

**Spesstlinxeeruss** (Wyrm Shadow Dragon, 5<sup>th</sup> level Sorcerer)

Gargantuan Dragon

**Hit Dice:** 34d12+5d4+390 (711 hp)

**Initiative:** +0

**Speed:** 80 ft, fly 150 ft (clumsy)

**AC:** 47 (-4 size +37 natural, +4 deflection), flatfooted 47, touch 10

**Base Attack/Grapple:** +36/+63

**Attack:** Bite +52 melee (4d8+15, 19-20 x2),

**Full Attack:** Bite +52 melee (4d8+15, 19-20 x2), 2 claws +46 melee (2d8+7), 2 wings +46 melee (2d6+7), and tail slap +46 melee (2d8+22)

**Space/Reach:** 20 ft/15 ft (20 ft with bite)

**Special Attacks:** Tail sweep, crush, breath weapon, spells, spell-like abilities

**Special Qualities:** Frightful presence (330 ft radius, DC 37), DR 10/lawful or holy, immunities, SR 35, blindsense 60 ft, keen senses

**Saves:** Fort +34, Ref +25, Will +37

**Abilities:** Str 40, Dex 10, Con 32, Int 35, Wis 29, Cha 35

**Skills:** Listen +51, Spot +51, Concentration +53, Intimidate +54, Jump +36, Knowledge (arcana) +54, Knowledge (geography) +54, Knowledge (local) +54, Knowledge (nature) +40, Knowledge (religion) +54, Sense Motive +51, Spellcraft +54, Use Magic Device +54

**Feats:** Awesome Blow (-4 to attack, Reflex save DC=damage or knocked back 10 feet and prone), Boost Spell Resistance (x2), Combat Casting, Combat Expertise, Improved Bull Rush, Improved Combat Casting, Improved Combat Expertise, Improved Critical (bite), Improved Natural Attack (bite), Power Attack, Rend (2d8+22), Weapon Focus (bite)

**Challenge Rating:** 26

**Alignment:** Chaotic Evil

**Tail Sweep:** As a standard action, the dragon may sweep a radius of 30 feet. All within the radius take 2d6+22 damage (Reflex DC 37 half)

**Crush:** may land on opponents, inflicting 4d6+22 damage and pinning them (Reflex save DC 37 negates the pin)

**Breath Weapon:** 60 ft cone, 7 negative levels (Reflex save DC 37 half)

**Spell-like abilities:** (20<sup>th</sup>-level caster) At will – shadow blend; 3/day *mirror image*, *nondetection*; 2/day *dimension door*; 1/day *shadow walk*

**Spells:** (20<sup>th</sup>-level sorcerer, DC=22+level)

Spells/day: (6/9/9/9/9/8/8/8/8/7)

Spells Known:

**0-Level:** Daze, Detect Magic, Guidance, Horizkaul's Cough, No Light, Read Magic, Resistance, Stick, Touch of Fatigue

**1<sup>st</sup>-Level:** Charm Person, Expeditious Retreat, Kauper's Skittish Nerves, Mage Armor, Shield

**2<sup>nd</sup>-Level:** Bear's Endurance, Detect Thoughts, Portal Alarm, Sadism, Web

**3<sup>rd</sup>-Level:** Gaseous Form, Haste, Protection from Energy, Vampiric touch

**4<sup>th</sup>-Level:** Evard's Black tentacles, Greater Invisibility, Stoneskin, Viscid Glob

**5<sup>th</sup>-Level:** Feeblemind, Grimwald's Graymantle, Resonating Resistance, Superior Magic Fang

**6<sup>th</sup>-Level:** Greater Dispel Magic, Heal, Imperious Glare

**7<sup>th</sup>-Level:** Blasphemy, Ethereal Jaunt, Project Image

**8<sup>th</sup>-Level:** Greater Prying Eyes, Greater Spell Immunity, Prismatic Wall

**9<sup>th</sup>-Level:** Time Stop, Wail of the Banshee, Weird

**Possessions:** Ring of Protection +4, Ring of Resistance +5