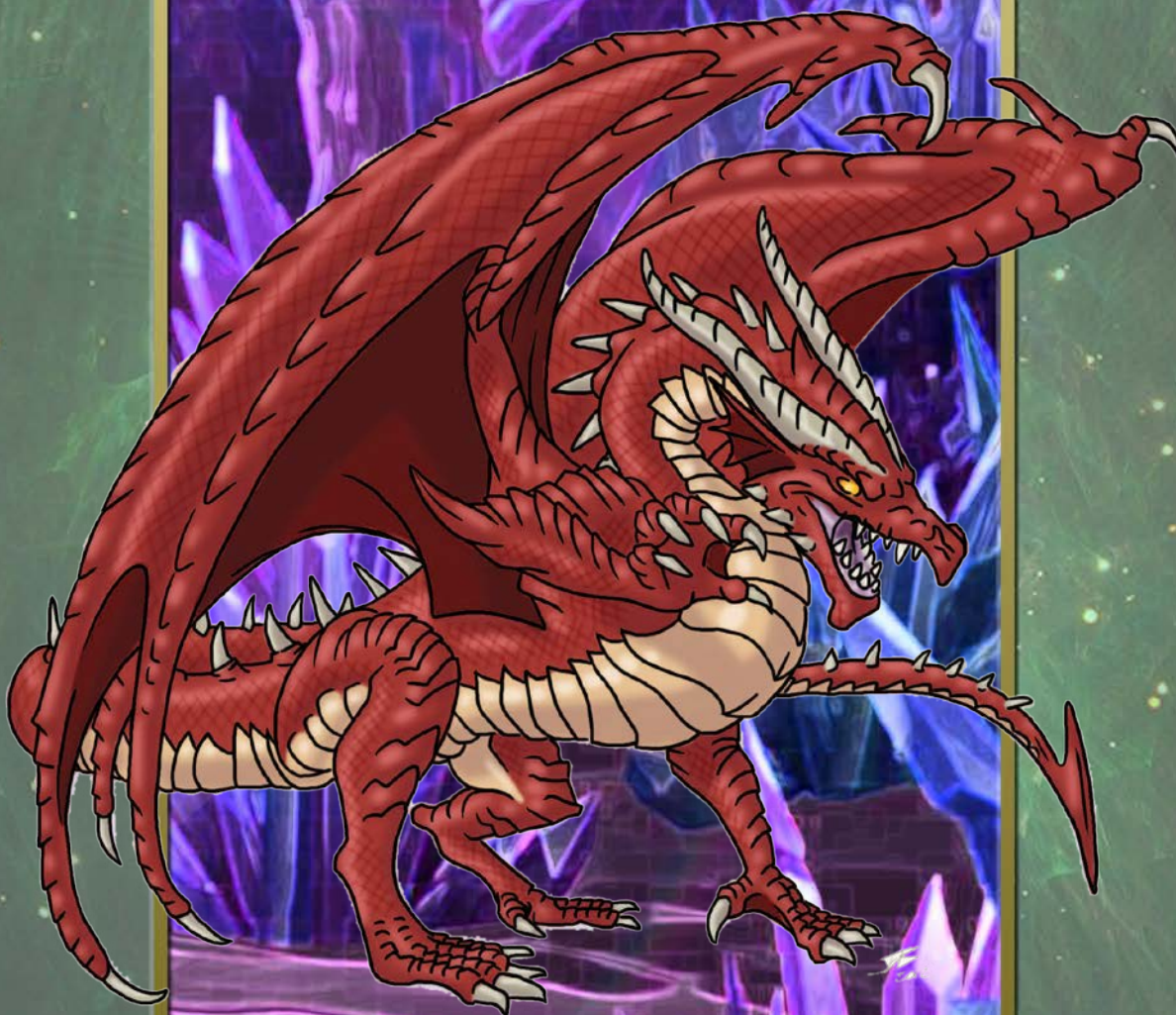


# MONSTER CLASSES

## ◆ TRUE DRAGON ◆



DREAMSCARRED  
PRESS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE



# MONSTER CLASS: TRUE DRAGON

**Lead Designers:** Jeff Swank  
**Additional Design & Editing:** Forrest Heck, Andreas Rönnqvist  
**Cover Artist:** Jacob E. Blackmon  
**Cover Design:** Erik Nowak  
**Interior Design:** Erik Nowak  
**Interior Layout:** Levi Jones

Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

**Open Content:** Except for material designated as Product Identity (see above), the game mechanics of this game product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

*Monster Classes: True Dragon* is published by Dreamscarred Press under the Open Game License version 1.0a  
Copyright 2000 Wizards of the Coast, Inc.  
© 2016 Dreamscarred Press



## TRUE DRAGON MONSTER CLASS

*A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.*

Dragons are depicted as any of various species of large, intelligent, magical, reptilian beasts, each typically defined by a combination of their demeanor and either the color of their scales or their elemental affinity. True dragons are divided into two broad categories: chromatic and metallic. Chromatic dragons are almost universally evil, seeking only to sate their endless lust for food, treasure, and bloodshed. Metallic dragons are generally good and often protect the lands under their care.

### Different Dragons

As you can probably tell, the true dragon racial class is very different from the other racial classes in this book. This is because dragons, like many monsters, prove to be fairly problematic when stacked up next to PCs with a similar amount of hit dice. True dragons have always been incredibly dangerous monsters in campaigns, and their base statistics and ability scores are incredible, and much higher than we at Dreamscarred Press were comfortable rolling into a racial class. In addition, while their ability scores and combat abilities are significant, some things about true dragons (namely, their breath weapons) are actually *underpowered*, compared to what an even-leveled PC could do. Because breath weapons scale by age category, they're fairly small and weak compared to what they probably should be at early and middle levels, and then the progression speeds up significantly once the hit die gap between age categories shrinks. In addition, some dragons get abilities at higher levels that really ought to have shown up much sooner.

By reducing the ability scores of the true dragons, standardizing the breath weapon's progression, and scattering abilities across the class in places where they're more balanced, we hope to have created a much more fun play experience for players and GMs wanting to include dragons in their campaigns.

### Age Categories

This racial class dispenses of traditional dragon aging to allow players to gain power as they level up. After all, many campaigns don't take place over periods of time long enough for dragons to fully gain their power. There are several possible approaches to dragon age categories we recommend:

- Dragon PCs can gain power through experience, rather than (or in addition to) age. One possible fluff explanation for this is that most dragons spend their time hiding in lairs or building hoards, rather than adventuring, and that any dragon experiencing sufficient life-or-death situations might grow into a more powerful dragon sooner as well.

- Dragon PCs cannot gain levels past their age category until reaching that age. A dragon can freely multiclass out of its racial class, so the dragon should simply take levels in other classes rather than its racial class until it reaches the appropriate age.
- This dragon PC in particular is unique, and gaining power significantly faster than it should. This option introduces possible plot hooks if other dragons are involved, and allows for the player of the dragon to gain his full dragon abilities without drastically changing the campaign world.

### True Dragon Racial Traits

In addition to the racial traits gained by specific varieties of dragons, all true dragons have the following traits:

- **Darkvision (Ex):** True dragons can see perfectly in the dark up to 60 feet.
- **Low-Light Vision (Ex):** True dragons can see twice as far as humans in conditions of dim light.
- **Dragon Variety:** All true dragons must choose a single type of true dragon to be, gaining additional racial traits and class features based on the type chosen. See the specific dragons' entries below for the exact abilities each type of true dragon gains.
- **Languages:** True dragons begin play speaking Common and Draconic. True dragons with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

**Hit Die:** d12.

**Starting Wealth:** 5d6 × 10 gp (average 175 gp.)

### CLASS SKILLS

The true dragon's class skills are Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Fly (Dex), Heal (Wis), Intimidate (Cha), Knowledge (all) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

**Skill Ranks per Level:** 6 + Int modifier.

### CLASS FEATURES

All the following are class features of the true dragon class.

**Weapon and Armor Proficiency:** A true dragon is proficient with all simple weapons, but not with any type of armor or shield.

**Ability Score Increases:** As a true dragon gains levels, its ability scores increase as noted on Table: True Dragon. These increases stack and are gained as if through level advancement.

**Age Categories:** At 3rd level, and every three levels thereafter, a true dragon advances an age category as noted on Table 1-1: True Dragon. For effects based on age category, the Hatchling age category is treated as 0.

**Natural Armor (Ex):** At 1st level, a true dragon gains a +1 natural armor bonus to its AC. This bonus increases by +1 at 2nd level and every level thereafter (to a maximum of +20 at 20th level).



TABLE 1-1: TRUE DRAGON

Level	Base Attack Bonus	Fort Save	Reflex save	Will Save	Special
1st	+1	+2	+2	+2	+1 natural armor, Hatchling age category, natural weapons, wings (glide 30 ft.)
2nd	+2	+3	+3	+3	+2 Str, +1 natural armor, agile runner (+10 ft.), breath weapon 1d10
3rd	+3	+3	+3	+3	+2 Cha, +1 natural armor, Wyrmling age category, damage reduction 3/magic
4th	+4	+4	+4	+4	+2 Int, +1 natural armor, breath weapon 2d10, sorcery (1st)
5th	+5	+4	+4	+4	+2 Wis, +1 natural armor, dragon senses (vision), wings (fly 50 ft.)
6th	+6	+5	+5	+5	+2 Str, +1 natural armor, Very Young age category, size increase, agile runner (+20 ft), breath weapon 3d10
7th	+7	+5	+5	+5	+2 Con, +1 natural armor, damage reduction 5/magic, secondary breath weapon
8th	+8	+6	+6	+6	+1 natural armor, breath weapon 4d10, sorcery (2nd), wings (fly 100 ft.)
9th	+9	+6	+6	+6	+2 Int, +1 natural armor, Young age category, spell resistance
10th	+10	+7	+7	+7	+2 Str, +1 natural armor, size increase, agile runner (+30 ft), breath weapon 5d10
11th	+11	+7	+7	+7	+2 Con, +1 natural armor, dragon senses (blindsight), wings (fly 150 ft.)
12th	+12	+8	+8	+8	+2 Cha, +1 natural armor, Juvenile age category, breath weapon 6d10, sorcery (3rd)
13th	+13	+8	+8	+8	+2 Con, +1 natural armor, damage reduction 10/magic
14th	+14	+9	+9	+9	+1 natural armor, breath weapon 7d10, wings (fly 200 ft.)
15th	+15	+9	+9	+9	+2 Str, +1 natural armor, Young Adult age category
16th	+16	+10	+10	+10	+1 natural armor, size increase, breath weapon 8d10, sorcery (4th)
17th	+17	+10	+10	+10	+2 Cha, +1 natural armor, frightful presence, wings (fly 250 ft.)
18th	+18	+11	+11	+11	+1 natural armor, Adult age category, breath weapon 9d10
19th	+19	+11	+11	+11	+2 Str, +2 Wis, +1 natural armor
20th	+20	+12	+12	+12	+1 natural armor, breath weapon 10d10, sorcery (5th), wings (fly 300 ft.)

**Natural Weapons (Ex):** A true dragon gains natural attacks as it grows in size. At 1st level, a true dragon has gains a bite attack and 2 claw attacks. Which natural attacks a true dragon gains, and the damage of these natural attacks, as shown on the following table:

Size	Bite	2 Claws	2 Wings	Tail Slap	Crush
Tiny	1d4	1d3	—	—	—
Small	1d6	1d4	—	—	—
Medium	1d8	1d6	1d4	—	—
Large	2d6	1d8	1d6	1d8	—
Huge	2d8	2d6	1d8	2d6	2d8

- **Bite:** This is a primary attack that deals the indicated damage plus 1-1/2 times the true dragon's Strength modifier (even though it has more than one attack). A true dragon's bite attack has reach as if the creature were one size category larger (already included in the size increases below).

- **Claws:** These are primary attacks that deal the indicated damage plus the true dragon's strength modifier.
- **Wings:** A Medium or larger dragon can slam its enemies with its wings. These are secondary attacks that deal the indicated damage plus 1/2 the true dragon's strength modifier.
- **Tail Slap:** A Large or larger dragon can use its tail to bludgeon enemies. This is a secondary attack that deals the indicated damage plus 1/2 the true dragon's strength modifier.
- **Crush:** A flying or jumping Huge or larger true dragon can land on foes as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the true dragon. A crush attack affects as many creatures as fit in the true dragon's space. Creatures in the affected area must succeed on a Reflex save (DC 10 + 1/2 the true dragon's Hit Dice + the true dragon's



# MONSTER CLASSES

Constitution modifier) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape. A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength modifier.

**Wings (Ex):** At 1st level, a true dragon can use its wings to glide, negating damage from any fall and allowing 20 feet of forward movement for every 5 feet of descent. It glides at a speed of 30 feet with average maneuverability. It cannot use its wings to actually gain altitude; it merely coasts in other directions as it falls.

At 5th level, its wings grow stronger, and it gains the ability to fly at a speed of 50 feet. At 8th level, and every 3 levels thereafter, the true dragon's fly speed increases by 50 feet. Its maneuverability depends on its size; Medium or smaller true dragons fly with average maneuverability, Large or Huge true dragons fly with poor maneuverability, and Gargantuan or larger dragons fly with clumsy maneuverability.

While a true dragon is encumbered or wearing medium or heavy armor, its fly speed is reduced by 10 feet.

**Agile Runner (Ex):** At 2nd level and again at 6th level and 10th level, a true dragon's base land speed increases by +10 feet. Apply this bonus before modifying the true dragon's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the true dragon's land speed.

**Breath Weapon (Su):** At 2nd level, a true dragon gains the ability to exhale a cone of energy once every 1d4 rounds as a breath weapon. A true dragon's breath weapon deals 1d8 points of damage per two class levels, and a successful Reflex save (DC 10 + 1/2 the true dragon's Hit Dice + the true dragon's Constitution modifier) halves the damage.

The exact breath weapon depends on the type of true dragon (see the specific dragons' entries below), and the size the breath weapon is determined by the size of the true dragon, as shown on the following table:

Size	Line	Cone
Tiny	30 ft.	15 ft.
Small	40 ft.	20 ft.
Medium	60 ft.	30 ft.
Large	80 ft.	40 ft.
Huge	100 ft.	50 ft.

At 7th level, a true dragon gains the ability to use a secondary breath weapon (described in the specific dragons' entries below). Most secondary breath weapons do not deal damage, and instead have inflict a condition or have a special effect. If the secondary breath weapon calls for a different save than the primary breath

weapon, the DC is the same. A true dragon can still only breath once every 1d4 rounds, regardless of which breath weapon it used.

**Damage Reduction (Ex):** Starting at 3rd level, a true dragon becomes more resistant to damage. It gains damage reduction 3/magic. At 7th level, this damage reduction increases to 5/magic, and at 13th level, it increases to 10/magic.

In addition, the true dragon's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Sorcery:** At 4th level, a true dragon gains the ability to cast spells as a 1st-level sorcerer. The true dragon also gains the cantrips ability of the sorcerer class, although it does not gain other sorcerer class features, such as bloodline powers or bloodline spells. At 8th level, and every 4 levels thereafter, the true dragon's effective sorcerer level increases by one, granting him new spells per day and spells known as if he was a sorcerer of his effective sorcerer level. If the true dragon later takes levels in the sorcerer class, its sorcery ability and sorcerer levels stack for determining its spellcasting abilities.

**Dragon Senses (Ex):** At 5th level, a true dragon's visual acuity improves. The range of its darkvision increases to 120 feet, and it can now see four times as far as humans in conditions of dim light.

At 11th level, a true dragon's senses further improve. It gains blindsense with a range of 60 feet. If the true dragon has a burrow speed, it also gains tremorsense with a range of 60 feet.

**Size Increases:** At 6th level and again at 10th level and 16th level, a true dragon increases in size by one size category. Its ability scores do not change, and it gains the benefits and drawbacks appropriate to its new size.

- **Small:** The true dragon's space and reach increase to 5 feet, and it gains a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to its Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Medium:** The true dragon loses the bonuses and penalties it had for being Small size. Its space and reach do not change, although the reach of its bite increases to 10 feet.
- **Large:** The true dragon's space increases to 10 feet, and it gains a -1 size modifier to attacks and armor class, a +1 special size modifier to its Combat Maneuver Bonus and Combat Maneuver Defense, a -2 penalty to Fly checks, and a -4 penalty to Stealth checks, as normal. Its reach does not change.
- **Huge:** The true dragon's space increases to 15 feet, and it gains a -2 size modifier to attacks and armor class, a +2 special size modifier to its Combat Maneuver Bonus and Combat Maneuver Defense, a -4 penalty to Fly checks, and a -8 penalty to Stealth checks, as normal. Its reach increases to 10 feet (15 feet with bite).



**Spell Resistance (Ex):** At 9th level, a true dragon becomes resistant to magic, gaining spell resistance equal to 11 + its Hit Dice.

**Frightful Presence (Ex):** At 17th level, a true dragon gains the ability to strike terror into the hearts of those who witness its fury. The true dragon can activate this ability as a free action whenever it attacks, charges, uses its breath weapon, or flies overhead. This ability only affects enemies with less Hit Dice than the true dragon. All enemies within a range of 30 feet times the true dragon's age category must succeed on a Will save (DC 10 + 1/2 the true dragon's Hit Dice + the true dragon's Charisma modifier) or become shaken for 5d6 rounds, or panicked for the same duration if the affected creature has 4 or fewer Hit Dice. A creature that successfully saves cannot be affected by the same true dragon's frightful presence for 24 hours. This is a mind-affecting fear effect.

## BLACK DRAGONS

In addition to the racial traits gained by all true dragons, black dragons have the following traits:

- **+2 Dexterity:** Young black dragons are nimble and quick.
- **Tiny:** Black dragons are Tiny creatures and gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a -2 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +8 size bonus on Stealth checks. Their space is 2-1/2 feet and their natural reach is 0 feet (5 feet with bite).
- **Dragon (Water):** Black dragons are dragons with the water subtype, gaining the following traits as a result:
  - Black dragons are immune to paralysis and *sleep* effects.
- **Normal Speed:** Black dragons have a base speed of 30 feet on land. They also have a swim speed equal to their base land speed, can move in water without making Swim checks, always treat Swim as a class skill, and gain a +8 racial bonus on Swim checks.
- **Immunity to Acid (Ex):** Black dragons take no damage from acid.
- **Water Breathing (Ex):** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

### Class Features

In addition to the class features gained by all true dragons, black dragons have the following class features:

**Breath Weapon (Su):** A black dragon's breath weapon is a line of corrosive liquid that deals acid damage. A black dragon's secondary breath weapon is a cone of sticky goo that entangles creatures that fail their reflex saves for 1d6 rounds plus one round per age category of the black dragon.

**Darkness (Sp):** At 3rd level, a black dragon gains the ability to use darkness as a spell-like ability once per day

with a caster level equal to its class level. At 5th level, it can use this ability three times per day, at 7th level it can use it five times per day, and at 9th level, it can use it at-will.

**Swamp Stride (Ex):** Starting at 6th level, a black dragon can move through bogs and quicksand without penalty, ignoring difficult terrain or other hindering effects on movement from the environment.

**Speak with Reptiles (Sp):** At 9th level, a black dragon gains the constant spell-like ability to speak with reptiles. This functions as a *Speak with Animals* spell, except it only allows the dragon to converse with reptiles.

**Corrupt Water (Sp):** At 19th level, a black dragon gains the ability to stagnate a body of water once per day. When it uses this ability, it corrupts up to 10 cubic feet of water within a range of 30 feet times the black dragon's age category, making it foul and unable to support water-breathing life. The ability spoils liquids containing water. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 10 + 1/2 the black dragon's Hit Dice + the black dragon's Charisma modifier) or become ruined. This is the equivalent of a 1st-level spell.

## BLUE DRAGONS

In addition to the racial traits gained by all true dragons, blue dragons have the following traits:

- **+2 Dexterity:** Blue dragons are not as strong as their larger kin, but make up for it in dexterity.
- **Small:** Blue dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Dragon (Earth):** Blue dragons are dragons with the earth subtype, gaining the following traits as a result:
  - Blue dragons are immune to paralysis and *sleep* effects.
- **Slow Speed:** Blue dragons have a base speed of 20 feet. They also have a burrow speed equal to half their base land speed.
- **Immunity to Electricity (Ex):** Blue dragons take no damage from electricity.
- **Tremorsense (Ex):** While burrowing, blue dragons have tremorsense with a range of 5 feet.

### Class Features

In addition to the class features gained by all true dragons, blue dragons have the following class features:

**Breath Weapon (Su):** A blue dragon's breath weapon is a line of lightning that deals electricity damage. A blue dragon's secondary breath weapon is a tremendous cone of thunder that knocks creatures that fail their reflex saves prone and deafens them for one round per age category of the blue dragon.

**Spell-Like Abilities (Sp):** Starting at 1st level, a blue dragon gains limited spell-like abilities. The exact



# MONSTER CLASSES

abilities gained depend on the blue dragon's class level, according to the following table. In each case, the caster level equals the blue dragon's class level. The DC for a saving throw against a blue dragon's spell-like ability is 10 + the spell level + the blue dragon's Charisma modifier.

When the same spell appears multiple times on the table, the blue dragon gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

Level	Blue Dragon Spell-Like Abilities
1st	<i>ghost sound</i> 3/day
2nd	<i>ghost sound</i> 5/day
3rd	<i>ghost sound</i> at-will, <i>minor image</i> 1/day
4th	
5th	<i>ventriloquism</i> 1/day
6th	<i>minor image</i> 3/day
7th	
8th	<i>ventriloquism</i> 3/day
9th	<i>minor image</i> 5/day
10th	
11th	<i>ventriloquism</i> 5/day
12th	<i>minor image</i> at-will
13th	
14th	<i>ventriloquism</i> at-will

**Desert Thirst (Su):** At 3rd level, a blue dragon gains the ability to cast *create water* at-will, with a caster level equal to its class level. Alternatively, the blue dragon can destroy up to 2 gallons of liquid per class level in a 10-foot burst around it as a standard action. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and liquid-based items in a creature's possession must succeed on a Will save (DC 10 + 1/2 the blue dragon's Hit Dice + the blue dragon's Charisma modifier) or be destroyed.

**Sound Imitation (Ex):** At 5th level, a blue dragon gains the ability to mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

**Electricity Aura (Su):** At 19th level, a blue dragon gains the ability to surround itself with an aura of electricity. Suppressing or resuming this ability is a free action. Creatures within 5 feet take 1d6 points of electricity damage at the beginning of the blue dragon's turn, and must succeed on a Fortitude save or become sickened for one round from the painful shock.

## GREEN DRAGONS

In addition to the racial traits gained by all true dragons, green dragons have the following traits:

- **+2 Dexterity:** Green dragons are well-adapted to weaving swiftly through tight locations.
- **Small:** Green dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack

rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

- **Dragon (Air):** Green dragons are dragons with the air subtype, gaining the following traits as a result:
  - Green dragons are immune to paralysis and *sleep* effects.
- **Slow Speed:** Green dragons have a base speed of 20 feet on land. They also have a swim speed equal to their base land speed, can move in water without making Swim checks, always treat Swim as a class skill, and gain a +8 racial bonus on Swim checks.
- **Immunity to Acid (Ex):** Green dragons take no damage from acid.
- **Water Breathing (Ex):** A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

## Class Features

In addition to the class features gained by all true dragons, green dragons have the following class features:

**Breath Weapon (Su):** A green dragon's breath weapon is a cone of corrosive gas that deals acid damage. A green dragon's secondary breath weapon is a line of immense natural energy that causes plants and undergrowth to sprout and thicken, creating difficult terrain in all squares within its area. In an area that cannot sustain plant life (such as a volcano or in midair), these plants wither and die after one round per age category. A green dragon is unaffected by the difficult terrain created by its breath weapon.

**Spell-Like Abilities (Sp):** Starting at 4th level, a green dragon gains limited spell-like abilities. The exact abilities gained depend on the green dragon's class level, according to the following table. In each case, the caster level equals the green dragon's class level. The DC for a saving throw against a green dragon's spell-like ability is 10 + the spell level + the green dragon's Charisma modifier.

When the same spell appears multiple times on the table, the green dragon gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

Level	Green Dragon Spell-Like Abilities
4th	<i>entangle</i> 1/day
5th	<i>charm person</i> 1/day
6th	<i>entangle</i> 3/day
7th	<i>charm person</i> 3/day
8th	<i>entangle</i> 5/day
9th	<i>charm person</i> 5/day, <i>suggestion</i> 1/day
10th	<i>entangle</i> at-will
11th	<i>charm person</i> at-will, <i>suggestion</i> 3/day
12th	
13th	<i>suggestion</i> 5/day
14th	
15th	<i>suggestion</i> at-will



**Woodland Stride (Ex):** Starting at 6th level, a green dragon can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

**Trackless Step (Ex):** Starting at 15th level, a green dragon does not leave a trail in natural surroundings and cannot be tracked. The green dragon can still choose to leave a trail, if it so desires.

## RED DRAGONS

In addition to the racial traits gained by all true dragons, red dragons have the following traits:

- **+2 Strength:** Red dragons are among the strongest breed of dragon, second only to golds.
- **Small:** Red dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Dragon (Fire):** Red dragons are dragons with the fire subtype, gaining the following traits as a result:
  - Red dragons are immune to fire, paralysis and sleep effects.
  - **Vulnerability to Cold (Ex):** Red dragons take half again as much damage (+50%) from cold, regardless of whether a saving throw is allowed or if the save is a success or failure.
- **Slow Speed:** Red dragons have a base speed of 20 feet on land.

### Class Features

In addition to the class features gained by all true dragons, red dragons have the following class features:

**Breath Weapon (Su):** A red dragon's breath weapon is a cone of horrifyingly-hot flames that deals fire damage. A red dragon's secondary breath weapon is a cloud of dense smoke that acts like an obscuring mist spell, except that its area is that of a cone breath weapon, and its duration is 1d6 rounds plus one round per age category of the red dragon.

**Smoke Vision (Ex):** Starting at 6th level, a red dragon can see perfectly in smoky conditions (such as those created by *pyrotechnics* or its secondary breath weapon).

**Spell-Like Abilities (Sp):** Starting at 9th level, a red dragon gains limited spell-like abilities. The exact abilities gained depend on the red dragon's class level, according to the following table. In each case, the caster level equals the red dragon's class

level. The DC for a saving throw against a red dragon's spell-like ability is 10 + the spell level + the red dragon's Charisma modifier.

When the same spell appears multiple times on the table, the red dragon gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

Level	Red Dragon Spell-Like Abilities
9th	<i>detect magic</i> at-will, <i>pyrotechnics</i> 1/day
10th	<i>suggestion</i> 1/day
11th	<i>pyrotechnics</i> 3/day
12th	<i>suggestion</i> 3/day
13th	<i>pyrotechnics</i> 5/day
14th	<i>suggestion</i> 5/day
15th	<i>pyrotechnics</i> at-will
16th	<i>suggestion</i> at-will

## WHITE DRAGONS

In addition to the racial traits gained by all true dragons, white dragons have the following traits:

- **+2 Dexterity, +2 Wisdom, -2 Intelligence:** White dragons are highly dangerous predators, but among the least intelligent of dragonkind.





# MONSTER CLASSES

- **Tiny:** White dragons are Tiny creatures and gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a –2 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +8 size bonus on Stealth checks. Their space is 2-1/2 feet and their natural reach is 0 feet (5 feet with bite).
- **Dragon (Cold):** White dragons are dragons with the cold subtype, gaining the following traits as a result:
  - White dragons are immune to cold, paralysis and *sleep* effects.
  - **Vulnerability to Fire (Ex):** White dragons take half again as much damage (+50%) from fire, regardless of whether a saving throw is allowed or if the save is a success or failure.
- **Normal Speed:** White dragons have a base speed of 30 feet on land. They also have a burrow speed equal to half their base land speed, and a swim speed equal to their base land speed, can move in water without making Swim checks, always treat Swim as a class skill, and gain a +8 racial bonus on Swim checks.
- **Tremorsense (Ex):** While burrowing, white dragons have tremorsense with a range of 5 feet.

## Class Features

In addition to the class features gained by all true dragons, white dragons have the following class features:

**Breath Weapon (Su):** A white dragon's breath weapon is a cone of freezing ice and snow that deals cold damage. A white dragon's secondary breath weapon is a line of freezing water and sleet that coats its area with slippery ice, acting as a *grease* spell with a duration of one minute per age category of the white dragon.

**Icewalking (Ex):** Starting at 1st level, a white dragon can move across icy surfaces without penalty, and do not need to make Acrobatics checks to run or charge on ice. In addition, it can scale walls and ceilings as if by a *spider climb* spell, except that it can only climb on ice-covered surfaces.

**Snow Vision (Ex):** Starting at 6th level, a white dragon can see perfectly well in snowy conditions, and does not suffer any penalties to Perception checks while in snow.

**Ice Shape (Su):** At 9th level, a white dragon gains the ability to shape ice and snow at-will. This ability functions as a *stone shape* spell with a caster level equal to the white dragon's class level, except it only targets ice and snow, rather than stone. Only targeting ice and snow, not stone.

**Cold Aura (Su):** At 19th level, a white dragon gains the ability to lower the temperature around its body with a thought. Suppressing or resuming this ability is a free action. Creatures within 5 feet take 1d6 points of cold damage at the beginning of the white dragon's turn, and must succeed on a Fortitude save or become slowed for one round (as the spell *slow*) from the bone-chilling cold.

## BRASS DRAGONS

In addition to the racial traits gained by all true dragons, brass dragons have the following traits:

- **+2 Dexterity:** Brass dragons are quite dextrous compared to their larger kin.
- **Tiny:** Brass dragons are Tiny creatures and gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a –2 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +8 size bonus on Stealth checks. Their space is 2-1/2 feet and their natural reach is 0 feet (5 feet with bite).
- **Dragon (Fire):** Brass dragons are dragons with the fire subtype, gaining the following traits as a result:
  - Brass dragons are immune to fire, paralysis and *sleep* effects.
  - **Vulnerability to Cold (Ex):** Brass dragons take half again as much damage (+50%) from cold, regardless of whether a saving throw is allowed or if the save is a success or failure.
- **Normal Speed:** Brass dragons have a base speed of 30 feet. They also have a burrow speed equal to half their base land speed.
- **Tremorsense (Ex):** While burrowing, brass dragons have tremorsense with a range of 5 feet.

## Class Features

In addition to the class features gained by all true dragons, brass dragons have the following class features:

**Breath Weapon (Su):** A brass dragon's breath weapon is a line of intense flames that deals fire damage. A brass dragon's secondary breath weapon is a cone of sleep gas. Creatures within the cone must succeed on a Will save or fall asleep for 1d6 rounds plus one round per age category of the brass dragon.

**Spell-Like Abilities (Sp):** Starting at 3rd level, a brass dragon gains limited spell-like abilities. The exact abilities gained depend on the brass dragon's class level, according to the following table. In each case, the caster level equals the brass dragon's class level. The DC for a saving throw against a brass dragon's spell-like ability is 10 + the spell level + the brass dragon's Charisma modifier.

When the same spell appears multiple times on the table, the brass dragon gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

**Move Sand (Sp):** At 9th level, a brass dragon gains the ability to control the desert environments it calls home. This ability can be used at-will, and functions as a *move earth* spell with a caster level equal to the brass dragon's class level, except it only affects sand. This is the equivalent of a 5th-level spell.

**Desert Wind (Su):** Starting at 12th level, a brass dragon can call up the desert wind to serve it. This functions as a *gust of wind* spell, and when used in an environment with loose sand or dust (such as a desert), any creature in its path must succeed on a Fortitude save (DC 10 + 1/2 the brass dragon's Hit Dice + the brass



# MONSTER CLASSES

dragon's Constitution modifier) or become blinded by the blown particles for 1d4 rounds

Level	Brass Dragon Spell-Like Abilities
3th	<i>Speak with animals</i> 3/day
4th	
5th	<i>Speak with animals</i> 5/day
6th	
7th	<i>Endure elements</i> 1/day, <i>Speak with animals</i> at-will
8th	
9th	<i>Endure elements</i> 3/day
10th	<i>Suggestion</i> 1/day
11th	<i>Endure elements</i> 5/day
12th	<i>Suggestion</i> 3/day
13th	<i>Endure elements</i> at-will
14th	<i>Suggestion</i> 5/day
15th	
16th	<i>Suggestion</i> at-will

## BRONZE DRAGONS

In addition to the racial traits gained by all true dragons, bronze dragons have the following traits:

- **+2 Dexterity:** Bronze dragons are quite dextrous compared to their larger kin.
- **Small:** Bronze dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Dragon (Water):** Bronze dragons are dragons with the water subtype, gaining the following traits as a result:
  - Bronze dragons are immune to paralysis and *sleep* effects.
- **Slow Speed:** Bronze dragons have a base speed of 20 feet on land. They also have a swim speed equal to their base land speed, can move in water without making Swim checks, always treat Swim as a class skill, and gain a +8 racial bonus on Swim checks.
- **Immunity to Electricity (Ex):** Bronze dragons take no damage from electricity.
- **Water Breathing (Ex):** A bronze dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

### Class Features

In addition to the class features gained by all true dragons, bronze dragons have the following class features:

**Breath Weapon (Su):** A bronze dragon's breath weapon is a line of lightning that deals electricity damage. A bronze dragon's secondary breath weapon is

a cone of repulsion gas. Creatures within the cone must succeed on a Will save or be compelled to do nothing but move away from the bronze dragon for 1d6 rounds plus one round per age category of the bronze dragon. This is a mind-affecting compulsion effect.

**Spell-Like Abilities (Sp):** Starting at 3rd level, a bronze dragon gains limited spell-like abilities. The exact abilities gained depend on the bronze dragon's class level, according to the following table. In each case, the caster level equals the bronze dragon's class level. The DC for a saving throw against a bronze dragon's spell-like ability is 10 + the spell level + the bronze dragon's Charisma modifier.

When the same spell appears multiple times on the table, the bronze dragon gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

Level	Bronze Dragon Spell-Like Abilities
3th	<i>Speak with animals</i> 3/day
4th	
5th	<i>Speak with animals</i> 5/day
6th	
7th	<i>Speak with animals</i> at-will
8th	<i>Create food and water</i> 1/day
9th	
10th	<i>Create food and water</i> 3/day
11th	<i>Fog cloud</i> 1/day
12th	<i>Create food and water</i> 5/day
13th	<i>Fog cloud</i> 3/day
14th	<i>Create food and water</i> at-will
15th	<i>Fog cloud</i> 5/day
16th	
17th	<i>Fog cloud</i> at-will

**Change Shape (Su):** At 9th level, a bronze dragon gains the ability to change into another form three times per day. This ability functions as a *polymorph* spell, except the bronze dragon can only take animal and humanoid forms. It can remain in an alternate form indefinitely.

**Wave Mastery (Su):** Starting at 12th level, a bronze dragon, along with any creatures and vessels within 50 feet, can move twice their normal speed in water for up to 10 minutes each day per age category of the bronze dragon.

## COPPER DRAGONS

In addition to the racial traits gained by all true dragons, copper dragons have the following traits:

- **+2 Dexterity:** Copper dragons, like many smaller dragons, are slightly quicker and more agile than others.



# MONSTER CLASSES

- **Tiny:** Copper dragons are Tiny creatures and gain a +2 size bonus to their AC, a +2 size bonus on attack rolls, a –2 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +8 size bonus on Stealth checks. Their space is 2-1/2 feet and their natural reach is 0 feet (5 feet with bite).
- **Dragon (Earth):** Copper dragons are dragons with the earth subtype, gaining the following traits as a result:
  - Copper dragons are immune to paralysis and *sleep* effects.
- **Slow Speed:** Copper dragons have a base speed of 20 feet.
- **Immunity to Acid (Ex):** Copper dragons take no damage from acid.

## Class Features

In addition to the class features gained by all true dragons, copper dragons have the following class features:

**Breath Weapon (Su):** A copper dragon's breath weapon is a line of caustic liquid that deals acid damage. A copper dragon's secondary breath weapon is a cone of slowing gas. Creatures within the cone must succeed on a Fortitude save or be slowed (as the spell *slow*) for 1d6 rounds plus one round per age category of the copper dragon.

**Climb Stone (Ex):** Starting at 3rd level, a copper dragon can climb on stone surfaces as though using a *spider climb* spell.

**Spell-Like Abilities (Sp):** Starting at 3rd level, a copper dragon gains limited spell-like abilities. The exact abilities gained depend on the copper dragon's class level, according to the following table. In each case, the caster level equals the copper dragon's class level. The DC for a saving throw against a copper dragon's spell-like ability is 10 + the spell level + the copper dragon's Charisma modifier.

When the same spell appears multiple times on the table, the copper dragon gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

Level	Copper Dragon Spell-Like Abilities
3th	<i>grease</i> 1/day
4th	
5th	<i>grease</i> 3/day
6th	
7th	<i>grease</i> 5/day
8th	<i>hideous laughter</i> 1/day
9th	<i>grease</i> at-will, <i>stone shape</i> 1/day
10th	<i>hideous laughter</i> 3/day
11th	<i>stone shape</i> 3/day
12th	<i>hideous laughter</i> 5/day
13th	<i>stone shape</i> 5/day
14th	<i>hideous laughter</i> at-will
15th	<i>stone shape</i> at-will

**Trap Master (Ex):** Starting at 6th level, a copper dragon receives a racial bonus equal to its age category on Craft (traps) and Perception checks made to locate a trap. In addition, the copper dragon can use *Disable Device* to disarm magic traps as if he had the rogue's *Trapfinding* class feature.

**Uncanny Dodge (Ex):** Starting at 9th level, a copper dragon can react to danger before its senses would normally allow it to do so. It cannot be caught flat-footed, nor does it lose its Dex bonus to AC if the attacker is invisible. It still loses its Dexterity bonus to AC if immobilized. A copper dragon with this ability can still lose its Dexterity bonus to AC if an opponent successfully uses the *feint* action against it.

If the copper dragon already has *uncanny dodge* from a different class, it automatically gains improved *uncanny dodge* (see the Glossary) instead.

## GOLD DRAGONS

In addition to the racial traits gained by all true dragons, gold dragons have the following traits:

- **+2 Strength:** Gold dragons are the most physically strong of the metallic dragons, and one of the strongest types of all dragons.
- **Small:** Gold dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Dragon (Fire):** Gold dragons are dragons with the fire subtype, gaining the following traits as a result:
  - Gold dragons are immune to fire, paralysis and *sleep* effects.
  - **Vulnerability to Cold (Ex):** Gold dragons take half again as much damage (+50%) from cold, regardless of whether a saving throw is allowed or if the save is a success or failure.
- **Slow Speed:** Gold dragons have a base speed of 20 feet on land. They also have a swim speed equal to their base land speed, can move in water without making Swim checks, always treat Swim as a class skill, and gain a +8 racial bonus on Swim checks.
- **Water Breathing (Ex):** A gold dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged (its breath weapon becomes a cone of boiling water and superheated steam).

## Class Features

In addition to the class features gained by all true dragons, gold dragons have the following class features:

**Breath Weapon (Su):** A gold dragon's breath weapon is a cone of bright flames that deals fire damage. A gold dragon's secondary breath is a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or one point of Strength damage per age category of the gold dragon.

**Spell-Like Abilities (Sp):** Starting at 3rd level, a gold dragon gains limited spell-like abilities. The exact



abilities gained depend on the gold dragon's class level, according to the following table. In each case, the caster level equals the gold dragon's class level. The DC for a saving throw against a gold dragon's spell-like ability is 10 + the spell level + the gold dragon's Charisma modifier.

When the same spell appears multiple times on the table, the gold dragon gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

Level	Gold Dragon Spell-Like Abilities
3th	<i>detect evil</i> 3/day
4th	
5th	<i>detect evil</i> 5/day
6th	<i>bless</i> 1/day
7th	<i>detect evil</i> at-will
8th	<i>bless</i> 3/day
9th	<i>daylight</i> 1/day
10th	<i>bless</i> 5/day
11th	<i>daylight</i> 3/day
12th	<i>bless</i> at-will
13th	<i>daylight</i> 5/day
14th	
15th	<i>daylight</i> at-will

**Change Shape (Su):** At 6th level, a gold dragon gains the ability to change into another form once per. This ability functions as a *polymorph* spell, except the gold dragon can only take animal and humanoid forms. It can remain in an alternate form indefinitely.

At 9th level, a gold dragon can use this ability three times per day.

**Detect Gems (Sp):** At 9th level, a gold dragon gains the ability to detect gems near it three times per day. This functions as a *locate object* spell with a caster level equal to the gold dragon's class level, except it can only be used to locate gemstones.

**Fast Flight (Ex):** Starting at 10th level, a gold dragon's fly speed is always 50 feet faster than a that of a normal true dragon of its class level. However, it counts as one size category larger when determining its maneuverability.

**Luck (Sp):** At 19th level, a gold dragon gains the ability to touch a gemstone and enspell it with great luck as a standard action once per day. For as long as the gold dragon carries the gem, it and every good creature within 10 feet per age category gain a +1 luck bonus on all saving throws. The gold dragon can give the enspelled gem to another creature, but only the bearer will gain the bonus. This effect lasts 1d3 hours plus 3 hours per age category of the gold dragon. This is the equivalent of a 2nd-level spell.

## SILVER DRAGONS

In addition to the racial traits gained by all true dragons, silver dragons have the following traits:

- **+2 Strength:** Though not as strong as gold dragons, silver dragons possess a natural might that rivals many.
- **Small:** Silver dragons are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a -1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.
- **Dragon (Cold):** Silver dragons are dragons with the cold subtype, gaining the following traits as a result:
  - Silver dragons are immune to cold, paralysis and *sleep* effects.
  - **Vulnerability to Fire (Ex):** Silver dragons take half again as much damage (+50%) from fire, regardless of whether a saving throw is allowed or if the save is a success or failure.
- **Slow Speed:** Silver dragons have a base speed of 20 feet.

### Class Features

In addition to the class features gained by all true dragons, silver dragons have the following class features:

**Breath Weapon (Su):** A silver dragon's breath weapon is a cone of frigid air that deals cold damage. A silver dragon's secondary breath is a cone of paralyzing gas. Creatures within the cone must succeed on a Fortitude save or be paralyzed for 1d6 rounds plus one round per age category of the silver dragon.

**Change Shape (Su):** At 3rd level, a silver dragon gains the ability to change into another form once per. This ability functions as a *polymorph* spell, except the silver dragon can only take animal and humanoid forms. It can remain in an alternate form indefinitely.

At 6th level, a silver dragon can use this ability three times per day.

**Cloudwalking (Su):** Starting at 4th level, a silver dragon can land and walk on clouds or fog as though on solid ground.

**Spell-Like Abilities (Sp):** Starting at 3rd level, a silver dragon gains limited spell-like abilities. The exact abilities gained depend on the silver dragon's class level, according to the following table. In each case, the caster level equals the silver dragon's class level. The DC for a saving throw against a silver dragon's spell-like ability is 10 + the spell level + the silver dragon's Charisma modifier.

When the same spell appears multiple times on the table, the silver dragon gains the higher-level ability. Otherwise, these spell-like abilities are cumulative.

**Graceful Flight (Ex):** Starting at 9th level, a silver dragon's maneuverability when flying is one step better than normal for a true dragon of its size.

**Fog Vision (Ex):** Starting at 12th level, a silver dragon can see perfectly in fog and clouds, even magical ones. It does not suffer miss chance from such obstructions.



# MONSTER CLASSES

Level	Silver Dragon Spell-Like Abilities
3th	<i>detect evil</i> 3/day
4th	
5th	<i>detect evil</i> 5/day
6th	<i>feather fall</i> 1/day
7th	<i>detect evil</i> at-will
8th	<i>feather fall</i> 3/day
9th	<i>fog cloud</i> 1/day
10th	<i>feather fall</i> 5/day
11th	<i>fog cloud</i> 3/day
12th	<i>feather fall</i> at-will
13th	<i>fog cloud</i> 5/day
14th	
15th	<i>fog cloud</i> at-will

## NEW FEATS

Unless specifically noted, any character can take the following feats if they meet the prerequisites, even if they aren't a true dragon.

### Half-Dragon Form (Heritage)

You have more control over your shapeshifting.

**Prerequisites:** Humanoid Form feat.

**Benefit:** When you use your Humanoid Form feat to change shape, you can choose to retain your breath weapon, natural armor bonus to your AC, natural weapons (though you can only retain the ones appropriate to your new size), and wings. These function as normal, adjusted for your current size.

### Humanoid Form (Heritage)

You can disguise yourself as a nondragon, allowing you to blend into places you would not otherwise be able to visit.

**Prerequisites:** Dragon type, non-humanoid form.

**Benefit:** You gain the ability to change shape as a full-round action. When you use this ability, you assume the appearance of a specific humanoid form (selected at the time of choosing the feat). This form is Medium-sized or Small size, with eyes and hair the color of your scales. Your ability scores do not change, although you lose the ability to use your breath weapon (if any), natural attacks, and wings, as well as your natural armor bonus to your AC. You do not gain any of the special abilities or traits of your new form. You can return to your natural form as a free action. You can remain in your alternate form indefinitely. This is a supernatural ability.

If you already have the change shape ability, you can use that ability one additional time per day (it still functions as normal).

### Fires of Youth

The power of your inner fire is far beyond your years.

**Prerequisites:** True dragon level 3rd.

**Benefit:** Your levels in the true dragon monster classes and your levels in other classes stack for determining the effectiveness of your breath weapon (including treating you as a higher age category, if applicable). You still do not gain your secondary breath weapon unless you reach 7th level in the true dragon monster class.

### Village Burner

You can unleash wide, strafing blasts of energy towards the ground while in flight.

**Prerequisites:** Breath weapon, Flyby Attack.

**Benefit:** While using your breath weapon with the Flyby Attack feat, you can strafe the ground with a larger area of effect. As long as you move in a straight line, you can use your breath weapon for a distance of up to half your fly speed. To determine the affected area, find the area that your breath weapon would normally affect, then extend its effects the desired distance in a straight line. Measure the extended distance from the center of the area.

For example, if a dragon with a 60-foot cone breath weapon breathed was flying at an altitude of 30 feet and breathed directly downwards while in flight for 80 feet of distance, its breath weapon would cover an oblong area 30 feet wide and 110 feet long (because the dragon's cone-shaped breath affects a 15-foot radius circle on the ground from that altitude, it would create a rectangle 80 feet long and 30 feet wide, with 15-foot radius semicircles on each end).

## OTHER FEATS

The following feats have been collected for ease of reference when building and playing a true dragon.

### Flyby Attack

You can fluidly flow from aerial movement to attacking and back again.

**Prerequisites:** Fly speed.

**Benefit:** While flying, you can take a move action and another standard action at any point during the move. You cannot take a second move action during a round when you makes a flyby attack.

**Normal:** Without this feat, you can only take a standard action either before or after your move.

### Hold Prey

You pull your prey in and don't let go.

**Prerequisites:** Bite or tentacle attack, base attack bonus +4.

**Benefit:** You gain the Grab special attack with your bite and/or tentacle attacks.

### Multiattack

You are particularly skilled at making attacks with your natural weapons.

**Prerequisites:** Three or more natural attacks.

**Benefit:** Your secondary attacks with natural weapons take only a -2 penalty.

**Normal:** Without this feat, your secondary attacks with natural weapons take a -5 penalty.



## GLOSSARY

### Air Subtype

This subtype is usually used for outsiders with a connection to the Elemental Planes of Air. Air creatures always have fly speeds and usually (but not always) have perfect maneuverability. Air creatures treat Fly as a class skill.

### Blindsense (Ex)

Blindsense lets a creature notice things it cannot see, but without the precision of blindsight. A creature with blindsense usually does not need to make Perception checks to notice and locate creatures within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent that cannot be seen has total concealment (50% miss chance) against a creature with blindsense, and the blindsensing creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

### Cold Subtype

A creature with the cold subtype has immunity to cold and vulnerability to fire.

### Dragon Type

A dragon is a reptile-like creature, usually winged, with magical or unusual abilities.

A dragon possesses the following traits (unless otherwise noted in a creature's entry).

- Darkvision 60 feet and low-light vision.
- Immunity to magic *sleep* effects and paralysis effects.
- Proficient with its natural weapons only unless humanoid in form (or capable of assuming humanoid form), in which case proficient with all simple weapons and any weapons mentioned in its entry.
- Proficient with no armor.
- Dragons breathe, eat, and sleep.

### Earth Subtype

This subtype is usually used for outsiders with a connection to the Elemental Planes of Earth. Earth creatures usually have burrow speeds, and most earth creatures can burrow through solid rock. Earth creatures with a burrow speed possess tremorsense.

### Fire Subtype

A creature with the fire subtype has immunity to fire and vulnerability to cold.

### Grab (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures

of other sizes, it is noted in the creature's Special Attacks line.

The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a -20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

### Improved Uncanny Dodge

A creature with this ability can no longer be flanked. This defense denies a rogue the ability to sneak attack the character by flanking him, unless the attacker has at least four more rogue levels than the target does. If a character already has uncanny dodge from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

### Tremorsense (Ex)

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

### Water Subtype

This subtype is usually used for Outsiders with a connection to the Elemental Planes of Water. Creatures with the water subtype always have swim speeds and can move in water without making Swim checks. A water creature can breathe underwater and can usually breathe air as well. Water creatures treat the Swim skill as a class skill.



# MONSTER CLASSES

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity of the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor. (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License. 6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document. © 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson,

Pathfinder RPG Bestiary, © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Basidiron from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Cave Fisher from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Lawrence Schick.

Crystal Ooze from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Dark Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Rik Shepard.

Dark Stalker from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Simon Muth.

Dracolisk from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Frogemoth from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Giant Slug from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Ice Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene.

Iron Cobra from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Philip Masters.

Marid from the Tome of Horrors III, © 2005, Necromancer Games, Inc.; Author Scott Greene.

Mite from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Ian Livingstone and Mark Barnes.

Nabasu Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Russet Mold from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Shadow Demon from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Neville White.

Vegepygmy from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.

Wood Golem from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Authors Scott Greene and Patrick Lawinger.

Yellow Musk Creeper from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yellow Musk Zombie from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Albie Fiore.

Yeti from the Tome of Horrors, © 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax.