

Spesstlinxeeruss (Wyrm Shadow Dragon, 5th 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: (20th-level caster) At will – shadow blend; 3/day *mirror image*, *nondetection*; 2/day *dimension door*; 1/day *shadow walk*

Spells: (20th-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

1st-Level: Charm Person, Expeditious Retreat, Kauper's Skittish Nerves, Mage Armor, Shield

2nd-Level: Bear's Endurance, Detect Thoughts, Portal Alarm, Sadism, Web

3rd-Level: Gaseous Form, Haste, Protection from Energy, Vampiric touch

4th-Level: Evard's Black tentacles, Greater Invisibility, Stoneskin, Viscid Glob

5th-Level: Feeblemind, Grimwald's Graymantle, Resonating Resistance, Superior Magic Fang

6th-Level: Greater Dispel Magic, Heal, Imperious Glare

7th-Level: Blasphemy, Ethereal Jaunt, Project Image

8th-Level: Greater Prying Eyes, Greater Spell Immunity, Prismatic Wall

9th-Level: Time Stop, Wail of the Banshee, Weird

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