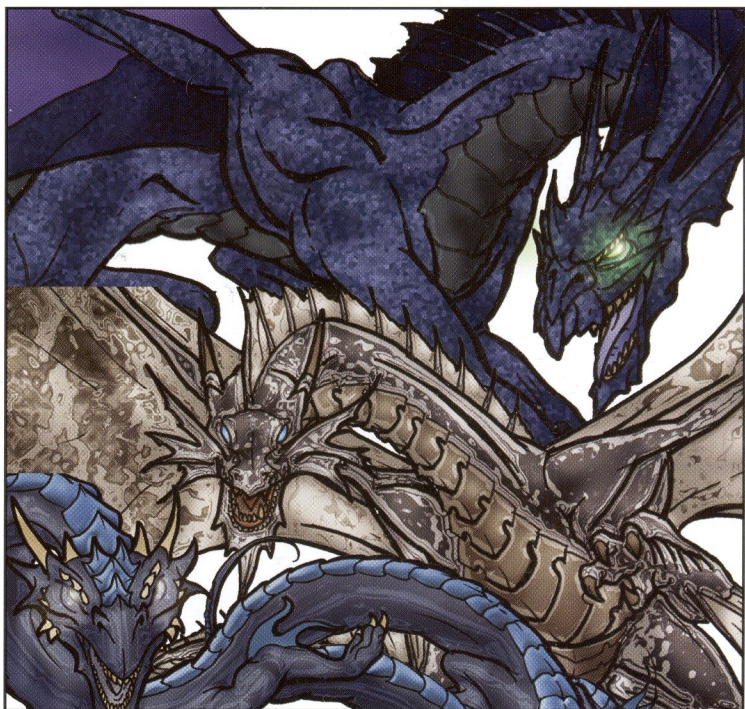


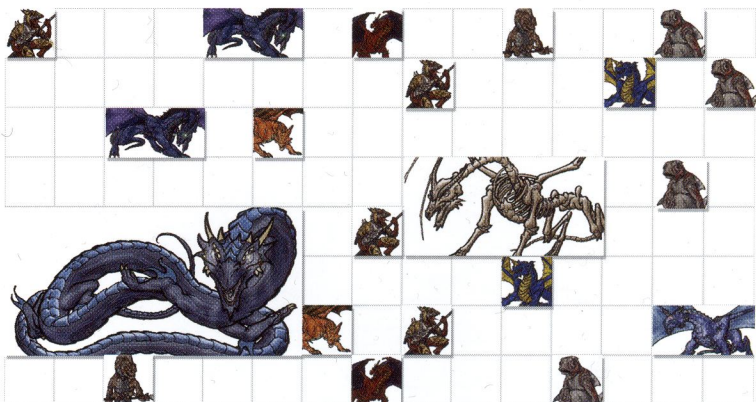
Fiery Dragon

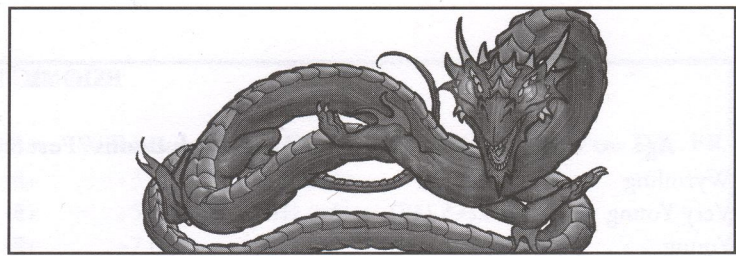
DRAGONS

COUNTER PACK



**OVER 150 COUNTERS BY
CLAUDIO POZAS!**





Here Be Dragons!

This Counter Pack, focusing on dragons, contains more than 14 different dragon breeds and multiple monster images. These full-color counters are based on a one-inch equals five-foot scale. Therefore, creatures with a 5-ft. by 5-ft. Face statistic will occupy a single one-inch counter. Before beginning play, carefully cut apart the counters with an x-acto knife or scissors. Please be sure to take care with these tools.

There are eight pages of counters in total. All counters feature a small arrow in the top left corner indicating direction, as well as a blank square in the bottom right, allowing the Game Master (GM) to assign numbers to multiple creatures of the same type. For example, the heroes may encounter four brass dragon wyrmlings, which would be numbered 1 to 4. The GM can then keep track of the individual hit points and actions according to which particular dragon is involved in the resulting skirmish.

These counters are not labeled with the monster type, as many characters may encounter creatures for the first time and player knowledge of the adversary may provide an unfair advantage. The GM should use this mystery to his or her benefit. For example, instead of saying, "You encounter four psionic drakes," the GM might say, "You encounter four large serpentine creatures," then place the appropriate counters on the battle grid for the players to see the picture.

New Dragons!

This Counter Pack isn't just about counters, it's also about new dragons! Included with this Pack are 4 new dragon counters, both Large- and Huge-sized, to introduce to your gaming group. One of those dragons, the psionics drake, is fully detailed here.

PSIONIC DRAKE

Dragon

Climate/Terrain: Any land and underground

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1-2 and 2-4 offspring)

Challenge Ratings: Wyrmling 1; very young 2; young 3; juvenile 5; young adult 7; adult 9; mature adult 11; old 14; very old 16; ancient 17; wyrm 18; great wyrm 20

Treasure: Double standard

Alignment: Always chaotic

Advancement: Wyrmling 4 HD (Tiny); very young 6-7 HD (Tiny); young 9-10 HD (Small); juvenile 12-13 HD (Medium-size); young adult 15-16 HD (Medium-size); adult 18-19 HD (Large); mature adult 21-22 HD (Large); old 24-25 HD (Huge); very old 27-28 HD (Huge); ancient 30-31 HD (Huge); wyrm 33-34 HD (Huge); great wyrm 36+ HD (Gargantuan)



PSIONIC DRAKES BY AGE

Age	SZ	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Mental Blast (DC)	Blast Range	Fear DC	PR
Wyrmling	T	3d12 (19)	13	+5	+3	+3	+3	1d4 (+2)	20 ft.	-	-
Very Young	T	5d12+5 (37)	16	+7	+5	+4	+5	1d4 (+4)	20 ft.	-	-
Young	SZ	8d12+8 (60)	18	+10	+7	+6	+7	1d4 (+5)	30 ft.	-	-
Juvenile	M	11d12+11 (82)	20	+13	+8	+7	+9	1d4 (+7)	30 ft.	-	-
Young Adult	M	14d12+14 (105)	23	+17	+10	+9	+11	1d6 (+8)	40 ft.	20	18
Adult	L	17d12+34 (144)	25	+20	+12	+10	+13	1d6 (+11)	40 ft.	22	20
Mature Adult	L	20d12+40 (170)	28	+24	+14	+12	+15	1d6 (+14)	50 ft.	25	22
Old	H	23d12+69 (218)	30	+27	+16	+13	+17	1d6 (+17)	50 ft.	27	23
Very Old	H	26d12+72 (241)	33	+31	+18	+15	+19	1d8 (+20)	60 ft.	30	25
Ancient	H	29d12+116 (304)	36	+35	+20	+16	+21	1d8 (+22)	60 ft.	32	27
Wyrmling	H	32d12+160 (368)	39	+39	+23	+18	+24	1d10 (+25)	70 ft.	35	29
Great Wyrmling	G	35d12+210 (437)	41	+42	+25	+19	+26	1d10 (+27)	70 ft.	37	31

PSIONIC DRAKE ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Chr	Special Abilities	Manifester Level
Wyrmling	60 ft.	10	11	11	12	11	13	<i>Fly</i>	1st
Very Young	60 ft.	11	11	12	13	12	15		2nd
Young	60 ft.	13	11	12	14	12	15		3rd
Juvenile	60 ft.	15	11	13	14	14	17	<i>Improved fly</i>	4th
Young Adult	60 ft.	17	11	13	16	14	17	Damage reduction 5/+1	5th
Adult	60 ft.	19	11	14	16	16	19	<i>Ethereal jaunt</i>	7th
Mature Adult	60 ft.	21	11	15	18	16	21	Damage reduction 10/+1	9th
Old	60 ft.	23	11	16	18	18	23		11th
Very Old	60 ft.	25	11	17	20	18	25	Damage reduction 15/+2	13th
Ancient	60 ft.	27	11	19	22	20	27		15th
Wyrmling	60 ft.	29	11	21	24	22	29	Damage reduction 20/+3	17th
Great Wyrmling	60 ft.	31	11	23	27	24	31	<i>Astral projection</i>	19th

into inactivity by the drake's powerful mental blasts or subdued by some other psionic means. In choosing treasure, psionic drakes vastly prefer gems and crystals to precious metals, liking the psionic reverberations such minerals often hold.

Combat

Psionic drakes are highly intelligent and, if attacked or provoked, generally avoid direct combat in favor of using their flight and psionic abilities, the mental blast in particular, to best advantage. Their superior

maneuverability in the air can be a great asset, even against other dragons and most other aerial foes. Older drakes will use ethereality to great advantage in either offensive or defensive tactics, as well.

Mental Blast (Sp): A psionic drake has no breath weapon. Rather, it has a mental blast that it can use at will; this attack is treated as a *mind blast* for the purposes of determining the effectiveness of affected creatures' psionic defense modes, though damage and range are as listed below. The mental blast requires all those in the area of effect to make Will saves (DC 1d20 + the drake's mental blast DC modifier).

Psionic characters may raise a psionic defense mode against the mental blast; those who fail their Will saves suffer temporary Charisma damage, as listed below, modified by mental hardness if applicable.

Nonpsionic characters suffer a -4 to the Will save against the mental blast, as they are protected only by a nonpsionic buffer, and those who fail are stunned for a number of rounds equal to thrice the mental blast damage listed below (i.e., a very old psionic drake stuns any affected nonpsionic character for 3d8 rounds).

Frightful Presence (Ex): A young adult or older psionic drake can unsettle foes with its mere presence. The ability takes effect automatically whenever the drake attacks, charges, or flies overhead. Creatures within a radius of 300

Much smaller than their winged cousins, psionic drakes (also called psionic dragons) are still close kin to true dragons. They are cunning and resourceful, and have developed potent psionic abilities to make up for their relative physical weakness (in relation to other dragons). In particular, their corruscating mental blast compensates for its lack of a breath weapon. Though they are always self-serving and generally unfathomable, often making leaps of logic that seem erratic and disconcerting to humans, psionic drakes can be good, evil, or indifferent.

Aside from their lack of wings, psionic drakes have one other plainly distinguishing feature: their horned and bony skulls are enormous, seemingly huge in proportion to their lithe, serpentine bodies, to make allowance for their massive brains. They are often referred to as "brain drakes" or "cerebral dragons" in recognition of this trait. The scales of a wyrmling are very fine, a shiny blue-gray in color, and even in the greatest of wyrms remain relatively small, resembling fish scales. In older drakes, however, the scales tend to lose their luster, taking on a flat gunmetal hue.

Psionic drakes will live most anywhere, being adaptable and having no predilection for a particular climate. They usually like to eat their prey while it still lives, stunned

feet x the drake's age category are subject to the effect if they have fewer HD than the drake.

A potentially affected creature that succeeds at a Will save (DC as below) remains immune to that drake's frightful presence for one day. On a failure, creatures with 4 or fewer HD become *panicked* for 4d6 rounds and those with 5 or more HD become *shaken* for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Psionics: A psionic drake manifests psionic powers as a psion of the level indicated below, gaining bonus power points for high Charisma, despite its primary discipline (which is chosen as a wyrmling). Psionic drakes can also choose powers freely from the psychic warrior power list.

Fly (Su): The psionic drake can fly at will as the psion power *fly*.

Improved Fly (Su): The psionic drake can fly at will as the psion power *improved fly*.

Spell-Like Abilities: 1/day – *ethereal jaunt*, *astral projection*. A psionic drake gains the abilities listed for its age plus all previous ones; these abilities are always manifested at the drake's current manifester level.

Telepathy (Su): The psionic drake can communicate telepathically with any creature within 100 feet that has a language.

Immunities (Ex): Psionic drakes are immune to all mind-influencing effects.

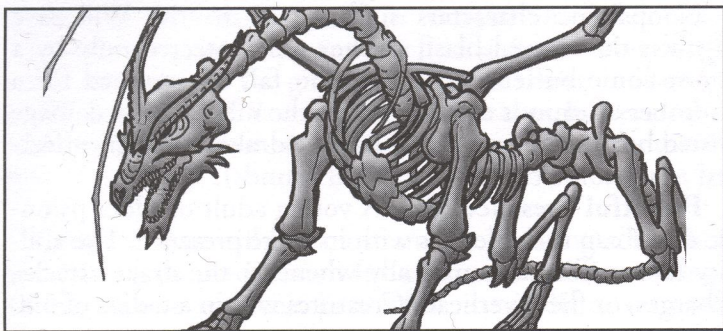
Power Resistance (Ex): As psionic drakes age, they become more resistant to magic and psionics, as listed below.

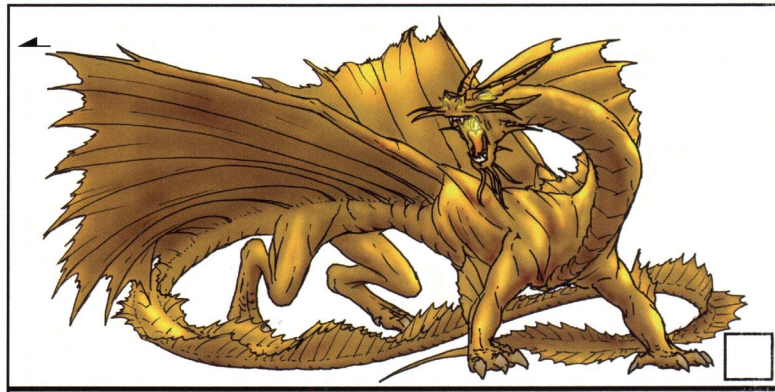
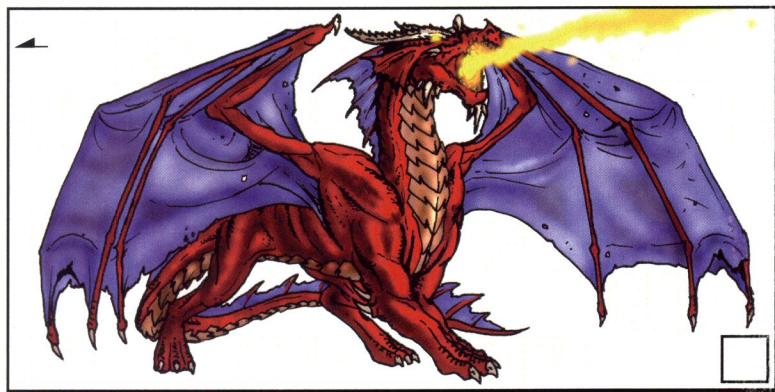
Blindsight (Ex): A psionic drake can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 30 feet x the drake's age category.

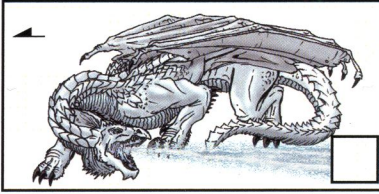
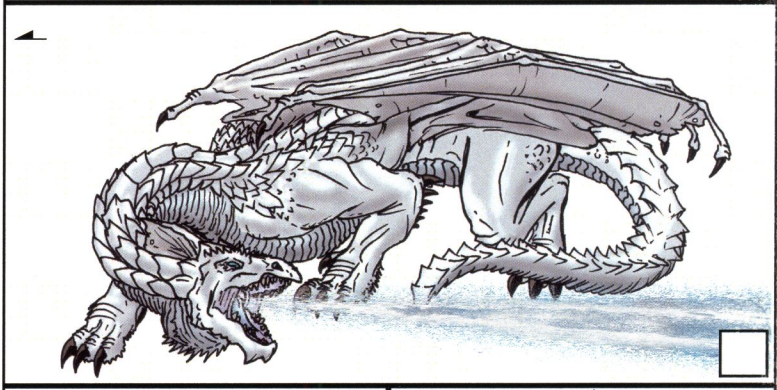
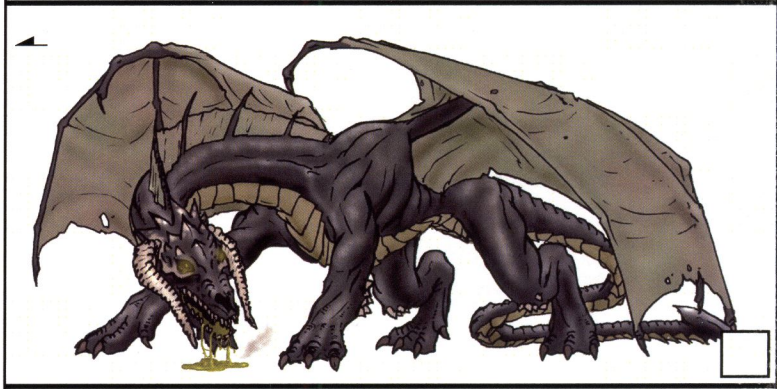
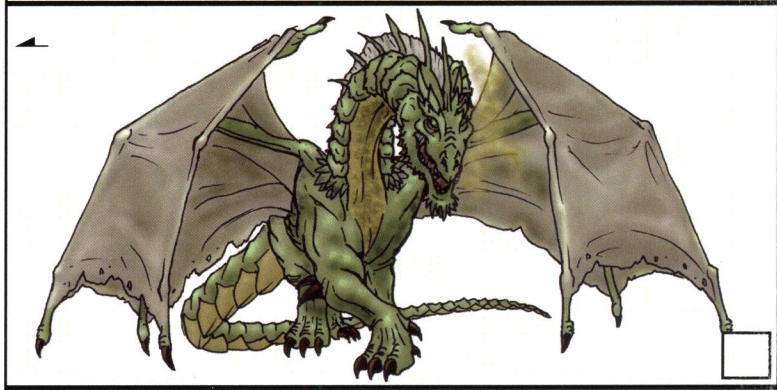
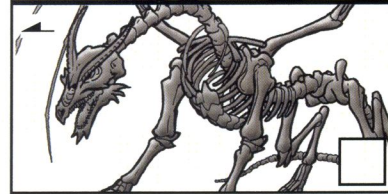
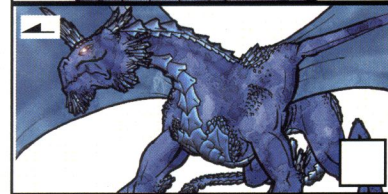
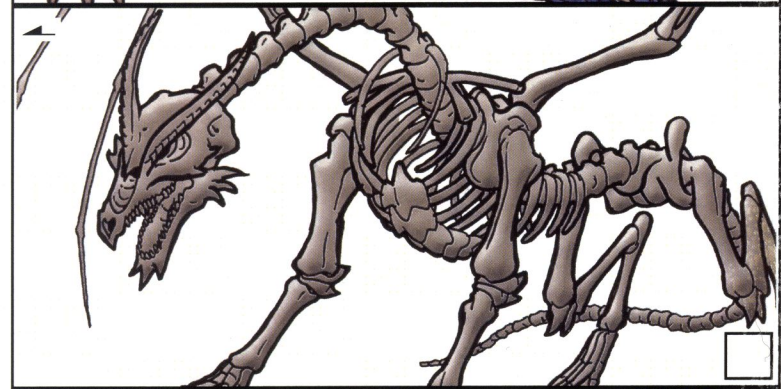
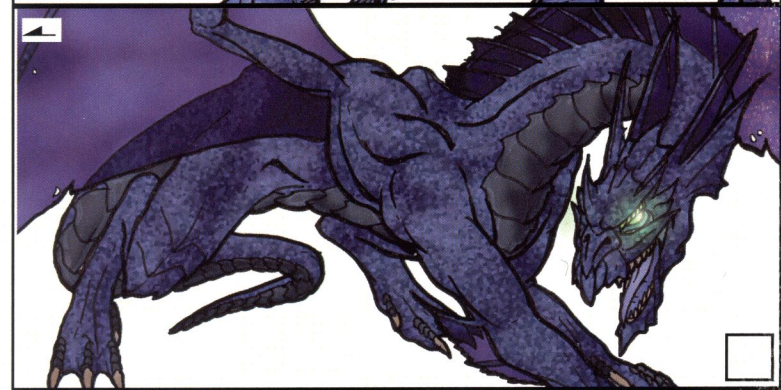
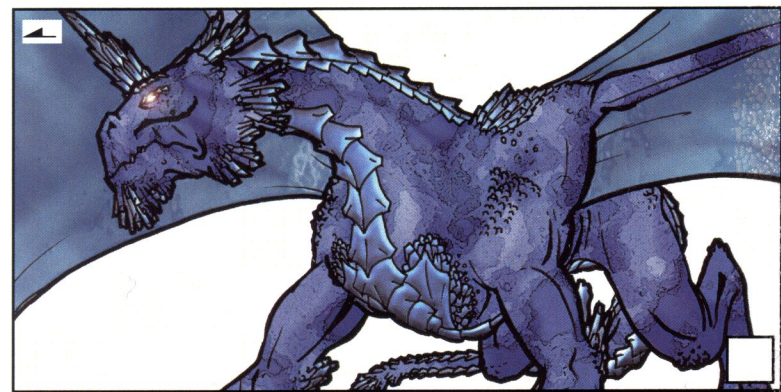
Keen Senses (Ex): A psionic drake sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision to a range of 100 feet x the drake's age category.

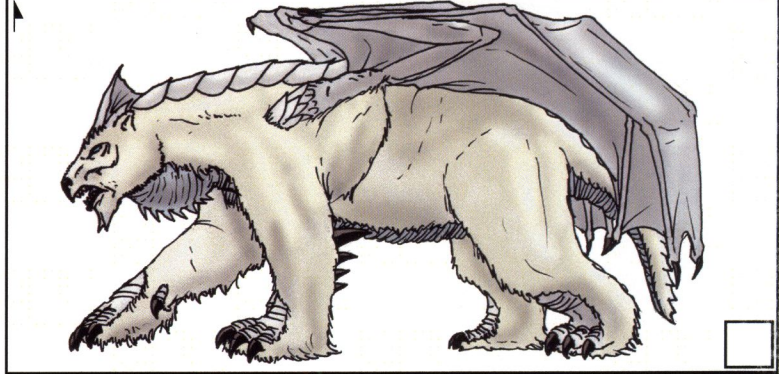
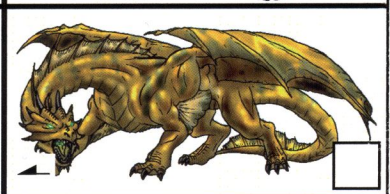
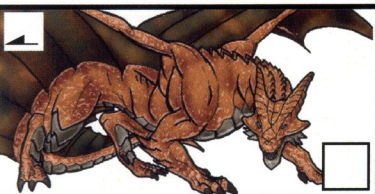
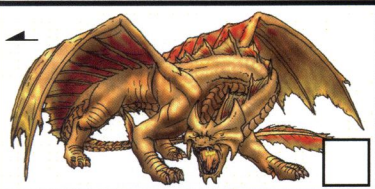
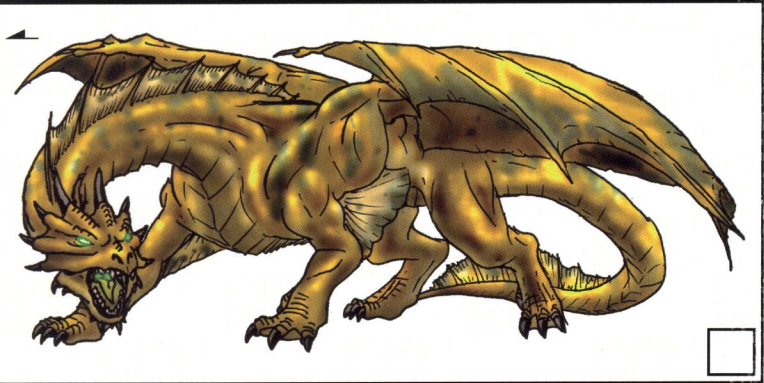
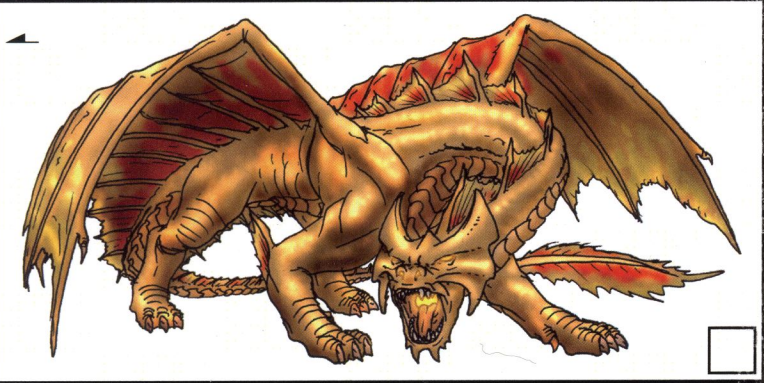
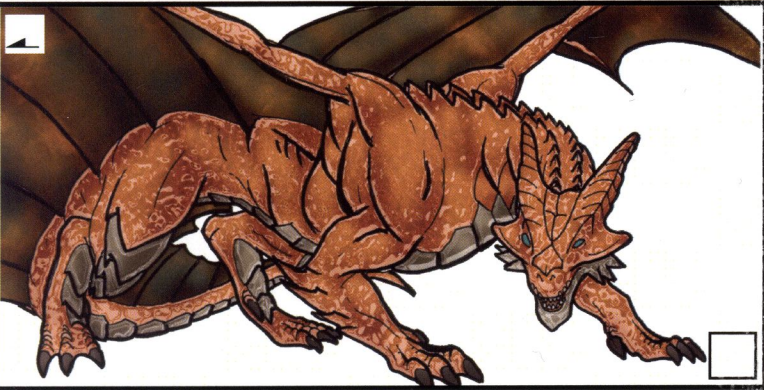
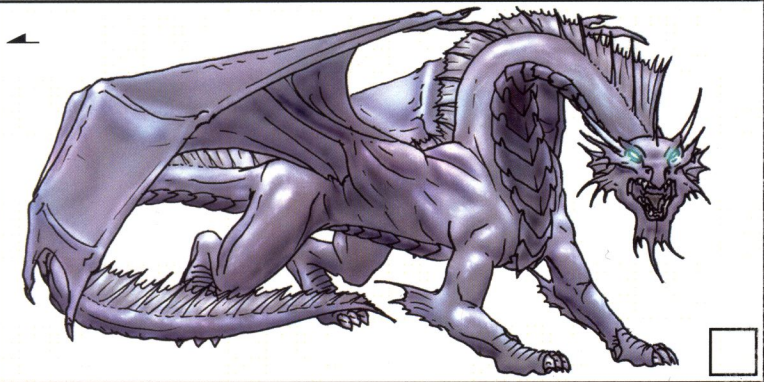
Skills: Psionic drakes start with 6 skill points per Hit Die, plus bonus points equal to Intelligence modifier x HD, and purchase the following skills at one rank per Hit Die: Concentration, Listen, Search, and Spot. The remaining skill points are generally spent among Bluff, Escape Artist, Intimidate, Knowledge (any), Remote View, and Sense Motive, all at a cost of 1 skill point per rank. They gain the Psicraft skill for free at 1 rank per Hit Die. No psionic drake can purchase skills that are exclusive to a class.

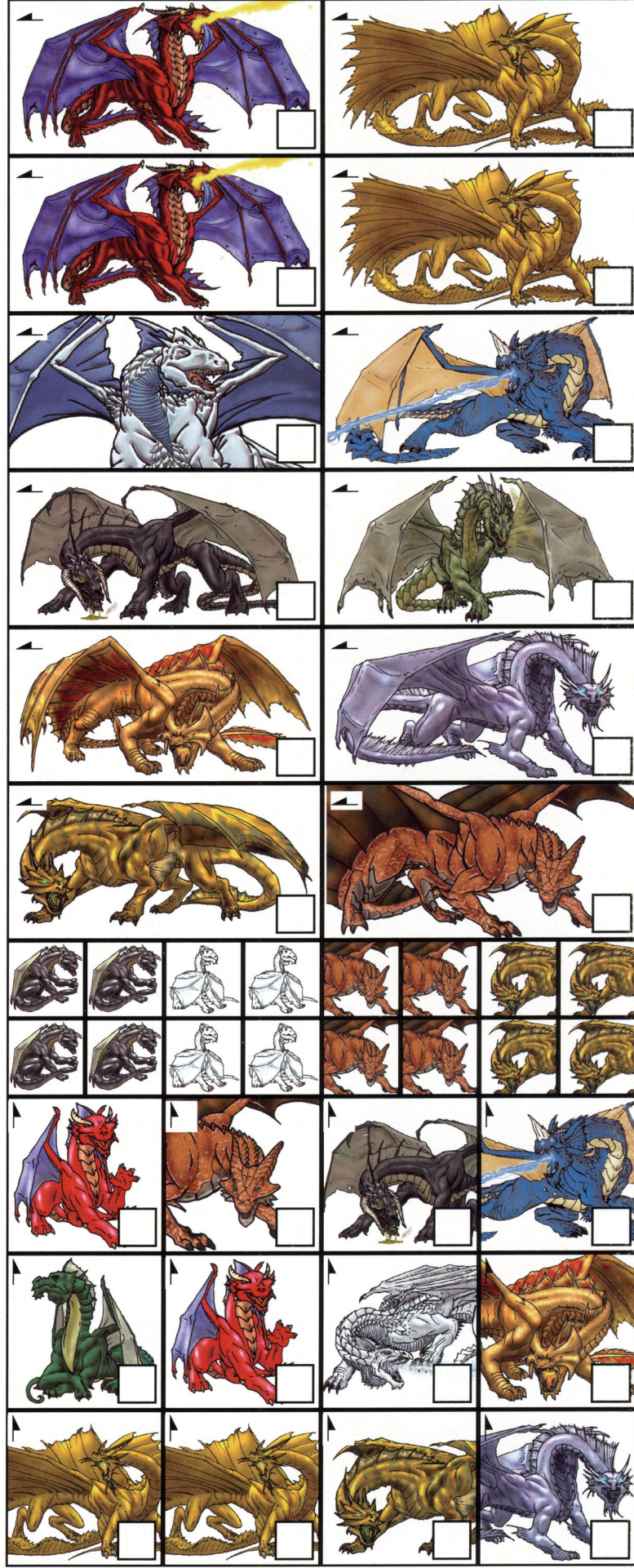
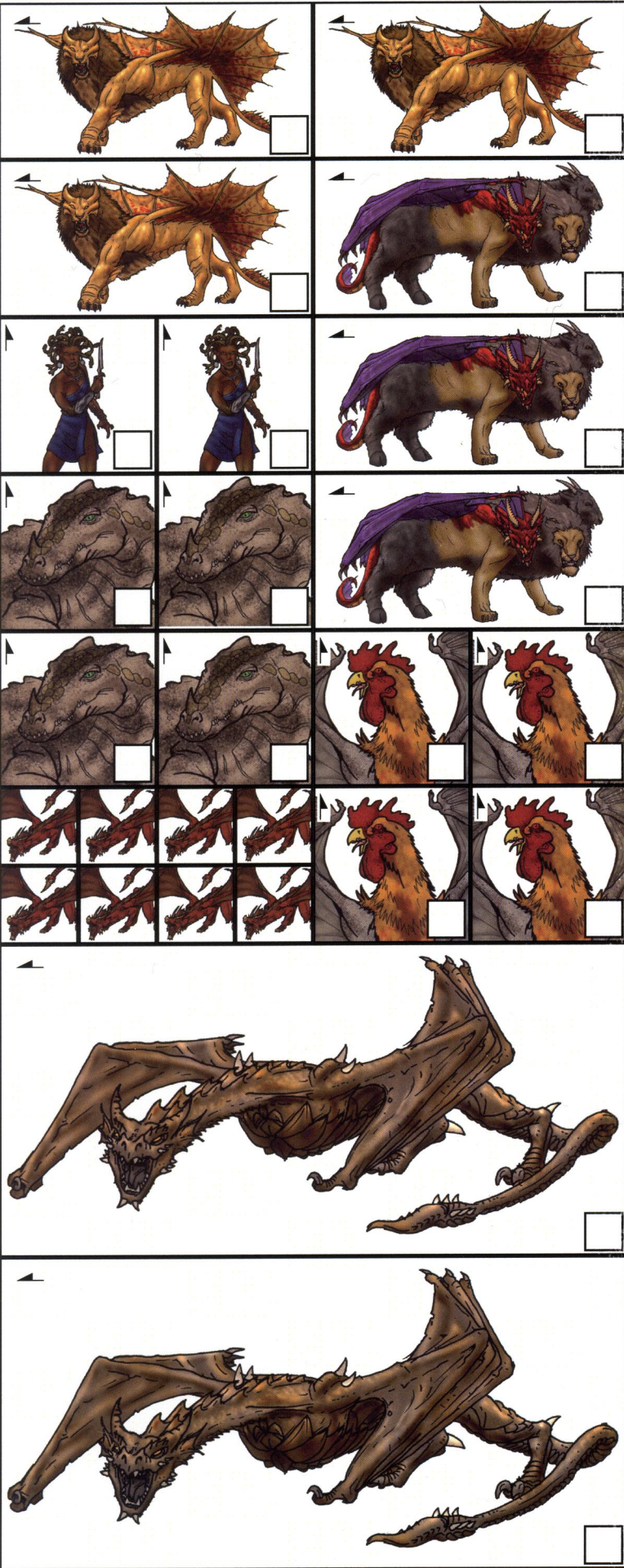
Feats: Psionic drakes start with one feat, with an additional feat per 4 HD. They favor Flyby Attack, Improved Initiative, Power Attack, Sunder, and any psionic or metapsionic feat useful to psions.

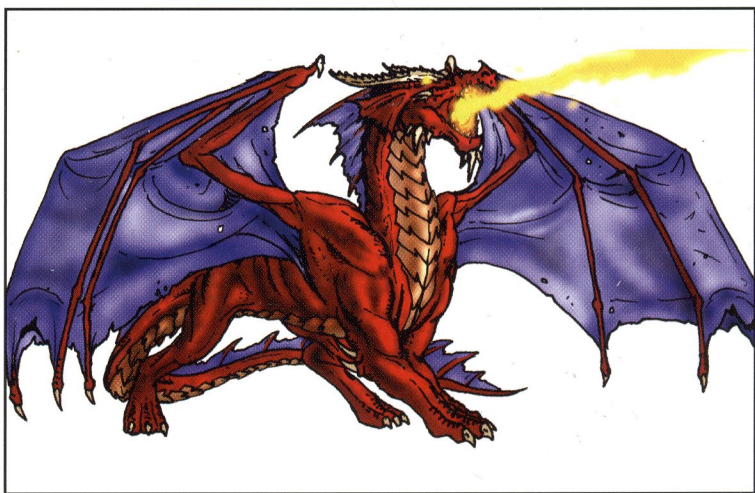












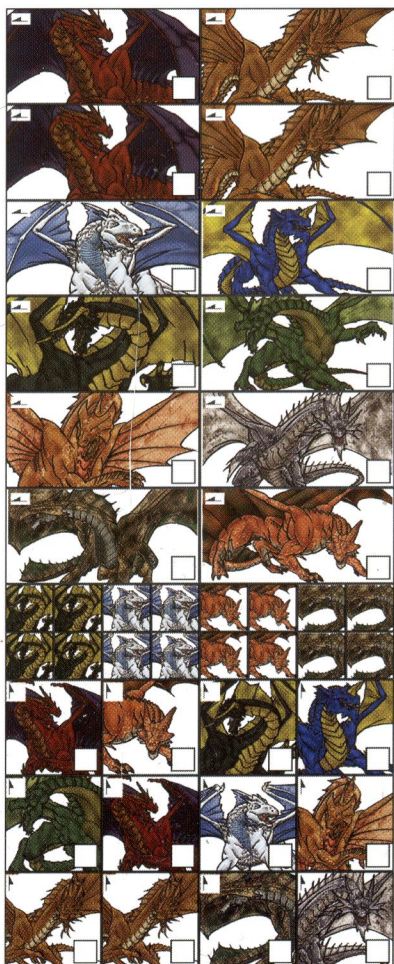
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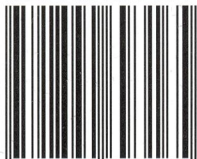
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