, attack +38; As ancient sovereign dragon, plus **10th** *gate*, *indestructibility*; **Cantrips (10th)** *daze*, *detect magic*, *prestidigitation*, *read aura*, *shield*

Stormcrown Dragon

When incensed, lightning dances across the dragon's fangs as they speak or strike; similarly, electricity flashes among the tines of their antlered horns, lashing out in deadly bolts.

A freshly hatched stormcrown dragon's scales are the faded violet-gray of gathering clouds, with a thin edge of gold that scintillates in light. As the dragon matures, their scales brighten to polished periwinkle that shimmers white under the sun, the whole shot through with jagged veins of gold that evoke the lightning of which these dragons are so fond.



The many-tined antlers, from which stormcrown dragons receive their name,

Given time, a stormcrown dragon's territory becomes a windswept, stormwracked brushland. Stone erodes into jagged formations, earth becomes webbed and traced with fulgurites, and sand vitrifies into eerie formations of glass, eventually shattering into crystal dust that storm winds lift in flaying gusts.

are made of metal, combining with their slender bodies and nimbleness in flight to create a distinct silhouette.

STORMCROWN DRAGON

Heralds of—and heralded by—the primal forces of thunder and lightning, stormcrown dragons meld the majesty of fierce storms and mighty dragons. Driven by emotion and curiosity, these mercurial dragons can change from friend to foe or threatening to thoughtful in mere moments.

While no strangers to the personality traits for which dragons are well-known—pride, imperiousness, desire for lovely things, and so on—stormcrown dragons are by nature gregarious, even jovial. Indeed, these dragons often mingle with local communities or extend invitations for everything from raucous feasts to elegant soirees. To offend a stormcrown dragon, however, is most unwise. Insults to the dragon's hospitality or friendship, assertions of authority, and demands on them are all likely to elicit a tempestuous response, in every sense of the word. *Cursed metamorphosis* is a personal favorite of older stormcrown dragons for the disrespectful and demanding, forcing shapes on them more befitting their insignificance. A stormcrown dragon's fury often passes as suddenly as it arises, however, particularly when dulled by a suitable display of contrition.

Beyond their social inclinations, stormcrown dragons' most common trait, and certainly their most pronounced, is their relentless curiosity. A stormcrown dragon is rarely happier than when exploring an unfamiliar place, seeing a new sight, or experiencing something novel. While this doesn't preclude learning and understanding, stormcrown dragons are rarely satisfied by scholarly methods. These dragons prefer to learn by doing, often heedless of the consequences.

Their fondness for lightning is not merely aesthetic. Stormcrown dragons are fond of the sensations of lightning's flash and thunder's blast, and often gambol about in raging storms out of sheer joy and wonder. For related reasons, stormcrown dragons rarely lair in woodlands, since trees are so prone to drawing the lightning away from the dragon; most instead prefer high peaks and mesas, high places in deserts and plains, or even mortal structures such as the ruined towers—and, on frightening occasions, not so ruined—of fortresses and cities.

Stormcrown dragons are as carnivorous as most other dragons, but are particularly fond of supplementing their diet with metals of all varieties. While they might raid dwarven trading posts or miners' caravans when pickings are slim, this method is far too lacking in enterprise for the average stormcrown dragon. Rather more socially imaginative than many of their primal kin, stormcrown dragons sometimes intentionally provoke nearby humanoid societies—prompting a steady supply of well-armored dragonslayers—or even invest in regional metals markets for both profit and consumption. Talos geniekin are a

special delicacy for these dragons, and they've been known to covertly encourage the propagation of metal bloodlines in local societies as a form of sustainable farming.

In addition to those made neighbors by happenstance or settlement, stormcrown dragons are particularly fond of creatures with similar ties to lightning and storms, including learned wielders of magic such as storm druids. Unusually for creatures born of primal magic, their interest in both lightning's versatility and in exploration of the unknown leads some of these dragons to take a keen interest in matters of cutting-edge technology. In the Ustalavic county of Vieland, the stormcrown dragon **Raeanjiya** (unorthodox female young stormcrown dragon spellcaster) has taken residence in the remote ruin of Schloss Caromarc. In the shattered towers where the former count played at creating life by stitch and storm, Raeanjiya has taken up the study of both Count Caromarc's processes and of Stasian coil technology. Charnel creations assembled with distressing creativity from leftover scraps of prey now stand guard over Raeanjiya's nest and wealth. The draconic technologist, meanwhile, pursues her latest obsession—the formulation of a greater elixir of gender transformation modulated for dragon biology—a mission made even more pressing by the looming onset of Raeanjiya's draconic puberty. Frustrated by working alone, Raeanjiya has begun drawing up plans to abduct a handful of scholars from nearby Lepidstadt's famed university, finish her elixir with their help, and put the humans back before anyone really notices they've gone. (It has not occurred to the young dragon to simply ask for their assistance.)

Religion is rarely of interest to stormcrown dragons, who are, as a rule, no fonder of immortal authority than its mortal counterpart. Despite this vaguely disestablishmentarian urge, stormcrown dragons are often quite friendly with congregations of like mind or interest. In the Mwangi Expanse, these dragons can often be found near centers of worship for Gozreh and Lubaiko, while in the Broken Lands of the far north, the fledgling church of Casandalee and the ancient faith of Cernunnos both attract stormcrown dragons.

YOUNG STORMCROWN DRAGON

CREATURE 9

LARGE DRAGON ELECTRICITY PRIMAL

Perception +18; darkvision, motionsense (precise) 30 feet, scent (imprecise) 60 feet

Languages Common, Draconic, Sussuran

Skills Acrobatics +20, Athletics +18, Diplomacy +18, Intimidation +20, Nature +16

Str +4, **Dex** +6, **Con** +3, **Int** +3, **Wis** +3, **Cha** +2

Motionsense A stormcrown dragon can detect the movement of nearby creatures through vibration and air movement.

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This precise sense works only against creatures and objects that moved in the previous round.

AC 28; **Fort** +18, **Ref** +21, **Will** +15; +2 status to all saves vs. primal **HP** 155; **Immunities** dazzled, deafened, electricity, paralyzed, sleep; **Weaknesses** earth 10; **Resistances** sonic 10

Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 25 (page 228)

Superconductor  **Trigger** The dragon is targeted by an attack or spell; **Effect** The dragon uses the displaced air or magical trajectory of the attack as a channel for its electrical energy. The dragon attempts a storm bolt Strike against the attacker, regardless of range.

Speed 40 feet, fly 120 feet

Melee  jaws +21 (finesse, magical, reach 10 feet), **Damage** 2d10+10 piercing

Melee  claw +21 (agile, finesse, magical), **Damage** 2d8+10 slashing

Melee  tail +19 (magical, reach 15 feet, sonic), **Damage** 1d10+10 bludgeoning plus 2d6 sonic

Melee  antler +16 (electricity, magical), **Damage** 2d6+10 piercing plus 2d12 electricity

Ranged  storm bolt +21 (electricity, magical, range increment 60 feet), **Damage** 2d12+6 electricity

Primal Innate Spells DC 28; **3rd** *wall of wind*; **Cantrips** (4th) *gale blast*^{PC2}

Coronal Cloak When the dragon spends an action to Hover while in stormy weather, they become concealed until they move or until the beginning of their next turn, whichever comes first.

Draconic Frenzy   The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges Galvanic Barrage whenever they score a critical hit with a Strike.

Galvanic Barrage   (electricity, primal) The dragon exhales a massive bolt of lightning at one creature within 100 feet, dealing 5d12 electricity damage with a DC 28 basic Reflex save. The lightning then arcs to a creature of the dragon's choice within 30 feet of the previous target with the same effect. The dragon can't target the same creature more than once, and they must have line of effect to all targets. The bolt can continue to arc this way until the dragon runs out of targets or until a target critically succeeds at their save. The dragon can't use Galvanic Barrage again for 1d4 rounds.

Smooth Flying The stormcrown dragon doesn't fall if they don't Fly during their turn, and they're unaffected by strong winds or similar effects unless they choose to be.

ADULT STORMCROWN DRAGON

CREATURE 13

HUGE DRAGON ELECTRICITY PRIMAL

Perception +23; darkvision, motionsense (precise) 60 feet, scent (imprecise) 60 feet

Languages Common, Draconic, Sussuran, Talican

Skills Acrobatics +30, Athletics +27, Deception +24, Diplomacy +27, Intimidation +24, Nature +22

Str +5, **Dex** +8, **Con** +4, **Int** +4, **Wis** +4, **Cha** +3

Motionsense As young stormcrown dragon.

AC 34; **Fort** +23, **Ref** +26, **Will** +20; +2 status to all saves vs. primal **HP** 254; **Immunities** dazzled, deafened, electricity, paralyzed, sleep; **Weaknesses** earth 15; **Resistances** sonic 15

Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 30 (page 228)

Superconductor  As young stormcrown dragon.

Speed 50 feet, fly 150 feet

Melee  jaws +27 (finesse, magical, reach 15 feet), **Damage** 3d10+13 piercing

Melee  claw +27 (agile, finesse, magical, reach 10 feet), **Damage** 3d8+13 slashing

Melee  tail +25 (magical, reach 20 feet, sonic), **Damage** 2d10+13 bludgeoning plus 2d6 sonic

Melee  antler +21 (electricity, magical, reach 10 feet), **Damage** 2d6+13 piercing plus 2d12 electricity

Ranged  storm bolt +27 (electricity, magical, range increment 60 feet), **Damage** 3d12+8 electricity

Primal Innate Spells DC 33; **6th** *cursed metamorphosis*; **3rd** *wall of wind* (at will); **Cantrips** (7th) *gale blast*^{PC2}

Command Lightning  (concentrate, electricity, primal) **Requirements** The dragon's last action was to use Draconic Frenzy or Cast a Spell with the air or electricity trait and they're in an area of stormy weather; **Effect** The dragon directs a bolt of lightning

at a creature within 100 feet, dealing 3d12 electricity damage with a DC 33 basic Reflex save.

Coronal Cloak As young stormcrown dragon.

Draconic Frenzy   As young stormcrown dragon.

Draconic Momentum As young stormcrown dragon.

Galvanic Barrage   (electricity, primal) As young stormcrown dragon, but 8d12 electricity and DC 33.

Smooth Flying As young stormcrown dragon.

ANCIENT STORMCROWN DRAGON

CREATURE 18

UNCOMMON HUGE DRAGON ELECTRICITY PRIMAL

Perception +30; darkvision, motionsense (precise) 120 feet, scent (imprecise) 60 feet

Languages Common, Draconic, Fey, Sussuran, Talican

Skills Acrobatics +38, Arcana +31, Athletics +35, Crafting +31, Deception +31, Diplomacy +35, Intimidation +31, Nature +27

Str +6, **Dex** +9, **Con** +5, **Int** +5, **Wis** +5, **Cha** +4

Motionsense As young stormcrown dragon.

AC 42; **Fort** +33, **Ref** +33, **Will** +30; +2 status to all saves vs. primal **HP** 360; **Immunities** dazzled, deafened, electricity, paralyzed, sleep; **Weaknesses** earth 20; **Resistances** sonic 20

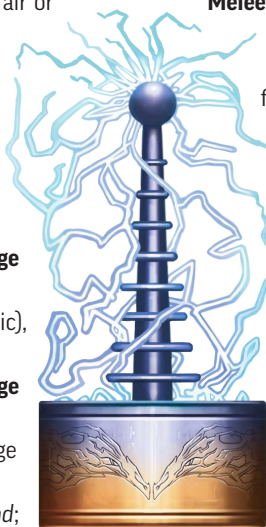
Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 37 (page 228)

Superconductor  As young stormcrown dragon.

Speed 60 feet, fly 180 feet

Melee  jaws +35 (finesse, magical, reach 15 feet), **Damage** 3d10+16 piercing

Melee  claw +35 (agile, finesse, magical, reach 10 feet), **Damage** 3d8+16 slashing



Melee ♦ tail +33 (magical, reach 20 feet, sonic), **Damage** 2d10+16 bludgeoning plus 3d6 sonic

Melee ♦ antler +28 (electricity, magical, reach 10 feet), **Damage** 3d6+16 piercing plus 2d12 electricity

Ranged ♦ storm bolt +35 (electricity, magical, range increment 60 feet), **Damage** 3d12+10 electricity

Primal Innate Spells DC 40; **8th** *punishing winds*; **6th** *cursed metamorphosis* (at will); **3rd** *wall of wind* (at will); **Cantrips** (9th) *gale blast*^{PC2}

Command Lightning ♦ (concentrate, electricity, primal) As adult stormcrown dragon, except 4d12 electricity damage and DC 40.

Coronal Cloak As young stormcrown dragon.

Draconic Frenzy ♦♦ As young stormcrown dragon.

Draconic Momentum As young stormcrown dragon.

Galvanic Barrage ♦♦ (electricity, primal) As young stormcrown dragon, but 10d12 electricity, DC 40, and targets can be up to 60 feet apart.

Smooth Flying As young stormcrown dragon.

Storm Howl Whenever a creature critically fails a save against one of the stormcrown dragon's abilities that deals electricity damage, that creature is also permanently deafened.

STORMCROWN ARCHDRAGON

CREATURE 21

RARE GARGANTUAN DRAGON ELECTRICITY PRIMAL

Perception +38; darkvision, motionsense (precise) 120 feet, scent (imprecise) 60 feet

Languages Common, Draconic, Fey, Jotun, Sussuran, Talican

Skills Acrobatics +42, Arcana +35, Athletics +42, Crafting +35, Deception +42, Diplomacy +42, Intimidation +37, Nature +32, Society +35

Str +8, **Dex** +11, **Con** +6, **Int** +6, **Wis** +6, **Cha** +5

Motionsense As young stormcrown dragon.

AC 46; **Fort** +37, **Ref** +39, **Will** +33; +2 status to all saves vs. primal

HP 450; **Immunities** dazzled, deafened, electricity, paralyzed, sleep; **Weaknesses** earth 20; **Resistances** sonic 20

Frightful Presence (aura, emotion, fear, mental) 100 feet, DC 41 (page 228)

Superconductor ↻ As young stormcrown dragon.

Speed 60 feet, fly 200 feet

Melee ♦ jaws +41 (finesse, magical, reach 15 feet), **Damage** 4d10+18 piercing

Melee ♦ claw +41 (agile, finesse, magical, reach 10 feet), **Damage** 4d8+18 slashing

Melee ♦ tail +39 (magical, reach 20 feet, sonic), **Damage** 3d10+18 bludgeoning plus 3d6 sonic

Melee ♦ antler +37 (electricity, magical, reach 10 feet), **Damage** 4d6+18 piercing plus 2d12 electricity

Ranged ♦ storm bolt +41 (electricity, magical, range increment 60 feet), **Damage** 4d12+10 electricity

Primal Innate Spells DC 44; **10th** *nature incarnate*; **8th** *punishing winds*; **6th** *cursed metamorphosis* (at will); **3rd** *wall of wind* (at will); **Cantrips** (9th) *gale blast*^{PC2}

Command Lightning ♦ (concentrate, electricity, primal) As adult stormcrown dragon, except 5d12 electricity damage and DC 44.

Coronal Cloak As young stormcrown dragon.

Draconic Frenzy ♦♦ As young stormcrown dragon.

Draconic Momentum As young stormcrown dragon.

Furious Cloudburst ♦♦♦ (electricity, primal) **Frequency** once per day; **Requirements** The dragon must be outdoors and aboveground; **Effect** The dragon exhales a massive bolt of lightning directly upward to create a terrible storm centered on the dragon. Strong winds (GM Core 95) blow in a 120-foot emanation that lasts for 10 minutes; this creates greater difficult terrain for both flying creatures and creatures on the ground. Creatures in the area except for the dragon take a -2 circumstance penalty to Acrobatics and Perception checks and a -4 circumstance penalty to ranged attacks due to the wind and rain. This counts as stormy weather for the dragon's Command Lightning and Coronal Cloak, and the dragon can Command Lightning once per turn as a single action (instead of a free action that requires using Draconic Frenzy or Casting a Spell).

Galvanic Barrage ♦♦ (electricity, primal) As young stormcrown dragon, but 12d12 electricity, DC 44, and targets can be up to 60 feet apart.

Smooth Flying As young stormcrown dragon.

Storm Howl As ancient stormcrown dragon.

STORMCROWN DRAGON SPELLCASTERS

Stormcrown dragon spellcasters often cast the following spells.

YOUNG STORMCROWN DRAGON

Primal Prepared Spells DC 28, attack +20; **4th** *bestial curse*^{PC2}, *stifling stillness*^{RoE}; **3rd** *blindness*, *haste*, *tempest cloak*^{RoE}; **2nd** *deafness*, *mist*, *shatter*; **1st** *charm*, *create water*, *grease*; **Cantrips** (4th) *detect magic*, *electric arc*, *know the way*, *read aura*, *stabilize*

ADULT STORMCROWN DRAGON

Primal Prepared Spells DC 33, attack +25; as young stormcrown dragon, plus **6th** *hydraulic torrent*, *truesight*; **5th** *control water*, *pressure zone*^{RoE}, *wisdom of the winds*^{RoE}; **4th** *zephyr slip*^{RoE}; **Cantrips** (6th) *detect magic*, *electric arc*, *know the way*, *read aura*, *stabilize*

ANCIENT STORMCROWN DRAGON

Primal Prepared Spells DC 40, attack +32; as adult stormcrown dragon, plus **8th** *heal*, *moment of renewal*, *punishing winds*; **7th** *mask of terror*, *regenerate*, *shock to the system*^{RoE}; **6th** *chain lightning*; **Cantrips** (8th) *detect magic*, *electric arc*, *know the way*, *read aura*, *stabilize*

STORMCROWN ARCHDRAGON

Primal Prepared Spells DC 44, attack +36; as ancient stormcrown dragon, plus **10th** *indestructibility*, *manifestation*; **9th** *detonate magic*, *falling stars*, *implosion*; **Cantrips** (10th) *detect magic*, *electric arc*, *know the way*, *read aura*, *stabilize*

Time Dragon

Legend has it that time dragons are native to the Dimension of Time but left in a mass exodus at some unspecified past (or future) point. Some tales suggest they left voluntarily to serve as guardians of the Universe's timestream, while others allege they were exiled for meddling with the dimension's flow themselves.

There are two radiating points for the dragon's wing fingers, one at the wrist and one at the shoulder.



The oldest and most powerful time dragons can travel to the Dimension of Time as they wish, traversing its peculiar morass of images across interwoven timelines with relative ease.

Larger and thicker back legs compared to other arcane dragons.



TIME DRAGON

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Some time dragons would say time is a deep well, with those who explore it dipping cups into the waters at varying depths. Others might say that time is a shattered mirror, each shard reflecting discrete points that can be viewed simultaneously. None would say time is a firm onward march of linear progress, moving inexorably to a predetermined result. Time is fluid and ever-shifting, and time dragons dedicate themselves to protecting its flow.

Although safeguarding the natural temporal order is a mission all time dragons devote themselves to, they go about it in different ways. Staunch traditionalists oppose any meddling with the timestream whatsoever, even to repair damage caused by prior attempts to influence it, viewing this as doing more harm than good. They believe mortals are too short-sighted to responsibly use time magic and might appear without warning to slay those they believe pose a threat to the timestream. Other time dragons attempt to guide the course of events along the path they believe correct while preventing external tampering, often focusing on particular regions, areas of interest, or even individuals.

Time dragons are implacable enemies of the sinister hounds of Tindalos, also denizens of the Dimension of Time. Although hounds of Tindalos also seek to prevent any tampering with the flow of time, time dragons relentlessly hunt down every hound they encounter, despite the apparent common ground between them. No dragon has told the reason for this enmity to outsiders, but scholars speculate that time dragons and hounds of Tindalos might have different, competing opinions for what the proper flow of time should look like. Occasionally, those stalked by the hounds are rescued by time dragons who appear from nowhere to slay their pursuers, although this isn't necessarily a lucky break if the intervening dragon also objects to their activities.

To another of the Dimension of Time's notable inhabitants, the emotion-focused siktemporas, time dragons are largely indifferent. They view siktemporas as too irrational to be valuable allies and too single-minded to truly disrupt the timestream. They have more frequent relations with iriis, natives of the Dimension of Time who take one of two forms depending on whether they view time as fixed and immutable (fates) or fluid (fortunes). These interactions can result in alliances, rivalries, or bitter enmity depending on the goals of the dragon and iriis involved; for example, a time dragon attempting to guide a series of events toward a particular course is likely to run afoul of a fate irii.

Most time dragons are solitary, dwelling within remote forests, mountaintops, and tundra in the mortal Universe. They rarely welcome visitors to their sanctums and rely

on their secluded locales to prevent interruptions of their meditations. Some traditionalists hold that interacting with other beings at all risks irreparably altering the timestream and disrupting their impartiality, and they prefer to do so as little as possible. Others are more social and operate in small groups of three to five dragons known as conclaves.

Their lairs tend to be of an ascetic nature, by draconic standards, blending into their natural environment with austere and pristine interior rooms. Their meticulously organized hoards often contain unusual hourglasses and timepieces, magic items related to time or time travel, and personal mementos from points in time they view as important or take pride in protecting. They don't require food for sustenance, and though they can eat for enjoyment, time dragons typically refrain from growing too attached to earthly vices, viewing these as a distraction from their duty.

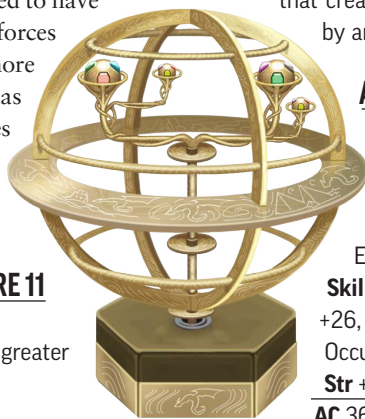
Time dragons' life cycles are also an outlier among dragons, who are extraordinarily long-lived but not literally immortal. Time dragons, however, don't die of old age; their lives continue indefinitely unless ended by violence or mishap. There are time dragons alive on Golarion—though few in number—who saw the first dwarves emerge above ground, recall the ancient empires of the serpentfolk and the cyclopes, and witnessed the imprisonment of Rovagug within the Dead Vault. They view time on a scale unimaginable even to most other dragons, counting the progression of their lives in millennia rather than centuries, and they age more slowly than other draconic creatures. A time dragon is at least two millennia old before they're considered an adult, and four or five before they reach the status of "ancient." Time archdragons are the most venerable and powerful of their kind, and only a handful are known to exist.

Almost universally, time dragons pay homage—if not outright devote themselves—to Shyka the Many, the fey Eldest of entropy, reincarnation, and time; in fact, there are several documented cases of an aspect of Shyka manifesting as a time dragon. As is common with those who follow the Eldest, most time dragons view this relationship as a sort of fealty or patronage, rather than that of a supplicant to a deity. Some also follow Ng the Hooded, Eldest of changing seasons, secrets, and wanderers, as they believe his areas of concern fit well with their own mission.

One of the most dedicated time dragons to worship Shyka, an archdragon known only as the **Sage of Hours** (eternal nonbinary ancient time dragon soothsayer), resides on a remote island in the storm-tossed Fever Sea, several hundred miles west of the Shackles. Atop their tower home sits a spiraling orrery, seemingly immune to any damage from the weather, that they use to make intricate

calculations about time's intended course. Some believe they're the most recent—"recent" being a relative term—incarnation of Shyka to walk the Universe, though the Sage themself has made no such claims.

Far to the north in Irrisen, **Yeraiksana** (cantankerous female adult time dragon hermit) has dwelled in her citadel in the icy wilderness of Bleakmarch since centuries before Baba Yaga's conquest. The first queen of Irrisen, Jadwiga, viewed Yeraiksana as a threat and attempted to have her slain, but the swift destruction of any forces she sent soon convinced her it was more trouble than it was worth. Yeraiksana has largely remained isolated in the centuries since, though rumors swirl that Queen Anastasia has made overtures to seek her counsel on some unknown matter.



YOUNG TIME DRAGON CREATURE 11

UNCOMMON LARGE ARCANIC DRAGON

Perception +20 (+21 initiative); *detect magic*, greater darkvision

Languages Aklo, Common, Draconic, Elven

Skills Acrobatics +21, Arcana +24, Athletics +22, Dimension of Time Lore +24, Diplomacy +18, Occultism +20

Str +6, **Dex** +4, **Con** +7, **Int** +5, **Wis** +4, **Cha** +3

AC 30; **Fort** +24, **Ref** +19, **Will** +22

HP 245; **Immunities** cold, paralyzed, sleep, slowed

Immortal Time dragons age, but don't die from old age.

Starflight (arcane) A time dragon can survive in outer space and fly at incredible speed, taking 3d20 hours to reach a destination within the same solar system or 3d20 days for destinations beyond. They can carry up to six passengers of at least one size category smaller than themselves, protecting them from the void of space.

Decelerating Dodge (arcane) **Trigger** The dragon is targeted with a ranged Strike or spell attack; **Effect** The dragon slows time to evade, gaining concealment against the triggering attack.

Speed 40 feet, fly 120 feet

Melee **✦** jaws +24 (magical, reach 10 feet), **Damage** 2d8+12 piercing

Melee **✦** claw +24 (agile, magical), **Damage** 2d8+12 slashing

Melee **✦** tail +22 (magical, reach 15 feet), **Damage** 2d10+12 bludgeoning

Arcane Innate Spells DC 30; **5th** *stagnate time*^{DA}; **4th** *morass of ages*^{DA}; **3rd** *behold the weave*^{DA}, *time pocket*^{DA}; **Cantrips** (5th) *daze*, *time sense*^{DA}; **Constant** (5th) *detect magic*

Draconic Frenzy **✦✦** The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum When the dragon scores a critical hit with a Strike, they recharge their Timeshift Breath.

Timeshift Breath **✦✦** (arcane) The dragon breathes a blast of temporal energy, warping time in a 30-foot cone. Creatures in the area must attempt a DC 30 Will save. The dragon can't use Timeshift Breath again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature is slowed 1 for 1 round.

Failure The creature is slowed 2 for 1 round.

Critical Failure The creature shifts briefly forward in time, vanishing and reappearing at the beginning of the time dragon's next turn in the same location (or an adjacent space if their former location is occupied), unaware that any time has passed. While timeshifted, time pauses for that creature, and it cannot take actions or be affected by anything else.

ADULT TIME DRAGON CREATURE 15

UNCOMMON HUGE ARCANIC DRAGON

Perception +26 (+28 initiative); *detect magic*, greater darkvision

Languages Aklo, Common, Draconic, Elven, Empyrean, Fey

Skills Acrobatics +25, Arcana +30, Athletics +26, Dimension of Time Lore +30, Diplomacy +25, Occultism +28

Str +7, **Dex** +4, **Con** +8, **Int** +5, **Wis** +4, **Cha** +3

AC 36; **Fort** +30, **Ref** +25, **Will** +27

HP 342; **Immunities** cold, paralyzed, sleep, slowed

Immortal As young time dragon.

Starflight As young time dragon.

Decelerating Dodge **✦** As young time dragon.

Speed 50 feet, fly 150 feet

Melee **✦** jaws +30 (magical, reach 15 feet), **Damage** 3d8+15 piercing

Melee **✦** claw +30 (agile, magical, reach 10 feet), **Damage** 3d8+15 slashing

Melee **✦** tail +28 (magical, reach 20 feet), **Damage** 3d10+15 bludgeoning

Arcane Innate Spells DC 36; **7th** *behold the weave*^{DA}; **6th** *awaken entropy*^{DA}; **5th** *quicken time*^{DA}, *stagnate time*^{DA}; **4th** *morass of ages*^{DA}; **3rd** *behold the weave*^{DA}, *time pocket*^{DA}; **Cantrips** (7th) *daze*, *time sense*^{DA}; **Constant** (7th) *detect magic*

Draconic Frenzy **✦✦** As young time dragon.

Draconic Momentum As young time dragon.

Temporal Eddies **✦✦** (arcane, illusion) **Frequency** once per 10 minutes; **Effect** The dragon Strides or Flies up to their Speed, leaving behind afterimages of their past and future selves in each space they move through. Until the end of the dragon's next turn, they can use any of these spaces as the origin of their Strikes, spells, and other abilities. Observers also perceive the dragon in all these spaces simultaneously and must succeed at a DC 15 flat check to target the dragon or fail to affect it. A creature can take a concentrate action to attempt to identify the dragon's true location with a successful DC 34 Will save.

Timeshift Breath **✦✦** As young time dragon, but a 60-foot cone and DC 36.

ANCIENT TIME DRAGON CREATURE 20

UNCOMMON GARGANTUAN ARCANIC DRAGON

Perception +33 (+36 initiative); *detect magic*, greater darkvision

Languages Aklo, Common, Diabolic, Draconic, Elven, Empyrean, Fey, Sussuran

Skills Acrobatics +32, Arcana +38, Athletics +35, Dimension of Time Lore +38, Diplomacy +34, Occultism +35

Str +9, **Dex** +6, **Con** +10, **Int** +7, **Wis** +6, **Cha** +5

AC 44; **Fort** +38, **Ref** +32, **Will** +35

HP 470; **Immunities** cold, paralyzed, sleep, slowed

Immortal As young time dragon.

Starflight As young time dragon.

Decelerating Dodge 🔄 As young time dragon.

Speed 60 feet, fly 180 feet

Melee 🗡️ jaws +38 (magical, reach 20 feet), **Damage** 4d10+19 piercing

Melee 🗡️ claw +38 (agile, magical, reach 15 feet), **Damage** 4d8+19 slashing

Melee 🗡️ tail +36 (magical, reach 25 feet), **Damage** 4d12+19 bludgeoning

Arcane Innate Spells DC 42; **9th foresight**; **8th quandary**; **7th behold the weave**^{DA}, *interplanar teleport* (at will, Dimension of Time and Universe only); **6th awaken entropy**^{DA}, **5th quicken time**^{DA}, *stagnate time*^{DA}, **4th morass of ages**^{DA}, **3rd behold the weave**^{DA}, *time pocket*^{DA}; **Cantrips (9th)** *daze*, *time sense*^{DA}; **Constant (9th)** *detect magic*

Draconic Frenzy 🔄🔄 As young time dragon.

Draconic Momentum As young time dragon.

Second Chance 🎲 (arcane, concentrate, fortune) **Frequency** once per round; **Trigger** A creature within 60 feet (including the time dragon) fails a saving throw or skill check; **Effect** The target rerolls the check, but must use the second result. The target is then temporarily immune to Second Chance for 24 hours.

Temporal Eddies 🔄🔄 As adult time dragon, but DC 40.

Timeshift Breath 🔄🔄 As young time dragon, but an 80-foot cone and DC 42.

TIME ARCHDRAGON

CREATURE 23

RARE GARGANTUAN ARCANIC DRAGON

Perception +38 (+42 initiative); *detect magic*, greater darkvision

Languages Aklo, Common, Diabolic, Draconic, Dwarven, Elven, Empyrean, Fey, Sussuran, Utopian

Skills Acrobatics +36, Arcana +46, Athletics +39, Dimension of Time Lore +46, Diplomacy +39, Occultism +40

Str +10, **Dex** +7, **Con** +12, **Int** +9, **Wis** +7, **Cha** +6

Time Portal (arcane, concentrate) **Frequency** once per century; **Effect** Over the course of 10 minutes, the time archdragon opens a portal to any point in time and travels through, taking up to 10 creatures along. The portal remains active for 1 week, connecting the two time periods, though only the time archdragon and creatures traveling with them can see or pass through it.

AC 48; **Fort** +44, **Ref** +37, **Will** +40

HP 570; **Immunities** cold, paralyzed, sleep, slowed

Chronowarp Aura (arcane, aura) 30 feet. Time shifts strangely in the presence of a time archdragon. Each creature starting their turn in the aura must attempt a DC 43 Fortitude save.

Success The creature is unaffected and temporarily immune

for 24 hours.

Failure The creature's age advances to elderly or regresses to youth (determined randomly) for 1 round. If elderly, the creature is enfeebled 2; if a youth, the creature is clumsy 2.

Critical Failure As failure, but enfeebled 3 or clumsy 3.

Immortal As young time dragon.

Starflight As young time dragon.

Decelerating Dodge 🔄 As young time dragon.

Speed 60 feet, fly 200 feet

Melee 🗡️ jaws +43 (magical, reach 20 feet), **Damage** 4d10+20 piercing

Melee 🗡️ claw +43 (agile, magical, reach 15 feet), **Damage** 4d8+20 slashing

Melee 🗡️ tail +41 (magical, reach 25 feet), **Damage** 4d12+20 bludgeoning

Arcane Innate Spells DC 46; **10th freeze time**; **9th bilocation**^{DA}, *foresight*; **8th quandary**; **7th behold the weave**^{DA}, *interplanar teleport* (at will, Dimension of Time and Universe only); **6th awaken entropy**^{DA}, **5th quicken time**^{DA}, *stagnate time*^{DA}, **4th morass of ages**^{DA}; **3rd behold the weave**^{DA}, *time pocket*^{DA} (at will);

Cantrips (10th) *daze*, *time sense*^{DA}; **Constant (9th)** *detect magic*

Draconic Frenzy 🔄🔄 As young time dragon.

Draconic Momentum As young time dragon.

Second Chance 🎲 As ancient time dragon.

Temporal Eddies 🔄🔄 As adult time dragon, but DC 46.

Timeshift Breath 🔄🔄 As young time dragon, but an 80-foot cone and DC 46.

TIME DRAGON SPELLCASTERS

Time dragon spellcasters tend to cast the following spells.

YOUNG TIME DRAGON

Arcane Prepared Spells DC 30, attack +22; **6th phantasmal calamity**, *true sight*; **5th banishment**, *invoke spirits*, *sending*; **4th flicker**, *unfettered movement*, *vision of death*; **3rd enthrall**, *haste*, *temporal twin*^{DA}; **2nd blur**, *loose time's arrow*^{DA}, *see the unseen*; **1st phantasmal minion**, *sure strike* (×2); **Cantrips (6th)** *daze*, *detect magic*, *message*, *sigil*, *telekinetic hand*

ADULT TIME DRAGON

Arcane Prepared Spells DC 36, attack +28; As young time dragon, plus **8th disappearance**, *hidden mind*; **7th eclipse burst**, *planar palace*, *retro cognition*; **6th disintegrate**; **Cantrips (8th)** *daze*, *detect magic*, *message*, *sigil*, *telekinetic hand*

ANCIENT TIME DRAGON

Arcane Prepared Spells DC 42, attack +34; As adult time dragon, plus **9th falling stars**, *metamorphosis*, *foresight*; **8th disintegrate**; **Cantrips (9th)** *daze*, *detect magic*, *message*, *sigil*, *telekinetic hand*

TIME ARCHDRAGON

Arcane Prepared Spells DC 46, attack +38; As adult time dragon, plus **10th remake**, *revival*; **Cantrips (10th)** *daze*, *detect magic*, *message*, *sigil*, *telekinetic hand*

Umbral Dragon

Drakes are fascinated by umbral dragons, but the feeling isn't mutual. Umbral dragons view the smaller creatures that flock to them as a nuisance (but occasionally a useful one).

Shadows coalesce and curl around matte black scales.

Umbral dragons are extremely slender. Their skin is tightly layered with ribs that go in all directions, rather than typical scales.

Umbral dragons have three eyes in a cluster on each side of their head, making for six eyes in total.



UMBRAL DRAGON

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Stories across Golarion warn children about the monsters that dwell in the shadows, but no story captures the reality of the umbral dragon. Natives of the Netherworld, these occult dragons are at home in the darkness, using it to their advantage both in and out of battle. Umbral dragons rarely worry about fighting fairly, emerging from hiding to strike unwary foes and using their magical breath without compunction. Similarly, in social situations, they often remain in the shadows, operating through other creatures. Even in direct conversation, they frequently obscure their true intent, preferring to avoid ever being pinned down with a solid answer.

While umbral dragons are rarely altruistic, their preferred diet creates a strange dichotomy that attracts other creatures to them as a potential source of safety, especially in the Netherworld. While much of the multiverse sees undead as a dire threat, for umbral dragons, undead are a tasty snack. Umbral dragons find the flavor of necrotic flesh irresistible and the void energy of incorporeal undead a potent spice, making them one of the few creatures in existence known to hunt the unliving as a source of food.

Of all the undead that appear in abundance on the Netherworld, thanks to its connections to the Void, only darvakkas truly give an umbral dragon pause. Like a mongoose turning on a snake, darvakkas might prove too much of a challenge for an unwary dragon, no matter how powerful. Umbral dragons also sometimes clash with velstracs on their native plane, though most often because the fiends seek to prey on living creatures in areas a dragon's already claimed rather than any inherent antipathy. Umbral dragons that worship Zon-Kuthon, on the other hand, sometimes find willing allies among the ranks of velstracs.

Thanks to umbral dragons' appetite for undead, living near them is often a risk worth taking for living creatures, especially in the dangerous Netherworld. Despite knowing the dragon could turn on them, kayals, d'ziriaks, and shadow giants have all been known to establish villages near the lairs of umbral dragons. The mindset of such villages often comes to mirror that of the dragon that rules over them in a self-appointed fiefdom. Faced with a cruel dragon that quickly turns on the living if their appetite isn't sated by undead, the villagers lure in strangers to be kept as food, or even transformed into undead for the dragon. Under more benevolent dragons that willingly provide protection, the villagers might agree to become mindless undead once they die to be fed to the dragon, keeping it content. This latter attitude in turn draws the ire of Pharasmians and others devoted to protecting the natural cycle of death, leaving the villagers in a

difficult situation. The height of umbral dragon society on the Netherworld is Shadow Absalom, which is ruled absolutely by **Argrinyxia**, the Shifting Lady of Ebon Scales (mercantile female umbral archdragon sorcerer).

On Golarion, umbral dragons often dwell in Nidal, where it's not uncommon for them to work with the country's Umbral Court and Kuthite clergy as advisors, guardians, mounts, and assassins. Many who do so worship the Midnight Lord and often report to a powerful umbral dragon cleric of Zon-Kuthon known as **Diachariel** (cursed female adult umbral dragon priest). Many more live in neighboring Molthune's Umbral Basin. Beyond that area, umbral dragons often find homes in Ustalav, the Five Kings Mountains' Vale of Shadows, and deep in the Darklands layer of Orv, particularly in the Midnight Mountains. They have a particular interest in Geb and Shenmen, lands full of undead that they see as fertile hunting grounds. The intelligent undead of those locales immediately meet any umbral dragon predations with full force, blurring the line between predator and prey. Nex has tried to weaponize umbral dragons' appetite, recruiting **Ghostmaw** (mercenary male adult umbral dragon hunter) to help in their constant struggle against the undead of Geb. After word of this alliance reached the nation of Linvarre in Tian Xia, leaders began seeking emissaries to find umbral dragons and persuade them to join the new nation's military forces.

Umbral dragons' lairs tend to be opulent, full of hanging curtains that hide shadowy alcoves. Bright, shiny items further divert unwanted guests' attention from whatever the dragon cares most about. These lairs can seem particularly out of place in the midst of a haunted ruin, a favorite locale for umbral dragons due to the likelihood of undead presenting themselves for dinner. Umbral dragons' hoards tend to be filled with heirlooms and trophies, as they appreciate the history behind such items. Some seek items that have a ghost or other rejuvenating undead bound to them. The poor spirit constantly reforms, only to be eaten again at the dragon's leisure, an additional torture that can fully break the creature's mind. Umbral dragons often surround themselves with items that shed light, including lanterns, *wayfinders*, *peering aeon stones*, or *everlight crystals*.

Though often not particularly religious, umbral dragons usually follow Zon-Kuthon, if only because of their shared space with the deity's most fervent followers. Those umbral dragons that are more protective often turn to Sivanah, Kalekot, or Lao Shu Po, whose faiths also teach of the benefits of darkness. Before his disappearance, the Eldest Count Ranalc counted several powerful umbral dragons

among his court. To this day, **Ondinroax** (devoted male umbral archdragon champion) still seeks his former master, traveling through the planes in search of him.

Umbral dragons' unique relationship with undead gives them singular interactions with several faiths. Followers of the Lady of Graves appreciate that umbral dragons destroy undead, but many of Pharasma's clerics find the idea of feasting on the unliving to be repulsive. Worse, they're well aware that some umbral dragons go so far as to create undead, even if only to devour them moments later. Urgathoa's followers, on the other hand, are a mirror to the Pharasmians. They take glee in indulging umbral dragons' appetites, even as the Pallid Princess grows angry at the destruction of her followers. Still, their enmity pales in the face of Arazni's implacable hatred—she sees the devouring of undead as one more indignity heaped upon unfortunate souls who often didn't ask for their fate.

YOUNG UMBRAL DRAGON

CREATURE 11

LARGE **DRAGON** **OCCULT** **SHADOW**

Perception +22; greater darkvision, voidsense (precise) 60 feet

Languages Common, Draconic, Shadowtongue

Skills Acrobatics +20, Athletics +23, Deception +20, Intimidation +22, Netherworld Lore +20, Stealth +23

Str +6, **Dex** +4, **Con** +5, **Int** +3, **Wis** +5, **Cha** +3

Voidsense The dragon can taste animating void energy, allowing them to sense creatures with void healing as a precise sense. It can also sense incorporeal creatures with void healing, like shadows, when they are inside solid objects.

AC 30; **Fort** +22, **Ref** +19, **Will** +22; +2 to all saves vs. shadow

HP 195; **Immunities** paralyzed, sleep, void

Umbral Pall (aura, occult, shadow) 90 feet. Shadows surround the dragon. The radius of all light from light sources and the areas of light spells in the aura are halved.

Pin Shadow  (shadow) **Trigger** A creature within reach of the dragon's claw uses a move action or leaves a square during a move action it's using; **Requirements** The triggering creature is in bright light or dim light and has a shadow; **Effect** The dragon makes a claw Strike against the triggering creature. On a hit, the trigger creature also has its shadow pinned in place, restricting its movement. The creature treats the area of the dragon's aura as difficult terrain until it uses an Interact action to unpin its shadow. If the area was already difficult terrain, the creature treats it as greater difficult terrain.

Speed 40 feet, fly 140 feet

Melee  jaws +24 (magical, reach 10 feet, void), **Damage** 2d8+12 piercing plus 1d8 void

Melee  claw +24 (agile, magical), **Damage** 2d6+12 slashing

Melee  tail +22 (magical, reach 15 feet), **Damage** 2d10+12 bludgeoning

Occult Innate Spells DC 27; **4th darkness** (x3); **Cantrips** (4th) *detect magic, read aura*

Devour Undead The dragon's jaws Strikes have the benefit of a *ghost touch* property rune and deal an additional 3d6 force damage to undead.

Draconic Frenzy  The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges its Tenebrous Breath whenever it scores a critical hit with a Strike.

Tenebrous Breath  (occult, void) The dragon breathes a blast of darkness that deals 12d6 void damage in a 30-foot cone (DC 30 basic Reflex save). Undead creatures take force damage instead of void damage. The dragon can't use Tenebrous Breath again for 1d4 rounds.

ADULT UMBRAL DRAGON CREATURE 15

UNCOMMON **HUGE** **DRAGON** **OCCULT** **SHADOW**

Perception +26; greater darkvision, voidsense (precise) 60 feet

Languages Common, Diabolic, Draconic, Jotun, Shadowtongue

Skills Acrobatics +26, Athletics +30, Deception +26, Intimidation +29, Netherworld Lore +26, Stealth +30

Str +8, **Dex** +5, **Con** +6, **Int** +4, **Wis** +6, **Cha** +4

Hide in Shadows The dragon can Hide in dim light even if they don't have cover.

Voidsense As young umbral dragon.

AC 36; **Fort** +27, **Ref** +24, **Will** +27; +2 to all saves vs. shadow

HP 275; **Immunities** paralyzed, sleep, void

Umbral Pall (aura, occult, shadow) 120 feet. As young umbral dragon.

Pin Shadow  As young umbral dragon.

Speed 50 feet, fly 180 feet

Melee  jaws +30 (magical, reach 15 feet, void), **Damage** 3d8+16 piercing plus 1d8 void

Melee  claw +30 (agile, magical, reach 10 feet), **Damage** 3d6+16 slashing

Melee  tail +28 (magical, reach 20 feet), **Damage** 3d10+16 bludgeoning

Occult Innate Spells DC 33; **7th darkness** (at will), *umbral journey*; **Cantrips** (7th) *detect magic, read aura*

Devour Undead As young umbral dragon, but 5d6 force damage.

Draconic Frenzy  As young umbral dragon.

Draconic Momentum As young umbral dragon.

Tenebrous Breath  The umbral dragon exhales in one of two ways. They can't use Tenebrous Breath again for 1d4 rounds.

- **Darkness** (occult, void) The dragon breathes a blast of darkness that deals 16d6 void damage in a 40-foot cone (DC 36 basic Reflex save). Undead creatures take force damage instead of void damage.

- **Shadows** (occult, shadow) The dragon breathes a blast of shadows in a 40-foot cone. Each creature within the cone must attempt a DC 36 Fortitude save.

Critical Success The creature is unaffected.

Success The creature is enfeebled 2 for 1 round.

Failure The creature is enfeebled 2 for 1 minute.

Critical Failure The creature is enfeebled 2 for 1 minute and blinded for 1 round.

ANCIENT UMBRAL DRAGON

CREATURE 20

UNCOMMON GARGANTUAN DRAGON OCCULT SHADOW

Perception +33; greater darkvision, voidsense (precise) 60 feet
Languages Common, Diabolic, Draconic, D'ziriak, Jotun, Shadowtongue

Skills Acrobatics +34, Athletics +38, Deception +34, Intimidation +37, Netherworld Lore +34, Stealth +38

Str +10, **Dex** +6, **Con** +7, **Int** +5, **Wis** +7, **Cha** +5

Hide in Shadows As adult umbral dragon.

Voidsense As young umbral dragon.

AC 44; **Fort** +34, **Ref** +31, **Will** +34; +2 to all saves vs. shadow

HP 375; **Immunities** enfeebled, paralyzed, sleep, void

Umbral Pall (aura, occult, shadow) 120 feet. As young umbral dragon, but the shadows also cling to creatures, making areas of dim light difficult terrain.

Pin Shadow ➤ As young umbral dragon.

Speed 60 feet, fly 200 feet

Melee ➤ jaws +38 (magical, reach 20 feet, void), **Damage** 4d8+18 piercing plus 2d8 void

Melee ➤ claw +38 (agile, magical, reach 15 feet), **Damage** 4d6+18 slashing

Melee ➤ tail +36 (magical, reach 25 feet), **Damage** 4d10+18 bludgeoning

Occult Innate Spells DC 39; **9th darkness** (at will), *umbral journey*; **Cantrips (9th)** *detect magic*, *read aura*

Rituals DC 42; *create undead* (shadows only), *shadow double*^{PC2}

Devour Undead As young umbral dragon, but 7d6 force damage.

Draconic Frenzy ➤➤ As young umbral dragon.

Draconic Momentum As young umbral dragon.

Drain Vigor (occult) When the dragon deals void damage to a living creature with its jaws Strike, the umbral dragon gains 20 temporary HP that last for 1 minute and the creature must succeed at a DC 40 Fortitude save or become drained 1 (drained 2 on a critical failure). Further damage dealt by the dragon's jaws Strike increases the drained condition value by 1 on a failed save (2 on a critical failure), to a maximum of drained 4.

Tenebrous Breath ➤➤ As adult umbral dragon, but a 50-foot cone, DC 42, the dragon's darkness breath deals 21d6 void damage, and the dragon's shadow breath causes enfeebled 3.

UMBRAL ARCHDRAGON

CREATURE 23

RARE GARGANTUAN DRAGON OCCULT SHADOW

Perception +40; greater darkvision, voidsense (precise) 60 feet
Languages Common, Diabolic, Draconic, D'ziriak, Jotun, Shadowtongue

Skills Acrobatics +39, Athletics +45, Deception +39, Intimidation +44, Netherworld Lore +39, Stealth +45

Str +12, **Dex** +7, **Con** +10, **Int** +7, **Wis** +10, **Cha** +6

Hide in Shadows As adult umbral dragon.

Voidsense As young umbral dragon.

AC 48; **Fort** +42, **Ref** +39, **Will** +42; +2 to all saves vs. shadow

HP 525; **Immunities** enfeebled, paralyzed, sleep, void

Tenacious Shadows (misfortune, occult, shadow) Shadows fill attacker's eyes. Any creature that must attempt a flat check to target the dragon because of dim light must roll twice and use the worse result.

Umbral Pall (aura, occult, shadow) 120 feet. As ancient umbral dragon.

Pin Shadow ➤ As young umbral dragon.

Speed 70 feet, fly 225 feet

Melee ➤ jaws +43 (magical, reach 20 feet, void), **Damage** 4d8+22 piercing plus 2d8 void

Melee ➤ claw +43 (agile, magical, reach 15 feet), **Damage** 4d6+22 slashing

Melee ➤ tail +41 (magical, reach 25 feet), **Damage** 4d10+22 bludgeoning

Occult Innate Spells DC 43; **10th darkness** (at will), *umbral journey*; **Cantrips (10th)** *detect magic*, *read aura*

Rituals DC 46; *create undead* (shadows and greater shadows only), *shadow double*^{PC2}

Devour Undead As young umbral dragon, but 8d8 force damage.

Draconic Frenzy ➤➤ As young umbral dragon.

Draconic Momentum As young umbral dragon.

Drain Vigor (occult) As ancient umbral dragon, but DC 44.

Tenebrous Breath ➤➤ As adult umbral dragon, but a 60-foot cone, DC 46, the dragon's darkness breath deals 24d6 void or force damage, and the dragon's shadow breath causes enfeebled 4.

UMBRAL DRAGON SPELLCASTERS

Umbral dragon spellcasters tend to cast the following spells.

YOUNG UMBRAL DRAGON

Occult Prepared Spells DC 30, attack +22; **5th dispel magic**, *shadow blast*; **4th nightmare**, *vision of death*, *whispers of the void*^{PC2}; **3rd dispel magic**, *bind undead*, *veil of privacy*; **2nd humanoid form**, *paranoia*, *reaper's lantern*^{PC2}; **1st grim tendrils**, *disguise magic*, *fear*; **Cantrips (5th)** *figment*, *know the way*, *light*, *sigil*, *void warp*

ADULT UMBRAL DRAGON

Occult Prepared Spells DC 36, attack +28; As young umbral dragon, plus **7th interplanar teleport**, *shadow blast*; **6th paranoia**, *scintillating safeguard*^{PC2}, *truesight*; **5th slither**; **Cantrips (7th)** *figment*, *know the way*, *light*, *sigil*, *void warp*

ANCIENT UMBRAL DRAGON

Occult Prepared Spells DC 42, attack +34; As adult umbral dragon, plus **9th shadow blast**, *wails of the damned*; **8th canticle of everlasting grief**, *mask of terror*, *pinpoint*; **7th execute**; **Cantrips (9th)** *figment*, *know the way*, *light*, *sigil*, *void warp*

UMBRAL ARCHDRAGON

Occult Prepared Spells DC 46, attack +38; As ancient umbral dragon, plus **10th indestructibility**, *manifestation*; **9th overwhelming presence**; **Cantrips (10th)** *figment*, *know the way*, *light*, *sigil*, *void warp*

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Underworld Dragon

Hatchlings have a form that resembles a flame. It takes months, if not years, for the hatchling to "solidify" enough to leave their lava pool.



Exposure to particular gases or minerals as a hatchling determines the dragon's exact coloration.

Underworld dragon hatchlings are rarely ever seen, because underworld dragons lay their eggs or give birth while submerged in lava.



UNDERWORLD DRAGON

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If there are any imperial dragons who benefited from moving out of their native elemental plane, it's underworld dragons. Once related solely to the element of fire, early underworld dragons harnessed elemental forces through arcane means for reasons no longer remembered. With each subsequent generation, both their arcane power and mastery over the elements grew. Their efforts were later bolstered by their studies in alchemy, which allowed dragons to cultivate themselves even further with various mutagens and elixirs.

Today, though their nature is primarily still connected with the element of fire, an underworld dragon can consume wood with ease, threaten entire regions with quakes, lay claim to the minerals and gems in the rocks and stone, and die to form volcanoes that create more land masses. Some even flippantly snort at the lapping waves of the sea, not fearing any retaliation from the sea dragon nations nor their kings. Though their powers might be relatively weaker than another imperial dragon of the same age, their mastery of many elements and the arcane arts makes underworld dragons formidable opponents.

Underworld dragons make their homes close to fault lines, active or dormant volcanoes, and regions with natural seismic activities. Locations with hot springs and fume holes are particularly popular, as they provide many alchemical and magical ingredients. Aside from vaults stuffed with treasure, underworld dragon lairs are also laboratories, dedicated to uncovering secrets in cultivation, elements, magic, and any other mysteries of interest. Several underworld dragon families have operated such labs for tens of thousands of years.

Due to ongoing disputes and a general preference for secrecy, underworld dragon lairs are often elaborately trapped with various contraptions—magical, mundane, or even natural. Some dragons see these traps as tests for potential intruders. After all, if the would-be thieves are clever enough to bypass or disable the traps, why not reward them with some token valuables from the hoard? This mentality leaves many adventurers and thieves perplexed, which only makes these “games” more entertaining for underworld dragons by adding a psychological layer to their challenges.

In addition to traps, underworld dragons also protect their lairs with minions. Many well-established dragon families or individuals have hordes to protect their hoards that have grown into entire settlements or even civilizations around them. In addition to providing security, they also act as assistants or liaisons, though underworld dragons still keep much of what they desire or seek to themselves. Their servants quickly learn not to inquire further than necessary.

While the lair of the underworld dragon might be barren of vegetation due to toxic fumes and heat, many appreciate having a forest or grove nearby to snack on. Orchards, especially peach orchards, are a common favorite. Celestial peaches are particularly coveted, both for their natural function and alchemical usage. Since underworld dragons draw from multiple elements, they can consume anything, though eating isn't strictly necessary. Consumption is simply in their natures as living fire. The fact that they can eat almost anything has occasionally resulted in diplomatic near-disasters, especially when a dragon picks up precious antiques and artifacts and throws them straight into their mouth to demonstrate “appreciation.”

Despite most clutches of underworld dragons numbering around three to seven hatchlings each, they don't grow up to be particularly social creatures. Siblings might be playful with one another while they're still in their lava pools, but as they age out, most become absorbed in their studies. Underworld dragons typically leave their homes by adulthood, unless they've made themselves indispensable by becoming an inheritor of a long project. Even though most dragons strike out on their own quite young, almost all return home to raise their children. Therefore, if a lair has hatchlings in it, there's likely a very protective relative nearby.

Engaging in casual conversations with underworld dragons can be excruciatingly boring, especially for the dragon. Getting them to talk about their interests, though, can easily turn into day-long conversations. Each underworld dragon's intense concentration in their studies makes them experts in their topics. Thus, they are often called upon by other imperial dragons when issues pertaining to the arcane, alchemy, or other scholarly topics or mysteries arise.

Most societies don't have pleasant stories about underworld dragons, though this is more due to misunderstanding than actual encounters. In regions with frequent seismic or volcanic activities, locals often attribute quakes to bickering within an underworld dragon family. Underworld dragons do often shift the aura of the environment they live in. Unexpected events might take place, or certain types of magic might become easier or harder to cast. These warps often attract the attention of wizards and sorcerers, which brings in a trickle of wealth; underworld dragons are therefore also seen by some as bringers of good fortune.

It's not unheard of for cultivators or scholars to seek out an underworld dragon directly for knowledge. Most underworld dragons are receptive to these petitioners, though they make it clear early on that they will, at most,

come to be working associates, not friends. Yet some people insist that an underworld dragon is softer on the inside than they let on. They are simply too stoic of mind and face to openly show that they like someone.

YOUNG UNDERWORLD DRAGON

CREATURE 7

LARGE **ARCANE** **DRAGON** **FIRE**

Perception +13; darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Draconic, Pyric, Sakvroth

Skills Acrobatics +11, Arcana +13, Athletics +17, Crafting +17, Deception +10, Intimidation +12, Nature +13, Stealth +13, Survival +11

Str +6, **Dex** +2, **Con** +3, **Int** +4, **Wis** +2, **Cha** +1

Smoke Vision Smoke doesn't impair an underworld dragon's vision; they ignore the concealed condition from smoke.

AC 25; **Fort** +18, **Ref** +13, **Will** +15

HP 115; **Immunities** fire, paralyzed, sleep; **Weaknesses** earth 5

Countered by Water If the underworld dragon takes damage from a spell with the cold or water trait, the elemental magic of fire within them is momentarily dampened. Until the end of their next turn, they take a -1 circumstance penalty to attack rolls, and their jaws Strikes don't deal fire damage. This limitation ends if the dragon uses Exploding Red Breath.

Fed by Wood When an underworld dragon is struck by a weapon made primarily of wood or affected by a spell with the plant or wood trait, the dragon's internal fiery essences are stoked with the added fuel. Their Exploding Red Breath recharges, and the fire damage from the dragon's jaws deals an additional die of damage until the end of the dragon's next turn.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 23 (page 228)

Speed 40 feet, burrow 30 feet, fly 80 feet

Melee ♦ jaws +18 (fire, magical, reach 10 feet), **Damage** 2d8+8 piercing plus 1d6 fire

Melee ♦ claw +18 (agile, magical), **Damage** 2d6+8 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +16 (magical, reach 20 feet), **Damage** 2d10+8 bludgeoning plus Grab (*Monster Core* 359)

Arcane Innate Spells DC 25; **2nd** *everlight*; **Cantrips** (2nd) *detect magic*

Adamantine Claws ♦ (arcane, concentrate) **Frequency** one per hour; **Effect** The dragon infuses their body with adamantine. For the next minute, their melee Strikes are treated as adamantine and ignore half the Hardness of any object hit.

Exploding Red Breath ♦♦ (arcane, fire) The dragon breathes a blast of fire that explodes in a 20-foot burst within 40 feet, dealing 7d6 fire damage (DC 25 basic Reflex save). Creatures that fail the save also take 1d6 persistent fire damage. The dragon can't use Exploding Red Breath again for 1d4 rounds.

Coiling Frenzy ♦♦ The dragon makes one claw Strike and one tail Strike in either order, each against the same target. If either Strike hits, the dragon can attempt to Grab the target

with that limb as a free action. The dragon can have up to three creatures grabbed or restrained at a time; one in each of their front claws, and a last with their tail.

Constrict ♦ 2d8+4 bludgeoning, DC 25 (*Monster Core* 358)

Draconic Momentum The dragon recharges Exploding Red Breath whenever they score a critical hit with a Strike.

ADULT UNDERWORLD DRAGON

CREATURE 11

HUGE **ARCANE** **DRAGON** **FIRE**

Perception +20; darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Draconic, Pyric, Sakvroth

Skills Acrobatics +18, Arcana +21, Athletics +24, Crafting +22, Deception +19, Intimidation +21, Nature +20, Stealth +20, Survival +22

Str +7, **Dex** +3, **Con** +4, **Int** +5, **Wis** +3, **Cha** +2

Smoke Vision As young underworld dragon.

AC 31; **Fort** +23, **Ref** +18, **Will** +22; +1 status to all saves vs. magic

HP 195; **Immunities** fire, paralyzed, sleep; **Weaknesses** earth 10

Countered by Water As young underworld dragon.

Fed by Wood As young underworld dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 28 (page 228)

Sweltering Heat (arcane, aura, fire) 10 feet. Each creature that ends its turn in the aura must succeed at a DC 28 Fortitude saving throw or become fatigued while it remains in the aura.

Speed 40 feet, burrow 40 feet, fly 80 feet

Melee ♦ jaws +24 (magical, reach 10 feet), **Damage** 2d8+13 piercing plus 2d6 fire

Melee ♦ claw +24 (agile, magical), **Damage** 2d6+13 slashing plus Grab (*Monster Core* 359)

Melee ♦ tail +22 (magical, reach 20 feet), **Damage** 2d10+13 bludgeoning plus Grab (*Monster Core* 359)

Arcane Innate Spells DC 30; **4th** *everlight*, *wall of fire*; **Cantrips** (4th) *detect magic*

Adamantine Claws ♦ (arcane, concentrate) As young underworld dragon.

Exploding Red Breath ♦♦ (arcane, fire) As young underworld dragon, but 25-foot burst within 50 feet, 10d6 fire damage, 2d6 persistent fire damage, and DC 30.

Coiling Frenzy ♦♦ As young underworld dragon.

Draconic Momentum As young underworld dragon.

Greater Constrict ♦ 2d8+10 bludgeoning, DC 30 (*Monster Core* 359)

ANCIENT UNDERWORLD DRAGON

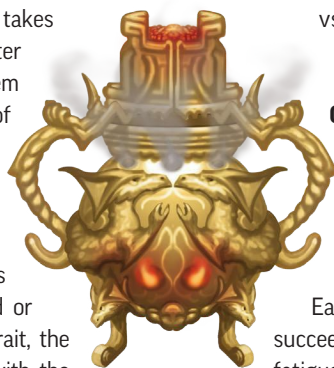
CREATURE 16

UNCOMMON **GARGANTUAN** **ARCANE** **DRAGON** **FIRE**

Perception +28; darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Draconic, Petran, Pyric, Sakvroth

Skills Acrobatics +23, Arcana +25, Athletics +32, Crafting +29, Deception +27, Intimidation +29, Nature +24, Stealth +25, Survival +24



Str +8, **Dex** +3, **Con** +6, **Int** +5, **Wis** +4, **Cha** +5

Smoke Vision As young underworld dragon.

AC 39; **Fort** +30, **Ref** +25, **Will** +28; +1 status to all saves vs. magic
HP 295; **Immunities** fire, paralyzed, sleep; **Weaknesses** earth 15
Countered by Water As young underworld dragon.

Fed by Wood As young underworld dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 35 (page 228)

Sweltering Heat (arcane, aura, fire) 10 feet. As adult underworld dragon, but DC 35.

Speed 40 feet, burrow 60 feet, fly 80 feet

Melee ♦ jaws +32 (magical, reach 15 feet), **Damage** 3d8+16 piercing plus 3d6 fire

Melee ♦ claw +32 (agile, magical, reach 10 feet), **Damage** 3d6+16 slashing and Grab (*Monster Core* 359)

Melee ♦ tail +30 (magical, reach 25 feet), **Damage** 3d10+16 bludgeoning plus Grab (*Monster Core* 359)

Arcane Innate Spells DC 37; **8th** everlight, wall of fire; **Cantrips** (8th) detect magic

Adamantine Claws ♦♦ (arcane, concentrate) As young underworld dragon.

Exploding Red Breath ♦♦ (arcane, fire) As young underworld dragon, but 30-foot burst within 60 feet, 14d6 fire damage, 3d6 persistent fire damage, and DC 39 basic Reflex save.

Coiling Frenzy ♦♦ As young underworld dragon.

Draconic Momentum As young underworld dragon.

Greater Constrict ♦ 3d10+9 bludgeoning, DC 37 (*Monster Core* 359)

Scorch Earth ♦♦ (arcane, fire) The dragon plunges their body into the ground, Burrows up to their burrow Speed, and then scorches the land within a 60-foot emanation. Creatures underground or on the surface in the area take 8d6 fire damage (DC 37 basic Fortitude save). A creature that critically fails also becomes enfeebled 1 for 1 minute.

UNDERWORLD ARCHDRAGON

CREATURE 19

RARE GARGANTUAN ARCANIC DRAGON FIRE

Perception +35; darkvision, scent (imprecise) 60 feet, smoke vision

Languages Common, Draconic, Petran, Pyric, Sakvroth

Skills Acrobatics +32, Arcana +37, Athletics +40, Crafting +39, Deception +36, Intimidation +38, Nature +35, Stealth +34, Survival +34

Str +8, **Dex** +3, **Con** +6, **Int** +5, **Wis** +4, **Cha** +5

Smoke Vision As young underworld dragon.

AC 45; **Fort** +35, **Ref** +30, **Will** +32; +1 status to all saves vs. magic
HP 430; **Immunities** fire, paralyzed, sleep; **Weaknesses** earth 20
Countered by Water As young underworld dragon.

Fed by Wood As young underworld dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 42 (page 228)

Sweltering Heat (arcane, aura, fire) 10 feet. As adult underworld dragon, but DC 45.

Speed 50 feet, burrow 80 feet, fly 100 feet

Melee ♦ jaws +39 (magical, reach 20 feet), **Damage** 4d10+16 piercing plus 4d6 fire

Melee ♦ claw +39 (agile, magical, reach 15 feet), **Damage** 4d10+16 slashing and Grab (*Monster Core* 359)

Melee ♦ tail +39 (magical, reach 30 feet), **Damage** 4d10+16 bludgeoning plus Grab (*Monster Core* 359)

Arcane Innate Spells DC 41; **8th** everlight, wall of fire; **Cantrips** (8th) detect magic

Adamantine Claws ♦♦ (arcane, concentrate) As young underworld dragon.

Exploding Red Breath ♦♦ (arcane, fire) As young underworld dragon, but 40-foot burst within 75 feet, 22d6 fire damage, 4d6 persistent fire damage, and DC 42 basic Reflex save.

Coiling Frenzy ♦♦ As young underworld dragon.

Draconic Momentum As young underworld dragon.

Greater Constrict ♦ 4d10+10 bludgeoning, DC 42 (*Monster Core* 359)

Scorch Earth ♦♦ (arcane, fire) As ancient underworld dragon, but 10d6 fire damage and DC 42.

Volcanic Fumes ♦♦ (arcane, fire, poison) **Frequency** once per day; **Effect** Toxic smoke erupts from the dragon in a 30-foot emanation. All creatures within the area take 6d12 fire damage and 6d12 poison damage (DC 42 basic Fortitude save). The dragon can Sustain the emanation, and any creature that ends their turn in the area without holding their breath takes 6d12 poison damage (DC 42 basic Fortitude save); this is an inhaled poison effect.

UNDERWORLD DRAGON SPELLCASTERS

Underworld dragon spellcasters tend to cast the following spells.

YOUNG UNDERWORLD DRAGON

Prepared Arcane Spells DC 25, attack +17; **3rd** earthbind, fireball; **2nd** knock, revealing light, resist energy; **1st** carryall^{PC2}, enfeeble, force barrage; **Cantrips** (3rd) caustic blast, ignition, read aura, shield, telekinetic hand

ADULT UNDERWORLD DRAGON

Prepared Arcane Spells DC 30, attack +22; As young underworld dragon, plus **5th** scouting eye, toxic cloud; **4th** mirage, peaceful bubble, translocate; **3rd** slow; **Cantrips** (5th) caustic blast, ignition, read aura, shield, telekinetic hand

ANCIENT UNDERWORLD DRAGON

Prepared Arcane Spells DC 37, attack +29; As adult underworld dragon, plus **7th** energy aegis, fiery body, mask of terror; **6th** mislead, spellwrack, truesight; **5th** mind probe; **Cantrips** (7th) caustic blast, ignition, read aura, shield, telekinetic hand

UNDERWORLD ARCHDRAGON

Prepared Arcane Spells DC 41, attack +33; As ancient underworld dragon, plus **10th** cataclysm, remake; **9th** detonate magic, metamorphosis; **Cantrips** (10th) caustic blast, ignition, read aura, shield, telekinetic hand

Vizier Dragon

They shape their horns as they grow, so no two vizier dragons have the exact same horn shape.

The dragon has four horns on the bridge of the nose and two prominent horns that originate from the upper back of the jaw.



Vizier dragons favor colors that contrast with their golden scales, such as blue, green, or black.

Wings are often bound with layers of cloth, though they are easily loosed when the dragon chooses to fly.



VIZIER DRAGON

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There's a feeling every teacher knows. It's when one has taken a young mind and educated, trained, and molded them to one's specifications before setting them loose and watching the pupil act on one's teachings. It's a feeling of creation, control, and wonder, the knowledge that one has created this great and glorious thing—and if one has done the job exceptionally well, then the student will outshine the master. This is immortality and power, and this is what vizier dragons chase.

Vizier dragons are primarily concerned with the education and cultivation of people. People fascinate vizier dragons in all their riotous, contradictory complexity. Why do some people excel, and others falter and fail? Why does one person become a saint and the next a tyrant? Why do some become legends in their own time, while others labor in ignominy?

To a vizier dragon, some people are more interesting than others. An average person is a fairly common animal, and no self-respecting dragon has time for anything that might be described as common. No, vizier dragons are entranced by more exemplary specimens. What this means, of course, differs from dragon to dragon—one dragon cultivates great monarchs and warlords, while another celebrates artistic merit, and a third is more interested in spiritual and moral cases. Every vizier dragon has a complex rubric for what makes a person interesting, and they can and will debate it with their fellow dragons at length.

But vizier dragons take this interest a step further. People are interesting, and some are more interesting than others. But vizier dragons know a secret: one can *make* interesting people! Not literally—at least not usually—but one can take a promising mortal, teach them, train them, and in the process transform them into something more. And the greater the resulting specimen, the better it reflects on their teacher.

Thus, vizier dragons take the role of sages, advisers, teachers, spiritual leaders, and every other sort of mentor one could care to name. They never step into the limelight themselves (as dragons, they try not to pit themselves against weaker beings), but they search for interesting mortals, and when they find promising raw material, they set about to make them more interesting still.

What this looks like in practice varies greatly from one dragon to another. **Astarathian** (charitable male adult vizier dragon benefactor) dwells in the city of Pangolais, in shadow-haunted Nidal, and distributes alms to the poor and the hungry. In the process, Astarathian looks for unbroken spirits, the shining gems who have suffered but not yet been shattered by their trials. With a quiet word, Astarathian

guides them, giving them the power of their own will if nothing else. **Halaselix** (steadfast male ancient vizier dragon redeemer) finds stories of redemption fascinating, and so prowled the Worldwound during the days before it became the Sarkoris Scar. Halaselix sought out those who had fallen prey to demonic temptation and gave them a second chance.

The most famous of all vizier dragons in Golarion is the archdragon **Mengkare** (despondent male vizier archdragon eugenicist), ruler of the island nation of Hermea. Befitting an archdragon, Mengkare preferred to create his “interesting people” in wholesale quantities, and so set up an entire city to that end, the city of Promise. To this shining utopia, Mengkare invited the best of humanity—the strongest, the swiftest, the smartest, the wisest, or at least such as fit Mengkare's definitions thereof. To these paragons, Mengkare offered freedom from care and woe—provided, of course, they were willing to allow Mengkare to make every decision of import for them. This Glorious Endeavor, as Mengkare put it, was in essence a eugenic breeding project, a way to create not merely a single person of interest, but an entire society, indeed even a new species.

Few vizier dragons go quite as far as Mengkare, but it's fair to say that among the vizier dragons, the creation of interesting people is both an obsession and sign of status. While vizier dragons do amass hoards like other dragons, to them material wealth is merely a means to an end. A vizier dragon's true hoard, so to speak, consists of their protégés and pupils, those they've found and can still guide. This isn't to say that vizier dragons actually go and make their students do things very often, but the fact that they can is of critical importance—or to put things another way, a vizier dragon might have no intention of using their protégé king to launch a war but is quite smug about the fact that they could if they wanted to.

Vizier dragons do have a certain code as to how they go about training their protégés. To begin with, magic or similar brute-force approaches are the sign of an insecure or buffoonish mentor. If someone can't direct their pupils with words alone, what kind of dragon are they? Vizier dragons aren't necessarily kind, but even the most cruel and sadistic disdain physical torture in favor of psychological. Likewise, vizier dragons usually emphasize quality over quantity. Three impressive protégés are better than a score of lesser students (Mengkare is a bit of an outlier in this regard). Third, the dragon is the mentor, not the protagonist. While a bit of discreet cheating in favor of their protégés is part and parcel of the game, if a student requires their mentor to regularly step in, then the mentor hasn't done a very good job preparing them for their struggles. Most vizier

dragons take on false identities that are far weaker than their true power to prevent their students from relying on their mentors for help.

Finally, vizier dragons aren't supposed to come to care for their students. A dragon, caring for a mere mortal? How gauche. But this rule is broken more than any other.

YOUNG VIZIER DRAGON

CREATURE 11

LARGE **DRAGON** **OCCULT**

Perception +21; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Elven, Fey

Skills Acrobatics +17, Arcana +18, Athletics +23, Deception +23, Diplomacy +23, Medicine +21, Religion +21, Society +18

Str +6, **Dex** +2, **Con** +4, **Int** +3, **Wis** +4, **Cha** +5

AC 30; **Fort** +21, **Ref** +20, **Will** +22;

+1 status to all saves vs. magic

HP 230; **Immunities** paralyzed, sleep, stupefied

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 27 (page 228)

Speed 40 feet, fly 100 feet, swim 40 feet

Melee **✦** jaws +24 (fire, magical, reach 10 feet), **Damage** 2d8+12 piercing plus 2d6 fire

Melee **✦** claw +24 (agile, magical), **Damage** 2d6+12 slashing

Melee **✦** tail +22 (magical, reach 10 feet), **Damage** 2d10+12 bludgeoning

Melee **✦** horns +22 (agile, magical, reach 10 feet), **Damage** 1d12+12 piercing

Occult Innate Spells DC 30; **3rd** *humanoid form* (at will)

Draconic Frenzy **✦✦** The dragon makes two claw Strikes and one horns Strike in any order.

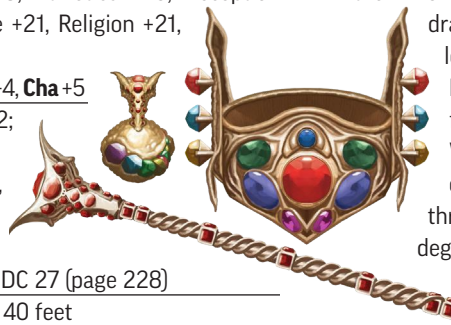
Draconic Momentum The dragon recharges Powerful Utterance whenever they score a critical hit with a Strike.

Powerful Utterance **✦✦** The dragon expresses their power in one of two ways. The dragon can't use Powerful Utterance again for 1d4 rounds.

- **Ardent Proclamation** (occult, fire) The dragon breathes a blast of flame in a 30-foot cone that deals 12d6 fire damage (DC 30 basic Reflex save).
- **Chastising Word** (mental, occult) The dragon chides the targets strictly enough to leave the mind reeling. Each creature within a 30-foot cone must succeed at a DC 30 Will save or become stupefied 1 for 1 minute (or stupefied 2 on a critical failure).

Word of Advice **✦** (auditory, linguistic, mental, occult) **Frequency** once per round; **Effect** The dragon is a skilled mentor, and commands its students like a general. An ally within 60 feet of the dragon can Stride once and Strike once, in any order. If it hits, the Strike deals an additional 2d6 fire damage.

Word of Caution **✦** (auditory, linguistic, mental, occult) **Frequency** once per round; **Effect** Wise people listen when a vizier dragon speaks. An ally within 60 feet of the dragon gains immunity to the vizier dragon's Powerful Utterance and resistance 10 to all other damage for 1 round.



ADULT VIZIER DRAGON

CREATURE 15

HUGE **DRAGON** **OCCULT**

Perception +29; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic, Dwarven, Elven, Fey; *truespeech*

Skills Acrobatics +22, Arcana +24, Athletics +28, Deception +30,

Diplomacy +30, Medicine +27, Religion +29, Society +26

Str +7, **Dex** +3, **Con** +5, **Int** +3, **Wis** +4, **Cha** +6

AC 36; **Fort** +27, **Ref** +25, **Will** +29; +1 status to all saves vs. magic

HP 300; **Immunities** dragontongue, paralyzed, sleep, stupefied

Dragontongue When a dragon speaks, the universe listens. The dragon is immune to *silence* and abilities that would prevent them from speaking if the source's level is lower than the dragon's or its rank is lower than half the dragon's level rounded up.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 33 (page 228)

Word of Wisdom **✦** (auditory, fortune, linguistic, occult) **Trigger** An ally within 60 feet fails a saving throw; **Effect** The ally improves its result by one degree of success, turning a failure into a success or a critical failure into a normal failure. The dragon

can't use this ability again for 1d4 rounds.

Speed 50 feet, fly 180 feet, swim 50 feet

Melee **✦** jaws +30 (fire, magical, reach 15 feet), **Damage** 3d8+15 piercing plus 3d6 fire

Melee **✦** claw +30 (agile, magical, reach 10 feet), **Damage** 3d6+15 slashing

Melee **✦** tail +28 (magical, reach 20 feet), **Damage** 3d10+15 bludgeoning

Melee **✦** horns +28 (agile, magical, reach 15 feet), **Damage** 2d12+15 piercing

Occult Innate Spells DC 36; **5th** *dreaming potential*; **3rd** *dream message* (×2), *humanoid form* (at will); **Constant** (5th) *truespeech*

Draconic Frenzy **✦✦** As young vizier dragon.

Draconic Momentum As young vizier dragon.

Powerful Utterance **✦✦** As young vizier dragon, but a 40-foot cone, 16d6 fire damage, and DC 36 for ardent proclamation, or stupefied 2 (stupefied 3 on a critical failure) and DC 36 for chastising word.

Word of Advice **✦** (auditory, linguistic, mental, occult) As young vizier dragon, but the Strike deals an additional 3d6 fire damage.

Word of Caution **✦** (auditory, linguistic, mental, occult) As young vizier dragon, but the ally gains resistance 15.

ANCIENT VIZIER DRAGON

CREATURE 20

UNCOMMON **GARGANTUAN** **DRAGON** **OCCULT**

Perception +36; darkvision, scent (imprecise) 80 feet

Languages Common, Draconic, Dwarven, Elven, Fey, Gnomish, Jotun; *truespeech*

Skills Acrobatics +29, Arcana +31, Athletics +35, Deception +38, Diplomacy +38, Medicine +36, Religion +36, Society +35

Str +9, **Dex** +5, **Con** +6, **Int** +5, **Wis** +6, **Cha** +7

AC 44; **Fort** +35, **Ref** +33, **Will** +39; +1 status to all saves vs. magic

HP 450; **Immunities** dragontongue, paralyzed, sleep, stupefied

Dragontongue As adult vizier dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 39 (page 228)

Word of Wisdom (auditory, fortune, linguistic, occult) As adult vizier dragon.

Speed 60 feet, fly 200 feet, swim 60 feet

Melee ♦ jaws +38 (fire, magical, reach 20 feet), **Damage** 4d8+17 piercing plus 4d6 fire

Melee ♦ claw +38 (agile, magical, reach 15 feet), **Damage** 4d6+17 slashing

Melee ♦ tail +36 (magical, reach 25 feet), **Damage** 4d10+17 bludgeoning

Melee ♦ horns +36 (agile, magical, reach 20 feet), **Damage** 3d12+17 piercing

Occult Innate Spells DC 42; **6th** *zealous conviction*; **5th** *dreaming potential*; **3rd** *dream message* (×2), *humanoid form* (at will); **Constant** (**6th**) *truespeech*

Draconic Frenzy ♦♦ As young vizier dragon.

Draconic Momentum As young vizier dragon.

Dragonspeech ♦♦ **Frequency** once per 10 minutes; **Effect** The ancient dragon uses Word of Advice, Word of Caution, and Word of Heroism, though any given ally can only be the target of a single Word.

Powerful Utterance ♦♦ As young vizier dragon, but a 50-foot cone, 21d6 fire damage, and DC 42 for ardent proclamation, or stupefied 3 (stupefied 4 on a critical failure) and DC 42 for chastising word.

Word of Advice ♦ (auditory, linguistic, occult) As young vizier dragon, but the Strike deals an additional 4d6 fire damage.

Word of Caution ♦ (auditory, linguistic, occult) As young vizier dragon, but the ally gains resistance 20.

Word of Heroism ♦ (auditory, linguistic, mental, occult) **Frequency** once per round; **Effect** Ancient dragons are the teachers of heroes. An ally within 60 feet of the dragon gains a +2 status bonus to attack rolls, Perception checks, saving throws, and skill checks for 1 minute.

VIZIER ARCHDRAGON

CREATURE 23

RARE GARGANTUAN DRAGON OCCULT

Perception +39; darkvision, scent (imprecise) 120 feet

Languages Common, Draconic, Dwarven, Elven, Fey, Gnomish, Jotun; *truespeech*

Skills Acrobatics +33, Arcana +35, Athletics +39, Deception +43, Diplomacy +43, Medicine +40, Religion +40, Society +39

Str +10, **Dex** +6, **Con** +7, **Int** +6, **Wis** +7, **Cha** +8

AC 48; **Fort** +37, **Ref** +34, **Will** +40; +1 status to all saves vs. magic
HP 530; **Immunities** dragontongue, paralyzed, sleep, stupefied
Dragontongue As adult vizier dragon.

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 44 (page 228)

Word of Wisdom (auditory, fortune, linguistic, occult) As adult vizier dragon.

Speed 60 feet, fly 250 feet, swim 60 feet

Melee ♦ jaws +42 (fire, magical, reach 20 feet), **Damage** 4d8+20 piercing plus 6d6 fire

Melee ♦ claw +42 (agile, magical, reach 15 feet), **Damage** 4d6+20 slashing

Melee ♦ tail +40 (magical, reach 25 feet), **Damage** 4d10+20 bludgeoning

Melee ♦ horns +40 (agile, magical, reach 20 feet), **Damage** 3d12+20 piercing

Occult Innate Spells DC 46; **9th** *overwhelming presence*; **6th** *zealous conviction*; **5th** *dreaming potential*; **3rd** *dream message* (×2), *humanoid form* (at will); **Constant** (**9th**) *truespeech*

Draconic Frenzy ♦♦ As young vizier dragon.

Draconic Momentum As young vizier dragon.

Dragonspeech ♦♦ As ancient vizier dragon.

Powerful Utterance ♦♦ As young vizier dragon, but a 60-foot cone, 24d6 fire damage, and DC 46 for ardent proclamation, or stupefied 4 (stupefied 6 on a critical failure) and DC 46 for chastising word.

Word of Advice ♦ (auditory, linguistic, mental, occult) As young vizier dragon, but the Strike deals an additional 6d6 fire damage.

Word of Caution ♦ (auditory, linguistic, mental, occult) As young vizier dragon, but the ally gains resistance 30.

Word of Heroism ♦ (auditory, linguistic, mental, occult) As ancient vizier dragon, but the status bonus is +3.

Word of Vigor ♦ (auditory, linguistic, mental, occult) An archdragon is a wellspring of power, a well from which one might drink deep. An ally within 60 feet of the dragon gains regeneration 25 for 1 round, and the dragon can Sustain this effect once per round as a free action.

VIZIER DRAGON SPELLCASTERS

Vizier dragon spellcasters tend to cast the following spells.

YOUNG VIZIER DRAGON

Occult Prepared Spells DC 30, attack +22; **4th** *confusion*, *honeyed words*, *nightmare*; **3rd** *enthrall*, *locate*, *ring of truth*; **2nd** *clear mind*, *dispel magic*, *sound body*; **1st** *mindlink*, *sanctuary*, *spirit link*; **Cantrips** (**4th**) *figment*, *guidance*, *message*, *prestidigitation*, *sigil*

ADULT VIZIER DRAGON

Occult Prepared Spells DC 36, attack +28; As young vizier dragon, plus **6th** *mislead*, *never mind*, *wall of force*; **5th** *banishment*, *sending*, *subconscious suggestion*; **Cantrips** (**6th**) *figment*, *guidance*, *message*, *prestidigitation*, *sigil*

ANCIENT VIZIER DRAGON

Occult Prepared Spells DC 42, attack +34; As adult vizier dragon, plus **9th** *foresight*, *overwhelming presence*, *phantasmagoria*; **8th** *hidden mind*, *quandary*, *unrelenting observation*; **7th** *energy aegis*, *project image*, *true target*; **Cantrips** (**9th**) *figment*, *guidance*, *message*, *prestidigitation*, *sigil*

VIZIER ARCHDRAGON

Occult Prepared Spells DC 46, attack +38; As ancient vizier dragon, plus **10th** *fabricated truth*, *revival*; **9th** *resplendent mansion*^{PC2}; **Cantrips** (**10th**) *figment*, *guidance*, *message*, *prestidigitation*, *sigil*

Vorpal Dragon

"Did I slay the dragon? Did I?
What do you think!?"

-severed head of Sharra del
Rosa, failed Taldan dragonslayer

The head is locked inflexibly into
their torso (a vorpal dragon needs
not fear their eponymous magic)
with the dragon compensating by
way of additional eyes hidden in
their joints and armored plates,
and by using the reflective
surfaces of their wings to widen
their angle of vision.



A razor
sharp blade
on the tail
can slice off a
target's head as the
dragon flies by.

Scales possess the
dulled shine of brushed
metal, with older vorpal
dragons taking on the rippling
texture of folded-and-refolded
metal. Their wings appear
feathered, with each and every
feather a sword, knife, or
other weapon blade.

Vorpal dragons are genderless; they
have no more faculty for breeding
than the ensorcelled blade that
spawned them. Instead, vorpal dragons
perform ritualistic arcane processes-
suspiciously similar to those used by
wizards for inscribing weapon runes-to
spawn more of their kind.



VORPAL DRAGON

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Vorpal dragons were not created by some ancient divinity nor born of a specific realm or force. Their birth was an arcane accident, the result of unstoppable magic contacting immovable beast. In unknowable ancient ages, the first jabberwock was wrought by the Eldest and the first *vorpal sword* was wrought in turn to slay the beast. When that very first blade went snicker-snack for the very first time, tasting the primeval lifeblood of the draconic Tane, the first vorpal dragon was born.

Vorpal dragons are most notorious for their keen *vorpal* magic. Even the least of these dragons can sever a foe's head in a single lucky stroke. Unusually, however, the subject survives as a bipartite creature: a headless body controlled by a detached head that still thinks and speaks, and which can outlive said body's destruction. It's not uncommon for would-be dragonslayers to be sent home carrying their own heads under one arm as a lesson in humility. The unluckier ones, alas, may be kept as trophies—and, in a very literal sense, conversation pieces—while the dragon devours their greater portion. Some might even wear their favorite severed heads as a macabre necklace.

Unusually for arcane dragons, vorpal dragons are every bit as martial as their origin might suggest. Deep thinkers and brilliant tacticians, some vorpal dragons forge conquering armies to claim lands through military maneuvers, while others negotiate hunting and land rights—and, of course, regular tribute—in exchange for their service as advisor and field marshal. Once a vorpal dragon lays claim to a land and its peoples, the dragon suffers no assault upon them, sometimes even giving their life in defense; these subjects are, in a way, as much a part of their hoards as any blade or ingot. Even when they are on the assault, vorpal dragons minimize collateral damage, whether out of noblesse oblige or professional pride.

Vorpal dragons are rarely satisfied with mere command or influence, however. Creatures of arcane magic and supernal sharpness, vorpal dragons have a deep-seated compulsion to refine and sharpen, both physically and magically. It's not uncommon for vorpal dragons to operate magical schools, military academies, or martial monasteries, metaphorically honing the populace as one might a newly forged sword. One of Minkai's finest finishing academies for young women is operated by the vorpal dragon **Autumn Whipwind Glaive** (genteel agender adult vorpal dragon instructor), who trains promising noblewomen in the art of archery, tactics, and wielding the *naginata*.

The territory of a vorpal dragon is most obviously defined by the culture of its inhabitants. Guards keep a protective

eye on the citizenry, well-drilled soldiers vigilantly defend the borders, and fortifications protect strategic locations. Over time, foliage takes on a metallic sheen and flavor, erosion exposes veins of base metal in hillsides and stream beds, and the skies take on a subtly steely hue. Many fey find these environmental changes deeply unpleasant, emigrating to fairer shores when possible.

In addition to their interest in martial civilization, vorpal dragons often take a certain perverse interest in creatures defined by decapitation. A vorpal dragon in grim lands might keep beheaded—whether undead or victims of the dragon's binding—as lookouts or a dullahan as their personal herald.

The vorpal dragon's favored prey, above all else, are the folk of the First World. While lesser fey-linked creatures are often spared the dragon's depredations, more powerful scions of that realm awaken an arcane ravenousness within the dragon, for the *vorpal sword* was made to fell the First World's mightiest and that purpose still dwells within every vorpal dragon's anima. First World dragons, such as curse-laying linnorms or today's lesser jabberwocks, are foremost among these; a vorpal dragon will not suffer these within their reach and may even make pilgrimage to their habitats to do battle. Many scholars of vorpal dragons—not least the dragons themselves—suspect that their ability to behead without slaying is, perhaps, an adaptation to the fierce death curses of linnorms.

Like most other arcane dragons, vorpal dragons are avid collectors of precious things. While anything valuable will do, vorpal dragons have an especial fondness for blades of all varieties, particularly the magical sort. Vorpal dragons can integrate worked weapons into their wings, and many vorpal dragons aspire to one day hold their entire material wealth in this form. Beyond blades, vorpal dragons prize refined metals, and the more successful dragonslayer may find themselves with a wealth of raw materials for the smithy, often in convenient ingot form.

Few vorpal dragons give any significant thought to religion; most treat faiths like any other organization, respecting them for their magical, martial, and tactical adeptness or dismissing them for lack of the same. There are exceptions, however. **Striking Silver Longsword** (naive agender nephilim young vorpal dragon champion)—a young vorpal dragon with angelic blood, scales of purest silver, and intense faith in Iomedae—travels the Broken Lands protecting wayfarers and crusaders, inspired to act by the tragedy of Terendelev Twice-Slain. Longsword's enthusiasm far outstrips their preparedness, however, and only a few lucky beheadings have saved their silver skin so far.

YOUNG VORPAL DRAGON

CREATURE 9

LARGE **ARCANE** **DRAGON** **METAL**

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Aklo, Common, Draconic, Fey, Talican

Skills Acrobatics +16, Arcana +20, Athletics +20, Diplomacy +16, Intimidation +18, Nature +18

Str +6, **Dex** +3, **Con** +4, **Int** +4, **Wis** +3, **Cha** +3

AC 28; **Fort** +21, **Ref** +15, **Will** +18; +2 status to all saves vs. arcane

HP 150; **Immunities** confused, decapitation, paralysis, sleep; **Resistances** fire 10, physical 5 (except adamantite bludgeoning)

Cutting Rebuke  **Trigger** A creature within reach of the dragon's chin blade that the dragon can see makes a Strike against the dragon;

Effect The dragon makes a chin blade Strike against the triggering creature.

Speed 35 feet, fly 100 feet

Melee  chin blade +21 (magical, reach 10 feet), **Damage** 2d8+10 slashing plus vorpal binding

Melee  claw +21 (agile, magical), **Damage** 2d6+10 slashing

Melee  tail +19 (magical, reach 15 feet, sweep), **Damage** 2d12+10 slashing

Ranged  pinion +17 (agile, magical, propulsive, range increment 60 feet, versatile P), **Damage** 2d8+7 slashing

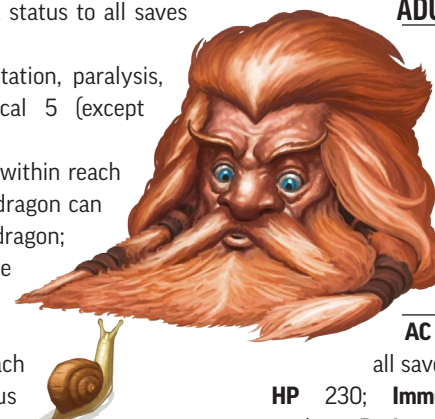
Draconic Frenzy  The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Feast of Blood whenever they score a critical hit with a Strike.

Feast of Blood  (arcane, void) The dragon inhales sharply, pulling blood from wounds and into the dragon's maw. Each creature in a 10-foot emanation takes their current persistent bleed damage plus 6d6 void damage (DC 28 basic Will save). The dragon gains temporary Hit Points equal to half the greatest amount of void damage dealt to a single creature this way. The dragon can't use Feast of Blood again for 1d4 rounds.

Vorpal Binding (arcane) The vorpal dragon beheads its foes—sometimes without killing them. A vorpal dragon's chin blade Strikes count as having the *vorpal* weapon property rune for the purpose of weaknesses. Whenever the vorpal dragon critically succeeds on a chin blade Strike, it deals an additional 2d6 persistent bleed damage, which can be ended normally.

When a vorpal dragon rolls a natural 20 on a chin blade Strike, the target must attempt a DC 28 Fortitude save; this has the incapacitation trait. On a failure, the creature is beheaded. A creature beheaded this way does not automatically die; instead, their head and body live on, disconnected but mystically linked, with the head controlling the body from afar. A beheaded creature is clumsy 2 and dazzled as they attempt to coordinate movements from an unusual perspective, or clumsy 4 and blinded and deafened if their head can't perceive their body from its location. These conditions are suppressed if the body holds its head, and don't apply to actions performed exclusively



by the head, mind, or voice. If the body is killed, the head can live on, but destroying the head kills the body as well. This effect can be reversed by taking a 2-action activity, which has the manipulate trait, to firmly reattach the severed head to the correct body. Whether attaching the severed head to a different headless body is effective is at the GM's discretion.

ADULT VORPAL DRAGON

CREATURE 13

HUGE **ARCANE** **DRAGON** **METAL**

Perception +23; darkvision, scent (imprecise) 90 feet

Languages Common, Aklo, Draconic, Fey, Talican

Skills Acrobatics +22, Arcana +27, Athletics +27, Diplomacy +20, Intimidation +24, Nature +24

Str +8, **Dex** +4, **Con** +5, **Int** +5, **Wis** +4, **Cha** +4

AC 34; **Fort** +26, **Ref** +20, **Will** +23; +2 status to all saves vs. arcane

HP 230; **Immunities** confused, decapitation, paralysis, sleep; **Resistances** fire 15, physical 10 (except adamantite bludgeoning)

Cutting Rebuke  As young vorpal dragon.

Speed 30 feet, fly 150 feet

Melee  chin blade +27 (magical, reach 15 feet), **Damage** 3d8+14 slashing plus vorpal binding

Melee  claw +27 (agile, magical, reach 10 feet), **Damage** 3d6+14 slashing

Melee  tail +25 (magical, reach 20 feet, sweep), **Damage** 3d12+14 slashing

Ranged  pinion +23 (agile, magical, propulsive, range increment 90 feet, versatile P), **Damage** 3d8+10 slashing

Arcane Innate Spells DC 35; **6th** *field of razors* ^{ROE}, **4th** *seal fate*

Draconic Frenzy  As young vorpal dragon.

Draconic Momentum As young vorpal dragon.

Feast of Blood  (arcane, void) As young vorpal dragon, except 10d6 void damage, a 20-foot emanation, and DC 33.

Heads Will Roll!  **Frequency** once per minute; **Effect** The vorpal dragon swoops across the battlefield, sweeping their axe-bladed tail through their foes. The dragon Flies twice; at any point during this movement, the dragon makes up to two chin blade Strikes, each against a different creature within reach. The dragon's multiple attack penalty doesn't increase until all Strikes are made.

Vorpal Binding (arcane) As young vorpal dragon, except 3d6 persistent bleed damage and DC 33.

ANCIENT VORPAL DRAGON

CREATURE 18

UNCOMMON **GARGANTUAN** **ARCANE** **DRAGON** **METAL**

Perception +33; darkvision, scent (imprecise) 120 feet

Languages Common, Aklo, Draconic, Fey, Talican

Skills Acrobatics +31, Arcana +35, Athletics +35, Diplomacy +29, Intimidation +31, Nature +31

Str +9, **Dex** +5, **Con** +6, **Int** +6, **Wis** +5, **Cha** +5

AC 42; **Fort** +36, **Ref** +30, **Will** +33; +2 status to all saves vs. arcane

HP 330; **Immunities** confused, decapitation, paralysis, sleep; **Resistances** fire 20, physical 15 (except adamantite bludgeoning)

Cutting Rebuke ➤ As young vorpal dragon.

Speed 25 feet, fly 180 feet

Melee ➤ chin blade +35 (magical, reach 20 feet), **Damage** 3d8+17 slashing plus vorpal binding

Melee ➤ claw +35 (agile, magical, reach 15 feet), **Damage** 3d6+17 slashing

Melee ♦ tail +33 (magical, reach 25 feet, sweep), **Damage** 3d12+17 slashing

Ranged ♦ pinion +31 (agile, magical, propulsive range increment 120 feet, versatile P), **Damage** 3d8+13 slashing

Arcane Innate Spells DC 40; **8th** *beheading buzz saw*^{RoE}, *field of razors*^{RoE}; **7th** *interplanar teleport* (First World and the Universe only); **6th** *seal fate* (×3)

Draconic Frenzy ♦♦ As young vorpal dragon.

Draconic Momentum As young vorpal dragon.

Feast of Blood ♦♦ (arcane, void) As young vorpal dragon, except 14d6 void damage, a 20-foot emanation, and DC 40.

Gruesome Cuts (arcane, poison) Persistent bleed damage inflicted by the dragon, even magically, carries a poison that inhibits clotting. Healing the creature to full HP doesn't end the bleeding, the DC of any flat check to recover is 2 higher, and the DC to stop the bleeding using Administer First Aid is 40. This poison can be counteracted (DC 40), and successfully doing so ends the bleeding.

Heads Will Roll! ♦♦ As adult vorpal dragon.

Vorpal Binding (arcane) As young vorpal dragon, except 4d6 persistent bleed and DC 40, and the effect can be ended only by *regenerate*, *breath of life*, or any effect that restores life to the dead; only effects that restore an incomplete corpse will replace an absent or destroyed body, however. The dragon can choose to instantly kill a creature when beheading them, as per the *vorpal* weapon property rune's activation.

VORPAL ARCHDRAGON

CREATURE 21

RARE GARGANTUAN ARCANE DRAGON METAL

Perception +38; darkvision, scent (imprecise) 150 feet

Languages Common, Aklo, Draconic, Fey, Talican

Skills Acrobatics +37, Arcana +42, Athletics +43, Diplomacy +34, Intimidation +37, Nature +40

Str +11, **Dex** +6, **Con** +7, **Int** +7, **Wis** +6, **Cha** +6

AC 46; **Fort** +41, **Ref** +35, **Will** +38; +2 status to all saves vs. arcane

HP 400; **Immunities** confused, decapitation, paralysis, sleep; **Resistances** fire 25, physical 20 (except adamantite bludgeoning)

Cutting Rebuke ➤ As young vorpal dragon.

Speed 25 feet, fly 200 feet

Melee ♦ chin blade +39 (magical, reach 20 feet), **Damage** 4d8+21 slashing plus vorpal binding

Melee ♦ claw +39 (agile, magical, reach 15 feet), **Damage** 4d6+21 slashing

Melee ♦ tail +37 (magical, reach 25 feet, sweep), **Damage** 4d12+21 slashing

Ranged ♦ pinion +35 (agile, magical, propulsive, range increment 120 feet, versatile P), **Damage** 4d8+16 slashing

Arcane Innate Spells DC 44; **10th** *beheading buzz saw*^{RoE}, *field of razors*^{RoE}; **8th** *seal fate* (×3); **7th** *interplanar teleport* (×2; First World and the Universe only)

Dragon's Teeth ♦♦♦ **Frequency** once per day; **Effect** A vorpal archdragon never fights alone save by choice, for within their pinioned wings an army of armaments stands ever ready. With a snap of their wings, the archdragon rains blades across the battlefield in a 100-foot line, dealing 22d6 slashing damage with a DC 44 basic Reflex save. These blades are partially animated and remain in the area for 10 minutes, during which time the area is considered greater difficult terrain for every creature except for the archdragon. Any creature that enters the area or begins their turn within or adjacent to this area takes 4d8+16 slashing damage (DC 44 basic Reflex save).

Draconic Frenzy ♦♦ As young vorpal dragon.

Draconic Momentum As young vorpal dragon.

Feast of Blood ♦♦ (arcane, void) As young vorpal dragon, except 14d6 added void damage, a 20-foot emanation, and DC 45.

Gruesome Cuts (arcane, curse) As ancient vorpal dragon, except DC 41.

Heads Will Roll! ♦♦ As adult vorpal dragon.

Vorpal Binding (arcane) As ancient vorpal dragon, except 6d6 persistent bleed and DC 44. The dragon can choose to instantly kill a creature when beheading them, as per the *vorpal* weapon property rune's activation.

VORPAL DRAGON SPELLCASTERS

Vorpal dragon spellcasters tend to cast the following spells.

YOUNG VORPAL DRAGON

Arcane Prepared Spells DC 28, attack +20; **4th** *clairvoyance*, *unfettered movement*; **3rd** *clairaudience*, *mending*, *slow*; **2nd** *create food*, *revealing light*, *ventriloquism*; **1st** *alarm*, *sure strike* (×2); **Cantrips (4th)** *detect magic*, *live wire*^{PC2}, *message*, *read aura*, *telekinetic hand*

ADULT VORPAL DRAGON

Arcane Prepared Spells DC 35, attack +27; as young vorpal dragon, plus **6th** *enlarge*, *slow*; **5th** *impaling spike*, *thoughtful gift*^{PC2}, *wave of despair*; **4th** *illusory disguise*; **Cantrips (6th)** *detect magic*, *live wire*^{PC2}, *message*, *read aura*, *telekinetic hand*

ANCIENT VORPAL DRAGON

Arcane Prepared Spells DC 40, attack +32; as adult vorpal dragon, plus **8th** *arctic rift*, *dream council*^{PC2}, *unrelenting observation*; **7th** *haste*, *spell riposte*^{PC2}, *true target*; **6th** *create food*; **Cantrips (8th)** *detect magic*, *live wire*^{PC2}, *message*, *read aura*, *telekinetic hand*

VORPAL ARCHDRAGON

Arcane Prepared Spells DC 44, attack +36; as ancient vorpal dragon, plus **10th** *falling stars*, *manifestation*; **9th** *detonate magic*, *magnetic dominion*^{RoE}, *phantasmagoria*; **Cantrips (10th)** *detect magic*, *live wire*^{PC2}, *message*, *read aura*, *telekinetic hand*

Wailing Dragon

Wailing dragons are typically single-minded and insular creatures. Though they may gather in small family groups, which they call choirs, many wailing dragons dwell alone and spend the majority of their time experimenting with echoes, tones, and timbres or composing songs solely for their own satisfaction.

In the throes of composition or performance, a wailing dragon may go without food or drink for prolonged periods of time. Occasionally, older wailing dragons or those in a creative lull will become collectors of songs, or even of sounds. These dragons may travel long distances to track down the origins of folksongs or hear the call of rare birds.



Concave horns channel the slightest sound, enabling the dragon to navigate effectively in the densest fog or darkest night.

An unusual respiratory system features two tracheae, each with a larynx and independently operating vocal cords. Not only does this make wailing dragons canny mimics, capable of reproducing any sound they hear, the twin cords also make them peerless singers.

Wailing dragons live primarily in mountains, canyons, and spacious caverns. Geological features that distort or modify the sound of their calls, such as pinnacles, spires, and pillars, are preferred.



WAILING DRAGON

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Canny, patient, and creative, wailing dragons are adepts of sound and psychology. With both their physiology and innate connection to arcane magic allowing them to produce and shape sound waves, these reclusive creatures are heard much more often than seen. Named for their tendency to use uncanny keening vocalizations to communicate across long distances and startle prey, wailing dragons haunt locations that create interesting or useful echoes, such as canyons or caverns. Though ruthless predators when needed, most wailing dragons devote their energy toward investigating the effects sound has on the environment and the bodies and minds of creatures.

Minstrels, divas, and tunesmiths seek out these creatures during their mating season, when two dragons sing courtship ballads full of intricate harmonies. While this might be the performance of a lifetime, it's a dangerous concert, as incautious audience members frequently become meals for the nuptial couple. (The famous Chelaxian composer, Gretezi Valtros, disappeared on such an expedition in 4275 AR, after he set out to teach a wailing dragon High Azlanti and "instruct it in the decorous art of opera.") Most creatures also find the close-range subsonic vibrations emitted by wailing dragons extremely uncomfortable, reinforcing the idea that it's best to observe them from a distance.

As long-lived creatures with a near-eidetic auditory recollection, wailing dragons are natural keepers of oral tradition, though they're seldom interested in tales that aren't sung or chanted. Magically inclined wailing dragons are experts in auditory effects, from brutal sonic spells to words of power. These creatures tend to be arrogant, knowing that they can overcome the typical countermeasures to such magic with their mighty roars. Crueler wailing dragons will terrify victims from afar with unsettling cries before toying with them using auditory illusions and mimicry. Turned to these practices, wailing dragons' natural curiosity and patience make them callous predators more interested in experimenting on victims than consuming them.

Though typically hostile to intruders in their territory, wailing dragons have been known to adopt traveling musicians, or even isolated settlements, if their interest is piqued. A lurking dragon suddenly joining in harmony with a bard's campfire tune or marching song may be a deeply unsettling experience, but the lucky performer is sure of an attentive and protective audience. If impressed with a musician's artistry or creativity, a wailing dragon is content to chat from out of sight and chase away dangers while the performer remains in dragon territory. Such a

partnership is recorded by the Ouat monks of southwestern Osirion's Barrier Wall mountains. Fascinated by the ringing of dwarven hammers from the monastery, the ancient dragon **Chixranderi** (stubborn female adult wailing dragon guardian) protected the monks from intruders for almost 300 years, beginning around 1750 AR. In one famous incident, Chixranderi lured a large kholo raiding party deep into the winding canyons before burying them in a landslide caused by her booming magic.

Within their preferred territories, wailing dragons typically make their lairs in bare-walled caves that amplify the sound created within. Long-inhabited lairs often boast architectural features such as whispering galleries, echo chambers, or acoustic mirrors carved by their inhabitants. Material wealth is uninteresting to most wailing dragons, but they're voracious collectors of musical instruments. Flutes and reed instruments are of particular interest to the creatures and make fine gifts for those who seek to curry favor with a wailing dragon. Their hoards also invariably contain items that can create music, sound, or speech on their own, from simple music boxes to animated wind chimes to enchanted intelligent weapons. Indeed, before his death in the aftermath of the Dragon Plague, the ancient wailing dragon Magarimosa emptied Taldor of such items to furnish his lair in the World's Edge Mountains. His home featured entire enchanted performing ensembles, including a quartet of *singing swords*.

Wailing dragons have an indiscriminate diet of flesh, and few of these creatures are epicureans or even care much for variety in their diets. After periods of furious activity, wailing dragons will simply eat whatever is close to claw. For more leisurely meals, these dragons enjoy the experience of the hunt more than the feast itself, and will experiment with different calls, lures, spells, and approaches for each new hunt. In battle, wailing dragons are careful tacticians, seeking to lure their foes into position and confuse them before striking from ambush.

Patient and cautious, most wailing dragons would prefer to flee rather than fight against great odds or on disadvantageous terrain. If able to catch foes in fog or darkness, dragons will often imitate the voices of opponents to sow confusion among their ranks. Though they prefer to attack with spells from range or employ hit-and-run tactics, wailing dragons are formidable in close combat. Living creatures often feel discomfort in their presence caused by the groaning subsonic vibrations emitted by the dragon in stressful situations, and the deafening and stunning effects of their roar often debilitate attackers before they have the chance to strike. With age, wailing

dragons become even more dangerous, cutting thundering waves through the air as they move at incredible speed and bending the minds of foes with enchanting melodies.

YOUNG WAILING DRAGON

CREATURE 6

LARGE **ARCANE** **DRAGON**

Perception +17; darkvision, echolocation (precise) 120 feet

Languages Common, Draconic

Skills Acrobatics +14, Athletics +15, Crafting +11, Intimidation +14, Music Lore +11, Nature +11, Performance +15, Stealth +14

Str +5, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +4

Echolocation A wailing dragon can use its hearing as a precise sense at the listed range.

AC 23; **Fort** +15, **Ref** +17, **Will** +12; +2 status to all saves vs. auditory and sonic

HP 120; **Immunities** deafened, paralyzed, sleep; **Resistances** sonic 10

Subsonic Drone (aura, auditory) 90 feet, A creature who enters or begins their turn in the area must attempt a DC 21 Fortitude save. Regardless of the result of the saving throw, the creature is temporarily immune to this dragon's subsonic drone for 1 minute.

Critical Success The creature is unaffected.

Success The creature is sickened 1.

Failure The creature is sickened 2.

Critical Failure The creature is sickened 3.

Destructive Interference ⚡ (arcane, auditory) **Trigger** A foe within 90 feet uses an auditory or sonic effect; **Effect** The young wailing dragon releases a burst of noise, attempting to drown out the triggering sound. It makes a counteract check against the effect (counteract rank 3, counteract modifier +16).

Speed 25 feet, fly 90 feet

Melee ⚔ jaws +15 (magical, reach 10 feet), **Damage** 2d8+7 piercing

Melee ⚔ claw +15 (agile, magical), **Damage** 2d6+7 slashing

Melee ⚔ tail +13 (magical, reach 15 feet), **Damage** 2d10+7 bludgeoning

Ranged ⚔ shriek +13 (magical, range increment 90 feet, sonic), **Damage** 2d6+2 sonic

Arcane Innate Spells DC 22; **3rd noise blast** (at will), *shatter*; **Cantrips (3rd)** *figment* (auditory only), *message*

Draconic Frenzy ⚔ The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges their Resounding Roar whenever they score a critical hit with a Strike.

Eerie Call ⚔ (arcane, auditory, emotion, fear, mental) **Requirements** The dragon is hidden or undetected; **Effect** The dragon's wail draws in unsuspecting opponents. Anyone that can hear the Eerie Call must attempt a DC 24 Will save or become fascinated by the sound. A fascinated creature

must spend at least 1 action Seeking the dragon each turn, and the dragon can Sustain this affect for up to 1 minute.

Natural Mimic The dragon can imitate any sound or voice that it has heard. This has the effect of 2nd-rank *ventriloquism* (DC 24) but is a nonmagical effect.

Resounding Roar ⚔ (arcane, sonic) The dragon unleashes a thunderous call that deals 7d6 sonic damage in a 30-foot cone (DC 24 basic Fortitude save). On a critical failure, a creature is also deafened for 1 minute. The dragon can't use Resounding Roar again for 1d4 rounds.

ADULT WAILING DRAGON

CREATURE 10

HUGE **ARCANE** **DRAGON**

Perception +22; darkvision, echolocation (precise) 120 feet

Languages Common, Draconic

Skills Acrobatics +19, Athletics +21, Crafting +17, Intimidation +19, Music Lore +17, Nature +17, Performance +22, Stealth +19

Str +7, **Dex** +5, **Con** +3, **Int** +0, **Wis** +3, **Cha** +5

Echolocation As young wailing dragon.

AC 29; **Fort** +19, **Ref** +22, **Will** +17; +2 status to all saves vs. auditory and sonic

HP 215; **Immunities** deafened, paralyzed, sleep; **Resistances** sonic 15

Subsonic Drone (aura, auditory) As young wailing dragon, but DC 26.

Destructive Interference ⚡ As young wailing dragon, but a counteract rank is 5, and the counteract modifier is +21.

Speed 35 feet, fly 100 feet

Melee ⚔ jaws +21 (magical, reach 15 feet), **Damage** 2d10+11 piercing

Melee ⚔ claw +21 (agile, magical, reach 10 feet), **Damage** 2d6+11 slashing

Melee ⚔ tail +19 (magical, reach 20 feet), **Damage** 2d12+11 bludgeoning

Ranged ⚔ shriek +19 (magical, range increment 90 feet, sonic), **Damage** 2d6+4 sonic

Arcane Innate Spells DC 27; **5th noise blast** (at will), *shatter*; **Cantrips (3rd)** *figment* (auditory only), *message*

Draconic Frenzy ⚔ As young wailing dragon.

Draconic Momentum As young wailing dragon.

Eerie Call ⚔ As young wailing dragon, but DC 29.

Natural Mimic As young wailing dragon, but DC 29.

Resounding Roar ⚔ (arcane, sonic) As young wailing dragon, but 60-foot cone, 11d6 sonic damage, and DC 29. In addition, if the area overlaps with an area of magical silence or includes a creature affected by magical silence, the roar attempts to counteract the silence effect (counteract rank 5, counteract modifier +21)

ANCIENT WAILING DRAGON

CREATURE 15

UNCOMMON **GARGANTUAN** **ARCANE** **DRAGON**

Perception +29; darkvision, echolocation (precise) 120 feet

Languages Common, Draconic

Skills Acrobatics +27, Athletics +30, Crafting +25, Intimidation +27, Music Lore +25, Nature +25, Performance +33, Stealth +27
Str +8, **Dex** +6, **Con** +4, **Int** +2, **Wis** +4, **Cha** +6

Echolocation As young wailing dragon.

AC 36; **Fort** +26, **Ref** +29, **Will** +24; +2 status to all saves vs. auditory and sonic

HP 33; **Immunities** deafened, paralyzed, sleep; **Resistances** sonic 20

Subsonic Drone (aura, auditory) As young wailing dragon, but 120 feet, DC 33.

Destructive Interference ➤ As young wailing dragon, but counteract rank is 8, and the counteract modifier is +28.

Speed 45 feet, fly 110 feet

Melee ♦ jaws +28 (magical, reach 20 feet), **Damage** 3d10+16 piercing

Melee ♦ claw +28 (agile, magical, reach 15 feet), **Damage** 3d6+16 slashing

Melee ♦ tail +26 (magical, reach 25 feet), **Damage** 3d12+16 bludgeoning

Ranged ♦ shriek +26 (magical, range 90 feet, sonic), **Damage** 3d6+8 sonic

Arcane Innate Spells DC 34; **8th noise blast** (at will), *shatter*; **Cantrips (8th)** *figment* (auditory only), *message*

Draconic Frenzy ♦♦ As young wailing dragon.

Draconic Momentum As young wailing dragon.

Eerie Call ♦♦ As young wailing dragon, but DC 36.

Natural Mimic As young wailing dragon, but DC 36.

Resounding Roar ♦♦ (arcane, sonic) As adult wailing dragon, but 16d6 sonic damage, DC 36, counteract rank 8, and counteract modifier +28.

Reverberating Rush ♦♦♦ (arcane, sonic) The dragon Flies three times. The dragon gains a +4 circumstance bonus to AC against reactions triggered by this movement. Any creature that is adjacent to the dragon at any point during its movement takes 8d6 sonic damage (DC 33 basic Fortitude save). On a critical failure, the creature is also deafened for 1 hour. A creature can be affected only once per Reverberating Rush.

WAILING ARCHDRAGON

CREATURE 18

RARE GARGANTUAN ARCANE DRAGON

Perception +36; darkvision, echolocation (precise) 120 feet

Languages Common, Draconic

Skills Acrobatics +33, Athletics +35, Crafting +30, Intimidation +33, Music Lore +30, Nature +30, Performance +38, Stealth +33

Str +9, **Dex** +6, **Con** +5, **Int** +4, **Wis** +5, **Cha** +6

Echolocation As young wailing dragon.

AC 41; **Fort** +30, **Ref** +33, **Will** +28; +2 status to all saves vs. auditory and sonic

HP 400; **Immunities** deafened, paralyzed, sleep; **Resistances** sonic 25

Subsonic Drone (aura, auditory) As young wailing dragon, but 120 feet, DC 37.

Destructive Interference ➤ As young wailing dragon, but counteract rank is 9, and the counteract modifier is +32.

Speed 55 feet, fly 120 feet

Melee ♦ jaws +35 (magical, reach 20 feet), **Damage** 3d10+18 piercing plus steal sound

Melee ♦ claw +35 (agile, magical, reach 15 feet), **Damage** 3d6+18 slashing plus steal sound

Melee ♦ tail +33 (magical, reach 25 feet), **Damage** 3d12+18 bludgeoning plus steal sound

Ranged ♦ shriek +33 (magical, range 90 feet, sonic), **Damage** 3d6+10 sonic

Arcane Innate Spells DC 38; **9th noise blast** (at will), *shatter*; **Cantrips (9th)** *figment* (auditory only), *message*

Draconic Frenzy ♦♦ As young wailing dragon.

Draconic Momentum As young wailing dragon.

Eerie Call ♦♦ As young wailing dragon, but DC 40.

Natural Mimic As young wailing dragon, but DC 40.

Resounding Roar ♦♦ (arcane, sonic) As adult wailing dragon, but 19d6 damage, DC 40, and counteract rank 9, and counteract modifier +32.

Reverberating Rush ♦♦♦ (arcane, sonic) As ancient wailing dragon, but 9d6 damage and DC 37.

Steal Sound (arcane, curse) A creature struck by the wailing archdragon's melee Strikes must succeed at a DC 40 Will save or be deafened and silenced for 1 round. A silenced creature can't use sonic attacks, auditory actions, or Cast Spells (with the exception of subtle spells).

WAILING DRAGON SPELLCASTERS

Wailing dragon spellcasters tend to cast the following spells.

YOUNG WAILING DRAGON

Arcane Prepared Spells DC 24, attack +16; **3rd** *clairaudience*, *translate*, *wall of wind*; **2nd** *dispel magic*, *mist*, *translate*; **1st** *command*, *sure strike*, *tailwind*; **Cantrips (3rd)** *bullhorn*^{PC2}, *detect magic*, *haunting hymn*^{PC2}, *read aura*, *sigil*

ADULT WAILING DRAGON

Arcane Prepared Spells DC 29, attack +21; As young wailing dragon, plus **5th** *banishment*, *confusing cry*^{HotW}, *truespeech*; **4th** *dispel magic*, *seal fate*^{PC2}, *whispers of the void*^{PC2}; **Cantrips (5th)** *bullhorn*^{PC2}, *detect magic*, *haunting hymn*^{PC2}, *read aura*, *sigil*

ANCIENT WAILING DRAGON

Arcane Prepared Spells DC 36, attack +28; As adult wailing dragon, plus **8th** *canticle of everlasting grief*, *spirit song*^{PC2}; **7th** *contingency*, *energy aegis*, *spell riposte*^{PC2}; **6th** *phantom orchestra*^{RoE}, *repulsion*, *whispers of the void*^{PC2}; **Cantrips (8th)** *bullhorn*^{PC2}, *detect magic*, *haunting hymn*^{PC2}, *read aura*, *sigil*

WAILING ARCHDRAGON

Arcane Prepared Spells DC 40, attack +32; As ancient wailing dragon, plus **9th** *massacre*, *metamorphosis*, *phantom orchestra*^{RoE}; **8th** *uncontrollable dance*; **Cantrips (9th)** *bullhorn*^{PC2}, *detect magic*, *haunting hymn*^{PC2}, *read aura*, *sigil*

Wish Dragon

Wish dragons believe that they were created as the result of a wish, though if this tale is true, the purpose behind the wish has long since faded into obscurity. Some say that the wish was an ask for power, while others are convinced that it was driven by a desire to give back to others.

What wish dragons do agree on is that the wish was important enough to have resulted in the gift of their existence. Most believe that if they do not honor this gift, they will cease to exist altogether.

The upper sides of the wings are smooth and scaleless.



The scales of the dragon are embedded with thousands of organic gems.

The body is long and lithe, covered with prismatic scales that form shifting patterns of color and light. Wish dragons can seemingly fold in on themselves, taking up a smaller space, and can use their scales to shift their appearance, reflecting what those they interact with most want them to be.

WISH DRAGON

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What is a wish? A wish dragon would call it the truest expression of self—each individual wish reveals something of deep importance to the wisher, and no two wishes are ever quite the same. Whether the wish is one of creation or destruction, justice or vengeance, love or hate, wish dragons seek to understand what makes it important to the wisher and view their ability to make it a reality as a gift that helps them make sense of the world.

To a wish dragon, learning what someone wishes for is the beginning of a conversation, granting them that wish is a gift, and watching what they do with it is a reward. They take each part of this journey seriously and spend much of their lives moving among other ancestries to better understand what others want and need, especially during their younger years. While they view this mission as a righteous one, it can become all-consuming, and some have been known to lose all sense of themselves in their quest to bring about the dreams and desires of those around them.

Wish dragons have gone by many names in their time—fairy godmother, muse, guardian spirit, patron, avenging angel—mostly by those who knew them in a different guise than their true draconic form. Wish dragons don their facades not to manipulate or imitate those around them, but to better understand them. Most want to know, with certainty, when a wish is worth granting, and the only way to do this is to truly know the wisher. As they can't observe or question everyone who might eventually cross their paths, they spend time moving through the lives and worlds of others to better understand when and how a wish will be truly meaningful when they have an opportunity to grant one.

Wish dragons are most likely to spend their time among other ancestries in their younger days, when they don't yet have the power to make a wish come true in a single spell. This period of growth is considered a necessary part of being ready for the power of their abilities later in life, but it also suits the social and analytical nature of wish dragons, who enjoy listening to the stories and ideas of others to get to know them better. Many young wish dragons take the form of someone in a profession that has access to a wide variety of thoughts and opinions, and where the differences in the way they appear from one person to the next are less noticeable; they often appear to be a friendly tavern keeper, philosophical barber, curious adventurer, or traveling merchant.

The one danger in the approach that wish dragons take to understanding those around them is that they can get lost in reflecting on and understanding the wishes of others and lose track of who they truly are. This most often expresses itself in becoming fixated on a specific individual they come across on their travels and dedicating themselves to making their

new charge's wishes come true in perpetuity. This focused wish fulfillment is often seen as one of the follies of youth by other wish dragons, though some continue in this vein long after they have reached adulthood. The wish dragon **Yglizelle** (charismatic female adult wish dragon advisor), for example, has been associated with the leaders of more than one revolutionary uprising who seem to triumph at every turn, often in a secondary role as swordbearer or scribe.

As wish dragons mature, they often leave the lives they've built among others and try to find their own true passions, to understand what they would most wish for if left to fulfill their own desires, going on a multi-year exploration of the world to know themselves better before settling down. Many attempt to spend time with other dragons during this period, though they avoid conspirator dragons, who they disdain for using their ability to change their shape for scheming. They have a soft spot for delight dragons and despair dragons for their perceived depth of passion, despite their different approaches.

A wish dragon's lair is influenced by, and a tribute to, the passions they pursue. It's typically hidden within a city or settlement, as even mature wish dragons retain their desire to learn about and interact with others. The entrance to the lair is usually within a building dedicated to something that the dragon loves—a restaurant, a gallery, a center of healing—and extends underground into a set of spiraling passages and niches filled with delights. While these passages look welcoming, those who find the lair should watch their step, as wish dragons set deadly traps to dissuade others from getting too close to their most dear items. When a wish dragon learns about an object that others around them wish for, they add similar such objects to their hoard, but their favorite items are connected to those whose wishes they helped come true. While being able to help others get what they desire once is important, wish dragons feel most fulfilled when the wishes they grant shape and change the lives of those they help in the long run.

Wish dragons' belief in examining the long-term effects of their help on those they offer it to can lead to some disappointment when someone receives a wish and uses it in ways that are ill-considered, impulsive, or harmful to themselves. This doesn't mean that they care about the morality of a specific wish—wish dragons count despots, murderers, and oppressors among those they've granted wishes to. What is important to them is that the wish was sincere and creates a change for the better in the recipient's life. Those who fall short should be wary, as angry wish dragons have been known to occasionally hold grudges. It isn't always good to get exactly what you wish for.

YOUNG WISH DRAGON

LEVEL 10

LARGE ARCANIC DRAGON

Perception +18; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic

Skills Acrobatics +17, Arcana +22, Athletics +19, Crafting +20, Diplomacy +19, Occultism +22, Society +22, Stealth +19

Str +5, **Dex** +4, **Con** +4, **Int** +6, **Wis** +4, **Cha** +5

AC 29; **Fort** +18, **Ref** +18, **Will** +21; +2 status to all saves vs. arcane

HP 180; **Immunities** fascinated, paralyzed, sleep

Best Wishes (aura, emotion, mental) 20 feet.

Being near a wish dragon gives other creatures a greater sense of what they truly wish for, bolstering their sense of purpose while also distracting them from the task at hand. Creatures in the aura take a -1 status penalty to Perception but gain a +2 status bonus to Will

saving throws against mental effects. The wish dragon can't gain the benefit of their own aura or other actions that use the aura, and they can choose to exclude any creatures from any benefit of the aura or action that uses the aura.

Wished Away  **Trigger** The dragon is critically hit by an attack; **Effect** The dragon wishes not to be hurt by this attack, gaining resistance 15 to all damage against the triggering attack.

Speed 30 feet, climb 30 feet, fly 120 feet

Melee  jaws +22 (magical, reach 10 feet), **Damage** 2d8+11 piercing

Melee  claw +22 (agile, magical), **Damage** 2d6+11 slashing

Melee  tail +19 (magical, reach 15 feet), **Damage** 2d10+11 bludgeoning

Arcane Innate Spells DC 29; **4th** *cozy cabin, creation, safe passage, sure strike*; **Cantrips (4th)** *message*

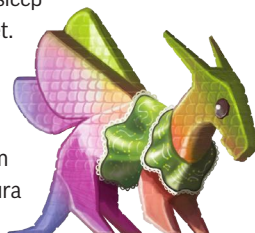
Breath of Loss  (arcane, mental) The dragon breathes a warm, gentle breeze of mist that creates the feeling of when deepest desires are achieved. As the breeze dissipates, the feeling of loss overwhelms creatures' senses, dealing 11d6 mental damage in a 30-foot cone (DC 29 Will save). A creature that critically fails its save is also consumed with the memory of the moment and is stunned 1. The wish dragon can't use Breath of Loss again for 1d4 rounds.

Destructive Wish  **Requirements** An illusion from Wish Come True is currently active; **Effect** The wish dragon Dismisses the illusion of Wish Come True, which shatters into magical fragments, dealing 6d6 force damage with a DC 29 basic Reflex save to all creatures in a 30-foot emanation of the illusion.

Draconic Frenzy  The dragon makes two claw Strikes and one tail Strike in any order.

Draconic Momentum The dragon recharges Breath of Loss whenever they score a critical hit with a Strike.

Wish Come True  (arcane, auditory, concentrate, emotion, illusion, mental, olfactory, visual) **Frequency** once per 10 minutes; **Effect** The dragon creates an illusion in an unoccupied square within 60 feet that appears to all other creatures that can see it to be the manifestation of their deepest material



desire. This has the effects of *illusory object* (though the illusion might appear to be a creature to certain people) that last for 10 minutes. The wish dragon can Dismiss the illusion. Each non-wish dragon creature who begins their turn within 200 feet in line of sight of the illusion must attempt a DC 29 Will save. If any creature within reach of the illusion Interacts to touch it, the illusion ends and that creature is invigorated, gaining 2d4 temporary Hit Points that last for 1 minute.

Critical Success The creature disbelieves the illusion and becomes temporarily immune to Wish Come True for 1 hour.

Success The creature is unaffected.

Failure The creature is stupefied 1 for 1 round.

Critical Failure The creature is stupefied 2 for 1 round.

ADULT WISH DRAGON

LEVEL 14

LARGE ARCANIC DRAGON

Perception +26; darkvision, scent (imprecise) 60 feet

Languages Common, Draconic; *truespeech*

Skills Acrobatics +23, Arcana +28, Athletics +25, Crafting +26, Diplomacy +25, Occultism +28, Society +28, Stealth +23

Str +5, **Dex** +4, **Con** +4, **Int** +7, **Wis** +4, **Cha** +6

AC 35; **Fort** +24, **Ref** +24, **Will** +28; +2 status to all saves vs. arcane

HP 260; **Immunities** fascinated, paralyzed, sleep

Best Wishes (aura, emotion, mental) As young wish dragon.

Wished Away  As young wish dragon, but resistance 20.

Speed 40 feet, climb 40 feet, fly 140 feet

Melee  jaws +28 (magical, reach 10 feet), **Damage** 3d8+13 piercing

Melee  claw +28 (agile, magical), **Damage** 3d6+13 slashing

Melee  tail +26 (magical, reach 15 feet), **Damage** 3d10+13 bludgeoning

Arcane Innate Spells DC 34; **6th** *cozy cabin, creation* (at will), *safe passage, sure strike*; **Cantrips (6th)** *message*; **Constant (5th)** *truespeech*

Breath of Loss  As young wish dragon, but a 40-foot cone, 14d6 mental damage, and DC 34.

Destructive Wish  As young wish dragon, but 7d6 force damage, DC 34, and 40-foot emanation.

Draconic Frenzy  As young wish dragon.

Draconic Momentum As young wish dragon.

Grant Wish  (arcane, concentrate) **Frequency** once per year; **Effect** The wish dragon instantly grants the benefits of a critical success with the *wish* ritual to a mortal creature. This has no cost. That creature specifies what they wish for, but the interpretation is up to the wish dragon. A summoned wish dragon can't use this ability.

Wish Come True  (arcane, auditory, concentrate, emotion, illusion, mental, olfactory, visual) As young wish dragon, but DC 34 and 2d6 temporary Hit Points.

ANCIENT WISH DRAGON

LEVEL 19

UNCOMMON HUGE ARCANIC DRAGON

Perception +32, darkvision, scent (imprecise) 60 feet

Languages Common, Draconic; *truespeech*

Skills Acrobatics +32, Arcana +33, Athletics +32, Crafting +33, Diplomacy +34, Occultism +31, Society +40, Stealth +35

Str +6, **Dex** +5, **Con** +5, **Int** +9, **Wis** +5, **Cha** +8

AC 42; **Fort** +31, **Ref** +31, **Will** +35; +2 status to all saves vs. arcane

HP 360; **Immunities** fascinated, paralyzed, sleep

Best Wishes (aura, emotion, mental) 30 feet. As young wish dragon.

Wished Away  As young wish dragon, but resistance 25.

Speed 50 feet, climb 50 feet, fly 200 feet

Melee  jaws +36 (magical, reach 15 feet), **Damage** 4d8+16 piercing

Melee  claw +36 (agile, magical, reach 10 feet), **Damage** 4d6+16 slashing

Melee  tail +34 (magical, reach 20 feet), **Damage** 4d10+16 bludgeoning

Arcane Innate Spells DC 41; **9th** *cozy cabin, creation* (at will), *energy aegis, safe passage, sure strike*; **Cantrips** (9th) *message*; **Constant** (5th) *truespeech*

Breath of Loss  As young wish dragon, but a 50-foot cone, 19d6 mental damage, DC 41, and a creature that critically fails its save is stunned 2.

Destructive Wish  As young wish dragon, but 9d6 force damage, DC 41, and 50-foot emanation.

Draconic Frenzy  As young wish dragon.

Draconic Momentum As young wish dragon.

Grant Wish  (arcane, concentrate) As adult wish dragon, but once per month.

Wish Come True  (arcane, concentrate, emotion, illusion, mental, visual) As young wish dragon, but DC 41 and 2d8 temporary Hit Points.

Wish You Would  (arcane, concentrate, incapacitation, mental)

Requirements An illusion from *Wish Come True* is active; **Effect** The dragon targets one creature within 200 feet currently stupefied by *Wish Come True*, making them believe that the object of their desires is under attack from all those around them and the dragon is the only one they can trust. The target must succeed at a DC 40 Will Save or they become controlled by the dragon for 1 minute. The target may attempt a new save at the end of each of their turns. If the illusion from *Wish Come True* dissipates, their controlled state immediately ends.

WISH ARCHDRAGON

LEVEL 22

RARE GARGANTUAN ARCADE DRAGON

Perception +38, darkvision, scent (imprecise) 60 feet

Languages Common, Draconic; *truespeech*

Skills Acrobatics +37, Arcana +45, Athletics +40, Crafting +42, Diplomacy +40, Occultism +45, Society +45, Stealth +37

Str +8, **Dex** +6, **Con** +6, **Int** +11, **Wis** +6, **Cha** +10

AC 48; **Fort** +35, **Ref** +35, **Will** +39; +2 status to all saves vs. arcane

HP 475; **Immunities** fascinated, paralyzed, sleep

Best Wishes (aura, emotion, mental) 40 feet. As young wish dragon.

Dying Wish  (arcane, teleportation) **Frequency** once per day;

Trigger The dragon is reduced to 0 Hit Points; **Effect** The dragon

wishes to survive by any means necessary. The dragon is instead reduced to 1 Hit Point and teleports up to 10 miles away.

Wished Away  As young wish dragon, but resistance 25.

Speed 60 feet, climb 60 feet, fly 240 feet

Melee  jaws +41 (magical, reach 20 feet), **Damage** 4d8+23 piercing

Melee  claw +41 (agile, magical, reach 15 feet), **Damage** 4d6+23 slashing

Melee  tail +39 (magical, reach 25 feet), **Damage** 4d10+23 bludgeoning

Arcane Innate Spells DC 45; **9th** *cozy cabin, creation* (at will), *energy aegis, safe passage, sure strike*; **Cantrips** (9th) *message*; **Constant** (5th) *truespeech*

Breath of Loss  As young wish dragon, but a 60-foot cone, 22d6 mental damage, DC 45, and a creature that critically fails its save is stunned 2.

Destructive Wish  As young wish dragon, but 10d6 force damage, DC 45, and 50-foot emanation.

Draconic Frenzy  As young wish dragon.

Draconic Momentum As young wish dragon.

Grant Wish  (arcane, concentrate) As adult wish dragon, but once per week.

Wish Come True  (arcane, auditory, concentrate, emotion, illusion, mental, olfactory, visual) As young wish dragon, but DC 45 and 3d6 temporary Hit Points.

Wish You Would  (arcane, concentrate, incapacitation, mental) As ancient wish dragon, but DC 44.

WISH DRAGON SPELLCASTERS

Wish dragon spellcasters tend to cast the following spells.

YOUNG WISH DRAGON

Arcane Prepared Spells DC 29; attack +21; **4th** *confusion, suggestion, translocate*; **3rd** *earthbind, lightning bolt, mind reading*; **2nd** *charitable urge*^{PC2}, *phantasmal treasure*^{PC2}, *revealing light*; **1st** *déjà vu*^{PC2}, *force barrage, item facade*; **Cantrips** (4th) *bullhorn*^{PC2}, *daze, figment, light, telekinetic hand*

ADULT WISH DRAGON

Arcane Prepared Spells DC 34; attack +26; As young wish dragon, plus **6th** *cursed metamorphosis, never mind, scrying*; **5th** *hallucination, magic passage, subconscious suggestion*; **Cantrips** (6th) *bullhorn*^{PC2}, *daze, figment, light, telekinetic hand*

ANCIENT WISH DRAGON

Arcane Prepared Spells DC 41; attack +33; As adult wish dragon, plus **8th** *confusing colors*^{PC2}, *dream council*^{PC2}, *uncontrollable dance*; **7th** *duplicate foe, mask of terror, true target*; **Cantrips** (8th) *bullhorn*^{PC2}, *daze, figment, light, telekinetic hand*

WISH ARCHDRAGON

Arcane Prepared Spells DC 45; attack +37; As adult wish dragon, plus **10th** *manifestation, remake*; **9th** *foresight, phantasmagoria, resplendent mansion*^{PC2}; **Cantrips** (10th) *bullhorn*^{PC2}, *daze, figment, light, telekinetic hand*

WYRMWRAITH

Dahak's defiance and his hatred for all of creation brought loss to dragonkind. It is said that the first wyrmwraiths rose from the souls of dragons hurled into the Void by Dahak, but whether this is true or not is still a matter of debate. What is undeniable is that the wyrmwraiths are unliving conduits of the Void, shaped but unshackled by the plane's hunger for indiscriminate destruction.

Wyrmwraiths dwell in remote areas marred by catastrophes and death, where they can better hide their undead nature or indulge in their grim research. Their lairs often have a single, hidden and highly defensible antechamber where the wyrmwraith confers with its agents as it engages in a war with distant rivals through expendable proxies. This dimly lit antechamber is usually filled with death and many undead servants, some raised from the bodies of those whose usefulness has come to an end.

Wyrmwraiths might enter temporary alliances with other undead, cults, or necromancers, especially when it comes to unearthing powerful secrets or striking a blow against a common powerful threat. While wyrmwraiths take great pleasure in acting against those who wield the power of the gods, often targeting them first in battle to rend their flesh and protective spells with their claws, they are often very cautious, striking only after stacking the odds in their favor.

WYRMWRAITH

CREATURE 17

RARE **GARGANTUAN** **DRAGON** **INCORPOREAL** **UNDEAD** **UNHOLY** **WRAITH**

Perception +29; darkvision, lifesense 120 feet (page 229)

Languages Common, Draconic, Necril

Skills Acrobatics +30, Arcana +30, Intimidation +33, Religion +33, Stealth +33

Str -5, **Dex** +9, **Con** +0, **Int** +7, **Wis** +7, **Cha** +9

AC 39; **Fort** +29, **Ref** +32, **Will** +35

HP 280, void healing (*Monster Core* 360); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 20 (except force, *ghost touch*, spirit, or vitality; double resistance vs. non-magical)

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 36. On a critical failure, a creature is also paralyzed until the start of their next turn.

Sunlight Powerlessness A wyrmwraith in sunlight is clumsy 2 and slowed 2.

Vitality Transfer  (divine) **Trigger** The wyrmwraith succeeds at a saving throw to resist vitality damage but still takes damage; **Effect** The wyrmwraith transfers all vitality damage from the effect to a single undead creature of their choice within 120 feet that they control or that's friendly or helpful to them.

Speed 50 feet, fly 80 feet

Melee  spectral jaws +34 (reach 20 feet), **Damage** 3d12+17 void

Melee  spectral claw +34 (agile, reach 15 feet), **Damage** 3d8+17 void plus divine dispelling

Divine Innate Spells DC 35; **8th** *charm* (undead targets only); **7th** *divine wrath* (×3), *execute*; **6th** *vampiric exsanguination*; **4th** *charm* (×3; undead targets only), *darkness*; **3rd** *bind undead* (at will)

Divine Rituals DC 35; *create undead*

Decaying Breath  (divine, void) The wyrmwraith unleashes a torrent of void energy that deals 18d6 void damage to all creatures in a 60-foot cone (DC 38 basic Reflex save). They can't use Decaying Breath again for 1d4 rounds.

Divine Dispell (divine) A wyrmwraith's claws rend divine magic. Whenever a wyrmwraith hits a creature with a spectral claws Strike, the wyrmwraith can attempt a Religion check to counteract an ongoing divine spell effect on the creature.

Draconic Frenzy  The wyrmwraith makes two claw Strikes and one jaws Strike in any order.

Ectoplasmic Form  (divine) A wyrmwraith can push through the ectoplasmic veil to temporarily assume a physical form made of ectoplasm. The wyrmwraith loses the incorporeal trait for 1d4 rounds, though they can return to their incorporeal form as a free action before then. Once this ability ends, the wyrmwraith can't use this ability again for 1d4 rounds. While in their ectoplasmic form, the wyrmwraith's AC increases to 43 and they gain 100 temporary Hit Points. They lose their immunity to precision and bleed damage and all their resistances. Their jaws and claw Strikes deal piercing and slashing damage, respectively, instead of void damage.

Phase Lurch  (divine) **Requirements** The wyrmwraith is in their ectoplasmic form; **Effect** The wyrmwraith Strides, but can pass through walls or material obstacles as though they were incorporeal. They must begin and end their movement outside of any physical obstacles, and passing through solid material is difficult terrain.

Void's Embrace (curse, death, divine, void) If a victim succeeds at a saving throw against this curse while in sunlight, the curse ends. While a creature has this curse, they bypass the resistances of the wyrmwraith that cursed them; **Saving Throw** DC 38 Will; **Stage 1** dazzled in any light (1 hour); **Stage 2** gains lifesense 30 feet but is blinded in any light (1 hour); **Stage 3** as stage 2, but also has void healing (1 hour); **Stage 4** unconscious and can't awaken (1 day); **Stage 5** dead and becomes a wraith (*Monster Core* 351), its body crumbling to ash.

Wings of Shadow ♦ (divine, void) **Frequency** once per round;
Effect The wyrmwraith spreads its spectral wings wide covering all near it in shadow. Each living creature within a 10-foot emanation is exposed to void's embrace.

ELDER WYRMWRAITH

CREATURE 23

RARE GARGANTUAN DRAGON INCORPOREAL UNDEAD UNHOLY WRAITH

Perception +40; darkvision, lifesense 120 feet (page 229)

Languages Common, Draconic, Necril

Skills Acrobatics +38, Arcana +38, Intimidation +43, Religion +46, Stealth +43

Str -5, **Dex** +11, **Con** +0, **Int** +9, **Wis** +9, **Cha** +11

AC 48; **Fort** +37, **Ref** +40, **Will** +45

HP 400, void healing (*Monster Core* 360); **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all damage 25 (except force, ghost touch, spirit, or vitality; double resistance vs. non-magical)

Frightful Presence (aura, emotion, fear, mental) 90 feet, DC 44. As wyrmwraith

Sunlight Powerlessness As wyrmwraith.

Vitality Transfer ⤵ (divine) As wyrmwraith.

Speed 50 feet, fly 100 feet

Melee ♦ spectral jaws +42 (reach 20 feet), **Damage** 4d12+23 void plus drain life

Melee ♦ spectral claw +42 (agile, reach 15 feet), **Damage** 4d8+23 void plus divine dispelling and drain life

Divine Innate Spells DC 46; **10th** *manifestation*; **8th** *charm* (undead targets only); **7th** *divine wrath* (×3), *execute*; **6th** *vampiric exsanguination*; **4th** *charm* (×3; undead targets only), *darkness*; **3rd** *bind undead* (at will)

Divine Rituals DC 46; *create undead*, *imprisonment*^{Wol}

Consume Souls ♦♦ (death, divine, incapacitation) The elder wyrmwraith inhales sharply, sucking in the souls of nearby creatures. Each creature in a 60-foot cone must attempt a DC 46 Will save. The elder wyrmwraith can't Consume Souls again for 1d4 rounds.

Critical Success The creature is unaffected.

Success The creature becomes doomed 1.

Failure The creature becomes doomed 2 and takes 100 void damage.

Critical Failure The creature is slain. As long as the elder wyrmwraith still exists, the slain creature can't be returned to life through any means.

Decaying Breath ♦♦ (divine, void) As wyrmwraith, but 90-foot cone, 24d6 void damage, and DC 46.

Divine Dispelling (divine) As wyrmwraith.

Draconic Frenzy ♦♦ As wyrmwraith.

Drain Life (divine, unholy) When a wyrmwraith deals damage to a living creature with a spectral jaws or spectral claw Strike, the wyrmwraith gains 20 temporary Hit Points and the target's maximum Hit Points (but not current

Hit Points) are reduced by 20. The target's maximum Hit Points are restored after a full night's rest.

Ectoplasmic Form ♦ (divine) As wyrmwraith, but AC 52 and 125 temporary Hit Points.

Phase Lurch ♦ (divine, move) As wyrmwraith.

Void's Embrace (curse, death, divine, void) As wyrmwraith, but DC 46.

Wings of Shadow ♦ (divine, void) As wyrmwraith.







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GLOSSARY & INDEX

Rumors spread like weeds from the nigh-unknown village of Tranquility's Hold high in the Mindspin Mountains along western Nirmathas. This idyllic mountain village was once a tourist destination with hot springs, shopping, fine dining, and all the amenities, but three years ago something changed. The hot springs ran cold and Tranquility's Hold was plunged into a seemingly endless and bitter winter. Three years into the Eternal Freeze, the village had become a ghost town. Its remaining inhabitants sent a desperate plea to the closest city for someone, anyone, to come to their aid.

With the hopes of payment and maybe a free trip to the hot springs, a party of adventurers answered the call. Led by Shaw, a northern berserker, along came Heskan, an iruxi warrior; Vashti, an elven magician; a priest named Harold; and Shavec, a dhampir halfling picklock. After some investigating, it became clear to the party that a powerful source of magic was influencing the weather and temperature of the hot springs. With hope in their hearts, the party bravely trudged through the snow-laden path toward the icy peaks of the mountains surrounding the village.

Their breath hung in the frigid air, forming clouds as they climbed higher. A chill ran down their spines, but it wasn't just the cold that made them uneasy. Vashti's research led the party to believe that a powerful dragon had taken residence near the hot springs. As the sun began to set, casting long shadows across the snow, they reached the mouth of the cavern. The air inside was damp, and the sound of dripping water echoed ominously off the frost-rimed walls.

"Stay close," Shaw ordered, her voice low. Shavec moved cautiously, his senses alert for any sign of danger.

As they ventured closer to the springs, the temperature dropped further. Ice sculptures of adventurers frozen in fear decorated the cavern, created by a dragon's icy breath.

"Do you like them? My frozen treasures?" A voice echoed through the chamber as the dragon rose from the spring, her blue-white scales glittering like fallen snow. She lazily glided in circles through the ice-cold water, her body language nonthreatening.

"I do," Shaw said, ever the diplomat. "I'm Shaw, and if I may, why have you taken residence here?"

The dragon splashed icy water at Shaw's feet, a teasing yet menacing gesture. "Have the poor villagers complained?"

"As a matter of fact..." Heskan began, his voice brusque, but Shaw cut in.

"A bit, yes, if I'm being honest," said Shaw, shooting a stern glance toward Heskan. The warrior huffed and took a step back, hand gently resting on the hilt of his sword. "You see," Shaw continued, "the villagers depend on the

tourism from this hot spring, and—no offense meant—your presence has brought a bit of a chill to the area."

The dragon laughed, the echoing tremors dislodging icicles that shattered at the party's feet. "Well, Shaw, I'd hate to be the cause of trouble to those poor villagers," she said, voice dripping with mock sincerity. "But in the spirit of honesty, I have an idea... a deal, let's say. I have my own pest that I need dealt with. If you all can chase off a usurping horned dragon that's taken residence in *my* lair farther up the mountain, I'd be happy to leave this spring and no longer be a bother to the village below. If you can kill the one who invaded my personal space, I'll even let you take one item from my hoard. How does that sound, Shaw?"

Vashti, ever alert for deception, inched closer to Shaw and whispered in her ear, "I'm not sure she's entirely honest. She's dealing in half-truths, but I can't glean which half is true. I suggest caution in accepting her deal."

From the shadows, Shavec approached Shaw's other side. "I don't see signs of a hoard here, minus her frozen friends. I think she's telling the truth."

"Fine," Shaw said. "We'll travel up the mountain and take care of your unwanted guest. But I want your word that you'll leave this area and never bother the village again when we succeed. I want you to swear on your name."

The dragon's eyes flashed. She dove beneath the water, emerging with a splash and crawling up the back wall, crushing more ice under her sharp talons. Vashti shrunk back behind Shaw, startled by the sheer size of the beast.

"On my name, Raldyrfang, I swear that should you succeed in ridding me of my infestation, the village will never see me, nor feel my chill again." With her promise still echoing off the crystalline walls, she dove back into the water below, sending an icy wave over the party.

The party made their way further up the mountain easily, finding the cave just as Raldyrfang had described. A young horned dragon sprawled lazily upon a vast hoard of treasure that glinted in the setting sun. Capitalizing on the element of surprise, the party easily tore terrible wounds in the sleeping dragon. Just as Shavec was about to land the final blow, a powerful stream of icy breath plunged through the cave entrance, killing the young dragon and encasing Shavec in ice. Stunned, the party turned to see Raldyrfang, a terrifying smile spread wide across her maw.

"I changed my mind," she said, her voice dripping with contempt. "If you remember, I said I'd leave if *you* rid me of my pest. But seeing as *I* gave the killing blow, I think I'll keep that darling little hot spring for my own."

Rage filled Shaw's eyes, and with a mighty roar, the true battle began.

DRACONIC PARAGONS

Dragons have captivated the imagination of mortals throughout known history. It's of little surprise that many seek to emulate some measure of draconic might and majesty, whether through magic, servitude, friendship, romance, or rite of conquest. No matter what the reasoning is, your draconic connection empowers you as you adventure on. The following section contains options for player characters to create powerful connections with dragons, from expanded heritage options to dangerous *dragon pacts*.

DRACONIC CONNECTIONS

Some abilities reference your draconic benefactor, draconic exemplar, or a draconic instinct, which is a specific type of dragon from which you draw your draconic powers—typically the type of dragon you serve or whose blood runs in your veins. You can choose your exemplar when you create your character, but are required to choose one only when you select a feat or other option that requires you to have one (such as *Breath of the Dragon*). This means your draconic power might remain a mystery to you for some time, only revealing its true nature to you as you grow in experience.

The table below lists all of the dragons included in *Draconic Codex* and can be used to determine the benefits of your draconic connection or the benefits you gain when using *dragon form* and similar effects. If you choose a dragon from a different source (such as *Monster Core 2*), work with your GM to determine if you have access to it and what options that dragon grants you.

DRACONIC SORCERER BLOODLINES

If you're playing a sorcerer and want to choose a specific type of dragon for your draconic exemplar instead of a broad tradition of magic, you can use the sorcerous gifts listed below or work with your GM to replace the sorcerous gifts listed in *Draconic Exemplars* with appropriate-rank spells found in the various *Dragon Spellcasters* sidebars for that type of dragon.

- Adamantine**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *shatter*; 5th: *impaling spike*; 8th: *earthquake*
- Barrage**—**Tradition** arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *telekinetic maneuver*; 5th: *telekinetic haul*; 8th: *quandary*
- Bog**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *sudden blight*; 5th: *corrosive muck*^{PC2}; 8th: *desiccate*

- Brine**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *water breathing*; 5th: *corrosive muck*; 8th: *desiccate*
- Cinder**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *floating flame*; 5th: *flame dancer* (*Rage of Elements* 119); 8th: *rainbow fumarole* (*Rage of Elements* 121)
- Cloud**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *resist energy*; 5th: *howling blizzard*; 8th: *punishing winds*
- Conspirator**—**Tradition** occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *paranoia*; 5th: *synaptic pulse*; 8th: *unrelenting observation*
- Coral**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *water breathing*; 5th: *control water*; 8th: *whirlpool* (*Rage of Elements* 175)
- Crystal**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *expeditious excavation* (*Divine Mysteries* 257); 5th: *wall of stone*; 8th: *earthquake*
- Delight**—**Tradition** divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *laughing fit*; 5th: *breath of life*; 8th: *moment of renewal*
- Despair**—**Tradition** occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *paranoia*; 5th: *wave of despair*; 8th: *canticle of everlasting grief*
- Diabolic**—**Tradition** divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *blood vendetta*; 5th: *divine immolation*; 8th: *canticle of everlasting grief*
- Empyrean**—**Tradition** divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *share life*; 5th: *breath of life*; 8th: *divine inspiration*
- Executor**—**Tradition** divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *revealing light*; 5th: *divine immolation*; 8th: *divine inspiration*
- Forest**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *animal messenger*; 5th: *nature's pathway*; 8th: *punishing winds*
- Fortune**—**Tradition** arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *invisibility*; 5th: *scouting eye*; 8th: *uncontrollable dance*
- Horned**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *one with plants*; 5th: *toxic cloud*; 8th: *desiccate*
- Magma**—**Tradition** primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *revealing light*; 5th: *toxic cloud*; 8th: *rainbow fumarole* (*Rage of Elements* 121)
- Mirage**—**Tradition** arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *see the unseen*; 5th: *hallucination*; 8th: *disappearance*

DRACONIC BENEFACTORS

Dragon	Tradition	Speeds	Dragon Breath	Saving Throw
Adamantine	Primal	Burrow	Cone of bludgeoning	Reflex
Barrage	Arcane	—	Cone of force	Reflex
Bog	Primal	Swim	Cone of acid	Reflex
Brine	Primal	Swim	Line of bludgeoning	Reflex
Cinder	Primal	—	Cone of fire	Reflex
Cloud	Primal	—	Cone of electricity	Reflex
Conspirator	Occult	Climb	Cone of poison	Fortitude
Coral	Primal	Swim	Line of bludgeoning	Reflex
Crystal	Primal	—	Cone of piercing	Reflex
Delight	Divine	—	Cone of spirit	Reflex
Despair	Occult	—	Cone of sonic	Will
Diabolic	Divine	—	Cone of fire	Reflex
Empyrean	Divine	—	Cone of spirit	Reflex
Executor	Divine	—	Cone of sonic	Reflex
Forest	Primal	—	Cone of piercing	Reflex
Fortune	Arcane	—	Cone of force	Reflex
Horned	Primal	Swim	Cone of poison	Fortitude
Magma	Primal	Burrow	Cone of fire	Reflex
Mirage	Arcane	Climb	Cone of mental	Will
Mocking	Occult	—	Cone of bludgeoning	Reflex

Mocking—Tradition occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *laughing fit*; 5th: *cloak of colors*; 8th: *uncontrollable dance*

Oath—Tradition divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *cleanse affliction*; 5th: *truespeech*; 8th: *divine inspiration*

Omen—Tradition occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *status*; 5th: *wave of despair*; 8th: *hidden mind*

Phase—Tradition arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *blur*; 5th: *banishment*; 8th: *disappearance*

Requiem—Tradition divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *see the unseen*; 5th: *banishment*; 8th: *spirit song*^{PC2}

Resurrection—Tradition divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *spirit sense*^{PC2}; 5th: *invoke spirits*; 8th: *moment of renewal*

Rime—Tradition primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *shatter*; 5th: *howling blizzard*; 8th: *arctic rift*

Rune—Tradition arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *embed message*; 5th: *imaginary lockbox*^{PC2}; 8th: *quandary*

Sage—Tradition occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *translate*; 5th: *scouting eye*; 8th: *quandary*

Sea—Tradition arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *water breathing*; 5th: *mariner's curse*; 8th: *desiccate*

Sky—Tradition divine; **Bloodline Skill** Religion; **Sorcerous Gifts** 2nd: *augury*; 5th: *lightning storm*^{PC2}; 8th: *divine inspiration*

Dragon	Tradition	Speeds	Dragon Breath	Saving Throw
Oath	Divine	—	Cone of spirit	Will
Omen	Occult	—	Cone of mental	Will
Phase	Arcane	—	Cone of force	Reflex
Requiem	Divine	Swim	Line of spirit	Will
Resurrection	Divine	—	Cone of void	Fortitude
Rime	Primal	Swim	Cone of cold	Reflex
Rune	Arcane	—	Cone of fire	Reflex
Sage	Occult	—	Cone of mental	Will
Sea	Arcane	Swim	Cone of bludgeoning	Reflex
Sky	Divine	—	Cone of electricity	Reflex
Sovereign	Occult	—	Cone of mental	Will
Stormcrown	Primal	—	Line of electricity	Reflex
Time	Arcane	—	Cone of force	Will
Umbral	Occult	—	Cone of void	Reflex
Underworld	Arcane	Burrow	Cone of fire	Reflex
Vizier	Occult	Swim	Cone of fire	Reflex
Vorpal	Arcane	—	Cone of void	Will
Wailing	Arcane	—	Cone of sonic	Fortitude
Whisper	Occult	—	Cone of mental	Will
Wish	Arcane	Climb	Cone of mental	Will

Sovereign—Tradition occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *clear mind*; 5th: *truespeech*; 8th: *dream council*^{PC2}

Stormcrown—Tradition primal; **Bloodline Skill** Nature; **Sorcerous Gifts** 2nd: *deafness*; 5th: *lightning storm*^{PC2}; 8th: *punishing winds*

Time—Tradition arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *loose time's arrow* (*Dark Archive* 182); 5th: *banishment*; 8th: *quandary*

Umbral—Tradition occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *reaper's lantern*^{PC2}; 5th: *shadow blast*; 8th: *disappearance*

Underworld—Tradition arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *resist energy*; 5th: *toxic cloud*; 8th: *earthquake*

Vizier—Tradition occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *dispel magic*; 5th: *subconscious suggestion*; 8th: *hidden mind*

Vorpal—Tradition arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *revealing light*; 5th: *impaling spike*; 8th: *ferrous form* (*Age of Elements* 142)

Wailing—Tradition arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *noise blast*; 5th: *confusing cry* (*Howl of the Wild* 84); 8th: *spirit song*^{PC2}

Whisper—Tradition occult; **Bloodline Skill** Occultism; **Sorcerous Gifts** 2nd: *humanoid form*; 5th: *scouting eye*; 8th: *dream council*

Wish—Tradition arcane; **Bloodline Skill** Arcana; **Sorcerous Gifts** 2nd: *phantasmal treasure*^{PC2}; 5th: *hallucination*; 8th: *confusing colors*^{PC2}

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DRAGONET

Dragonets are miniature dragons, complete with wings, dagger-like teeth, and magical breath. They can be fiercely independent and proud, at times protective or avaricious, and they delight in the finer things in life.

As long as there have been dragons, there have been dragonets. Most live lives no more unusual than any of their kin. But some wake one day—perhaps when they have just entered adulthood, perhaps after they’ve several centuries of a quiet life—to find themselves changed. The natural gifts they share with dragons, their magical breath, soaring flight, and innate magic are diminished. In return, they find themselves granted other abilities, greater size or intelligence, and enhanced skill with sword or spell.

Some dragonets see this change as a gift from the dragon deity Gaasham, a way to act in defiance of their original purpose and become as worthy of song and story as any hero or villain. For others, it’s a lesson from Apsu, a forced pilgrimage in which they must learn to walk on the ground so they can truly appreciate flying across the sky once more. Still others believe it was a choice they made, consciously or not, that carries the power of draconic pact, a choice to be more mortal so they can truly appreciate the near immortality all dragons enjoy. These dragonets find themselves often becoming adventurers, their skills with

alchemy and armor, esoterica and investigations more than compensating for their weaker natural abilities.

Like their larger kin, dragonets vary widely in appearance and personality. Many are social, living easily alongside others, weaving their lives in and around the communities they call home. Of these, some form close bonds with other people, accepting food and gold in return for their services, or even joining spellcasters as a familiar. Others are scorned for their mischievous pranks or territorial behavior. Some dragonets prefer to remain separate, living in secluded caves on remote coastlines or tree hollows in the deep wilderness, fiercely defending their territory and hoards from outsiders with claw and fang.

If you want to play a character that is a fierce dragon in miniature, you should play a dragonet.

YOU MIGHT...

- Be prideful—you might be a tiny dragon, but you’re still a dragon!
- Love to spend a day lazing around and being pampered.
- Hoard something—possibly gold, a favorite type of trinket, or friends.

OTHERS PROBABLY...

- Fear you have a powerful breath that you can unleash at a moment’s notice.
- Expect they’ll need to reward you for your help.
- Think you’re a wizard’s familiar, druid’s companion, or even a pet.

PHYSICAL DESCRIPTION

Dragonets look like dragons, with scaled bodies, a serpentine neck, wings, claws, tail, and fang-filled jaws. They might have small horns or spikes running down their spines or in a fringe on their tails. The color of dragonet scales varies, from the muted grays and browns common among homing drakes to the rainbow tones of fey dragonets and the iridescent white and black of pearl dragonets. Their eyes are typically yellow, ranging from light cream to golden amber, with vertical slit pupils.

SOCIETY

Despite significant differences in dragonets’ lifestyles depending on where and how they were raised, they frequently share some societal traits. Dragonets tend to be very social with other ancestries, and less so among themselves—perhaps a legacy of their myths of fratricide among the dragon gods. Many dragonets live on their own, and only share a lair with other dragonets as part of a



FEY DRAGONET

family. They're fiercely protective of any young from the time they're in the shell until they reach maturity, usually about a year.

Dragonet society reflects this independent spirit. Each dragonet rules over their small territory—whether that's centered around a tidal cave in the Shackles, an Academia library in Korvosa, or a mountain shrine in Tian Xia—as its unquestioned master. But like independent city-states banding together, dragonets in a close area operate in an unspoken alliance. Such dragonet confederacies are smaller than other ancestries' nations, occupying a large neighborhood or small city, a mountain peak, or a stretch of coast. An “archdragonet” coordinates any unified activities, operating as a first among equals. Power passes on in several ways: by choice (when an archdragonet grows bored of the position), schism (when dragonets split a confederacy to follow a new archdragonet), or contest (when two dragonets vie for the position). In the latter case, such contests can be determined by combat, the size of a dragonet's hoard (or flock, in the case of pest drakes), or some other method determined by the rivals.

Dragonet names vary widely. Those raised primarily among other dragonets typically have names similar to dragons', often with four or five syllables and possibly an epithet. Dragonets born among other ancestries are more likely to accept a name given by those who befriend or look after them, often focusing on a physical characteristic or behavior. Rarely, a dragonet has a “pet's name” given by a beloved child; the dragonet would never accept such a moniker from anyone else, but nonetheless is fiercely protective of it because of its origin.

Sample Names: Butterwing, Churlet, Dazzlebreeze, Epondorax, Jumpy, Nandren, Ogedrie, Pearleye, Silverslash, Smooch, Tazicyroth the Bold

BELIEFS

Dragonets view the world through the lens of their own interests. They might follow the laws of the surrounding area, not out of concern about authority, but for their own benefit. Many adhere to a personal code, but the details might be inscrutable to others, following a logic consistent only to the dragonet.

Dragonets tend to rely on their own talents over putting faith in gods. Those who worship a deity usually follow the customs where they were raised. If they were largely surrounded by other dragonets in youth, they likely worship a dragon god or pantheon. They might revere Gaasham as the father of their kind.

Fey dragonets might worship the Eldest—particularly Ragadahn and the Lantern King. Homing drakes find themselves drawn to the deities of their home cities as well as gods of travel and communication, such as Abadar, Desna, Irori, and Mazludh. House drakes' frequent battles against imps lead them to worship Abadar or deities who oppose Asmodeus. Pearl dragonets favor deities of good fortune and the hearth, and often gravitate toward Adanye, Chaldira, and Kofusachi. Tidepool dragonets tend toward deities whose portfolios include water, including Besmara, Embaral, Gozreh, and Obari.

Popular Edicts amass a hoard, make time for play and relaxation, reward those who offer food and gifts

Popular Anathema back down in the face of a bigger foe, let a joke or prank become malicious, tolerate disrespect

DRAGONET HERITAGES

Dragonets come in a wide variety of appearances associated with unique abilities. Choose one of the following dragonet heritages at 1st level.

If you're a dragonet with a versatile heritage, you still select a dragonet heritage to inform your character's story, but you don't gain any of its mechanical effects. However, you count as a member of this heritage for any feats that depend on your dragonet type, such as Dragonet Breath. You can take the Ascended Dragonet Heritage feat to gain the full mechanical effects of your heritage.

Rarity

Rare

Hit Points

8

Size

Tiny

Speed

20 feet

Attribute Boosts

Dexterity

Charisma

Free

Attribute Flaw

Constitution

Languages

Common

Draconic

Additional languages equal to your Intelligence modifier (if positive).

Choose from the list of common languages and any other languages to which you have access (such as the languages prevalent in your region).

Traits

Dragon

Big Sharp Teeth

Your mouth bristles with razor-sharp teeth. You gain a jaws unarmed attack that deals 1d4 piercing damage. Your jaws are in the brawling group and have the finesse and unarmed traits.

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white.

Wings

Your wings might not be as strong as other dragonets', but can still prevent you from uncontrolled falls. You take no damage from falling, regardless of the distance you fall.

TINY PCS

Your Tiny dragonet can enter another creature's space, which is important because your melee Strikes typically have no reach, meaning you must enter a creature's space to attack it. Like other Tiny creatures, you don't automatically receive lesser cover from being in a larger creature's space, but circumstances might allow you to Take Cover. You can purchase weapons, armor, and other items for your size with the same statistics as normal gear, except that melee weapons have a reach of 0 for them (or a reach 5 feet shorter than normal if they have the reach trait). Remember to adjust the Bulk of items and the PC's Bulk limit for Tiny size (*Player Core* 270).

Your agile claws let you manipulate items as easily as other ancestries use arms and hands. You can use armor built for humanoids normally, with just a few adjustments to your form, but can't wear barding.

FEY DRAGONET

You have a brightly colored body with gleaming scales that become more lustrous as you age, and iridescent butterfly wings. You can change the coloration and pattern of your wings with a single action to let you blend into an area. When your wings match your environment, you gain a +2 circumstance bonus to Stealth checks until your

HOMING DRAKE



surroundings shift in coloration or pattern. You gain the fey trait and add Fey to your list of known languages.

HOMING DRAKE

You have a short, stubby nose, and tiny spines that resemble hairs. You might have vividly colored scales or be a dun brown. You can cast the *know the way* cantrip as an arcane innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up. In addition, you always know the distance and direction to your home. You can designate a new location as your home after you spend 1 week there, but you can have only a single designated home at a time.

HOUSE DRAKE

You have bright blue and purple scales, with silvery teeth and claws. Your jaws count as silver and you gain a +1 circumstance bonus to damage rolls against fiends. You add Diabolic to your list of known languages.

PEARL DRAGONET

You have pearlescent scales and a round body, with short legs, small wings, and a long tail. The shape of your body lets you absorb a blow and roll away.

Bounce Away **Frequency** once per 10 minutes; **Trigger** A melee Strike hits you and deals bludgeoning damage; **Effect** You gain resistance equal to your level to bludgeoning damage from the triggering Strike, then Stride up to half your Speed. You can Fly instead of Striding if you have a fly Speed.

TIDEPOL DRAGONET

You have a slender, eel-like body with azure scales. Your wings sweep along your body like massive fins, making you well suited for watery terrain. You gain the amphibious trait, and a swim Speed of 15 feet. You add Thalassic to your list of known languages.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th levels). As a dragonet, you select from among the following ancestry feats.

1ST LEVEL

COVET HOARD

FEAT 1

DRAGONET

You have a dragon's desire for treasure. You gain the Hefty Hauler skill feat, even if you don't meet the prerequisites. You also gain a +2 circumstance bonus to your Perception DC against attempts to Steal from you and to any saving throw against an effect targeting an item you're holding or carrying.

At 11th level, you gain the Incredible Investiture general feat, even if you don't meet the prerequisites.

DRAGONET BREATH

FEAT 1

DRAGONET

You have developed your magical breath. You expel the dragonet breath associated with your heritage. Dragonet Breath gains the traits listed in parentheses, and the DC is your class DC or spell DC, whichever is higher. After you use Dragonet Breath, you can't use it again for 1d4 rounds.

- **Fey Dragonet** (arcane, poison) You breathe a 15-foot cone of euphoric gas. Each creature in the area must succeed at a Fortitude save or become stupefied 1 for 1 round.
- **Homing Drake** (acid) You expel a 30-foot line of caustic spittle that deals 1d4 acid damage with a basic Reflex save. At 3rd level and every 2 levels thereafter, the damage increases by 1d4.
- **House Drake** (arcane, mental) You breathe out a cloud of silver mist in a 15-foot cone that deals 1d4 mental damage with a basic Will save. It counts as silver for the purpose of weaknesses. At 3rd level and every 2 levels thereafter, the damage increases by 1d4.
- **Pearl Dragonet** (arcane, curse) You breathe a 15-foot cone of golden mist that alters the luck of creatures caught in it. Each time you use Dragonet Breath, decide if it gives good luck or bad luck. Any creature affected by your Dragonet Breath becomes temporarily immune to it for 1 hour.

If your breath gives good luck, each creature in the area gains a +1 status bonus to its next attack roll or skill check before the start of your next turn.

If your breath gives bad luck, each creature in the area must attempt a Will save. A creature that fails its save takes a -1 status penalty to its next attack roll or skill check before the start of your next turn. On a critical failure, the creature must instead roll twice and take the worse result on the check; this is a misfortune effect.

- **Tidepool Dragonet** (fire) You breathe a 15-foot line of superheated gas that deals 1d4 fire damage with a basic Reflex save. At 3rd level and every 2 levels thereafter, the damage increases by 1d4. You can use your breath underwater even though it has the fire trait. If you do, it gains the water trait and emerges as a 20-foot cone of boiling water.

DRAGONET RESISTANCES

FEAT 1

DRAGONET

You might be a little dragon, but you are still a dragon, which means it's difficult to constrain you. You gain a +2 circumstance bonus to saves against sleep effects and effects that would make you paralyzed.

MIGHTY DRAGONET

FEAT 1

DRAGONET

You've grown especially large and now tower over your fellow dragonets. Instead of Tiny, your size is Small.

Special Though you can grow larger at a higher level than 1st, you can't retrain out of this feat.

DRAGONET ADVENTURERS

Dragonets' reasons for adventuring are as varied as they are. Some set out to defend their home, while others have an insatiable curiosity about new places or interesting people. Some seek treasure, and others might have bonded with a spellcaster, only to strike out on their own when the spellcaster retired or died.

Even in cities, many dragonets tend to live somewhat apart from society and have solitary backgrounds, such as a charlatan, courier, criminal, scholar, street urchin, or tinkerer. Those who live outside cities may have grown up a hermit, hunter, nomad, or scavenger. Dragonets often rely on their own natural abilities, instead of equipment, and tend to be rangers, rogues, and swashbucklers. Those more magically inclined are likely druids or sorcerers, though many house drakes become wizards. Especially curious dragonets find success as investigators.

MY CLAWS ARE DAGGERS

FEAT 1

DRAGONET

Your claws are as sharp as your teeth. You gain a claw unarmed attack that deals 1d6 slashing damage. Your claws are in the knife group and have the agile, finesse, and unarmed traits.

At 5th level, whenever you get a critical hit with your claws or jaws, you get its critical specialization effect.



HOUSE DRAKE

DRAGONET ENCLAVES

Dragonets live across Golarion, though rarely in large communities of their own. Homing drakes and house drakes are most likely to live in urban settings. Homing drakes can be found in many cities; house drakes are most prevalent in Korvosa, where many find themselves locked in battle with imps.

Other dragonets are more likely live in small villages or on their own. Fey dragonets typically dwell in areas with close ties to the First World, and many originally from the River Kingdoms now live up and down the Sellen River. Tidepool dragonets live on tropical coasts, particularly in the Shackles and the ruins of Azlant, while pearl dragonets live in large numbers in the mountain villages of Tian Xia, particularly in Linvarre, Xa Hoi, and Zi Ha.

Special If your dragonet heritage is house drake, your claws count as silver.

SCALES OF STEEL

FEAT 1

DRAGONET

Your scales are hard as armor, ensuring you always have some protection in the dangerous world. When you're unarmored, your scales give you a +1 item bonus to AC with a Dexterity cap of +3. The item bonus increases to +2 at 5th level. The item bonus to AC from these scales is cumulative with armor potency runes on your explorer's clothing, the *mystic armor* spell, or *bands of force*.



PEARL DRAGONET

TAKE WING

FEAT 1

DRAGONET

Frequency once per round

You have strengthened your wings and can now fly for short distances. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 15 feet for this movement. If you aren't on solid ground at the end of this movement, you fall.

5TH LEVEL

ASCENDED DRAGONET HERITAGE

FEAT 5

DRAGONET

Prerequisite You have a versatile heritage.

You've awoken the power of your draconic heritage. You gain all the mechanical benefits of the dragonet heritage you selected at first level, allowing you to take feats and gain any benefits that require a specific dragonet heritage.

INHALE, EXHALE!

FEAT 5

CONCENTRATE DRAGONET

Prerequisites Dragonet Breath

You take an especially deep breath as a prelude to unleashing your dragonet breath on your foes. If your next action is to use your Dragonet Breath, add 5 feet to the length of the cone or line. If your breath deals damage, you also deal one additional die of damage.

JEALOUS GRIP

FEAT 5

DRAGONET

Trigger A creature in your reach that you're aware of attempts to Disarm you, or damage or Steal an item in your possession. You are protective of your hoard, and woe betide anyone who tries to take what's yours. Make a melee Strike against the triggering creature. If your attack is a critical hit and the triggering action was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

ZIP! ZOOM!

FEAT 5

DRAGONET

Prerequisites Take Wing

You can fly longer distances before you need to land. The fly Speed you gain from Take Wing increases to 25 feet.

9TH LEVEL

BOND COMPANION

FEAT 9

DRAGONET

You form a close bond with a companion, similar to that of a master and familiar, that lets you gift them with a touch of your inherent magic. You can spend time with another player character during your daily preparations to make them your designated companion for that day. That player must have a Focus Point pool. You gain the Fortify Focus activity.

Fortify Focus (concentrate) **Requirements** You are touching

your designated companion, and their focus pool isn't full;

Effect Your companion regains 1 Focus Point.

FEROCIOUS WILL ↻

FEAT 9

DRAGONET

Frequency once per hour

Trigger You succeed at a saving throw against a magical mental effect.

You send a blast of magical feedback at the effect's source, dealing 5d6 mental damage with a basic Will save against your class DC or spell DC, whichever is higher. If the target critically fails, it's also slowed 1 for 1 round. At 11th level and every 2 levels thereafter, the damage increases by 1d6.

INTO THE SKY

FEAT 9

DRAGONET

Prerequisites Zip! Zoom!

You fly as naturally as any dragonet. You have a fly Speed of 25 feet at all times.

13TH LEVEL

FORM A FLOCK ▶▶▶

FEAT 13

AURA | DRAGONET

Frequency once per day

You call nearby wild dragonets to swarm to your side. The flock grants you 25 temporary Hit Points that last up to 1 minute. The flock disperses and the effect ends when the temporary Hit Points are gone, the minute elapses, or you Dismiss Form a Flock. As long as you're surrounded by your flock, you gain weakness 5 to area and splash damage and have a flock aura in a 10-foot emanation. Enemies in this aura are dazzled.

When you use Form a Flock and while it lasts, you can take the Acrid Barrage action.

Acrid Barrage ▶▶ **Frequency** once per round; **Effect** Each enemy in your aura takes 5d6 acid damage and 2d6 persistent acid damage with a basic Reflex save against your class DC or spell DC, whichever is higher. The initial damage increases to 6d6 at 15th level and 7d6 at 18th level.

LURING CHOMP ▶

FEAT 13

DRAGONET | MENTAL | VISUAL

Through your wiles, charm, or a little bit of magic, you lure in a foe for a closer look—and a quick bite! Choose a creature within 30 feet. It must attempt a Will save against your class DC or spell DC, whichever is higher. If the target fails its save, you pull it up to 30 feet. If the target ends this movement in reach of your jaws, you can attempt a jaws Strike against it. Regardless of the result of its save, the target is temporarily immune for 24 hours.

17TH LEVEL

DAZZLING DRAGONET DISAPPEARANCE ↻

FEAT 17

DRAGONET

Frequency once per day

DRAGONET ORIGINS

Dragonets believe that when Gaasham finally emerged from his shell, he saw the dragons birthed by Apsu and Sarshallatu and immediately realized that as powerful and majestic as his mortal siblings were, they were also limited by their size. And so, from the shards of his own shell, Gaasham hatched the first dragonets. Where their larger aunts and uncles are a blunt instrument that can shatter mountains, dragonets see themselves as the fine tools that can turn the broken stone into a stunning sculpture.

Trigger An adjacent enemy hits you with an attack.

A brilliant sheen on your scales flashes when you're hit, then you're nowhere to be found. The triggering enemy becomes dazzled for 1 round, and you become affected by a 4th-rank invisibility spell.

DRAGONET IMMUNITIES

FEAT 17

DRAGONET

Prerequisites Dragonet Resistances

You will not fall asleep unless you choose to allow it, nor will you sit still. Your resistances to sleep and paralysis increase, letting you completely ignore such effects, as befits a dragon. You gain immunity to sleep effects and effects that would make you paralyzed.



TIDEPOL DRAGONET

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DRACONIC KOBOLDS

Kobolds are small reptilian humanoids with long tails and thick horns atop broad, salamander-like heads. Bards have often described them as living in the echoes of past ages, as they're known to quickly appropriate abandoned tunnels, mines, and other ruins as foundations for kobold settlements and warrens. The oldest legends speak of kobolds once being spirits of smoke, who learned to take physical form from the stones around them.

Kobolds are naturally mutualistic, as their eggs can absorb the traits of more powerful creatures, and they often seek the lairs of powerful benefactors with which to form a symbiotic relationship. This tendency is one of the reasons so many kobold communities choose to ally with dragons; the draconic traits passed down through their lineage make them hardier and better able to survive hardship, while dragons themselves tend to be one of the most amenable benefactors toward ongoing co-habitation. It's unclear why creatures as powerful as dragons would willingly share their lairs with kobolds, as the tiny creatures ultimately offer them little in the way of resources and defenses, but one theory offers a much simpler hypothesis—dragons find the hatchling-like kobolds, with their flat snouts and small stubby bodies, to be cute, and worth keeping for amusement and companionship.

KOBOLD ANCESTRY FEATS

Characters with the kobold ancestry (*Player Core* 2 20) can select from the following ancestry feats.



1ST LEVEL

BENEFACTOR'S RESISTANCE

FEAT 1

KOBOLD

Prerequisites dragonscaled kobold heritage

Your scales have taken on the characteristics of your draconic benefactor and insulate you from certain damage types. You gain resistance equal to half your level to the damage type dealt by the breath of your draconic benefactor. Examples are shown on the Draconic Benefactors table on page 207.

If your draconic benefactor's breath deals bludgeoning, piercing, or slashing damage, instead of gaining resistance to that type, you must choose acid, cold, fire, electricity, or sonic.

DRACONIC SYCOPHANT

FEAT 1

KOBOLD

You possess features that dragons find particularly cute or charming, making it easier to endear yourself to them, or at least cause them to momentarily forgive your insolence. You gain a +2 circumstance bonus to Perception checks and saving throws against dragons. In addition, whenever you meet a creature with the dragon trait in a social situation, you can attempt a Diplomacy check to Make an Impression on that creature immediately, rather than after conversing for 1 minute; you take a -5 circumstance penalty to this check. If you fail, you can choose to engage in 1 minute of conversation and then attempt a new check rather than accept the failure or critical failure result.

DRAGONSCALED LORE

FEAT 1

KOBOLD

Prerequisites dragonscaled kobold heritage

The study of dragons is not merely academic to you but part of your family tree. Tracking lineages, benefactors, and communities has become second nature. You become trained in Intimidation and your choice of Arcana, Nature, Occultism, or Religion. For each of these skills in which you were already trained, you become trained in a skill of your choice. You also gain the Additional Lore general feat for Dragon Lore.

HOARDER'S CRAW

FEAT 1

KOBOLD

Prerequisites dragonscaled kobold heritage

Your draconic features include a pouch inside your body that you use to store food prior to digestion. However, instead of swallowing rocks or other minerals to help grind your food, you swallow gold and other precious ores for the same purpose. Inside your crawl, you can store up to 100 coins (of any type) or an amount of precious material that's light Bulk (usually a chunk). Items can be concealed inside your crawl or regurgitated

as an Interact action. Instead of precious material or coins, you can also use your crawl to conceal an item of light Bulk but can only do so for up to 1 hour before you must regurgitate it. While carrying anything other than precious material or coins in your crawl, you become clumsy 1 due to the discomfort.

KOBOLD BREATH

FEAT 1

KOBOLD MAGICAL

Prerequisites dragonscaled kobold heritage

You channel the power of your draconic benefactor to expel a torrent of energy from your mouth that manifests as a 30-foot line or a 15-foot cone, dealing 1d4 damage. Each creature in the area must attempt a basic saving throw against the higher of your class DC or spell DC. You can't use this ability again for 1d4 rounds.

At 3rd level and every 2 levels after that, the damage increases by 1d4. The breath shape, damage type, and the saving throw match those of your draconic benefactor, such as those shown on the Draconic Benefactors table on page 207. This activity has the traits associated with the magical tradition of your draconic benefactor and the type of damage the breath deals.

9TH LEVEL

BENEFACTOR'S STRIKE

FEAT 5

KOBOLD

Prerequisites dragonscaled kobold heritage

Your benefactor's blood flows through your veins, and you channel their power into your body. When you critically hit with an unarmed Strike, the target takes an additional 1 persistent damage of the same type as the damage dealt by the breath of your draconic benefactor. Some examples are shown on the Draconic Benefactors table on page 207.

KOBOLD MOMENTUM

FEAT 5

KOBOLD

Prerequisites Kobold Breath

You possess the confidence of a dragon, and your success emboldens you to draw on power reserves you didn't know you had. You recharge your Kobold Breath whenever you score a critical hit with a Strike. In addition, if you score a critical hit with a Strike and then use your Kobold Breath on the same turn, you can reroll any 1s on the damage dice. You must use the new result, even if it's a 1.

TIP THE SCALES

FEAT 5

KOBOLD

You're a cunning adversary in close quarters and are well-versed in hit-and-run tactics that exploit the advantages of your small stature. As part of your training, you learned what to do when you're grabbed or restrained. You gain a +1 circumstance bonus to checks to Escape, and after resolving a successful Escape action, you can immediately use your reaction to Step or to Shove or Trip the creature from whom you just Escaped.

9TH LEVEL

BREATH UNLEASHED

FEAT 9

KOBOLD

Prerequisites Kobold Breath

You're able to channel more of your draconic benefactor's power and focus it into your Kobold Breath, increasing its effectiveness but requiring more time to recover. When you use Kobold Breath, you can increase the damage dice to d8s and increase the area to 30 feet for a cone or 60 feet for a line. If you do, you can't use Kobold Breath again for 1 hour. During this time, Kobold Breath cannot be recharged using Kobold Momentum.

DRACOMANCER

FEAT 9

KOBOLD

Prerequisites dragonscaled kobold heritage

The power infused into you by your draconic benefactor's presence allows you to manifest their most iconic spells. Choose one 1st-rank spell and one 2nd-rank spell from those listed for a dragon spellcaster of your draconic benefactor's type, such as those presented on pages 108–125 of *Monster Core* (for example, *fear* and *invisibility* for a conspirator dragon benefactor). You can cast each of these spells once per day as innate spells of the same tradition as your draconic benefactor. You gain the trained proficiency rank in the spell attack modifier and spell DC statistics, and your key spellcasting attribute is Charisma.

DRACONIC PARAGON

FEAT 9

KOBOLD

Prerequisites Benefactor's Strike, Dracomancer, or Kobold Breath

Your connection to your draconic benefactor becomes especially pronounced. You gain additional effects for the prerequisite kobold feat. If you have more than one of the prerequisite feats, you gain the appropriate additional effects.

- **Benefactor's Strike** Your unarmed strikes made with your jaws, claws, or tail gain the deadly d6 trait.
- **Dracomancer** Increase the number of times per day you can cast each of the granted 1st- and 2nd-rank innate spells by 1.
- **Kobold Breath** Creatures that critically fail their save against your Kobold Breath take 3d4 persistent damage of the type dealt by your draconic benefactor.

13TH LEVEL

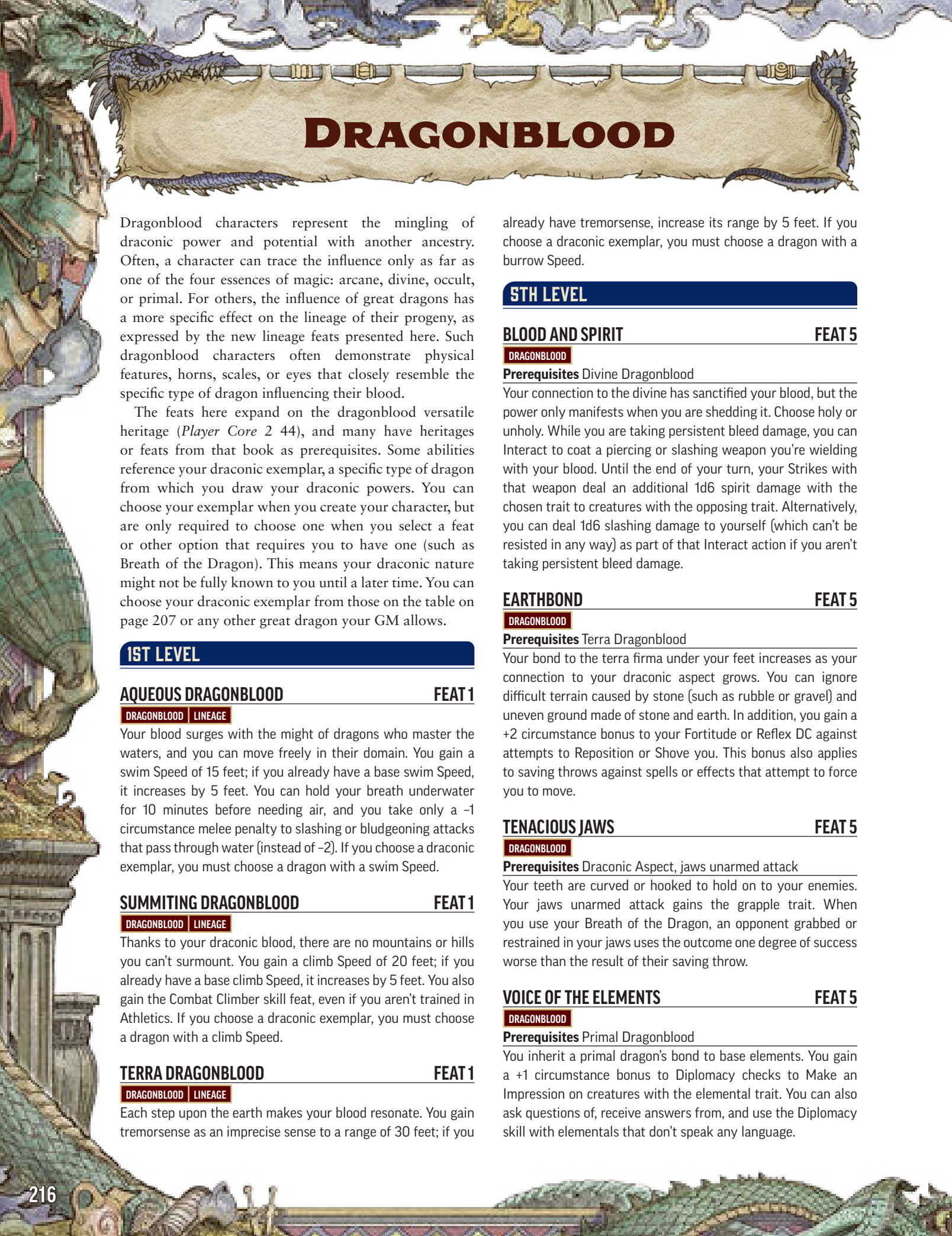
ELITE DRACOMANCER

FEAT 13

KOBOLD

Prerequisites Dracomancer

Your draconic power equals that of a lesser dragon. Choose one 3rd-rank spell and one 4th-rank spell from those listed for a dragon spellcaster of your draconic benefactor's type, such as those on pages 108–125 of *Monster Core* (for example, *clairvoyance* and *paralyze* for a conspirator dragon benefactor). You can cast each of these spells once per day as innate spells of the same tradition as your draconic benefactor.



DRAGONBLOOD

Dragonblood characters represent the mingling of draconic power and potential with another ancestry. Often, a character can trace the influence only as far as one of the four essences of magic: arcane, divine, occult, or primal. For others, the influence of great dragons has a more specific effect on the lineage of their progeny, as expressed by the new lineage feats presented here. Such dragonblood characters often demonstrate physical features, horns, scales, or eyes that closely resemble the specific type of dragon influencing their blood.

The feats here expand on the dragonblood versatile heritage (*Player Core* 2 44), and many have heritages or feats from that book as prerequisites. Some abilities reference your draconic exemplar, a specific type of dragon from which you draw your draconic powers. You can choose your exemplar when you create your character, but are only required to choose one when you select a feat or other option that requires you to have one (such as *Breath of the Dragon*). This means your draconic nature might not be fully known to you until a later time. You can choose your draconic exemplar from those on the table on page 207 or any other great dragon your GM allows.

1ST LEVEL

AQUEOUS DRAGONBLOOD

FEAT 1

DRAGONBLOOD | LINEAGE

Your blood surges with the might of dragons who master the waters, and you can move freely in their domain. You gain a swim Speed of 15 feet; if you already have a base swim Speed, it increases by 5 feet. You can hold your breath underwater for 10 minutes before needing air, and you take only a -1 circumstance melee penalty to slashing or bludgeoning attacks that pass through water (instead of -2). If you choose a draconic exemplar, you must choose a dragon with a swim Speed.

SUMMITING DRAGONBLOOD

FEAT 1

DRAGONBLOOD | LINEAGE

Thanks to your draconic blood, there are no mountains or hills you can't surmount. You gain a climb Speed of 20 feet; if you already have a base climb Speed, it increases by 5 feet. You also gain the Combat Climber skill feat, even if you aren't trained in Athletics. If you choose a draconic exemplar, you must choose a dragon with a climb Speed.

TERRA DRAGONBLOOD

FEAT 1

DRAGONBLOOD | LINEAGE

Each step upon the earth makes your blood resonate. You gain tremorsense as an imprecise sense to a range of 30 feet; if you

already have tremorsense, increase its range by 5 feet. If you choose a draconic exemplar, you must choose a dragon with a burrow Speed.

5TH LEVEL

BLOOD AND SPIRIT

FEAT 5

DRAGONBLOOD

Prerequisites Divine Dragonblood

Your connection to the divine has sanctified your blood, but the power only manifests when you are shedding it. Choose holy or unholy. While you are taking persistent bleed damage, you can Interact to coat a piercing or slashing weapon you're wielding with your blood. Until the end of your turn, your Strikes with that weapon deal an additional 1d6 spirit damage with the chosen trait to creatures with the opposing trait. Alternatively, you can deal 1d6 slashing damage to yourself (which can't be resisted in any way) as part of that Interact action if you aren't taking persistent bleed damage.

EARTHBOND

FEAT 5

DRAGONBLOOD

Prerequisites Terra Dragonblood

Your bond to the terra firma under your feet increases as your connection to your draconic aspect grows. You can ignore difficult terrain caused by stone (such as rubble or gravel) and uneven ground made of stone and earth. In addition, you gain a +2 circumstance bonus to your Fortitude or Reflex DC against attempts to Reposition or Shove you. This bonus also applies to saving throws against spells or effects that attempt to force you to move.

TENACIOUS JAWS

FEAT 5

DRAGONBLOOD

Prerequisites Draconic Aspect, jaws unarmed attack

Your teeth are curved or hooked to hold on to your enemies. Your jaws unarmed attack gains the grapple trait. When you use your *Breath of the Dragon*, an opponent grabbed or restrained in your jaws uses the outcome one degree of success worse than the result of their saving throw.

VOICE OF THE ELEMENTS

FEAT 5

DRAGONBLOOD

Prerequisites Primal Dragonblood

You inherit a primal dragon's bond to base elements. You gain a +1 circumstance bonus to Diplomacy checks to Make an Impression on creatures with the elemental trait. You can also ask questions of, receive answers from, and use the Diplomacy skill with elementals that don't speak any language.

9TH LEVEL

ENERGIZE BITE

FEAT 9

DRAGONBLOOD

Prerequisites Breath of the Dragon, jaws unarmed attack
Requirements Your most recent action was to use Breath of the Dragon.

The deadly energy of your breath remains in your jaws to empower your attacks. Until the end of your turn, your jaws unarmed attack deals an extra 1d6 damage of a type matching that of your draconic benefactor. This ability has the trait associated with the type of damage it deals.

HOME IN THE DEEP

FEAT 9

DRAGONBLOOD

Prerequisites Aqueous Dragonblood

You cut through the water, and dwell beneath the surface with ease. Increase your swim Speed by 15 feet; you also gain the amphibious trait.

MINERAL DEPOSITS

FEAT 9

DRAGONBLOOD

Prerequisites Terra Dragonblood

Frequency once per hour

Precious metals from your bloodstream line your claws, jaws, or the tip of your tail, and you're able call upon your blood to surge and empower your attacks. Choose cold iron or silver and a claw, jaws, or tail unarmed attack that you have. Until the end of your turn, your Strikes with the chosen unarmed attack count as being made of the chosen metal. At 17th level, you can choose adamantite.

SHELTERING WING

FEAT 9

DRAGONBLOOD

Prerequisites Dragon's Flight

You raise your fledgling wings to protect you from attack, gaining a +1 circumstance bonus to AC and to saving throws against spells that target you until the start of your next turn. If you have Dragon's Flight, this bonus increases to +2 as your large wings provide greater protection.

13TH LEVEL

DEBILITATING BREATH

FEAT 13

DRAGONBLOOD

Prerequisites Breath of the Dragon

Your breath causes lasting hindrance to those it harms. Creatures who fail their saves against your Breath of the Dragon gain one of the following conditions, based on the damage type of your breath: clumsy 1 (electricity, cold, fire, or sonic damage), enfeebled 1 (acid, physical, or poison damage), or stupefied 1 (force, mental, spirit, vitality, or void damage). The condition lasts until the end of your next turn.

HEART OF EARTH

FEAT 13

DRAGONBLOOD

Prerequisites Terra Dragonblood

The earth parts to allow you passage. You gain a burrow Speed of 15 feet. While burrowing, your tremorsense becomes precise up to 15 feet. When you Burrow, you can choose to leave behind a tunnel of your size or smaller for others to traverse through.

17TH LEVEL

ASCENDANT BLOOD

FEAT 17

RARE DRAGONBLOOD

Prerequisites draconic exemplar associated with a specific plane (such as a diabolic dragon or empyreal dragon)

Twice per week, you can cast *interplanar teleport* as an innate spell of the tradition corresponding to your draconic exemplar. This can be used only to travel to the plane associated with your draconic exemplar (for instance, Heaven if your draconic nature is tied to an empyreal dragon) or from that plane to the Universe. Due to your draconic blood, your body serves as the locus, and you don't require a planar key. If there's any question about the plane to which your draconic exemplar is associated, the GM determines the answer.



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DRACONIC ACOLYTE

You possess an item infused with draconic power, whether that be an item of significance gifted to you from a powerful dragon, a piece of treasure stolen from a mighty dragon's hoard, or even a discarded or forcefully removed piece of a dragon's body. This object allows you to call on a fragment of that dragon's essence to perform mighty magical deeds.

DRACONIC ACOLYTE DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Arcana, Nature, Occultism, or Religion

As an acolyte of dragonkind, you have an item known as a *draconic gift* that you can use to summon a portion of the magical essence of the dragon you received it from. Choose a draconic benefactor (page 207) with a trait that matches the trained skill you used to qualify for this feat (arcane for Arcana, primal for

Nature, occult for Occultism, and divine for Religion). You can't change your draconic benefactor later. You gain the Additional Lore feat for Dragon Lore. If you were already trained in Dragon Lore, you also become trained in a Lore skill of your choice.

You gain a *draconic gift*, a palm-sized magic item of negligible Bulk with a level equal to your level and a trait matching your draconic benefactor's tradition. Choose this item's appearance when you take this feat. This item is linked to your spirit, so if you ever lose possession of it (whether by dropping it or having it stolen from your person), it appears back in your possession at the beginning of your next turn.

Finally, you gain the Channel Draconic Essence action and Draconic Salvation reaction. These and all other actions from this archetype gain the tradition trait of your draconic benefactor.

Channel Draconic Essence ◆ (concentrate) **Requirements** You aren't channeling draconic essence and you're holding or wearing your *draconic gift*; **Effect** You call down a portion of the magical essence of your draconic benefactor. A Medium spectral dragon that looks like your benefactor appears in any square within 30 feet. This spectral dragon can't be targeted by any attacks or spells and has no Hit Points, saving throws, or skills. It can occupy the same space as creatures and objects. While your spectral dragon is in your space, you gain a +1 status bonus to saves against sleep and paralysis.

Channel Draconic Essence lasts until you Channel Draconic Essence again, you Dismiss the effect, the encounter ends, you fall unconscious, or the spectral dragon is farther than 120 feet from you, whichever comes first.

Draconic Salvation ↻ (concentrate, fortune) **Trigger** You critically fail a saving throw against an effect with the same tradition trait as your draconic benefactor (for instance, a divine spell if your benefactor is a diabolic dragon); **Requirements** Your spectral dragon is in your space; **Effect** You improve your saving throw result by one degree of success, and Channel Draconic Essence ends.

DRACONIC FURY ◆◆

FEAT 4

ARCHETYPE CONCENTRATE

Prerequisites Draconic Acolyte Dedication

Requirements You are holding or wearing your *draconic gift*.

You briefly summon spectral claws that lash out in a flurry. All creatures in a 15-foot cone take 2d6 slashing damage with a basic Reflex save against the higher of your class DC or spell DC. A creature that critically fails the save also takes 1d4 persistent bleed damage. If you are Channeling Draconic Essence, your spectral dragon's space can be the origin of the cone.

At 8th level and every 4 levels thereafter, the initial damage increases by 1d6 and the persistent bleed damage on a critical failure increases by 1d4.



DRACONIC RESILIENCE ◆

FEAT 4

ARCHETYPE | CONCENTRATE

Prerequisites Draconic Acolyte Dedication

Requirements You are holding or wearing your *draconic gift*.

Energy reminiscent of dragon scales shimmers over you, making it more difficult for attacks to penetrate your defenses. Until the start of your next turn, you gain a +1 status bonus to AC and gain resistance equal to half your level to bludgeoning damage. If you are Channeling Draconic Essence, you can grant these benefits to a willing creature who is in the same space as your spectral dragon instead of you.

DRACONIC FAMILIAR ◆◆

FEAT 6

ARCHETYPE

Prerequisites Draconic Acolyte Dedication

Your devotion to dragons has attracted a loyal servant. You gain a familiar. You can select four familiar or master abilities each day, instead of two, but one of them must always be the dragon familiar ability. When you Channel Draconic Essence, you can also Command your familiar as a free action.

ESSENCE OVERFLOW ◆◆

FEAT 6

ARCHETYPE | CONCENTRATE

Prerequisites Draconic Acolyte Dedication

Requirements You are Channeling Draconic Essence.

Uncontainable power explodes from your spectral dragon. Your Channel Draconic Essence ends, and all creatures (except you) in a 10-foot emanation from your spectral dragon take 6d6 damage with a basic Reflex save against the higher of your class DC or spell DC. The damage's type matches the breath of your draconic benefactor. You then can't use Essence Overflow again for 1d4 rounds.

At 8th level and every 2 levels thereafter, the damage increases by 1d6.

BENEFACTOR'S WINGS ◆

FEAT 8

ARCHETYPE

Prerequisites Draconic Acolyte Dedication

Requirements You are holding or wearing your *draconic gift*.

Calling on your *draconic gift*, spectral wings carry you to your destination. You Fly. If you don't normally have a fly Speed, you gain a fly Speed of 20 feet for this movement. If your spectral dragon shares your space, this fly Speed is instead 30 feet, and your spectral dragon moves with you. If you aren't on solid ground at the end of this movement, you fall.

REACTIVE RESILIENCE ◆

FEAT 8

ARCHETYPE

Prerequisites Draconic Resilience

Frequency once per day

Trigger You take damage.

Requirements You are Channeling Draconic Power.

Your power blunts blades and weakens spells like the hardest of dragon scales. You gain resistance to the triggering damage equal to your level. Channel Draconic Power ends.

DEEPENING DEVOTION

FEAT 10

ARCHETYPE

Prerequisites Draconic Acolyte Dedication

Your investment in your *draconic gift* has unlocked greater power. When your spectral dragon shares your space, the status bonus to saves against sleep and paralysis increases to +2.

In addition, you can use Draconic Salvation if you succeeded or failed on your saving throw, not only if you critically failed.

REFLEXIVE DEVOTION ◆

FEAT 10

ARCHETYPE

Prerequisites Draconic Acolyte Dedication

Trigger You roll initiative.

The power of dragons flows through you at the merest thought. You Channel Draconic Essence.

FRIGHTENING POWER ◆

FEAT 12

ARCHETYPE | AURA | EMOTION | FEAR | MENTAL

Prerequisites Draconic Acolyte Dedication

Requirements You are holding or wearing your *draconic gift*.

Draconic essence coruscates around you, sapping the resilience of your foes. Each enemy in a 20-foot emanation must attempt a Will saving throw against the higher of your class DC or spell DC. If you are Channeling Draconic Essence, your spectral dragon can be the origin of this emanation. Regardless of the result of its saving throw, a creature that attempts a save is temporarily immune to your Frightening Power for 24 hours.

Critical Success The creature is unaffected.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

CALL DRACONIC ALLY

FEAT 14

ARCHETYPE

Prerequisites Draconic Acolyte Dedication

Either by beseeching a dragon or bending it to your will, you conjure a mighty creature to assist you. Once per day while you are Channeling Draconic Power, you can cast *summon dragon* as an innate spell with a tradition matching your draconic exemplar, heightened to half your level rounded up.

HIDDEN HOARD

FEAT 16

ARCHETYPE

Prerequisites Draconic Acolyte Dedication

Your *draconic gift* is the key to a repository of treasure that only you can access. You create an extradimensional space that can hold up to 100 Bulk worth of objects. The space functions as a *spacious pouch*, but has no Bulk, and can be Interacted with using only one hand by touching your *draconic gift*. You can normally store and retrieve items that could fit through the opening of a bag (as *spacious pouch*). However, you can store an unattended item larger than would normally fit (but no larger than 10 Bulk) by spending 1 minute concentrating on your *draconic gift* as you press it against the object. Retrieving it takes 1 minute and causes the item to appear in the closest unoccupied space.

DRAKE RIDER ARCHETYPE

A dragon chooses its rider. Only a few are worthy.

“Having the soul of a dragon” is an apt Avistani saying for individuals who show indomitable charisma, unfaltering purpose, and an iron will. Such qualities mark every drake rider, while a proud or noble dragon also demands respect from any who would ride upon their back. A dedicated rider who doesn’t confuse violence with strength and shows no hesitation or fear earns a deep bond that grows from the dragon’s mutual respect. In the air or on the ground, this bond forms a lethal union of dragon and rider.

DRAKE RIDER DEDICATION

FEAT 2

UNCOMMON ARCHETYPE DEDICATION

Prerequisites trained in Nature, Charisma +1

You gain the service of a young riding drake (*Player Core* 209), riding dragonet (page 221), or another animal companion with the dragon trait you have access to. Your bond with your dragon companion lets you communicate and issue commands to it telepathically with a range of 100 feet. You must still use the Command an Animal action to direct it but don’t require words or gestures to do so.

MATURE DRAGON COMPANION

FEAT 4

ARCHETYPE

Prerequisites Drake Rider Dedication

Your dragon companion matures and the bond you share is strengthened. The dragon companion you gained with your Drake Rider Dedication is now a mature animal companion (*Player Core* 211).

Your dragon companion gains greater independence. During an encounter, even if you don’t use the Command an Animal action, your dragon companion can still use 1 action that round on your turn to Stride or Strike. It can do this at any point during your turn, as long as you aren’t currently taking an action. If it does, that’s all the actions it gets that round—you can’t Command it later.

WINGED LEAP

FEAT 4

ARCHETYPE

Prerequisites Drake Rider Dedication, dragon companion with the mount special ability

While drakes and dragons are able flyers, they’re uncomfortable carrying a rider in the air without special training. Through hard work, nerves of steel, and the deep bond you share with your draconic companion, your companion has learned to carry you skyward, if only briefly. Your dragon companion gains the Winged Leap action.

Winged Leap ◆ **Frequency** once per round; **Effect** Your dragon companion Flies. If it doesn’t normally have a fly Speed, it

gains a fly Speed of 25 feet for this movement. If it isn’t on solid ground at the end of this movement, it falls.

FLAIR RIDER STANCE

FEAT 6

ARCHETYPE STANCE

Prerequisites Drake Rider Dedication, trained in Acrobatics

You spend little time in your saddle as you flip unpredictably around your dragon mount, dodging attacks. While mounted and in this stance, your mount always provides you with lesser cover and you don’t take the –2 circumstance penalty to Reflex saves while mounted.

WAR RIDER STANCE

FEAT 6

ARCHETYPE AURA STANCE

Prerequisites Drake Rider Dedication, expert in martial weapons, dragon companion with a support benefit that includes damage

Your dragon’s constant breath threatens your foes. While in this stance, your dragon companion has an aura in a 5-foot emanation. Each creature that starts its turn in the aura takes the damage listed under the dragon’s support benefit with a basic Reflex save against your mount’s Athletics DC.

INCREDIBLE DRAGON COMPANION

FEAT 8

ARCHETYPE

Prerequisites Mature Dragon Companion

Your mature dragon companion develops further, becoming more robust and formidable. Your dragon companion becomes a nimble or savage animal companion, gaining additional capabilities determined by the type of companion (*Player Core* 211).

WING RIDER

FEAT 10

ARCHETYPE

Prerequisites Winged Leap

Your bond with your dragon has been honed so fine that it can carry you aloft with its full capability. Your dragon companion has a fly Speed of 25 feet at all times.

DEATH DIVE

FEAT 12

ARCHETYPE

Prerequisites Flair Rider Stance, Wing Rider

Requirements You are riding your dragon companion and are airborne.

You guide your mount into a plummet, diving headlong at a single foe. You command your mount to Fly twice. It must end this movement at a lower altitude than it began its turn at. You and your mount gain a +4 circumstance bonus to AC against reactions triggered by this movement. At the end of

this movement, your mount attempts a melee Strike against one creature in its reach. If the Strike hits, the target is knocked prone if it's smaller than your mount; if it's a critical hit, the target is knocked prone if it's the same size as your mount or smaller.

STRAFFING BREATH ♦♦♦

FEAT 12

ARCHETYPE

Prerequisites War Rider Stance

Requirements War Rider Stance is active.

You urge your dragon mount forward, wreathed in magical power. Your mount Strides three times. If your mount has a fly Speed, it can substitute a Fly action for any of these Stride actions. As it moves, your dragon companion's magical breath billows around you. The aura from War Rider Stance increases to a 10-foot emanation during this movement, and each creature that's in the emanation at any point during your movement takes the damage from it (with the normal save). A creature can take damage only once, even if you move past it multiple times.

GUIDED HOVER ↻

FEAT 14

ARCHETYPE

Prerequisites Wing Rider

Trigger Your turn ends.

Requirements Your airborne dragon mount has not used the Fly action this turn.

You guide your draconic companion, whose outstretched wings fill with unseen thermals. Your mount hovers without needing to use a Fly action to stay in place.

DRAGONET RIDERS

Though riding drakes are the most prevalent of dragon companions, they are not the only ones. Creatures from smaller ancestries often gravitate toward riding dragonets instead, and many tales are told of sprite battalions gathering to help drive off those who would threaten their homes. Though dragonet riders are harder to find, they are just as fierce and skilled as those who bond with larger creatures.

RIDING DRAGONET

UNCOMMON DRAGON

Your companion is a flightless dragonet whose larger-than-average size keeps it grounded. Though typically cagey around other creatures, they have inexplicably attached themselves to you, becoming a loving companion. A riding dragonet has the dragon trait instead of the animal trait, but it otherwise functions normally as an animal companion.

Size Small

Melee ♦ claw (finesse, magical), **Damage** 1d8 bludgeoning

Melee ♦ tail (agile, finesse, magical), **Damage** 1d6 slashing

Str +1, **Dex** +3, **Con** +2, **Int** -4, **Wis** +1, **Cha** +3

Hit Points 8

Skill Diplomacy

Senses darkvision

Speed 30 feet

Special mount

Support Benefit Your dragonet's wings flutter rapidly, pulsating the air around you both. Until the start of your next turn, each time you Strike while riding the dragonet and hit a creature in the dragonet's reach, the creature takes 1d4 bludgeoning damage from the force of the dragonet's wings. If your dragonet is nimble or savage, the bludgeoning damage increases to 2d4.

Advanced Maneuver Enamoring Exhalation

ENAMORING EXHALATION ♦♦

OLFACTORY

Frequency once per 10 minutes

Your riding dragonet enraptures those nearby, exhaling a 15-foot cone of pheromones that fascinates those within it. Each creature in the area is fascinated with you and your dragonet until the end of your next turn unless it succeeds at a Fortitude save. This uses a trained DC using the dragonet's Charisma modifier, or an expert DC if the dragonet is specialized.



MAGIC ITEMS

When it comes to presenting oneself as an accomplished adventurer, few status symbols are as widely recognized as dragonhide armor. This is also the case for other items made from the body parts of dragons, as practically all of their parts—from weapons made from their claws and teeth to powder made from their bones and even their preserved organs—are believed by many to possess inherent magical properties. Such trophies can be especially dangerous to take up against other dragons, who might recognize where they came from or, at the very least, be able to identify on sight the approximate age of the dragon from whom they were harvested.

This is not to say that all draconic items require a dragon's death. There's no shortage of legends about dragons who befriend or even fall in love with humanoids, often known to gift tokens or trinkets to their beloved for their defense or protection—a ring fashioned from shed scales, a wand carved from a broken horn, or an amulet made using a lost tooth, for example.

MAGIC ITEMS

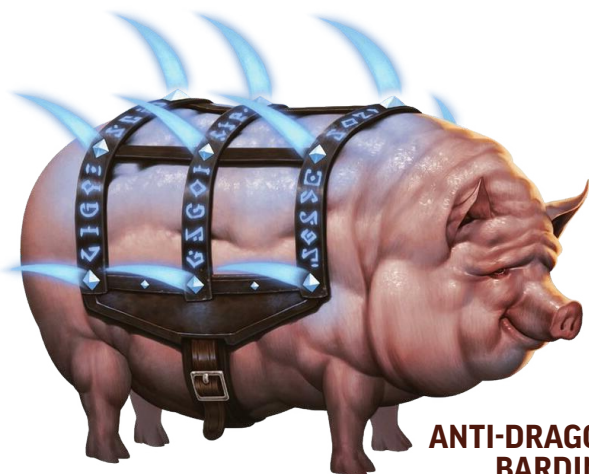
ANTI-DRAGON BARDING

ITEM 6+

COMPANION INVESTED MAGICAL

Usage worn barding; Bulk L

Consisting of long steel spikes projecting from light barding, *anti-dragon barding* helps to protect vulnerable mounts and livestock from massive aerial predators, including dragons, griffons, and rocs. An animal companion wearing anti-dragon barding gains a +2 item bonus to its Fortitude DC and Reflex DC against attempts to Grapple, Reposition, Shove, or Trip it, and a creature that successfully Grapples the animal companion takes 1d4 piercing damage.



ANTI-DRAGON BARDING

Type *anti-dragon barding*; Level 6; Price 200 gp

Type *greater anti-dragon barding*; Level 12; Price 1,700 gp

The barding grants a +4 item bonus against Grapple, Reposition, Shove, and Trip, and deals 3d4 piercing damage when the wearer is Grappled.

DRAGON PEARL

ITEM 16

UNCOMMON INVESTED MAGICAL

Price 9,000 gp

Usage worn; Bulk L

When an irritant is caught within a dragon's scales, the dragon's body protects itself by coating the object in layers of dragon scale. Over time, it can form an item called a *dragon pearl*. Such pearls, hard and iridescent, are infused with draconic magic and can be powerful tools in the right hands. They're usually placed in an ornate setting on a pin or necklace. Wearing the dragon pearl grants you a +2 item bonus to Intimidation checks.

Activate—Pearlescent Shell ♦ (concentrate) **Frequency** once per day; **Effect** You call protective power from the pearl to form a defensive barrier around yourself. You're affected by an 8th-rank *containment* spell (*Player Core* 2 243), which takes on the appearance of shimmering translucent dragon scales. The field has resistance 15 to one damage type related to the dragon the pearl came from. When you activate the pearl, you choose the type from all types the dragon has immunity or resistance to plus a type based on their tradition: force for arcane, spirit for divine, mental for occult, or poison for primal.

DRAGON'S TONGUE

ITEM 11+

UNCOMMON MAGICAL

Usage held in 2 hands; Bulk 2

This +2 *striking longspear* was crafted by a renowned monster hunter, who designed the prototype from the bones and scales of a diabolic dragon. The drathyrican folds of a young dragon, the organ that generates their magical breath, are crucial to the operation of the spear. The mechanics of the weapon are largely based on an injection spear: when the safety is disengaged and a secondary lever is squeezed, it produces a magical effect like a dragon's breath from the hollow tip of the spear.

Activate—Breath of the Spear ♦♦ (concentrate, manipulate)

The *dragon's tongue* releases a burst of energy that manifests as a 30-foot cone dealing 6d6 damage with a DC 28 basic Reflex save. You can't use this activation again for 1d4 rounds. The damage type matches the breath of the dragon the weapon was made from, and this activation has the corresponding trait.

Type *dragon's tongue*; Level 11; Price 1,350 gp

Type *greater dragon's tongue*; Level 13; Price 2,750 gp

Made using the drathyrican folds of an adult dragon, the

DRACONIC CODEX

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longspear is a +2 *greater striking longspear* and the activation's damage is 7d6 (DC 30).

Type *major dragon's tongue*; **Level** 20; **Price** 55,000 gp

Made using the drathyrican folds of an ancient dragon, the longspear is a +3 *major striking longspear* and the activation's damage is 10d6 (DC 43).

Craft Requirements The initial raw materials must include the drathyrican folds of a dragon.

DRAGONAUT'S WINGSUIT

ITEM 9

UNCOMMON INVESTED MAGICAL

Price 625 gp

Usage worn armor; **Bulk** L

This +1 *resilient leather armor* is made from drake hide, and includes wing-like membranes that connect the limbs to one another. Originally designed to allow riders of aerial mounts to safely dismount if the need arises, such wingsuits remain uncommon but have gained some popularity among thrill-seeking adventurers and some mountain-dwelling communities.

Activate—Drake's Glide ➤ (manipulate) **Frequency** once per day; **Effect** You take 2 move actions, each of which can be a Fly or Stride. If you don't have a fly Speed, you gain a 20-foot fly Speed for Fly actions from this activation.

Activate—Descend ➤ (concentrate, manipulate) **Frequency** once per 10 minutes; **Trigger** You're falling; **Effect** Your fall slows to 60 feet per round for 1 minute, and if you reach the ground during this time you take no damage from the fall.

DRACONIC SPELL CATALYSTS

Items with the catalyst trait are consumables that alter or magnify specific spells. Activating a catalyst is part of casting the spell. The catalyst might increase the number of actions required to cast the spell, as indicated in the catalyst's Activate entry. Using a catalyst adds the manipulate trait to the spell if it didn't already have it, and you can draw the catalyst as part of casting the spell.

DRAGON EYE

ITEM 5

UNCOMMON CATALYST CONSUMABLE MAGICAL

Price 30 gp

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell (add 1 action)

Even in death, a dragon's gaze is terrible to behold. When used to cast *breathe fire* at 3rd rank or higher, an eye from a dragon causes the spell to manifest some of the creature's fearsome aura and inspire terror. Creatures in the spell's area must attempt a basic Will save instead of a basic Reflex save, and in addition to taking the spell's normal damage on a failure, they're frightened 1. This adds the emotion, fear, and mental traits to the spell.

DRAGON SCUTE

ITEM 12+

UNCOMMON CATALYST CONSUMABLE MAGICAL

Usage held in 1 hand; **Bulk** L

Activate Cast a Spell



The thick plates that form the strongest points in a dragon's armor can be used as powerful defensive catalysts. Using one of these scales to cast *mountain resilience* causes the target's skin to grow a thick layer of draconic scales. Instead of the spell's normal effects, the target gains damage resistance based on the type and dragon's tradition.

Type lesser; **Level** 12; **Price** 400 gp

The scale can be used with *mountain resilience* of 6th rank or higher.

Arcane resistance 5 against all damage from spells

Divine resistance 10 to spirit, vitality, and void

Occult resistance 10 to mental

Primal resistance 7 to bludgeoning, piercing, slashing, and poison

Type moderate; **Level** 16; **Price** 2,000 gp

The scale can be used with *mountain resilience* of 8th rank or higher.

Arcane resistance 7 against all damage from spells

Divine resistance 15 to spirit, vitality, and void

Occult resistance 15 to mental

Primal resistance 10 to bludgeoning, piercing, slashing, and poison

Type greater; **Level** 20; **Price** 14,000 gp

The scale can be used with *mountain resilience* of 10th rank.

Arcane resistance 10 against all damage from spells

Divine resistance 20 to spirit, vitality, and void

Occult resistance 20 to mental

Primal resistance 15 to bludgeoning, piercing, slashing, and poison

DRAGON SPELLS

It's quite common for magical innovators to put a bit of themselves into the magic they create. A dragon's connection to magic and their long life make them uniquely suited to the art of spellcraft. Over the years, dragons have shaped a variety of spells to better suit their needs and forms. While these spells have occasionally been gifted and scavenged, they are draconic in origin.

ARMOR OF THORN AND CLAW ◆◆

SPELL 1

UNCOMMON CONCENTRATE MANIPULATE MORPH

Traditions primal

Duration 1 minute

Razor-sharp thorns and claws erupt from your skin or scales. Whenever a creature touches you or hits you with a melee unarmed attack, it takes 1 piercing damage. Additionally, if you become grabbed, restrained, or otherwise held immobilized in a creature's grasp, such as by being engulfed or swallowed, the creature takes 1d4 persistent bleed damage.

Heightened (+2) The piercing damage increases by 2, and the persistent bleed damage increases by 1d4.

BLOOD-FEASTING BREATH ◆◆◆

SPELL 5

UNCOMMON CONCENTRATE HEALING MANIPULATE VITALITY VOID

Traditions divine, occult

Area two 30-foot cones

Defense basic Fortitude

Like a vorpal dragon, you absorb life with an inhale and release it with an exhale. All living creatures in the first cone take 5d6 void damage with a basic Fortitude save. You and all living creatures in the second cone regain Hit Points equal to the greatest damage a single creature took from the first cone.

Heightened (+1) The damage and healing increase by 1d6.

CHANNEL ARROGANCE ◆ OR ◆◆◆

SPELL 4

UNCOMMON CONCENTRATE MANIPULATE MENTAL

Traditions arcane, occult

Range 30 feet; **Targets** 1 creature

Defense Will

You channel your heightened sense of self-worth into a creature, forcing them to acknowledge your true worth. You can Cast this Spell using 1 action if you know the target isn't worthy of you spending your time to generate the full force of this spell, or using 3 actions if you can't possibly hold back the majesty of your presence and must flood the target with your full attention.

The target takes 5d10 mental damage and other effects depending on its Will saving throw. If you Cast the Spell using 1 action, the target gets a result one degree of success better than it rolled.

Critical Success The creature is unaffected.

Success The target takes half damage and is fascinated with you for 1 round.

Failure The target takes full damage and is fascinated with you for 1 round. While fascinated with you, the target must succeed at a DC 5 flat check when attempting to Cast a Spell or use an action with the auditory trait. On a failure, the action is disrupted as the target blurts praise for you instead of saying what it intended.

Critical Failure As failure, but double damage and the effect lasts for 1 minute.

Heightened (+1) The damage increases by 1d10.

CLOUD CURRENT

SPELL 4

UNCOMMON AIR CONCENTRATE MANIPULATE WATER

Traditions arcane, primal

Cast 1 minute

Range 500 feet

Duration 1 hour

Air and water vapor combine into a great cloud that funnels a powerful current within it. The eddies make the cloud appear from a distance to be a group of cloud dragons tumbling through the sky. The cloud is up to 30 feet wide, 30 feet tall, and 10 miles long. It runs parallel to the ground, and the nearest end of it must be within range and at least 100 feet above the ground. The current travels in a direction you choose when you Cast the Spell, and the travel Speed of creatures flying through the cloud in that direction is doubled. You can Dismiss the cloud.

Heightened (6th) The duration is 8 hours, and the cloud can be up to 50 feet wide and 100 miles long.

Heightened (8th) As 6th, and travel speed is quadrupled.

DIVINE DRAGON'S WATCH

SPELL 5

UNCOMMON CONCENTRATE CONTINGENCY MANIPULATE SANCTIFIED SPIRIT

Traditions divine

Cast 10 minutes

Range touch; **Targets** 1 creature

Duration 24 hours

You summon an invisible divine draconic spirit to watch over your target. When the spell is complete, you gain the Dragon's Protection reaction; once you use the reaction, the spell ends.

Dragon's Protection ☞ (concentrate, sanctified, spirit) **Trigger**

An enemy you can see would reduce this spell's target to 0 Hit Points; **Effect** The dragon intercepts, preventing the spell's target from being knocked out; the spell's target remains at 1 Hit Point. As the dragon disappears, it flies over the triggering enemy and releases its retributive breath, dealing 5d4 spirit damage to it with a basic Reflex save.

Heightened (+1) The damage increases by 1d4.

DRAGON TURRET ◆◆◆

SPELL 10

UNCOMMON CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Range 500 feet; **Area** an empty 10-foot radius, 50-foot-tall cylinder

Duration sustained for up to 10 minutes

You conjure forth a massive tower with a large dragon that's bound to crawl its length. The dragon and the tower share the same space, and the dragon intercepts any attack targeting the tower. When the dragon dies, the tower crumbles. The dragon is immune to all conditions, has an AC of 40, a +30 modifier for all saving throws, and 250 Hit Points. When you Cast the Spell, and once per round when you Sustain it, the dragon unleashes its breath in a 60-foot cone, dealing 13d8 damage (basic Reflex save). The damage type depends on the tradition used to cast this spell: **arcane** force, **divine** spirit, **occult** mental, **primal** fire.

EARTH AND SKY ◆◆

SPELL 6

UNCOMMON AIR CONCENTRATE EARTH MANIPULATE

Traditions arcane, primal

Area 20-foot emanation

Defense Fortitude

You erupt into the air with the force of a dragon taking flight, launching nearby creatures into the sky with you. This spell has no effect unless you're on solid ground when you cast it. You fly directly upward, up to 100 feet into the air. When the spell ends, you safely float to the ground, as *gentle landing*. Every other creature in the area when you Cast this Spell must attempt a Fortitude saving throw.

Critical Success The creature is unaffected.

Success The creature is launched the same distance into the air as you, then falls.

Failure The creature is launched the same distance into the air as you, then falls and can't Arrest its Fall.

Critical Failure As failure, but the creature takes twice as much damage from falling.

HORDE OF UNDERLINGS ◆◆◆

SPELL 3

RARE CONCENTRATE MANIPULATE

Traditions arcane, divine, occult, primal

Area 30-foot cone

Duration sustained up to 1 minute

You summon six underlings, such as skeletons or kobolds. When you cast this spell, you decide what kind of creatures they are, if they're Small or Medium, and whether they deal bludgeoning, piercing, or slashing damage (choose once and applying it to all underlings). Each underling has 1 Hit Point, 5 AC, and automatically fails all saving throws. Each underling appears in an unoccupied square of your choice within the area. The underlings don't block movement, but they are difficult terrain for creatures other than you.

Each underling attacks one enemy adjacent to it (if any), automatically dealing 1d4 damage of the chosen type. The first time you Sustain the spell on each subsequent round, each underling moves 20 feet toward the nearest enemy. If an

underling ends its movement adjacent to an enemy, it damages that enemy as described above.

Heightened (+1) The number of underlings increases by 2.

ORB OF TWISTING FATE ◆◆

SPELL 7

CONCENTRATE MANIPULATE MENTAL

Traditions occult

Range 15 feet; **Targets** 1 creature

Defense Will; **Duration** up to 1 minute

The glass orb of an omen dragon erupts from your target's forehead, overwhelming their mind with alternative options.

Critical Success The creature is unaffected.

Success At the start of its turn, the target must decide whether to spend its first action to Stride in a random direction or to spend its first action doing nothing. The spell then ends.

Failure As success, but instead of ending automatically, the target attempts a new save at the end of each of its turns, ending the effect on a success.

Critical Failure As success, but instead of ending automatically, the spell lasts for the full duration.



DRAGON PACTS

Countless souls find themselves, either through coercion or devotion, in the service of dragonkind, but few enter into a *dragon pact*. These eldritch rites of mutual binding entwine both to the ineffable animus of the cosmos, altering both beings down to their very quintessence. To break a *dragon pact* is to be damned to calamitous indignity. Oathbreakers bear a mark of torment that transcends the physical—as if reality itself were rebuking them. As these pacts inflict such a cost, they're offered only in times of great desperation or in gestures of immense trust between parties.

DRAGON PACT RULES

A contract is a type of item that magically establishes an agreement between multiple parties and typically grants magical benefits. A *dragon pact* has no physical substance and can't be dispelled, altered, or destroyed.

To invoke a *dragon pact*, both mortal and dragon must agree on terms and conditions of the agreement. Almost all include an agreement to not attack or attempt to kill the other party, even through proxies. Other terms might include not acting against the other party's allies, maintaining good standing in a certain organization, or remaining dedicated to defending a certain location. The pact remains effective so long as both parties uphold the agreement; if either party

breaks the pact, both parties lose all benefits and suffer the oathbreaker's calamity listed in the pact. A *dragon pact* is automatically invested and counts toward a character's limit of 10 invested items.

Dragon pacts end only if both the dragon and mortal parties are slain by their enemies, or if one of the parties dies to protect the other. Even if the dragon and mortal have a common goal, they remain bonded by the pact after they complete it, forever changed. Breaking the oath doesn't end the pact. Instead, the effects remain with the addition of the detriments from the oathbreaker's calamity.

DRAGON PACTS

PACT OF THE HERALD AND HOST

ITEM 6

RARE CONTRACT INVESTED MAGICAL

You have exchanged your voice for the authority and breath of your bound dragon. Your voice echoes with the dragon's idiosyncrasies. You can cast *fear* as an innate spell once per day, with the spell's tradition matching that of your bound dragon.

Once per day, from any distance, your bound dragon can choose to take control of your voice. They dictate everything you say (or don't say) for up to 10 minutes. They can choose to speak in any language you or they know, though they can't use your voice to cast spells or activate items.

Activate—Breath of the Dragon ◆ (concentrate) **Frequency** once per day; **Effect** You exhale a torrent of energy in a 30-foot cone or a 60-foot line, dealing 1d6 damage per level. Each creature in the area must attempt a basic saving throw against the higher of your class DC or spell DC.

You can't use this ability again for 1d4 rounds.

The area, damage type, and type of saving throw match those of your draconic benefactor (page 207). This ability has the trait associated with the type of damage it deals.

Oathbreaker's Calamity

Should either party break the oath, your throat and mouth become swollen and elongated, preventing you from speaking any language but Draconic and causing any use of the Dragon Breath ability granted by this pact to also damage you. The

dragon becomes deafened, but call still hear your voice.



DUTY OF THE OATHSWORN

ITEM 9

RARE CONTRACT INVESTED MAGICAL

The oath that ties you to your bound dragon transcends the boundaries of life and death. When the pact is made, the dragon chooses one type of creature other than humanoid. (The GM selects the appropriate trait.) You gain resistance equal to half your level to physical and mental damage from these creatures. You also gain the Draconic Precision action. If you die from damage delivered by a creature of this type, you rise as an undead creature of the dragon's choice. This undead's level can be no higher than your level or your bound dragon's, whichever is lower. This undead creature has your mind; if it's normally mindless, it loses that trait and any immunity to mental.

As you are sworn to slay the enemies of the dragon, the dragon is sworn to protect a chosen group, person, or location chosen by you. When battling in defense of your chosen ward, the dragon bypasses 5 resistance of any creature they would damage.

Draconic Precision ◆ (concentrate) **Frequency** once per day;

Effect Your Strikes against the chosen type of enemy deal an additional 1d6 precision damage for 1 minute. This damage increases to 2d6 if you're 17th level or higher.

Oathbreaker's Calamity Should either party break the oath, both you and the dragon are forever forsworn from comradeship. Creatures can't treat either of you as an ally while in combat.

THE TIMELESS BOND

ITEM 12

RARE CONTRACT INVESTED MAGICAL

You've linked your lifespan to your bound dragon. Your natural physical aging ceases and you gain the Draconic Vitality action, but your soul grows withered and scabrous by the weight of a dragon's experience with time.

Once per week, from any distance, the dragon can use a free action, which has the concentrate trait, to become quickened for 1 minute. They can use the extra action to Stride, Strike, or to contribute an action to casting a spell. When the dragon uses this ability, you age 10 years and become drained 3 for 1 hour.

Draconic Vitality ◆ (concentrate) **Frequency** once per day;

Effect Reduce your doomed value by 2. For 1 hour, you gain a +2 status bonus to saves against poisons and diseases, and a status bonus equal to your level to Hit Points you regain from spells with the same tradition as your bound dragon.

Oathbreaker's Calamity Should either party break the oath, you begin aging at an accelerated rate. Every 1d6 days, you must succeed at a flat DC 14 check or age 10 years and become drained 3. In turn, the dragon loses years of experience, reducing its age 100 years every time you fail the flat check. If the dragon is de-aged past the time they made the pact, the pact remains, but the dragon loses all memories of you and the pact.

ENKINDLED QUINTESSENCE

ITEM 14

RARE CONTRACT INVESTED MAGICAL

You have fully subsumed your soul within that of a dragon's soul, overloading your very essence with eldritch potential. You immediately retrain your class to that of a sorcerer with

the draconic bloodline, with your draconic exemplar matching your bound dragon. You are able to cast spells immediately as if you had a full 8 hours of rest and completed your daily preparations; however, you become drained 2 from the strain of igniting your soul's magical potential.

Once per day, from any distance, the dragon can either teleport you to their lair or teleport to switch places with you. This is a 3-action activity with the teleportation trait and the dragon's tradition trait.

Oathbreaker's Calamity Should either party break the oath, both your souls begin to immolate through your physical forms. If either of you casts a spell, they immediately become drained 3 unless they're casting it to harm the other party. If either of you die as a result of this calamity, you rise as a wraith (if it's you) or a wyrmwraith (if it's the dragon; page 202).

PACT OF THE AGONIZED DESTROYER

ITEM 18

RARE CONTRACT INVESTED MAGICAL

Your very quintessence has been hijacked by the agony of Dahak that lingered within your bound dragon. The wracked god's whispers burn your soul and ride your body to work in dire concordance with his whims. You are the very face of horror, an heir of the Dragon Plague's rancor, the Endless Destruction made manifest in an overwhelmed mortal form. You gain the Scream of Unending Destruction activity. In exchange, the dragon who bound you to this pact is now free from the influences of Dahak, losing any boons or abilities that might have been granted if they were a follower of Dahak and gaining a +2 item bonus on saving throws against any spells or abilities cast by followers of Dahak.

Scream of Unending Destruction ◆◆ (auditory, concentrate, emotion, fear, incapacitation, mental, unholy) **Frequency** once per day; **Effect** Attempt an Intimidation check against the Will DC of each creature in a 30-foot emanation that you observe and that observes you.

Critical Success The target must attempt a Fortitude save against your Intimidation DC. On a critical failure, it dies in an explosion of hellfire that deals 6d6 fire damage to each creature in a 5-foot emanation. On any other result, the creature becomes frightened 3 and is fleeing for 1 round. The critical failure effect has the death trait.

Success The target becomes frightened 3 and takes 4d6 fire damage.

Failure The target becomes frightened 2.

Failure The target is unaffected.

Oathbreaker's Calamity The souls of both parties begin to become consumed by the agony of Dahak. At the end of each day, you and your dragon become doomed 1 (or increase your doomed values by 1 if you're already doomed) unless both of you acted in service to Dahak that day. If you or your bound dragon die while under this effect, both of you explode in a catastrophe of hellfire and pitch, dealing 16d6 fire damage to all creatures in a 30-foot emanation; this effect has the divine and unholy traits. If the creature who didn't die also survives this blast, the *pact of the agonized destroyer* ends.

GLOSSARY & INDEX

This appendix contains brief explanations and page references for the content presented in this book, including new rules, locations, deities, and organizations. New rules content is marked with an asterisk (*).

Abaddon A vast wasteland plane that's the source of the river Styx and home to the fiends known as daemons. *GM Core* 179

Absalom The largest city in the Inner Sea region, Absalom was founded by Aroden and is located on Starstone Isle. *Absalom, City of Lost Omens*

access Certain uncommon abilities, feats, and other options have an Access entry. Characters who meet the criteria in the entry gain access to that option. *GM Core* 23

Apsu The dragon god of time, leadership, and peace. Sometimes called the Waybringer. 26

Arcadia One of Golarion's continents, lying west of the Inner Sea region past the ruins of Azlant. *World Guide* 6-7

archdragon The oldest and most powerful of dragons, paragons of their kind. 10

archetypes* 218-219, 220-221

Aroden God of humanity, innovation, history, culture, and fulfillment of destiny. Known as the Last Azlanti. Now deceased. *World Guide* 14, 21

Ascended The title for the deities who achieved their apotheosis by completing the Test of the *Starstone*.

Avistan One of Golarion's continents. Comprises the northern half of the Inner Sea region. *World Guide* 7

Axis A massive planar city that is known for its adherence to law and home to the monitors known as aeons. *GM Core* 179

Azlant One of the greatest nations during the Age of Legend. The empire was destroyed during Earthfall, and its ruins remain as islands in the Arcadian Ocean. *World Guide* 8, 62-63

Bleaching A process brought on by ennui that de-colors and ages a gnome, typically culminating in the gnome's death.

Boneyard A plane where the souls of the dead travel in the afterlife. Home to the monitors known as psychopomps. *GM Core* 179

Brixori The dragon god of libraries, the supernatural, and underdogs. Sometimes called the Wayward Sister. 27

Casmaron One of Golarion's continents, located immediately east of the Inner Sea region. *World Guide* 7

celestial Creatures who hail from or have a strong connection to holy planes.

Cernunnos The empyreal lord of fertility, seasons, and wild animals. Sometimes called the Horned Lord. *Divine Mysteries* 61, 312

Cheliox A nation in southwest Avistan, known for its ties to diabolic rule. *World Guide* 98-100

Change Shape ♦ (concentrate, magical tradition, polymorph) The monster changes its shape indefinitely. It can use this action again to return to its natural shape or adopt a new

shape. Unless otherwise noted, a monster cannot use Change Shape to appear as a specific individual. Using Change Shape counts as creating a disguise for the Impersonate use of Deception. The monster's transformation automatically defeats Perception DCs to determine whether the creature is a member of the ancestry or creature type into which it transformed, and it gains a +4 status bonus to its Deception DC to prevent others from seeing through its disguise. Change Shape abilities specify what shapes the monster can adopt. The monster doesn't gain any special abilities of the new shape, only its physical form. For example, in each shape, it replaces its normal Speeds and Strikes, and might potentially change its senses or size. Any changes are listed in its stat block.

Creation's Forge The source of all vitality energy in the Universe, as well as all mortal souls. *GM Core* 175

Dahak The dragon god of destruction, envy and greed. Sometimes called the Endless Destruction. 28

Darklands The immense area of caverns, vaults, and passages beneath the surface of Golarion. *World Guide* 7-8

draconic acolyte* 218-219

draconic paragons* 206-207

dragon pacts* 226-227

dragonblood Mortals who have a dragon somewhere in their heritage. 216-217, *Player Core* 2 44

dragonet* 128, 208-213

drake rider* 220-221

Earthfall A cataclysmic event in -5293 AR in which a swarm of meteorites fell upon Golarion and caused massive destruction, ending the Age of Legends and starting the Age of Darkness.

Elysium A plane full of unbound wilderness and home to the celestials known as azatas. *GM Core* 179

Ethereal Plane A transitive plane that overlaps with the planes of the Inner Sphere. It allows for travel within the Inner Planes. *GM Core* 177

Eye of Abendego An enormous supernatural ongoing hurricane nestled between Mediogalti Island, the Shackles, and the Sodden Lands. *World Guide* 63-64

fiend Creatures who hail from or have a strong connection to unholy planes.

First World A plane that overlaps the mortal Universe and is said to be a "rough draft" of existence. It's home to vibrant landscapes and fey. *GM Core* 177

Five Kings Mountains A region in southeast Avistan considered the center of dwarven civilization in the Inner Sea region. *World Guide* 125-126

frightful presence (aura, emotion, fear, mental) A creature that first enters the area must attempt a Will save. Regardless of

the result of the saving throw, the creature is temporarily immune to this monster's Frightful Presence for 1 minute.

Critical Success The creature is unaffected by the presence.

Success The creature is frightened 1.

Failure The creature is frightened 2.

Critical Failure The creature is frightened 4.

Gaasham The dragon god of construction, self-actualization, and legacy. Sometimes called the Architect. 29

Galt A nation in eastern Avistan, known as a land of constant political upheaval and revolution. *World Guide* 126

Garhaazh The dragon god of conflict, dominance, and hunting. Sometimes called the Primal King. 30

Garund One of Golarion's continents. Its northern portion makes up the southern half of the Inner Sea region. *World Guide* 8

Geb A nation in eastern Garund that's a haven for undead. *World Guide* 76-77

Ghol-Gan An ancient and lost nation of cyclopes that was once a prominent power on Golarion. *The Mwangi Expanse* 15

Goka A large city-state in western Tian Xia. *Tian Xia World Guide* 74-81

Golarion The most important world in the Lost Omens campaign setting. *World Guide* 6-9

Gorum God of battle, strength, and weapons. Known as Our Lord in Iron. Now deceased.

Gravelands The region in central Avistan formerly known as Lastwall. A land where undead and other horrors roam. *Knights of Lastwall* 100-111, *World Guide* 40-41

Great Beyond The collective name for all of the planes of existence of the known multiverse. *World Guide* 9-10

Heaven A plane that embodies order and compassion and is home to the celestials known as archons. *GM Core* 180

Hell A cruel, constructed plane separated into nine distinct layers and home to the fiends known as devils. *GM Core* 180

Improved Grab, Improved Knockdown, or Improved Push
◆ The monster can use Grab, Knockdown, or Push (as appropriate) as a free action triggered by a hit with its initial attack. A monster with Improved Grab still needs to spend an action to extend the duration for creatures it already has grabbed.

Inner Sea region The collective name for the area surrounding the Inner Sea, consisting of Avistan and the northern part of Garund.

Iobarra A nation in western Casmaron that has become an unsettled frontier after a number of plagues.

Irrisen A nation in northwestern Avistan known for its constant winter and rule by winter witches. *World Guide* 110-112

Isger A nation in southern central Avistan, a vassal of Chelax and home to several goblin clans. *World Guide* 100-102

Jalmeray An island nation off the eastern coast of Garund that is home to immigrants from the distant region of Vudra. *World Guide* 77-79

Katapesh A nation located on the northeastern coast of Garund and known for its markets. *World Guide* 51-52

kobold Small and crafty reptilian creatures that typically live underground. 214-215, *Player Core* 2 20

lifesense Lifesense allows a monster to sense the vital essence of living and undead creatures within the listed range. The sense can distinguish between the vitality energy animating living creatures and the void energy animating undead creatures, much as sight distinguishes colors.

Maelstrom The collective term for the uncharted and chaotic areas on the metaphysical borders of the planes of the Outer Sphere. Home to the monitors known as proteans. *GM Core* 180

magic items* 222-223

Mana Wastes A region located in eastern Garund known for its areas of dead and wild magic. *Impossible Lands* 226-243

Mendev A nation located in northeastern Avistan that has long been a launching point for crusades against the demons of the Sarkoris Scar. *World Guide* 28-29

Minkai A large empire located in eastern Tian Xia. Known for its recently quelled civil instability. *Tian Xia World Guide* 146-154

monitor Creatures who hail from or have a strong connection to the unsanctified planes of the Outer Sphere.

Mwangi Expanse The area of northern central Garund consisting of most of the regions in and around the Mwangi Jungle. *The Mwangi Expanse*

Mzali A temple-city located in the southern reaches of the Mwangi Expanse. *The Mwangi Expanse* 220-231

Narriseminek The protean lord of ascendance, keketars, and revelations. Sometimes called the Crownless, the Maker of Kings. *Divine Mysteries* 215

Netherworld A plane located on the far side of the Ethereal Plane that is a twisted reflection of the mortal Universe. *GM Core* 178

New Thassilon A young nation in northwest Avistan, home to time-displaced Thassilonians. *World Guide* 113-115

Nex A nation located on the eastern coast of Garund, notorious as a center for arcane study. *World Guide* 80-81

Nidal A nation along the southwest coast of Avistan watched over by the god Zon-Kuthon. *World Guide* 102-103

Ninshabur A ruined land in central Casmaron. Once a great empire, it was destroyed by a Spawn of Rovagug.

Nirvana A peaceful plane filled with idyllic landscapes and home to the celestials known as agathions and angels. *GM Core* 180

Numeria A nation in northeast Avistan known for its unique and powerful technology, originally salvaged from a fallen starship. *World Guide* 29-30

Oprak A nation in central Avistan, home to hobgoblins who won the land by force. *World Guide* 44

Osirion A nation in northeastern Garund that boasts countless tombs and temples from the time of the empire of Ancient Osirion. *World Guide* 53-54

Otilaz The dragon god of alchemy, death, and impermanence. It is sometimes called the One of All. 31

Outer Rifts An endlessly winding, chaotic plane full of dangerous chasms. Home to the fiends known as demons. *GM Core* 181

pantheons* 35

Pathfinder Society A globe-trotting organization dedicated to exploration and the reclamation of lost relics. *Pathfinder Society Guide*

psychopomp A family of monitors spawned within the Boneyard to convey souls to the Outer Planes. *Monster Core* 274–277

Qadira A nation located in southeast Avistan. Also the westernmost satrapy of the great Padishah Empire of Kelesh. *World Guide* 54–55

qlipthoth A group of primeval fiends born of the essence of the Outer Rifts. *Monster Core* 280–283

Rahadoun A nation located in northwest Garund, known for its prohibition of all religious practice. *World Guide* 55–56

Ravounel A young nation in southwest Avistan, known for its successful uprising against Chelax and continued push for individual freedoms. *World Guide* 104–105

Razmiran A nation located in central Avistan. Known as the home of Razmir and his church. *World Guide* 30–31

Reactive Strike ➤ **Trigger** A creature within the monster's reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** The monster attempts a melee Strike against the triggering creature. If the attack is a critical hit and the trigger was a manipulate action, the monster disrupts that action. This Strike doesn't count toward the monster's multiple attack penalty, and its multiple attack penalty doesn't apply to this Strike.

Realm of the Mammoth Lords A region in northern Avistan known for its untamed wilderness and dangerous megafauna. *World Guide* 115–116

River Kingdoms A turbulent region in northeast Avistan composed of dozens of small kingdoms all struggling for dominance. *World Guide* 31–32

River Styx A vast river that originates in Abaddon, traverses the Outer Sphere, and ends at the base of Pharasma's Spire in the Boneyard.

Sarkoris Scar A region located in northern Avistan. Formerly the site of the demonic Worldwound. *World Guide* 32–33

Sarshallatu The dragon god of dragons, potential, and reality. Sometimes called the thundering song. 32

Sellen River A major river that flows through the Broken Lands and Shining Kingdoms regions. *World Guide* 33

Senghor A city-state located in the southwestern portion of the Mwangi Expanse that serves as an important port. *The Mwangi Expanse* 254–265

Shackles A collection of islands off the western coast of Garund, known for rampant piracy. *World Guide* 67–68

Shizuru The goddess of ancestors, order, the sun, and growth. Sometimes called the Ruler of Heaven. *Divine Mysteries* 157

Shoanti A human ethnicity common across the Storval Plateau, the frontiers of Varisia, and beyond. *Character Guide* 8

skymetal Precious metals and materials from beyond Golarion that are scattered throughout the planet's surface. There are seven skymetals, each with its own unique properties. *Grand Bazaar* 96–101

spells* 224–225

Starstone A unique gemstone that crashed to Golarion during Earthfall. It was eventually raised by Aroden and placed

within the Starstone Cathedral in Absalom. Mortals can attempt to ascend to godhood by reaching the stone and taking the Test of the Starstone.

Taldor A nation located in southeast Avistan. This empire in decline seeks to reclaim former glory. *World Guide* 128–129

Tar-Baphon A necromancer killed by Aroden, Tar-Baphon rose again as the lich king known as the Whispering Tyrant; he threatened the Inner Sea region for centuries before being imprisoned. In 4719 AR, he broke free to terrorize the region once more. *Legends* 104–105

telepathy (aura, magical, mental) A monster with telepathy can communicate mentally with any creatures within the listed radius, as long as they share a language. This doesn't give any special access to their thoughts and communicates no more information than normal speech would.

Throw Rock ➤ The monster interacts to pick up a rock within reach or retrieve a stowed rock and throws it, making a ranged Strike.

tremorsense Tremorsense allows a monster to feel the vibrations through a solid surface caused by movement. It is usually an imprecise sense with a limited range (listed in the ability). Tremorsense functions only if the monster is on the same surface as the subject, and only if the subject is moving along (or burrowing through) the surface.

Thuvia A nation located in north-central Garund, known for its production of the sun orchid elixir. *World Guide* 56–57

Tian Xia One of Golarion's continents. Located far to the east of the Inner Sea region, past Casmaron. *Tian Xia World Guide*

Turvu The dragon god of death of ego, divinity, and philosophy. Sometimes called the Shifting Plane. 33

Ustalav A nation located in northern central Avistan that's threatened by countless terrors living and undead. *World Guide* 45

Varisia A region in northwestern Avistan home to ancient Thassilonian ruins. *World Guide* 116–117

Vidrian A young nation along the western coast of Garund that only recently broke free of oppressive colonial rule. Formerly known as Sargava. *The Mwangi Expanse* 274–287

Vudra A vast peninsula in southeastern Casmaron, home to the Vudrani people. *World Guide* 7

Wall of Heaven A massive mountain range running across western Tian Xia. *Tian Xia World Guide* 184

wavesense This sense allows a monster to feel vibrations caused by movement through a liquid. It's usually an imprecise sense with a limited range (listed in the ability). Wavesense functions only if the monster and the subject are in the same body of liquid, and only if the subject is moving through the liquid.

Worldwound An enormous rift that opened in the nation of Sarkoris, allowing the demonic hordes of the Outer Rifts to spill forth and destroy the region until closed by heroes. Its demon-blighted surroundings are now known as the Sarkoris Scar. *World Guide* 26, 32–33

Yluma The dragon god of knowledge, magic, and self-acceptance. Sometimes called the Living Page. 34

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