

STARFARER'S CODEX: LEGACY DRAGONRIDER



**STARFINDER
COMPATIBLE**

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STARFARER'S CODEX: LEGACY DRAGONRIDER

Dragons have always been powerful creatures. In the past they were known as terrors, rulers, and the archetypal monster to slay. Even in the modern age they still hold sway over entire planets, run corporations, or rule directly over the lesser folk. Dragonriders were, in the past, not altogether different. They sought a bond with a dragon whether it be for power, glory, or mutual gain and one appeased the other. However, in today's cosmopolitan spacefaring society, dragons (and as a result, dragonriders) are viewed differently. Dragons tend to blend in with the variety of creatures and aliens that call the galaxy home (a fact that annoys their ego to no end). Granted, some give these noble beings a wide berth still and stand by the time-old advice of not meddling in their affairs. Dragonriders, as a result, command a measure of respect from other

beings familiar with the custom, for anyone who has bonded with a dragon is a force to be reckoned with. This bond can be gained from a ritual, purchased from a dragon-run corporation, or simply by being in the right place at the right time. Regardless of how the partnership begins, the bond established is unlike any other and normally only broken by death. Neither rider nor dragon should enter such a relationship lightly. Even though the dragon benefits in the end, it must bear the brunt of responsibility in the beginning. The bonded pair work in frightening synergy, unleashing a flurry of attacks. They both wield weapons alike in elemental power, and as the dragon grows in size so does their might. At their zenith, the two are a deadly pair of coordination and raw damage to any enemy who dares to oppose them.



TABLE 1: DRAGONRIDER

Level	BAB	Fort	Ref	Will	Class Features
1	+1	+2	+2	+2	Bonded dragon steed, elemental arms
2	+2	+3	+3	+3	Low-light vision, spell-like ability (level 0)
3	+3	+3	+3	+3	Resist energy 5, weapon specialization
4	+4	+4	+4	+4	Arms training 1, summon steed 1/day
5	+5	+4	+4	+4	Draconic training
6	+6	+5	+5	+5	Darkvision, spell-like ability (level 1)
7	+7	+5	+5	+5	Summon steed 2/day
8	+8	+6	+6	+6	Arms training 2, Resist energy 10
9	+9	+6	+6	+6	Draconic training
10	+10	+7	+7	+7	Blindsight, spell-like ability (level 2)
11	+11	+7	+7	+7	Summon steed 3/day
12	+12	+8	+8	+8	Arms training 3
13	+13	+8	+8	+8	Draconic training, resist energy 20
14	+14	+9	+9	+9	Blindsight, spell-like ability (level 3)
15	+15	+9	+9	+9	Summon steed 4/day
16	+16	+10	+10	+10	Arms training 4, spell resistance
17	+17	+10	+10	+10	Draconic training
18	+18	+11	+11	+11	Resist energy 30, spell-like ability (level 4)
19	+19	+11	+11	+11	Summon steed 5/day
20	+20	+12	+12	+12	Arms training 5, dragonform

Key Ability Score: Str/Cha

Your Strength helps you in melee situations, which will be common while astride your draconic steed. Charisma helps with your spellcasting and force of personality, so you can choose Strength or Charisma as your key ability score. Once made, this choice cannot be changed. A high Constitution helps you take damage well, and a decent Wisdom score helps with Survival checks for mounted combat.

Stamina: 7 + Con

Hit Points: 7

CLASS SKILLS

The dragonrider's class skills are Athletics (Str), Culture (Int), Diplomacy (Cha), Intimidate (Cha), Mysticism (Wis), Perception (Wis), Profession (Int, Wis or Cha), and Survival (Wis).

Skill Points at each Level: 4 + Int modifier.

PROFICIENCIES

Armor: Light armor

Weapons: Basic melee weapons and small arms plus elemental arms (see below)

CLASS FEATURES

Bonded Dragon Steed (Ex): At 1st level, a dragonrider forms a bond with a youthful true dragon. This bond guarantees the dragon's loyalty to the rider, as long as it is treated with respect, and allows the dragonrider to tap into some of the bonded steed's arcane power. A character that starts at 1st level as a dragonrider is assumed to have already bonded with a dragon of his choice. A character multiclassing into dragonrider is approached by a prospective bonded mount within 30 days. The bond causes the dragon to grow in power as its rider gains experience, rather than as it gains age categories. Many of a dragon's normal powers

(spell-like abilities, spellcasting, and unlimited breath weapon use) are either suspended or modified because the arcane power that drives it is used to fuel the bond between dragonrider and dragon steed. The bond ends only if both rider and steed decide to end it, or if either one is killed and not resurrected in a timely fashion. Most true dragons are unwilling to undergo this bond, though there are enough for dragonriders to always be able to find some bonded steed. For good-aligned dragons this is often done to aid good-aligned dragonriders in facing the evils of the world. In some cases it is due to pacts dating back centuries that dictate service of a set number of dragons of a bloodline, or it is forced upon them as punishment for some sin (or as the price demanded by a conqueror). Even among neutral and evil-aligned dragons, there are always a few who seek out such bonds willingly (though all take it somewhat grudgingly. See the Mystic Focus ability in the dragon steed description below).

A bonded dragon can carry its rider as soon as it is the same size category as the rider, assuming the dragon's strength is great enough to bear the rider and his gear. Dragons' carrying capacity is modified for their size as normal creatures, and as bonded dragon steeds they can fly (at full speed) even if heavily encumbered. A dragon can carry two creatures one size smaller than it, four creatures two sizes smaller, and sixteen creatures three or more sizes smaller (assuming it has the Strength to do so). The link between dragonrider and dragon grows in strength as they gain levels, allowing them to communicate more easily, sense each other's location, and transfer life essence to one another. Should a dragonrider's bonded steed die and not return to life, the dragonrider cannot bond with a new mount for 30 days or until he gains another dragonrider level, whichever comes first. During this time, the dragonrider takes a -1 penalty to attack and weapon damage rolls. Details on bonded dragon steeds are detailed below.

Elemental Arms: With only their intuition to guide them, most dragonriders only have training in the simplest of weapons. However, due to their bond with their dragon steed, they have an uncanny link to weapons that unleash power like their dragon's breath weapon. Dragonriders gain proficiency in specific weapons corresponding to their dragon's color, as well as all projectile longarms and uncategorized melee weapons. If a weapon that falls under this category is modal, the dragonrider is only proficient in the weapon when it is considered the corresponding

category (unless they are proficient with it from another source). The corresponding dragons and proficiencies are as follows:

- **Black, Copper:** Disintegrator advanced melee weapons and longarms and acid dart rifle longarms
- **Blue, Bronze, Time:** Shock advanced melee weapons and longarms
- **Brass, Green:** Projectile sniper weapons and taclash advanced melee weapons
- **Gold, Red, Vortex:** Flame advanced melee weapons and longarms
- **Lunar, Silver, White, Void:** Cryo advanced melee weapons and longarms
- **Solar:** Laser advanced melee weapons* and longarms

At the time of this publication, there are currently no laser advanced melee weapons; GMs are encouraged to give players with solar dragons access to plasma advanced melee weapons instead.

Low-Light Vision (Ex): As the bond between dragonrider and dragon strengthens, it eventually grants the dragonrider some of his steed's abilities. At 2nd level, the dragonrider gains low-light vision. If he already has or acquires low-light vision from another source, he instead gains darkvision with a range of 60ft. If he already has darkvision, or acquires it from another source, the range of his darkvision doubles.

Resist Energy (Su): Beginning at 3rd level, a dragonrider gains a natural resistance to damage of the same energy type as the damage of his bonded steed's breath weapon. This begins at energy resistance 5, and increases to 10 at 8th level, 20 at 13th level, and 30 at 18th level. This energy resistance stacks with one other source of energy resistance and is tied to the dragonrider's current steed. Should he change steeds to another dragon with a different type of breath weapon, his resistance also changes to the new type.

Spell-Like Abilities (Sp): At 2nd level, a dragonrider can tap into a fragment of his bonded steed's innate magical might. He gains access to various spell-like abilities selected from a spell list determined by his dragon's type. To learn or cast a spell, the dragonrider must have a key ability score equal to at least $10 +$ the spell's level. The Difficulty Class for a saving throw against his spells are $10 +$ the spell's level + his key ability score modifier.

At 2nd level, he chooses two of the 0-level spells on the designated list and can cast them at will.

At 6th level, he selects two 1st-level spells and can cast them three times per day total.

At 10th level, he selects two 2nd-level spells and can cast them three times per day total; additionally, he can cast his 1st-level spells a total of 5 times per day.

At 14th level, he selects two 3rd-level spells and can cast them three times per day total; additionally, he can cast his 2nd-level spells 5 times per day and his 1st-level spells become at-will.

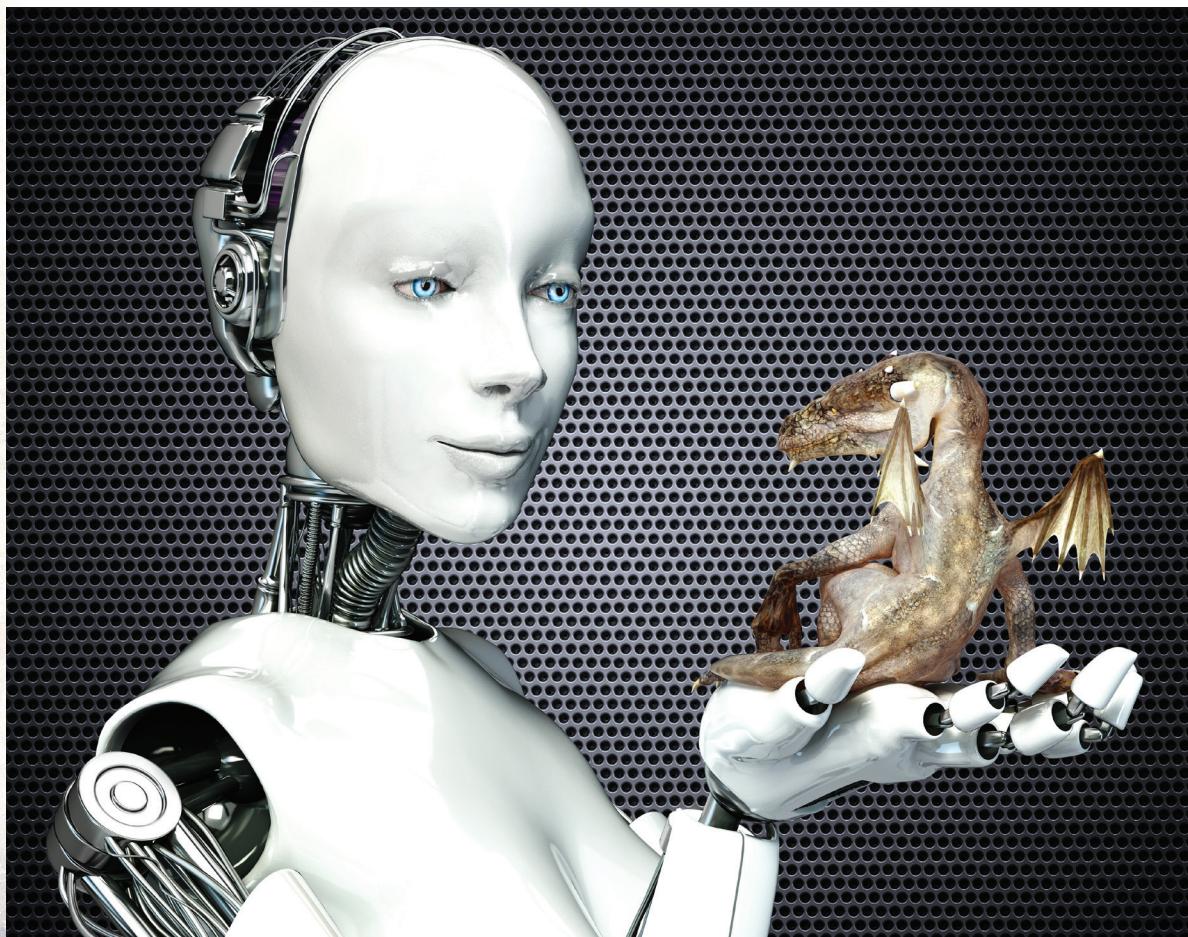
Finally, at 18th level, he selects two 4th-level spells and can cast them three times per day total; additionally, he can cast his 3rd-level spells 5 times per day and his 2nd-level spells become at-will.

Weapon Specialization (Ex): At 3rd level, the dragonrider gains Weapon Specialization as a bonus feat for each weapon type that this class gives him proficiency with, including those from elemental arms.

Arms Training (Ex): At 4th level, the dragonrider begins to learn how to diversify his combat abilities. He selects one of the following benefits.

- Proficiency in heavy weapons of the same category as those selected by elemental arms
- Proficiency in all longarms
- Proficiency in all advanced melee weapons
- Proficiency in all sniper weapons

He does not immediately gain specialization in the selected weapon category. Instead, at 8th level he gains specialization in the previously chosen option; and chooses another benefit with which to gain proficiency and specialization 4 levels later. This continues every 4 levels thereafter, with all options having specialization at level 20. If the dragonrider has proficiency in all the options listed when he would gain another, he instead gains a bonus feat from the Draconic Training list.



Summon Steed (Sp): At 4th level, a dragonrider's bond with his steed is strong enough that he can summon it to his side as a full-round action. He can do this once per day and one additional time every three levels thereafter for a total of five times per day at 19th level. This ability is the equivalent to a spell of a level equal to one fourth the dragonrider's level.

Draconic Training (Ex): As the dragonrider grows in experience and training with his steed, he gains a bonus feat at 5th, 9th, 12th, and 17th level. It must be selected from the following list, and he must meet the feat's prerequisites:

Agile Casting, Blind-Fight, Deadly Aim, Diehard, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Mobility, Opening Volley, Shot on the Run, Skill Focus or Skill Synergy (selecting any class skill), Spell Focus, Spring Attack, Toughness, or Weapon Focus.

Darkvision (Ex): At 6th level, the senses of the dragonrider are again enhanced by his link to his dragon steed, granting him darkvision to a range of 60 feet. If he already has or acquires darkvision from another source, he instead gains limited telepathy (range 500 ft.) that functions only with his bonded dragon steed.

If he already has or acquires darkvision from another source, its range is increased by 60 feet instead.

Blindsight (Ex): At 10th level, the senses of the dragonrider are yet again enhanced by his link to his dragon steed, granting him blindsight (scent) to a range of 30 feet. If the dragonrider already has or acquires blindsight (scent) from another source, its range is increased by 15 feet instead.

Blindsight (Ex): At 14th level, the senses of the dragonrider are enhanced fully by his link to his dragon steed, granting him blindsight (vibration) to a range of 15 feet. If the dragonrider already has or acquires blindsight (vibration) from another source, its range is increased by 15 feet instead.

Spell Resistance (Su): Beginning at 16th level, a dragonrider gains spell resistance. It is equal to 5 + their level and is shared by his bonded steed.

Dragonform (Sp): At 20th level, the bond between a dragonrider and his dragon is so strong that the dragonrider can take the form of his steed. Once per

day, the dragonrider can use *polymorph* (6th level) as a spell-like ability but only to take the form of the race of dragon corresponding to his bonded steed. This form is Gargantuan and grants the following traits: a breath weapon of the same damage type and shape as the steed, immunity to sleep and paralysis, immunity to damage of the same type as the corresponding breath weapon, a +4 bonus to Strength-based checks, a land speed of 50 feet, an extraordinary fly speed of 70 feet with clumsy maneuverability, blindsense (scent) 30 feet, darkvision 60 feet and low-light vision, a bite natural attack with a bonus of +20 to hit dealing 10d6+10 damage before Strength modifiers, and DR 5/magic. The caster level for this ability is equal to the dragonrider's level.

ALTERED OR REPLACED DRAGONRIDER CLASS FEATURES

For any level at which an archetype provides an alternate class feature, a dragonrider who takes the archetype alters or replaces the listed class features.

2nd Level: You don't gain the low-light vision class feature at 2nd level. Instead, you gain it at 3rd level, and you know one less spell of your highest level for your spell-like abilities class feature. At 2nd level, this means you only know one 0-level spell. At 7th level, you know only one 1st-level spell, but you learn another 0-level spell (as 1st level is now the highest level of spell-like abilities you can cast) and so on.

4th and 12th Level: You don't gain access to arms training at these levels, and it is treated as 1 increment lower than normal. You do not gain specialization with the weapon category chosen at 8th level when you reach 12th level; instead, you gain specialization (and proficiency in a new weapon category) at 16th level.

6th Level: You don't gain the darkvision class feature at 6th level. Instead, you gain it at 7th level, and you know one less spell of your highest level for your spell-like abilities class feature, as denoted above. If you already know one less spell of your highest level, you instead know one less spell of your second highest level of spell-like abilities.

9th Level: You don't gain the bonus feat from draconic training.

18th Level: You don't gain the resist energy 30 class feature.



DRAGON STEEDS

A dragon steed's abilities are determined by the dragonrider's level and its draconic racial traits. Table 2: Dragon Steed Base Statistics describes many of the abilities of the dragon steed. They are creatures of the dragon type for the purpose of determining which spells can affect them. Augmentations can be installed in dragon steeds, with the following changes: They have no arm or hand system and four legs and feet. A dragon steed begins with proficiency only in its natural weapons, which do not count as unarmed strikes.

Class Level: This is the class level of the dragon steed's master.

Hit Points: This is the maximum number of Hit Points the dragon steed possesses. For the purposes of effects that are dependent on level or CR, the dragon steed has a level equal to their master's dragonrider level. Dragon steeds do not possess Stamina Points.

BAB: This is the dragon steed's Base Attack Bonus.

AC Bonus: Add this bonus and the dragon steed's Dexterity modifier to its base Armor Class values listed for its base form to determine the dragon steed's total EAC and KAC. Dragon steeds cannot wear armor of any kind, but augmentations that increase the dragon steed's Armor Class can be used.

Base Saves: This is the dragon steed's base saving throw bonuses for Fortitude, Reflex, and Will.

Ability Increases: At the indicated levels, increase two of the dragon steed's ability scores as indicated in their entry by the indicated amount.

Feats: This is the dragon steed's total number of feats. A dragon steed's feats can be selected from any source but cannot be any that have requirements a dragon cannot anatomically meet (such as having arms). A dragon steed cannot select a feat that requires a base attack bonus of +1 until 3rd level, and they cannot select Armor Proficiency or any Melee Weapon Proficiency feats. If they select a ranged weapon with which to be proficient, the weapon can be modified to be mounted on the dragon's shoulder at no expense. A dragon steed can only have two hands' worth of weapons mounted (such as two small arms, a single longarm or heavy weapon, etc.) For all other feats, the dragon steed must meet their prerequisites as normal.

Skills: Each dragon steed is not able to fully diversify in skill-based areas, as they spend much of their energy

focusing on their bond. As such, they instead focus in a few areas.

Choose one of the following skills: Athletics, Bluff, Computers, Culture, Diplomacy, Engineering, Intimidate, Life Science, Mysticism, Perception, Sense Motive, Stealth, or Survival. This is a class skill for your dragon steed, and it gains a number of ranks in the chosen skill equal to the dragonrider's class level. Additionally, the steed gains Acrobatics and another skill determined by its type of true dragon as well. At the indicated levels, the dragon steed selects another skill in which to put ranks with this ability.

Breath Weapon: The base breath weapon is listed with each dragon steed below. Every type of steed deals one kind of damage in either a line or a cone. Each breath weapon allows a Reflex save for half damage, and the Difficulty Class is $10 + \text{half the dragon steed's level} + \text{the dragon steed's Constitution modifier}$. A dragon steed can use its breath weapon once every four rounds, not to exceed a total number of uses per day equal to $3 + \text{the dragon steed's Constitution modifier}$. When a dragon steed gains Resolve Points at 10th level, they can rest for 10 minutes and expend 1 Resolve Point to regain one use of their breath weapon for the day. As the dragon steed acquires levels, it increases the damage dice and range of its breath weapon, as noted on Table 2.

Mystic Focus: Even though they are the dragonrider's willing ally, dragon steeds tend to not seamlessly blend their own actions with those of their riders. Dragons are instinctively majestic creatures certain of their own superiority and ability to make and execute their own battle plans. No matter how much a dragon steed wants to obey its rider, it often spends a considerable amount of time making its own plan. Of course, once the dragon realizes it hasn't run that plan by its rider it will immediately change course so as not to do anything that would surprise him.

To avoid this lack of decisive action, dragonrider and dragon must establish a mystic focus. Without the dragonrider establishing mystic focus, a dragon steed only takes a single move action each round as well as reactions and things that do not require an action (speaking, making attacks of opportunity, and so on).

For the dragon to take any other actions in a typical encounter, the dragonrider must establish a mystic focus. Each dragon steed lists the action required each round for a dragonrider to establish this focus, which lasts until the beginning of the dragonrider's

TABLE 2: DRAGON STEED BASE STATISTICS

Level	Hit Points	BAB	AC Bonus	Base Saves	Ability Increases	Feats	Skills	Breath Weapon	Special
1	15	+1	+0	+2	-	1	1	-	Mystic Focus, link
2	25	+2	+1	+3	-	1	1	x1 dice, x2 range	-
3	35	+3	+2	+3	-	2	1	x2 dice, x2 range	Evasion, weapon specialization
4	45	+3	+3	+3	+1	2	2	-	-
5	55	+4	+4	+4	-	2	2	x3 dice, x2 range	Share spells
6	65	+5	+5	+4	-	3	2	-	Devotion
7	75	+6	+6	+5	+1	3	2	x4 dice, x3 range	-
8	90	+6	+7	+5	-	3	3	-	-
9	105	+7	+8	+5	-	4	3	x5 dice, x3 range	-
10	120	+8	+9	+6	+1	4	3	-	Resolve
11	135	+9	+9	+6	-	5	4	x6 dice, x3 range	Multiattack
12	150	+9	+10	+6	-	5	4	x6 dice, x4 range	-
13	165	+10	+11	+7	+1	5	4	x7 dice, x4 range	-
14	180	+11	+12	+7	-	6	5	x8 dice, x4 range	-
15	195	+12	+13	+8	-	6	5	x9 dice, x4 range	-
16	215	+12	+14	+8	+1	6	5	x10 dice, x4 range	Improved Evasion
17	235	+13	+15	+8	-	7	6	x11 dice, x5 range	-
18	255	+14	+16	+9	-	7	6	x12 dice, x5 range	-
19	275	+15	+17	+9	+1	8	6	x13 dice, x5 range	-
20	295	+15	+18	+9	-	8	7	x15 dice, x5 range	-

next turn. For the most powerful true dragons, it can take a standard action to establish mystic focus. As the dragonrider and steed gain levels the amount of time required to establish focus is reduced, as listed in the dragon type. If a “free action” is listed, it means mystic focus can be established by the dragonrider as part of any other standard, move, swift, or full action—the mystic focus requires no action of its own but can only occur on the dragonrider’s turn.

Once mystic focus is established, the dragon is free to act however the dragonrider wishes, taking whatever actions the dragonrider instructs. The mystic focus creates a mental bond between the dragonrider and his dragon steed, so no vocal communication is required

between the two while the mystic focus is in effect. A dragon steed always goes on the same initiative count as their dragonrider. If a dragonrider becomes unconscious or incapacitated, his steed moves adjacent to the rider as quickly as possible and attacks any foe that threatens either of them. If separated from its dragonrider, the steed can be convinced to stay behind in certain cases but does not willingly go on missions or run errands without its rider.

Link: A dragonrider and his bonded dragon steed always know the direction and distance to each other as long as they are on the same plane and are aware of any conditions the other is suffering.

Evasion: At 3rd level, when the dragon steed succeeds at a Reflex save against an effect that normally has a partial effect on a Reflex save, it instead suffers no effect. This benefit (and that of improved evasion at 16th level) is only gained when the dragon is unarmored and unencumbered, and the benefit is lost when the dragon steed is helpless or otherwise unable to move.

Weapon Specialization: At 3rd level, the dragon steed gains a unique weapons specialization with each of its natural weapons listed in the entry below, allowing them to add 1-½ times their level to their damage rolls with them (instead of their level, as normal).

Share Spells: At 5th level, the dragonrider can cast a spell with a range of personal on his dragon steed as if it had a range of touch. Spells cast in this way can affect the dragon steed even if they do not normally

affect dragons. A spell from any source can be utilized in this way.

Devotion: At 6th level, the dragon steed gains a +4 insight bonus on Will saves against enchantment spells and effects.

Resolve: At 10th level, the dragon steed gains a pool of Resolve Points equal to half their level. The dragon steed can expend 1 Resolve Point to establish mystic focus on its own, allowing it to take the full range of actions.

Multiattack: At 11th level, the dragon steed can make a full attack using three different natural attacks. Each of these attacks takes a -6 penalty instead of a -4 penalty.

Improved Evasion: At 16th level, when the dragon steed fails a Reflex save that has a partial effect on a successful save the partial effect instead of the full effect is taken.



DRAGON STEED CHOICES

Any willing true dragon can be a dragonrider's bonded steed, but the bond has a heavy price for the dragon. All spellcasting ability, most spell-like and supernatural abilities, and a considerable amount of other power is stripped from the dragon to power the bond between it and its dragonrider.

Each dragon steed has different starting sizes, speed attacks, ability scores, breath weapons, and special qualities. As the dragonrider gains levels, the dragon steed improves at 8th and 16th level, in addition to the standard bonuses noted on Table 2. A dragonrider's alignment must be within one step of his dragon steed's.

BLACK DRAGON (CE)

STARTING STATISTICS

Size Medium; **Speed** 50 ft., fly 40 ft. (Ex, clumsy), swim 30 ft.

EAC 12; **KAC** 13

Attacks bite (2d6), 2 claws (1d6)

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

Mystic Focus move action

Breath Weapon 1d6 acid, 30-ft. line

Defenses immune to acid, paralysis, sleep

Ability Increases Dexterity, Constitution

Bonus Skill Stealth

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision, water breathing

Spell List technomancer

8TH-LEVEL ADVANCEMENT

Size Large; **Speed** 60 ft., fly 50 ft. (Ex, clumsy), swim 40 ft.

Attacks bite (3d6), 2 claws (2d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., swamp stride

Swamp Stride (Ex) A black dragon can move through bogs and quicksand without penalty at its normal speed.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 70 ft., fly 60 ft. (Ex, clumsy), swim 50 ft.

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6); **Reach** 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities acid pool, blindsight (vibration) 30 ft.

Acid Pool (Su) By expending two uses of their breath weapon, the black dragon can make an acid pool at an area within 100 feet as a standard action. This acid pool has a radius of 50 feet, and anyone inside its area when it is created takes an amount of damage equal to the black dragon's breath weapon (Reflex half, same DC as breath weapon). Each round, the total damage dice of the pool is halved until the result would be less than 2d6, at which point it disappears. The acid pool floats on water and deals damage to anything on the surface.

BLUE DRAGON (LE)

STARTING STATISTICS

Size Medium; **Speed** 30 ft., fly 40 ft. (Ex, clumsy)

EAC 12; **KAC** 13

Attacks bite (2d6), 2 claws (1d6)

Str 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 8

Mystic Focus move action

Breath Weapon 1d6 electricity, 30-ft. line

Defenses immune to electricity, paralysis, sleep

Ability Increases Constitution, Intelligence

Bonus Skill Bluff

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision

Spell List technomancer

8TH-LEVEL ADVANCEMENT

Size Large; **Speed** 40 ft., burrow 10 ft., fly 50 ft. (Ex, clumsy)

Attacks bite (3d6), 2 claws (2d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., sound imitation

Sound Imitation (Ex) A blue dragon can mimic any voice or sound it has heard by succeeding at a Bluff check opposed by a listener's Sense Motive check.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 50 ft., burrow 20 ft., fly 60 ft. (Ex, clumsy)

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6); **Reach** 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., storm breath



Storm Breath (Su) By expending two uses of their breath weapon as a standard action, the blue dragon can call down a bolt of lightning from the sky. This bolt is a 5-foot-wide, 30-foot-long line that flashes down at a vertical strike within 50 feet. It deals damage equal to the blue dragon's breath weapon (Reflex half, same DC as breath weapon), and any creature in the target square or path of the bolt is affected. Every round for 2d6 rounds thereafter, the blue dragon can call down an additional bolt in this way as a free action. Additional uses of this ability extend the duration by an additional 2d6 rounds.

GREEN DRAGON (LE)

STARTING STATISTICS

Size Large; Speed 40 ft., fly 30 ft. (Ex, clumsy), swim 20 ft.

EAC 11; KAC 14

Attacks bite (3d6, 10-ft. reach), 2 claws (2d6)

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

Mystic Focus standard action

Breath Weapon 1d8 acid, 15-ft. cone

Defenses immune to acid, paralysis, sleep

Ability Increases Dexterity, Wisdom

Bonus Skill Survival

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision, water breathing

Spell List technomancer

8TH-LEVEL ADVANCEMENT

Size Huge; Speed 50 ft., fly 40 ft. (Ex, clumsy), swim 30 ft.

Attacks bite (6d6, 15-ft. reach), 2 claws (3d6); Reach 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus move action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., woodland stride

Woodland Stride (Ex) A green dragon can move through natural foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically altered affect it normally.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; Speed 60 ft., fly 50 ft. (Ex, clumsy), swim 40 ft.



Attacks bite (10d6, 20-ft. reach), 2 claws (6d6); **Reach** 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., miasma

Miasma (Su) By expending two uses of their breath weapon as a standard action, the green dragon can create a cloud of acid surrounding it that deals damage to any creature inside the cloud. The miasma moves with the dragon and has a radius of 40 feet. When it's created, anyone inside this area takes acid damage equal to half of the green dragon's breath weapon damage (Fort halves, to $\frac{1}{4}$ of the breath weapon).

RED DRAGON (CE)

STARTING STATISTICS

Size Large; **Speed** 40 ft., fly 30 ft. (Ex, clumsy)

EAC 11; **KAC** 14

Attacks bite (3d6, 10-ft. reach), 2 claws (2d6); **Str** 17, **Dex** 14, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

Mystic Focus standard action

Breath Weapon 1d8 fire, 15-ft. cone

Defenses immune to fire, paralysis, sleep

Ability Increases Strength, Charisma

Bonus Skill Intimidate

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision

Spell List technomancer

8TH-LEVEL ADVANCEMENT

Size Huge; **Speed** 50 ft., fly 40 ft. (Ex, clumsy)

Attacks bite (6d6, 15-ft. reach), 2 claws (3d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus move action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., sense through (vision [smoke only])

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 60 ft., fly 50 ft. (Ex, clumsy)

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6);

Reach 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., fire aura

Fire Aura (Su) The red dragon is surrounded by an aura of intense heat. At the start of the red dragon's turn, all enemies within 20 feet take 2d6 fire damage (no save).

WHITE DRAGON (CE)

STARTING STATISTICS

Size Small; **Speed** 50 ft., fly 50 ft. (Ex, clumsy), swim 30 ft.

EAC 12; **KAC** 12

Attacks bite (1d6), 2 claws (1d4)

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

Mystic Focus swift action

Breath Weapon 1d4 cold, 15-ft. cone

Defenses immune to cold, paralysis, sleep

Ability Increases Constitution, Intelligence

Bonus Skill Sense Motive

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision

Spell List technomancer

8TH-LEVEL ADVANCEMENT

Size Medium; **Speed** 60 ft., burrow 10 ft., fly 60 ft. (Ex, clumsy), swim 40 ft.

Attacks bite (2d6, 10-ft. reach), 2 claws (1d6)

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

Mystic Focus free action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., sense through (vision [snow only]), icewalking

Icewalking (Ex) A white dragon can move across icy surfaces without penalty and doesn't need to attempt Acrobatics checks to run or charge on ice. In addition, a white dragon can climb icy surfaces as if under the effect of spider climb.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 70 ft., burrow 20 ft., fly 70 ft. (Ex, clumsy), swim 50 ft.

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6);

Reach 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., cold aura

Cold Aura (Su) The white dragon is surrounded by an aura of intense cold. At the start of the white dragon's turn, all enemies within 20 feet take 2d6 cold damage (no save).

BRASS DRAGON (CG)

STARTING STATISTICS

Size Small; **Speed** 50 ft., fly 40 ft. (Ex, clumsy)

EAC 12; **KAC** 12

Attacks bite (1d6), 2 claws (1d4)

Str 11, **Dex** 16, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

Mystic Focus swift action

Breath Weapon 1d4 fire, 30-ft. line

Defenses immune to fire, paralysis, sleep

Ability Increases Strength, Charisma

Bonus Skill Diplomacy

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision

Spell List mystic

8TH-LEVEL ADVANCEMENT

Size Medium; **Speed** 60 ft., burrow 10 ft., fly 50 ft. (Ex, clumsy)

Attacks bite (2d6, 10 ft. reach), 2 claws (1d6)

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

Mystic Focus free action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., sense through (vision [sand only])

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 70 ft., burrow 20 ft., fly 60 ft. (Ex, clumsy)

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6); **Reach** 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., sleep breath

Sleep Breath (Su) By expending two uses of its breath weapon, the brass dragon can instead breathe a 30-foot cone of sleep gas. Each creature within the cone that inhales the gas must succeed at a Will save or fall asleep for 2d6 rounds plus a number of additional rounds equal to half the dragon's effective level.

BRONZE DRAGON (LG)

STARTING STATISTICS

Size Medium; **Speed** 50 ft., fly 40 ft. (Ex, clumsy), swim 30 ft.

EAC 12; **KAC** 13

Attacks bite (2d6), 2 claws (1d6)

Str 13, Dex 14, Con 13, Int 14, Wis 15, Cha 14

Mystic Focus move action

Breath Weapon 1d6 electricity, 30-ft. line

Defenses immune to electricity, paralysis, sleep

Ability Increases Wisdom, Charisma

Bonus Skill Survival

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision, water breathing

Spell List mystic

8TH-LEVEL ADVANCEMENT

Size Large; **Speed** 60 ft., fly 50 ft. (Ex, clumsy), swim 40 ft.

Attacks bite (3d6), 2 claws (2d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 70 ft., fly 60 ft. (Ex, clumsy), swim 50 ft.

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6); **Reach** 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., repulsion breath

Repulsion Breath (Su) By expending two uses of their breath weapon, the bronze dragon can breathe a 30-foot cone of repulsing breath. Each creature within the cone that inhales the gas must succeed at a Will save or be compelled to do nothing but move away from the dragon for 2d6 rounds plus a number of additional rounds equal to half the dragon's effective level. This is a mind-affecting compulsion effect.

COPPER DRAGON (CG)

STARTING STATISTICS

Size Small; **Speed** 50 ft., fly 50 ft. (Ex, clumsy)

EAC 12; **KAC** 12

Attacks bite (1d6), 2 claws (1d4)

Str 11, **Dex** 16, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

Mystic Focus swift action

Breath Weapon 1d4 acid, 30-ft. line

Defenses immune to acid, paralysis, sleep

Ability Increases Constitution, Charisma

Bonus Skill Bluff

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision

Spell List mystic

8TH-LEVEL ADVANCEMENT

Size Medium; **Speed** 60 ft., burrow 10 ft., fly 60 ft. (Ex, clumsy)

Attacks bite (2d6, 10-ft. reach), 2 claws (1d6)

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

Mystic Focus free action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., climb stone, darkvision 120 ft.

Climb Stone (Ex) A copper dragon can climb on stone surfaces as though affected by spider climb.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 70 ft., burrow 20 ft., fly 60 ft. (Ex, clumsy)

Attacks bite (10d6 P, 20-ft. reach), 2 claws (6d6 S); **Reach** 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., sleep breath

Slow Breath (Su) By expending two uses of their breath weapon, the copper dragon can instead breathe a 30-foot cone of slowing gas. Each creature within the cone that inhales the gas must succeed at a Fortitude save or be slowed (as per *slow*) for 2d6 rounds plus a number of additional rounds equal to half the dragon's effective level.

GOLD DRAGON (LG)

STARTING STATISTICS

Size Large; **Speed** 40 ft., fly 30 ft. (Ex, clumsy)

EAC 11; **KAC** 14

Attacks bite (3d6, 10-ft. reach), 2 claws (2d6)

Str 17, **Dex** 14, **Con** 15, **Int** 14, **Wis** 15, **Cha** 14

Mystic Focus standard action

Breath Weapon 1d8 fire, 15-ft. cone

Defenses immune to fire, paralysis, sleep

Ability Increases Intelligence, Wisdom

Bonus Skill Sense Motive

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision

Spell List mystic

8TH-LEVEL ADVANCEMENT

Size Huge; **Speed** 50 ft., fly 40 ft. (Ex, clumsy)

Attacks bite (6d6, 15-ft. reach), 2 claws (3d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus move action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 60 ft., fly 50 ft. (Ex, clumsy)

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6);

Reach 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., weakening breath

Weakening Breath (Su) By expending two uses of their breath weapon, the gold dragon can instead breathe a 30-foot cone of weakening gas. Each creature within the cone that inhales the gas must succeed at a Fortitude save or take an amount of Strength damage equal to half the dragon's effective level.

SILVER DRAGON (LG)

STARTING STATISTICS

Size Large; **Speed** 30 ft., fly 30 ft. (Ex, clumsy)

EAC 11; **KAC** 14

Attacks bite (3d6 P, 10-ft. reach), 2 claws (2d6)

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

Mystic Focus standard action

Breath Weapon 1d8 cold, 15-ft. cone

Defenses immune to cold, paralysis, sleep

Ability Increases Strength, Charisma

Bonus Skill Mysticism

Special Qualities blindsense (scent) 30 ft., cloudwalking, darkvision 60 ft., low-light vision

Cloudwalking (Su) A silver dragon can tread on clouds or fog as though on solid ground.

Spell List mystic

8TH-LEVEL ADVANCEMENT

Size Huge; **Speed** 40 ft., fly 40 ft. (Ex, clumsy)

Attacks bite (6d6, 15-ft. reach), 2 claws (3d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus move action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., sense through (vision [clouds and fog only])



16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 60 ft., fly 50 ft. (Ex, clumsy)

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6);

Reach 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., weakening breath

Paralyzing Breath (Su) By expending two uses of their breath weapon, the silver dragon can instead breathe a 30-foot cone of paralyzing gas. Each creature within the cone that inhales the gas must succeed at a Fortitude save or be paralyzed for 2d6 rounds plus a number of additional rounds equal to half the dragon's level.

LUNAR DRAGON (CN)

STARTING STATISTICS

Size Medium; **Speed** 40 ft., fly 40 ft. (Su, clumsy), burrow 5 ft.

EAC 12; **KAC** 13

Attacks bite (2d6), 2 claws (1d6)

Str 13, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 15

Mystic Focus move action

Breath Weapon 1d6 cold, 30-ft. line

Defenses immune to cold, paralysis, sleep, and the blind and dazzled conditions

Ability Increases Dexterity, Intelligence

Bonus Skill Engineering

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision, moonsilver, mounted spaceflight (Mysticism), void adaptation

Moonsilver (Ex) A lunar dragon's natural weapons are treated as silver for the purpose of overcoming damage reduction.



Mounted Spaceflight (Su) This functions as the spaceflight universal creature rule; when the dragon steed uses this ability, it extends its void adaptation to its dragonrider and all other creatures mounted upon it.

Spell List mystic

8TH-LEVEL ADVANCEMENT

Size Large; **Speed** 40 ft., fly 50 ft. (Su, clumsy), burrow 10 ft.

Attacks bite (3d6), 2 claws (2d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 40 ft., fly 50 ft. (Su, clumsy), burrow 20 ft.

Attacks bite (10d6 P, 20-ft. reach), 2 claws (6d6); **Reach** 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities absolute cold, blindsight (vibration) 30 ft.

Absolute Cold (Su) The lunar dragon's breath weapon can affect creatures immune to cold damage. A creature immune to cold damage still takes half damage from the breath weapon (no damage on a successful save). Creatures with cold resistance are treated as having 10 less than normal against the lunar dragon's breath weapon.

SOLAR DRAGON (LN)

STARTING STATISTICS

Size Medium; **Speed** 50 ft., fly 40 ft. (Su, clumsy)

EAC 12; **KAC** 13

Attacks bite (2d6), 2 claws (1d6)

Str 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 15

Mystic Focus move action

Breath Weapon 1d6 fire, 30-ft. line

Defenses immune to fire, paralysis, sleep

Ability Increases Dexterity, Charisma

Bonus Skill Life Science

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision, mounted void adaptation

Mounted Spaceflight (Su) This functions as the spaceflight universal creature rule; when the dragon steed uses this ability, it extends its void adaptation to its dragonrider and all other creatures mounted upon it.

Spell List mystic

8TH-LEVEL ADVANCEMENT

Size Large; **Speed** 50 ft., fly 50 ft. (Su, clumsy), burrow 10 ft.

Attacks bite (3d6), 2 claws (2d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., channel life, darkvision 120 ft.

Channel Life (Su) The solar dragon can use a healer mystic's healing channel connection power, treating its CR as its mystic level. The dragon does not spend a Resolve Point to use this ability, but it can use this ability only a number of times per day equal to 3 + its Charisma modifier. No feats or other options can be taken to improve or augment this ability.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 50 ft., fly 60 ft. (Su, clumsy)

Attacks bite (10d6 P, 20-ft. reach), 2 claws (6d6); **Reach** 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., channel radiation, primal fire

Channel Radiation (Su) The solar dragon can use its channel radiation ability to instead deal equal damage to all living foes in the area. This otherwise functions as the Harm Undead feat but expending a spell slot is not required.

Primal Fire (Su) The solar dragon's breath weapon can affect creatures immune to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage on a successful save). Creatures with fire resistance are treated as having 10 less than normal against the solar dragon's breath weapon.

TIME DRAGON (N)

STARTING STATISTICS

Size Medium; **Speed** 50 ft., fly 40 ft. (Su, clumsy)

EAC 12; **KAC** 13

Attacks bite (2d6), 2 claws (1d6)

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

Mystic Focus move action

Breath Weapon 1d6 electricity, 15-ft. line

Defenses immune to electricity, paralysis, sleep, staggered

Ability Increases Dexterity, Constitution

Bonus Skill Physical Science

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision, mounted spaceflight (Mysticism), read the threads, void adaptation

Mounted Spaceflight (Su) This functions as the spaceflight universal creature rule; when the dragon steed uses this ability, it extends its void adaptation to its dragonrider and all other creatures mounted upon it.

Read the Threads (Su) The time dragon gains a bonus to its initiative checks equal to its Constitution bonus.

Spell List technomancer

8TH-LEVEL ADVANCEMENT

Size Large; **Speed** 50 ft., fly 50 ft. (Su, clumsy), burrow 10 ft.

Attacks bite (3d6), 2 claws (2d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., immortal

Immortal (Ex) The time dragon is immune to any aging effects or dying from old age.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 50 ft., fly 60 ft. (Su, clumsy)

Attacks bite (10d6 P, 20-ft. reach), 2 claws (6d6);

Reach 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., shifting breath

Shifting Breath (Su) Once per day by expending two uses of their breath weapon, the time dragon can choose to use a cone of time shift rather than a cone of electricity. Each creature in the cone must succeed at a Will saving throw or be shifted forward in time 1d6-1 rounds. This shunts the affected creatures out of reality for the duration but for them it's as if no time passed. After using this breath weapon, the time dragon cannot use its breath weapon for 8 rounds.

VOID DRAGON (NE)

STARTING STATISTICS

Size Medium; **Speed** 40 ft., fly 40 ft. (Su, average)

EAC 12; **KAC** 13

Attacks bite (2d6), 2 claws (1d6)

Str 13, **Dex** 16, **Con** 13, **Int** 14, **Wis** 11, **Cha** 14

Mystic Focus move action

Breath Weapon 1d6 cold, 15-ft. cone

Defenses immune to confusion, electricity, insanity, paralysis

Ability Increases Constitution, Charisma

Bonus Skill Mysticism

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., low-light vision, mounted spaceflight (Mysticism), void adaptation

Mounted Spaceflight (Su) This functions as the spaceflight universal creature rule; when the dragon steed uses this ability, it extends its void adaptation to its dragonrider and all other creatures mounted upon it.

Spell List technomancer

8TH-LEVEL ADVANCEMENT

Size Large; **Speed** 50 ft., fly 50 ft. (Su, average)

Attacks bite (3d6), 2 claws (2d6); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., obliterate

Obliterate (Su) The void dragon's bite deals an additional 2d6 points of negative energy damage. A creature reduced to 0 Hit Points by this attack must succeed at a Fortitude save or be immediately slain and reduced to ashes (as the spell *disintegrate*).

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 50 ft., fly 60 ft. (Su, average)

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6);

Reach 15 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., suffocating breath

Suffocating Breath (Su) By expending two uses of their breath weapon as a standard action, the void dragon can instead breathe a 30-foot cone of energy that suffocates those it touches. Air-breathing creatures within the cone must succeed at a Fortitude save or begin Constitution checks to avoid suffocation, even if they have environmental protections. An affected creature can attempt a new Fortitude saving throw at the beginning of each turn to shake off this effect and regain its air supply.

VORTEX DRAGON (LN)

STARTING STATISTICS

Size Medium; **Speed** 60 ft., fly 40 ft. (Su, average)

EAC 12; KAC 13

Attacks bite (2d6), 2 claws (1d6)

Str 13, Dex 16, Con 13, Int 14, Wis 13, Cha 14

Mystic Focus move action

Breath Weapon 1d6 fire, 15-ft. cone

Defenses immune to fire, insanity, paralysis

Ability Increases Dexterity, Wisdom

Bonus Skill Culture

Special Qualities blindsense (scent) 30 ft., darkvision 60 ft., galactic emissary, low-light vision, void adaptation

Galactic Emissary (Su) This functions as mounted spaceflight, as detailed above; additionally, the vortex dragon automatically succeeds at checks to navigate and its travel times are halved.

Spell List technomancer

8TH-LEVEL ADVANCEMENT

Size Large; Speed 50 ft., fly 50 ft. (Su, average)

Attacks bite (3d6 P), 2 claws (2d6 S); **Reach** 10 ft.

Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus swift action

Defenses DR 5/magic

Special Qualities blindsense (scent) 60 ft., darkvision 120 ft., fragmented strike

Fragmented Strike (Su) The vortex dragon can strike with its bite through a rift in space. This allows it to make its bite attack as a standard action against a target within 60 feet as long as the dragon can see the creature.

16TH-LEVEL ADVANCEMENT

Size Gargantuan; **Speed** 50 ft., fly 60 ft. (Su, average)

Attacks bite (10d6, 20-ft. reach), 2 claws (6d6); **Reach** 15 ft.

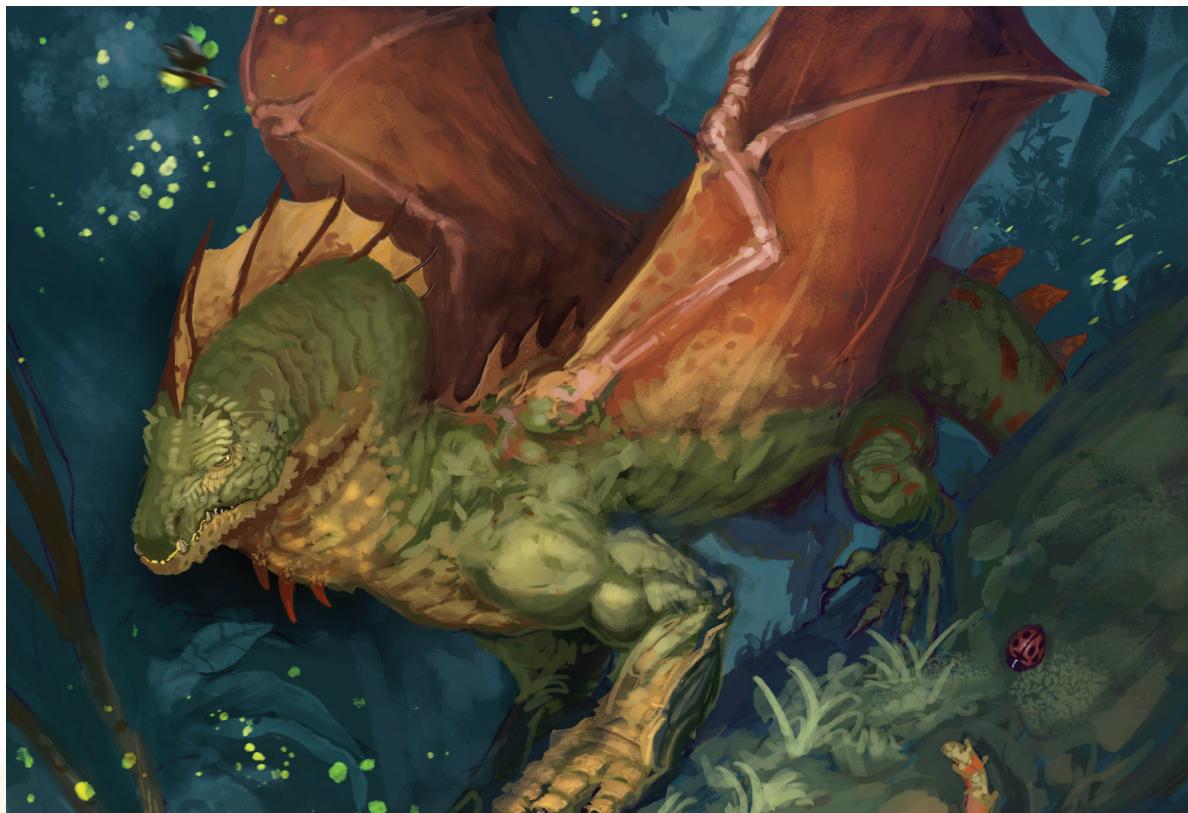
Ability Scores +8 Str, -2 Dex, +4 Con

Mystic Focus free action

Defenses DR 10/magic

Special Qualities blindsight (vibration) 30 ft., collapsing breath

Collapsing Breath (Su) By expending two uses of their breath weapon as a standard action, the vortex dragon can instead suck a single target in range of its breath weapon into its maw. If the target fails its Reflex save (DC equal to that of the breath weapon), it is teleported adjacent to the vortex dragon and automatically takes the dragon's bite damage.





NEW EQUIPMENT

The following pieces of equipment are well-suited for dragonriders and their steeds; as dragons are unable to wear armor, they are immensely helpful in the void of space.

DRAGON ENVIROCOLLAR, WYRMLING

LEVEL 1; PRICE 140

Capacity 20; Usage 5/day

Hands —; Bulk 1

DESCRIPTION

This collar extends around the neck of a Large or smaller dragon, adjusting its size as the dragon grows. When activated as a standard action, it grants a dragon all the environmental protections of a 1st-level suit of armor for the duration listed. It extends and retracts its protection alongside the dragon's wings as well.

DRAGON ENVIROCOLLAR, ANCIENT

LEVEL 8; PRICE 8,550

Capacity 60; Usage 5/day

Hands —; Bulk 1

DESCRIPTION

This collar gives similar protections to that of a wyrmling dragon envirocollar, except it fits on a Gargantuan or smaller dragon and grants them the environmental protections of a 7th-level suit of armor.

NEW STARSHIP ROLE

Obviously, half the fun of having a dragonrider in a science-fantasy campaign is the ability to attack spaceships with dragon breath! Rewriting the entirety of the starship combat rules is beyond the scope of this product. Instead, dragonriders who can safely fly their mounts in space (normally through the use of a dragon envirocollar, but other methods can be used) can take the Draconic Harasser role in starship combat. This represents flying out into the combat and making life difficult for an enemy starship. A dragon will not normally destroy an enemy starship on its own. It will certainly get their attention.

You can have as many draconic harassers as you have dragonriders available to fly in space. Draconic harasser actions occur in Phase 4 (after the gunnery phase). You are assumed to be able to reach any starship within 8 hexes of the starship you are operating from, but your movement is not actually tracked. If your operating starship escapes, you make it back in time to go with it. If it is destroyed, you are close enough to suffer the same fate as the crew within.

DRACONIC HARASSER

Harass: You can make a Survival check (DC 15 + 1.5 x the targeted starship's tier) to harass one enemy starship. On a successful check, you can force the first attack made from that ship on its next turn to be rolled twice and the worst result used. If you exceed the DC by 10 or more, you also do damage equal to half your dragonrider level.

Intercept: You can intercept a weapon that is targeting your allies' starship's TL. If such a weapon is currently deployed you make the check now, otherwise you make the check against the next such weapon that is launched before your next turn. If you succeed at a Survival check (DC 15 + 1.5 x the attacking starship's tier), the weapon is intercepted and destroyed.

Scout: You can sometimes see details a ship's sensors cannot pick up. You target one enemy ship and make a Survival check (DC 10 + 1.5 x the targeted starship's tier). On a successful check, you grant one Gunner or Science Officer in an allied ship a +2 bonus on the next starship action check they make before your next turn.

Wingman: You can serve as one starship's wingman, making it difficult for enemy ships to target it. You make a Survival check (DC 15 + 1.5 x the allied starship's tier), and if successful you grant the starship a +1 bonus to AC and +2 to TL until your next turn.

ANTIDRAGON ACTIONS

Flying about in space combat is dangerous when you're not in a starship. Any opposing gunner or pilot within 8 hexes of the starship you are outside of can take the special AntiDragon Action in place of their normal action, making a Gunnery or Pilot check (DC 15 + 1.5x your dragonrider level). If they succeed, you cannot take an action next round and you and your dragon both take 1d6 damage per tier of the attacking starship. You don't suffer a direct hit, but even near misses of starship weapons hurt!

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