



RED DRAGON (ADULT)

CR 14



CE Huge dragon (space 15', reach 10', 15' bite)

HP

212

AC

29

SPD

40

INIT

+4

PER

+2

FOR

+16

REF

+10

WIL

+15

17d12+
102

FF 29
Tch 8

Fly 200'
(poor)

darkvision 120'
blindsense 60'
smoke vision

DR 5/magic
Immune fire, paralysis, sleep; **SR** 25
Weaknesses vulnerability to cold

ATTACKS

Melee bite +25 (2d8+15), 2 claws +25 (2d6+10), 2 wings +23 (1d8+5), tail slap +23 (2d6+15)

Special Attacks breath weapon (50' cone, DC 24, 12d10 fire), crush

SPECIAL ABILITIES

Aura fire (5', 1d6 fire), frightful presence (180', DC 21)

Spell-Like Abilities (CL 17th)

At will—detect magic, pyrotechnics (DC 15), suggestion (DC 16)

Spells Known (CL 7th)

3rd (5/day)—dispel magic, haste

2nd (7/day)—invisibility, resist energy, see invisibility

1st (7/day)—alarm, grease (DC 14), magic missile, shield, true strike

0 (at will)—arcane mark, light, mage hand, mending, message, prestidigitation, read magic

STATS

Base Atk +17; **CMB** +29; **CMD** 39 (43 vs. trip)

Feats Cleave, Greater Vital Strike, Improved Initiative, Improved Iron Will, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Vital Strike

Skills Appraise +23, Bluff +23, Fly +12, Intimidate +23, Knowl. (arcana) +23, Perception +23, Sense Motive +23, Spellcraft +23, Stealth +12

Ability Modifiers Str +10, Dex 0, Con +6, Int +3, Wis +3, Cha +3

Languages Common, Draconic, Dwarven, Orc



WHITE DRAGON (ADULT)

CR 10



CE Large dragon (space 10', reach 5', 10' bite)

HP

149

AC

27

SPD

30

INIT

+5

PER

+22

FOR

+13

REF

+9

WIL

+10

13d12+
65

FF 26
Tch 10

Fly 200' (poor)
Burrow 30'
Swim 60'

dragon senses
snow vision

DR 5/magic
Immune cold, paralysis, sleep; **SR** 21
Weaknesses vulnerability to fire

ATTACKS

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

Special Attacks breath weapon (40-ft. cone, DC 21, 12d4 cold)

SPECIAL ABILITIES

Aura cold (5', 1d6 cold damage), frightful presence (180', DC 17)

SQ icewalking, ice shape

Spell-Like Abilities (CL 13th)

At will—fog cloud, gust of wind

Spells Known (CL 1st)

1st (4/day)—shield, true strike

0 (at will)—dancing lights, detect magic, ray of frost, mending

STATS

Base Atk +13; **CMB** +21; **CMD** 32 (3 vs. trip)

Feats Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Fly +11, Intimidate +17, Knowledge (arcane) +17, Perception +22, Spellcraft +17, Stealth +13, Swim +31

Ability Modifiers Str +7, Dex +1, Con +5, Int +1, Wis +2, Cha +1

Languages Common, Draconic



BLUE DRAGON (ADULT)

CR 13



CE Huge dragon (space 15', reach 10', 15' bite)

HP

184

AC

28

SPD

40

INIT

+4

PER

+22

FOR

+15

REF

+10

WIL

+13

16d12+
80

FF 28
Tch 8

Fly 200' (poor)
Burrow 20'

dragon senses

DR 5/magic

Immune electricity, paralysis, sleep
SR 24

ATTACKS

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

Special Attacks breath weapon (100' line, DC 23, 12d8 electricity), crush, desert thirst (DC 21)

SPECIAL ABILITIES

Aura electricity (5', 1d6 elect.), frightful presence (180', DC 21)

SQ sound imitation

Spell-Like Abilities (CL 16th)

At will—ghost sound (DC 13), minor image (DC 15), ventriloquism (DC 14)

Spells Known (CL 5th)

2nd (5/day)—invisibility, resist energy

1st (7/day)—alarm, mage armor, shield, true strike

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

STATS

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

Feats Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

Skills Bluff +22, Fly +11, Intimidate +22, Knowledge (local) +22, Knowledge (geography) +22, Perception +22, Spellcraft +22, Stealth +11, Survival +22

Ability Modifiers Str +8, Dex 0, Con +5, Int +3, Wis +3, Cha +3

Languages Auran, Common, Draconic, Giant



GREEN DRAGON (ADULT)

CR 12



LE Huge dragon (space 15', reach 10', 15' bite)

HP

172

AC

27

SPD

40

INIT

+4

PER

+25

FOR

+14

REF

+9

WIL

+14

13d12+
65

FF 26
Tch 10

Fly 200' (poor)
Swim 40'

dragon senses

DR 5/magic
Immune acid, paralysis, sleep; SR 23

ATTACKS

Melee bite +21 (2d8+12/19–20), 2 claws +21 (2d6+8/19–20), 2 wings +16 (1d8+4), tail slap +16 (2d6+12)

Special Attacks breath weapon (50' cone, DC 22, 12d6 acid), crush (small creat. DC 22, 2d8+12)

SPECIAL ABILITIES

Aura frightful presence (180', DC 20)

SQ trackless step, water breathing, woodland stride

Spell-Like Abilities (CL 15th)

At will—charm person (DC 14), entangle (DC 14), suggestion (DC 16)

Spells Known (CL 5th)

2nd (5/day)—alter self, mirror image

1st (7/day)—shield, silent image (DC 14), summon monster I, ventriloquism (DC 14)

0 (at will)—dancing lights, detect magic, ghost sound, mage hand, message, prestidigitation

STATS

Base Atk +15; **CMB** +25; **CMD** 35 (39 vs. trip)

Feats Alertness, Cleave, Flyby Attack, Great Cleave, Improved Critical (bite, claws), Iron Will, Power Attack

Skills Fly +10, Knowledge (arcane) +21, Knowledge (nature) +21, Perception +25, Spellcraft +21, Stealth +10, Survival +21, Swim +34, Use Magic Device +21

Ability Modifiers Str +8, Dex 0, Con +5, Int +3, Wis +3, Cha +3

Languages Common, Draconic, Elven, Sylvan



BLACK DRAGON (ADULT)

CR 11



CE Large dragon (space 10', reach 5', 10' bite)

HP

161

AC

28

SPD

60

INIT

+5

PER

+24

FOR

+14

REF

+10

WIL

+12

14d12+70

FF 27
Tch 10

Fly 200' (poor)
Swim 60'

dragon senses

DR 5/magic
Immune acid, paralysis, sleep; SR 22

ATTACKS

Melee bite +21 (2d6+10), 2 claws +20 (1d8+7), 2 wings +15 (1d6+3), tail +15 (1d8+10)

Special Attacks breath weapon (80' line, DC 22, 12d6 acid), corrupt water

SPECIAL ABILITIES

Aura frightful presence (180', DC 19)

SQ speak with reptiles, swamp stride, water breathing

Spell-Like Abilities (CL 14th)

At will—darkness (60' radius)

Spells Known (CL 3rd)

1st (6/day)—alarm, mage armor, obscuring mist

0 (at will)—dancing lights, detect magic, mending, message, read magic

STATS

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

Feats Alertness, Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills Fly +12, Handle Animal +16, Intimidate +19, Knowledge (arcana) +19, Perception +24

Spellcraft +19, Stealth +20, Swim +32

Ability Modifiers Str +7, Dex +1, Con +5, Int +2 Wis +3, Cha +2

Languages Common, Draconic, Giant



ANKHEG

CR 3



N Large magical beast (space 10,' reach 5')

HP

28

AC

16

SPD

30

INIT

0

PER

+8

FOR

+6

REF

+3

WIL

+2

3d10 +
12

FF 16
Tch 9

Burrow
20'

darkvision 60'
low-light vision
tremorsense 60'

Environ temperate/warm plains
Organiz. solitary, pair, or nest (3-6)
Treasure incidental

ATTACKS

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

Special Attacks Spit Acid (Ex) Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage.

STATS

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 17 (25 vs. trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +8, Perception +8

Ability Modifiers Str +3, Dex 0, Con +3, Int -5, Wis +1, Cha +2

Ankhegs are an all-too-common plague upon the rural areas of the world. These horse-sized burrowing monsters generally avoid heavily settled areas like cities, but their predilection for livestock and humanoid flesh ensures that they do not keep to the deep wilderness either. Their preferred habitat is rural farmlands, as the loose soil of such regions makes it easy for the creatures to burrow. Tales speak of larger ankhegs that dwell in remote deserts—such creatures likely feed primarily on giant scorpions and camels, and rarely come in contact with civilization due to their remote locations. (A desert ankheg is a Huge advanced ankheg.)



BULETTE

CR 7



N Huge magical beast (space 15', reach 10')

HP

84

AC

22

SPD

40

INIT

+6

PER

+11

FOR

+11

REF

+8

WIL

+5

8d10 +
40

FF 20
Tch 10

Burrow
20'

darkvision 60'
low-light vision, scent
tremorsense 60'

Environment temperate hills
Organization solitary or pair
Treasure none

ATTACKS

Melee bite +13 (2d8+9/19–20) and 2 claws +12 (2d6+6)

Special Attacks Leap (Ex) A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

STATS

Base Atk +8; **CMB** +16; **CMD** 28 (32 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Weapon Focus (bite)

Skills Acrobatics +9 (+17 jumping), Perception +11

Ability Modifiers Str +3, Dex 0, Con +3, Int -5, Wis +1, Cha +2

The creation of some unknown arcanist in millennia past, the bulette has bred true to become one of the fiercest predators of the hills. Burrowing rapidly through the earth just beneath the surface, sometimes with its armored fin cutting a distinctive wake behind it, the bulette launches itself free of stone and soil to tear into its prey without remorse, giving rise to the common appellation “landshark.”

Solitary beasts except for the occasional mated pair, they spend most of their time patrolling the perimeters of territories that can stretch up to 30 square miles, hunting game and punishing interlopers with a fury that shakes the hillsides.

